Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

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1.4160 pcre 8.32 17.el7
  1.4160.1 Available under license
1.4161 objenesis 3.2
  1.4161.1 Available under license
1.4162 netty-handler 4.1.33.Final
  1.4162.1 Available under license
1.4163 cxf-rt-transports-http-hc 2.7.16
  1.4163.1 Available under license
1.4164 activation-api 1.1.1
  1.4164.1 Available under license
1.4165 jetty-continuation 7.6.13.v20130916
  1.4165.1 Available under license
1.4166 javax-websocket-api 1.1

1.1 config-model 0.27.1
1.1.1 Available under license:

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Before you begin you need to:

Install and set up Git

Strimzi aims to make its content accessible. When contributing to the documentation, ensure that your content adheres to the following guidelines:

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  * Provide alternative text
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* Images of text are not used (such as with code fragments)
* Links provide descriptive text about the target (not _click here_)
* Tables:
  * Include a caption
  * Contain headings
  * Provide a logical reading order
  * Don't contain empty cells
* Color is not used as the only visual means to convey information (not _check the green text_)

Example image caption and description
[source,asciidoc]
----
.Operators within the Strimzi architecture
image:operators.png[Operators within the Strimzi architecture]
### File connectors

<table>
<thead>
<tr>
<th>File Connector</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FileStreamSourceConnector</td>
<td>Transfers data to your Kafka cluster from a file (the source).</td>
</tr>
</tbody>
</table>

[[contributing]]

== Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

.Procedure

. Open your terminal
. `cd` to the directory where your documentation resides
. Checkout the main branch
  +
  [source]
  ----
  $ git checkout main
  ----
. Update your local repository and fork with the upstream content
  +
  [source]
  ----
  $ git pull upstream main
  $ git push origin main --force
  ----
. Create a new branch for your work (using the issue number is helpful)
  +
  [source, options="nowrap", subs="+quotes"]
  ----
  $ git checkout -b <branch-name>
  ----
. Make your edits in the editor of your choice
. Save your changes locally
. Build your documentation to verify that there are no build errors and that everything looks right
  .. This can be done with the xref:make-tooling[Make tooling]
If you are creating new files, add the files to the repository

```bash
$ git status
$ git add <file-name>
```

. Commit your changes

```bash
$ git commit -a -s -m "<message>"
```

Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the [developer certificate of origin (DCO)].

. Push your changes to your fork

```bash
$ git push origin HEAD
```

. If the update is rejected because the commit is behind, merge your changes

```bash
$ git pull upstream main
$ git push -f origin HEAD
```

. Visit your fork on GitHub
. Click *Compare & pull request*
. If a SME review is needed:
  .. Add *SME Review Needed* label.
  .. When SME review is complete, remove *SME Review Completed* label and go to step 16.
  .. Add *Peer Review Needed* label and assign a Reviewer.
  .. When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.
  .. When *Peer Review Done* label has been added:
    .. If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.
    .. If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Ready for Merge* label.
    .. If you want an additional review on the updated content, add the *Peer Review Needed* label and ask for another review in a comment.
1.2 kafka-agent 0.27.1

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- xref:setting-up-git[Install and set up Git]

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.Example image caption and description
[source,asciidoc]  ----

---
Operators within the Strimzi architecture

---

Example table headings

---

File connectors

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<th>Description</th>
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</thead>
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. `cd` to the directory where your documentation resides
. Checkout the main branch
   +
   [source]
   
   $ git checkout main
   
   . Update your local repository and fetch with the upstream content
   +
   [source]
   
   $ git pull upstream main
   $ git push origin main --force
   
   . Create a new branch for your work (using the issue number is helpful)
   +
   [source, options="nowrap", subs="+quotes"]
   
   $ git checkout -b <branch-name>
   
   . Make your edits in the editor of your choice
Save your changes locally.

Build your documentation to verify that there are no build errors and that everything looks right.

This can be done with the Make tooling.

If you are creating new files, add the files to the repository.

```
$ git status
$ git add <file-name>
```

Commit your changes.

```
$ git commit -a -s -m "<message>"
```

Note that the project requires all commits to be signed off, indicating that you certify the changes with the developer certificate of origin (DCO).

Push your changes to your fork.

```
$ git push origin HEAD
```

If the update is rejected because the commit is behind, merge your changes.

```
$ git pull upstream main
$ git push -f origin HEAD
```

Visit your fork on GitHub.

Click *Compare & pull request*.

If a SME review is needed:

Add *SME Review Needed* label.

When SME review is complete, remove *SME Review Completed* label and go to step 16.

Add *Peer Review Needed* label and assign a Reviewer.

When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.

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1.5 readline 7.0 10.el8

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

------

Oracle

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

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

------

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

* java.sun.security.ssl

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

------

OW2

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

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

------

Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

-----

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.12 httpcore-nio 4.4.5

1.12.1 Available under license:

```html
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">
<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">```
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/msTile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">
<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700' rel='stylesheet' type='text/css'>
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</head>

<body>
<!-- Navigation -->
<header>
<nav class="navbar navbar-default navbar-fixed-top">
<div class="container">
<div class="navbar-header">
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
<span class="sr-only">Toggle navigation</span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
</button>
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
</div>
<div class="collapse navbar-collapse" id="mainnav-collapse">
</div>
</div>
</nav>
</header>
<nav class="navbar navbar-default navbar-fixed-top">
<div class="container">
<div class="navbar-header">
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
<span class="sr-only">Toggle navigation</span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
</button>
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
</div>
<div class="collapse navbar-collapse" id="mainnav-collapse">
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo&nbsp;<a href="/licenses/">Licenses</a></div>
<ul class="nav navbar-nav navbar-right">
<li class="dropdown">
<a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
<ul class="dropdown-menu" role="menu">
<li><a href="/foundation">Overview</a></li>
</ul>
</li>
</ul>
</div>
</nav>
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            <div class="col-sm-2">
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                <ul class="list-unstyled white" role="menu">
                    <li><a href="http://community.apache.org/">Overview</a></li>
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1.13 hazelcast-hibernate3 3.5.4

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* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/region/CollectionRegionAccessStrategyAdapter.java
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* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/VersionAwareMapMergePolicy.java
* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/instance/HazelcastInstanceFactory.java
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* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/AbstractHazelcastCacheRegionFactory.java
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* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/region/HazelcastEntityRegion.java
* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/region/HazelcastTimestamper.java
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* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/RegionCache.java
* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-jar/com/hazelcast/hibernate/package-info.java
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/*
// released under heavy load or after network partitions. Hence this implementation now uses a spin loop

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* /opt/cola/permits/1271133846_1644877846.54/0/hazelcast-hibernate3-3-5-4-sources-
jar/com/hazelcast/hibernate/distributed/IMapRegionCache.java

1.14 libaec0 1.0.2-1
1.14.1 Available under license:

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1.15 wso2-carbon-tenant-mgt-ui 4.6.15

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

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

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e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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1.16 wagon-http-shared 3.1.0
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1.17 swagger-models 2.0.5

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1.18 maven-plugin-descriptor 2.0.6

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1.22 xerces-c 3.2.2+debian-1+deb10u1
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Found in path(s):
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/core/type/filter/RegexPatternTypeFilter.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/util/StringValueResolver.java
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  jar/org/springframework/util/PatternMatchUtils.java
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  jar/org/springframework/core/io/ContextResource.java
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  jar/org/springframework/core/style/ValueStyler.java
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  jar/org/springframework/core/type/filter/TypeFilter.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
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* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2-
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* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2-
  jar/org/springframework/core/convert/converter/ConverterFactory.java
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*/opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/Conventions.java
*/opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/PrioritizedParameterNameDiscoverer.java
*/opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/SpringVersion.java
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* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
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* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
jar/org/springframework/core/ConfigurableObjectInputStream.java
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jar/org/springframework/core/stylesheet/DefaultValueStyler.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
jar/org/springframework/core/stylesheet/DefaultValueStyler.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
jar/org/springframework/core/stylesheet/StylerUtils.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
jar/org/springframework/core/stylesheet/StylerUtils.java
Found in path(s):
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/SmartClassLoader.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/Constants.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/io/Resource.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/serializer/Serializer.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/task/SyncTaskExecutor.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/convert/converter/ConverterRegistry.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/type/classreading/MetadataReader.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/convert/support/ConversionServiceFactory.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/serializer/DefaultSerializer.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/convert/support/ConversionServiceFactory.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/type/classreading/MetadataReader.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2.jar/org/springframework/core/PriorityOrdered.java
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* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-jar/org/springframework/core/env/SimpleCommandLineArgsParser.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-jar/org/springframework/core/convert/support/ConversionUtils.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-jar/org/springframework/core/env/CommandLineArgs.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-jar/org/springframework/core/env/PropertySources.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-jar/org/springframework/core/convert/support/ConvertingPropertyEditorAdapter.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-jar/org/springframework/core/env/MissingRequiredPropertiesException.java

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  jar/org/springframework/asm/MethodWriter.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/ClassVisitor.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/Type.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/Edge.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/AnnotationVisitor.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/MethodVisitor.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/Label.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/Frame.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/FieldWriter.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/FieldVisitor.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/Handle.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/ByteVector.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/AnnotationWriter.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/Item.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/asm/Context.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
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  jar/org/springframework/core/ParameterizedTypeReference.java
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  jar/org/springframework/asm/TypePath.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4.1.6-release-sources-2-
  jar/org/springframework/asm/TypeReference.java
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  jar/org/springframework/util/BackOffExecution.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/core/env/PropertiesPropertySource.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/core/io/VfsResource.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/core/io/FileSystemResource.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/core/SerializableTypeWrapper.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
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  jar/org/springframework/core/NamedInheritableThreadLocal.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/core/AliasRegistry.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
  jar/org/springframework/core/NestedExceptionUtils.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2-
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* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/type/classreading/SimpleMetadataReader.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/convert/support/ObjectToObjectConverter.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/env/ReadOnlySystemAttributesMap.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/convert/ConversionService.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/env/Environment.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/env/EnvironmentCapable.java
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* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/DefaultParameterNameDiscoverer.java
* /opt/cola/permits/1136508341_1613775476.67/0/spring-core-4-1-6-release-sources-2.jar/org/springframework/core/io/UrlResource.java
1.24 jaeger-client 1.6.0

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1.25 swagger-parser-v3 2.0.20

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

Found in path(s):
* /opt/cola/permits/1177915105_1625543467.81/0/jaeger-client-1-6-0-sources-jar/io/jaegertracing/client/Version.java
1.26 icu 67

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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHARDELIBCFLAGS = -fPIC
SHARDELIBCXXFLAGS = -fPIC
SHARDELIBCPPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -WL,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
```
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.c) $< \n| sed "s/(.*)\xo[ ]*:/\1.o $@ : /g\" > $@; \n[ -s $@ ] || rm -f $@"

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.cc) $< \n| sed "s/(.*)\xo[ ]*:/\1.o $@ : /g\" > $@; \n[ -s $@ ] || rm -f $@"

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@

%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
## End BSD-specific setup

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1.30 zstd 1.3.8+dfsg-3+deb10u2

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Files-Excluded: appveyor.yml
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1.32 grubtools 2.02-90.el8_3.1
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jsch-0.1.31.jar
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2.0.6

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lib/csharp/src/Protocol/TProtocolException.cs
lib/csharp/src/Protocol/TProtocolFactory.cs
lib/csharp/src/Protocol/TProtocolUtil.cs
lib/csharp/src/Protocol/TSet.cs
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1.39 lcms 2.12

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1.42 jetty-client 9.4.39.v20210325

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Oracle OpenJDK

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* java.sun.security.ssl

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

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OW2

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

-----
Apache

The following artifacts are ASL2 licensed.

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

-----
MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.43 metrics-jmx 4.0.3

1.44 c3p0 0.9.5.4

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1.45 jackson-annotations 2.10.2

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1.46 html5lib 1.1

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1.47 minizip 1.1-8+b1

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1.48 xorg-randr 2.2.0

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1.49 wso2-carbon-databridge-receiver-thrift

5.1.42

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```
* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/NoAllocation.java
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* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/CheckReturnValue.java
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* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/Var.java
* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
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  jar/com/google/errorprone/annotations/MustBeClosed.java
* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-
  jar/com/google/errorprone/annotations/RestrictedApi.java
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  jar/com/google/errorprone/annotations/FormatString.java
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https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html

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* javax.annotation:javax.annotation-api
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
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org.eclipse.jetty.toolchain:jetty-schemas

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1.58 libice 1.0.9-2

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1.59 ncurses 6.1 7.20180224.el8
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-- $Id: COPYING,v 1.6 2018/01/01 12:00:00 tom Exp $
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This package is used for testing builds of ncurses.

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1.60 pierrec-lz4 2.5.2

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1.61 ring-devel 1.3.0

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version: 2.6.0
*/

Found in path(s):
* /opt/cola/permits/1191553149_1645790237.2/0/ring-devel-1-3-0-jar-zip/ring-devel-1-3-0-jar/ring/css/stacktrace.css
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* /opt/cola/permits/1191553149_1645790237.2/0/ring-devel-1-3-0-jar-zip/ring-devel-1-3-0-jar/ring/css/dump.css

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* /opt/cola/permits/1191553149_1645790237.2/0/ring-devel-1-3-0-jar-zip/ring-devel-1-3-0-jar/META-INF/maven/ring/ring-devel/pom.xml

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* /opt/cola/permits/1191553149_1645790237.2/0/ring-devel-1-3-0-jar-zip/ring-devel-1-3-0-jar/project.clj
* /opt/cola/permits/1191553149_1645790237.2/0/ring-devel-1-3-0-jar-zip/ring-devel-1-3-0-jar/META-INF/leiningen/ring/ring-devel/project.clj

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1.62 wso2-carbon-utils 4.4.35

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1.63 debian-archive-keyring 2021.1.1
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1.64 findutils 4.6.0+git+20190209 2
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Improvements have been made by James Youngman <jay@gnu.org>.

* GNU xargs
was originally written by Mike Rendell, with enhancements by David MacKenzie. Modifications by James Youngman Dmitry V. Levin

* GNU locate and its associated utilities were originally written by James Woods, with enhancements by David MacKenzie, James Youngman and Bas van Gompel.

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1.68 perl-constant 1.33-396.el8

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---

abstract: 'Perl pragma to declare constants'
author:
  - 'Sébastien Aperghis-Tramoni <sebastien@aperghis.net>'
build_requires:
  Test::More: 0
configure_requires:
  Module::Build: 0.2808
dynamic_config: 1
generated_by: 'Module::Build version 0.4003, CPAN::Meta::Converter version 2.120921'
license: perl
meta-spec: url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4
ame: constant
provides:
   constant:
      file: lib/constant.pm
      version: 1.27
resources:
   license: http://dev.perl.org/licenses/
   version: 1.27

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=head1 NAME

constant - Perl pragma to declare constants

=head1 SYNOPSIS

use constant PI => 4 * atan2(1, 1);
use constant DEBUG => 0;

print "Pi equals ", PI, "\n" if DEBUG;

use constant {
   SEC => 0,
   MIN => 1,
   HOUR => 2,
   MDAY => 3,
   MON => 4,
   YEAR => 5,
   WDAY => 6,
   YDAY => 7,
   ISDST => 8,
};

use constant WEEKDAYS => qw(
   Sunday Monday Tuesday Wednesday Thursday Friday Saturday
);

print "Today is ", (WEEKDAYS)[(localtime)[WDAY]], ".\n";

=head1 DESCRIPTION

This pragma allows you to declare constants at compile-time.
When you declare a constant such as C<PI> using the method shown above, each machine your script runs upon can have as many digits of accuracy as it can use. Also, your program will be easier to read, more likely to be maintained (and maintained correctly), and far less likely to send a space probe to the wrong planet because nobody noticed the one equation in which you wrote C<3.14195>.

When a constant is used in an expression, Perl replaces it with its value at compile time, and may then optimize the expression further. In particular, any code in an C<if (CONSTANT)> block will be optimized away if the constant is false.

=head1 NOTES

As with all C<use> directives, defining a constant happens at compile time. Thus, it's probably not correct to put a constant declaration inside of a conditional statement (like C<if ($foo) { use constant ... }>).

Constants defined using this module cannot be interpolated into strings like variables. However, concatenation works just fine:

    print "Pi equals PI...\n";       # WRONG: does not expand "PI"
    print "Pi equals ".PI."...\n";  # right

Even though a reference may be declared as a constant, the reference may point to data which may be changed, as this code shows.

    use constant ARRAY =&gt; [ 1,2,3,4 ];
    print ARRAY-&gt;[1];
    ARRAY-&gt;[1] = " be changed";
    print ARRAY-&gt;[1];

Dereferencing constant references incorrectly (such as using an array subscript on a constant hash reference, or vice versa) will be trapped at compile time.

Constants belong to the package they are defined in. To refer to a constant defined in another package, specify the full package name, as in C<&lt;Some::Package::CONSTANT&gt;. Constants may be exported by modules, and may also be called as either class or instance methods, that is, as C&lt;&lt; Some::Package-&gt;CONSTANT &gt;&gt; or as C&lt;&lt; $obj-&gt;CONSTANT &gt;&gt; where C&lt;$obj&gt; is an instance of C&lt;Some::Package&gt;. Subclasses may define their own constants to override those in their base class.

The use of all caps for constant names is merely a convention, although it is recommended in order to make constants stand out and to help avoid collisions with other barewords, keywords, and
subroutine names. Constant names must begin with a letter or underscore. Names beginning with a double underscore are reserved. Some poor choices for names will generate warnings, if warnings are enabled at compile time.

=head2 List constants

Constants may be lists of more (or less) than one value. A constant with no values evaluates to C<undef> in scalar context. Note that constants with more than one value do I<not> return their last value in scalar context as one might expect. They currently return the number of values, but B<this may change in the future>. Do not use constants with multiple values in scalar context.

B<NOTE:> This implies that the expression defining the value of a constant is evaluated in list context. This may produce surprises:

```perl
use constant TIMESTAMP => localtime; # WRONG!
use constant TIMESTAMP => scalar localtime; # right
```

The first line above defines C<TIMESTAMP> as a 9-element list, as returned by C<localtime()> in list context. To set it to the string returned by C<localtime()> in scalar context, an explicit C<scalar> keyword is required.

List constants are lists, not arrays. To index or slice them, they must be placed in parentheses.

```perl
my @workdays = WEEKDAYS[1 .. 5]; # WRONG!
my @workdays = (WEEKDAYS)[1 .. 5]; # right
```

=head2 Defining multiple constants at once

Instead of writing multiple C<use constant> statements, you may define multiple constants in a single statement by giving, instead of the constant name, a reference to a hash where the keys are the names of the constants to be defined. Obviously, all constants defined using this method must have a single value.

```perl
use constant {
    FOO => "A single value",
    BAR => "This", "won't", "work!", # Error!
};
```

This is a fundamental limitation of the way hashes are constructed in Perl. The error messages produced when this happens will often be quite cryptic -- in the worst case there may be none at all, and you'll only later find that something is broken.
When defining multiple constants, you cannot use the values of other constants defined in the same declaration. This is because the calling package doesn't know about any constant within that group until the `use` statement is finished.

```perl
use constant {
    BITMASK => 0xAFBAEBA8,
    NEGMASK => ~BITMASK, # Error!
};
```

=head2 Magic constants

Magical values and references can be made into constants at compile time, allowing for way cool stuff like this. (These error numbers aren't totally portable, alas.)

```perl
use constant E2BIG => ($! = 7);

print E2BIG, "\n";       # something like "Arg list too long"
print 0+E2BIG, "\n";    # "7"
```

You can't produce a tied constant by giving a tied scalar as the value. References to tied variables, however, can be used as constants without any problems.

=head1 TECHNICAL NOTES

In the current implementation, scalar constants are actually inlinable subroutines. As of version 5.004 of Perl, the appropriate scalar constant is inserted directly in place of some subroutine calls, thereby saving the overhead of a subroutine call. See L<perlsub/Constant Functions> for details about how and when this happens.

In the rare case in which you need to discover at run time whether a particular constant has been declared via this module, you may use this function to examine the hash `constant::declared`. If the given constant name does not include a package name, the current package is used.

```perl
sub declared ($) {
   use constant 1.01;              # don't omit this!
   my $name = shift;
   $name =~ s/^::/main::/;
   my $pkg = caller;
   my $full_name = $name =~ /::/ ? $name : "${pkg}:\$name";
   $constant::declared{$full_name};
}
```
CAVEATS

In the current version of Perl, list constants are not inlined and some symbols may be redefined without generating a warning.

It is not possible to have a subroutine or a keyword with the same name as a constant in the same package. This is probably a Good Thing.

A constant with a name in the list `STDIN STDOUT STDERR ARGV ARGVOUT ENV INC SIG` is not allowed anywhere but in package `main::`, for technical reasons.

Unlike constants in some languages, these cannot be overridden on the command line or via environment variables.

You can get into trouble if you use constants in a context which automatically quotes barewords (as is true for any subroutine call). For example, you can't say `$hash{CONSTANT}` because `CONSTANT` will be interpreted as a string. Use `$hash{CONSTANT()}` or `$hash{+CONSTANT}` to prevent the bareword quoting mechanism from kicking in. Similarly, since the `<<` operator quotes a bareword immediately to its left, you have to say `<< CONSTANT() => 'value'` (or simply use a comma in place of the big arrow) instead of `<< CONSTANT => 'value'`.

SEE ALSO

L<Readonly> - Facility for creating read-only scalars, arrays, hashes.

L<Attribute::Constant> - Make read-only variables via attribute

L<Scalar::Readonly> - Perl extension to the `SVREADONLY` scalar flag

L<Hash::Util> - A selection of general-utility hash subroutines (mostly to lock/unlock keys and values)

BUGS

Please report any bugs or feature requests via the perlbug(1) utility.

AUTHORS

Tom Phoenix, `<rootbeer@redcat.com>`, with help from many other folks.

Multiple constant declarations at once added by Casey West, `<casey@geeknest.com>`.`
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E<lt>F<perl@itz.pp.sci.fi>E<gt>.

This program is maintained by the Perl 5 Porters.
The CPAN distribution is maintained by SE<acute>bastien Aperghis-Tramoni
E<lt>F<sebastien@aperghis.net>E<gt>.

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constant - Perl pragma to declare constants

DESCRIPTION

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When a constant is used in an expression, Perl replaces it with its
value at compile time, and may then optimize the expression further.
In particular, any code in an "if (CONSTANT)" block will be optimized
away if the constant is false.

INSTALLATION

To install this module, run the following commands:

perl Makefile.PL
make
make test
make install

Alternatively, to install with Module::Build, you can use the
following commands:
perl Build.PL
./Build
./Build test
./Build install

SUPPORT AND DOCUMENTATION

After installing, you can find documentation for this module with the perldoc command.

perldoc constant

You can also look for information at:

Search CPAN
http://search.cpan.org/dist/constant

CPAN Request Tracker:
http://rt.cpan.org/Dist/Display.html?Name=constant

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---
abstract: 'Establish an ISA relationship with base classes at compile time'
author:
- 'Max Maischein <corion@cpan.org>'
build_requires:
  ExtUtils::MakeMaker: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.34, CPAN::Meta::Converter version 2.150005'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: parent
no_index:
directory:
- t
- inc
requires:
  Test::More: '0.4'
  perl: '5.006'
resources:
  repository: https://github.com/Corion/parent
  version: '0.237'
x_serialization_backend: 'CPAN::Meta::YAML version 0.018'

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548129_1591379747.05/0/perl-parent-0.237-1.el8.src.rpm-cosi-expand-archive-Q995NCX6/parent-0.237.tar.gz-cosi-expand-archive-VnAWPUbE/parent-0.237/META.yml
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=encoding utf8

=head1 NAME

parent - Establish an ISA relationship with base classes at compile time

=head1 SYNOPSIS

package Baz;
use parent qw(Foo Bar);

=head1 DESCRIPTION

Allows you to both load one or more modules, while setting up inheritance from
those modules at the same time. Mostly similar in effect to

package Baz;
BEGIN {
    require Foo;
    require Bar;
    push @ISA, qw(Foo Bar);
}

By default, every base class needs to live in a file of its own.
If you want to have a subclass and its parent class in the same file, you
can tell C<parent> not to load any modules by using the C<-norequire> switch:

package Foo;
sub exclaim { "I CAN HAS PERL" }
package DoesNotLoadFooBar;
use parent -norequire, 'Foo', 'Bar';
# will not go looking for Foo.pm or Bar.pm

This is equivalent to the following code:

package Foo;
sub exclaim { "I CAN HAS PERL" }

package DoesNotLoadFooBar;
push @DoesNotLoadFooBar::ISA, 'Foo', 'Bar';

This is also helpful for the case where a package lives within a differently named file:

package MyHash;
use Tie::Hash;
use parent -norequire, 'Tie::StdHash';

This is equivalent to the following code:

package MyHash;
require Tie::Hash;
push @ISA, 'Tie::StdHash';

If you want to load a subclass from a file that require would not consider an eligible filename (that is, it does not end in either .pm or .pmc), use the following code:

package MySecondPlugin;
require './plugins/custom.plugin'; # contains Plugin::Custom
use parent -norequire, 'Plugin::Custom';

=head1 HISTORY

This module was forked from base to remove the cruft that had accumulated in it.

=head1 CAVEATS

=head1 SEE ALSO

base

=head1 AUTHORS AND CONTRIBUTORS

Rafaël Garcia-Suarez, Bart Lateur, Max Maischein, Anno Siegel, Michael Schwern
MAINTAINER

Max Maischein <corion@cpan.org>

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

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

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

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

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

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

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

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

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.
Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

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

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

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

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

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

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```
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* /opt/cola/permits/1136687670_1613859239.64/0/spring-beans-4.3.14-release-sources-2.jar/org/springframework/beans/factory/BeanCurrentlyInCreationException.java
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* /opt/cola/permits/1136687670_1613859239.64/0/spring-beans-4-3-14-release-sources-2-jar/org/springframework/beans/factory/xml/ParserContext.java
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* /opt/cola/permits/1136687670_1613859239.64/0/spring-beans-4-3-14-release-sources-2-jar/org/springframework/beans/factory/serviceloader/AbstractServiceLoaderBasedFactoryBean.java
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1.91 pcre2 10.36-2

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* /opt/cola/permissions/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/JSONObject.java
* /opt/cola/permissions/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/JSONArray.java
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Found in path(s):
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/BitOutputStream.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/Huff.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/Keep.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/Compressor.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/MapKeep.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/TrieKeep.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/PostMortem.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/BitInputStream.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/Kim.java
* /opt/cola/permits/1129089941_1612175547.76/0/json-20140107-sources-jar/org/json/zip/JSONzip.java

1.94 wso2-carbon-event-simulator-core 2.1.23

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1.95 perl-exporter 5.72 396.el8

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=head1 NAME

Exporter - Implements default import method for modules

=head1 SYNOPSIS

In module F<YourModule.pm>:

    package YourModule;
    require Exporter;
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate);  # symbols to export on request

or

    package YourModule;
    use Exporter 'import'; # gives you Exporter's import() method directly
    @EXPORT_OK = qw(munge frobnicate);  # symbols to export on request

In other files which wish to use C<YourModule>:

    use YourModule qw(frobnicate);  # import listed symbols
    frobnicate ($left, $right)  # calls YourModule::frobnicate

Take a look at L</Good Practices> for some variants you will like to use in modern Perl code.

=head1 DESCRIPTION

The Exporter module implements an C<import> method which allows a module to export functions and variables to its users' namespaces. Many modules use Exporter rather than implementing their own C<import> method because Exporter provides a highly flexible interface, with an implementation optimised for the common case.
Perl automatically calls the `use` method when processing a `use` statement for a module. Modules and `use` are documented in `perlfunc` and `perlmod`. Understanding the concept of modules and how the `use` statement operates is important to understanding the Exporter.

=head2 How to Export

The arrays `@EXPORT` and `@EXPORT_OK` in a module hold lists of symbols that are going to be exported into the users name space by default, or which they can request to be exported, respectively. The symbols can represent functions, scalars, arrays, hashes, or typeglobs. The symbols must be given by full name with the exception that the ampersand in front of a function is optional, e.g.

```perl
@EXPORT     = qw(afunc $scalar @array);   # afunc is a function
@EXPORT_OK = qw(&bfunc %hash *typeglob); # explicit prefix on &bfunc
```

If you are only exporting function names it is recommended to omit the ampersand, as the implementation is faster this way.

=head2 Selecting What to Export

Do **not** export method names!

Do **not** export anything else by default without a good reason!

Exports pollute the namespace of the module user. If you must export try to use `@EXPORT_OK` in preference to `@EXPORT` and avoid short or common symbol names to reduce the risk of name clashes.

Generally anything not exported is still accessible from outside the module using the `YourModule::item_name` (or `<< $blessed_ref->method >>`) syntax. By convention you can use a leading underscore on names to informally indicate that they are 'internal' and not for public use.

(It is actually possible to get private functions by saying:

```perl
my $subref = sub { ... };  
$subref->(@args);           # Call it as a function  
$obj->$subref(@args);       # Use it as a method
```

However if you use them for methods it is up to you to figure out how to make inheritance work.)

As a general rule, if the module is trying to be object oriented then export nothing. If it's just a collection of functions then
C<@EXPORT_OK> anything but use C<@EXPORT> with caution. For function and method names use barewords in preference to names prefixed with ampersands for the export lists.

Other module design guidelines can be found in L<perlmod>.

=head2 How to Import

In other files which wish to use your module there are three basic ways for them to load your module and import its symbols:

=over 4

=item C<use YourModule;>

This imports all the symbols from YourModule's C<@EXPORT> into the namespace of the C<use> statement.

=item C<use YourModule ();>

This causes perl to load your module but does not import any symbols.

=item C<use YourModule qw(...);>

This imports only the symbols listed by the caller into their namespace. All listed symbols must be in your C<@EXPORT> or C<@EXPORT_OK>, else an error occurs. The advanced export features of Exporter are accessed like this, but with list entries that are syntactically distinct from symbol names.

=back

Unless you want to use its advanced features, this is probably all you need to know to use Exporter.

=head1 Advanced Features

=head2 Specialised Import Lists

If any of the entries in an import list begins with !, : or / then the list is treated as a series of specifications which either add to or delete from the list of names to import. They are processed left to right. Specifications are in the form:


A leading `!` indicates that matching names should be deleted from the list of names to import. If the first specification is a deletion it is treated as though preceded by `:DEFAULT`. If you just want to import extra names in addition to the default set you will still need to include `:DEFAULT` explicitly.

E.g., `F<Module.pm>` defines:

```perl
@EXPORT      = qw(A1 A2 A3 A4 A5);
@EXPORT_OK   = qw(B1 B2 B3 B4 B5);
%EXPORT_TAGS = (T1 => [qw(A1 A2 B1 B2)], T2 => [qw(A1 A2 B3 B4)]);
```

Note that you cannot use tags in `@EXPORT` or `@EXPORT_OK`.

Names in `EXPORT_TAGS` must also appear in `@EXPORT` or `@EXPORT_OK`.

An application using `Module` can say something like:

```perl
use Module qw(:DEFAULT :T2 !B3 A3);
```

Other examples include:

```perl
use Socket qw(!/^\[AP\]F_/ !SOMAXCONN !SOL_SOCKET);
use POSIX qw(:errno_h :termios_h !TCSADRAIN !/^EXIT/);
```

Remember that most patterns (using `//`) will need to be anchored with a leading `^`, e.g., `C</^EXIT/>` rather than `C</EXIT/>`.

You can say `C<BEGIN { $Exporter::Verbose=1 }>` to see how the specifications are being processed and what is actually being imported into modules.

=head2 Exporting Without Using Exporter's import Method

Exporter has a special method, `export_to_level` which is used in situations where you can't directly call Exporter's import method. The `export_to_level` method looks like:

```perl
MyPackage->export_to_level($where_to_export, $package, @what_to_export);
```

where `C<$where_to_export>` is an integer telling how far up the calling stack to export your symbols, and `C<@what_to_export>` is an array telling what symbols *to* export (usually this is `C<@_>`). The `C<$package>` argument is currently unused.
For example, suppose that you have a module, A, which already has an import function:

```perl
package A;

@ISA = qw(Exporter);
@EXPORT_OK = qw($b);

sub import
{
    $A::b = 1;  # not a very useful import method
}
```

and you want to Export symbol C<$A::b> back to the module that called package A. Since Exporter relies on the import method to work, via inheritance, as it stands Exporter::import() will never get called. Instead, say the following:

```perl
package A;
@ISA = qw(Exporter);
@EXPORT_OK = qw($b);

sub import
{
    $A::b = 1;
    A->export_to_level(1, @_);
}
```

This will export the symbols one level 'above' the current package - ie: to the program or module that used package A.

Note: Be careful not to modify C<@_> at all before you call export_to_level - or people using your package will get very unexplained results!

=head2 Exporting Without Inheriting from Exporter

By including Exporter in your C<@ISA> you inherit an Exporter's import() method but you also inherit several other helper methods which you probably don't want. To avoid this you can do:

```perl
package YourModule;
use Exporter qw(import);
```

which will export Exporter's own import() method into YourModule. Everything will work as before but you won't need to include Exporter in C<@YourModule::ISA>.

Note: This feature was introduced in version 5.57
of Exporter, released with perl 5.8.3.

=head2 Module Version Checking

The Exporter module will convert an attempt to import a number from a module into a call to \C<< $module_name->VERSION($value) >>. This can be used to validate that the version of the module being used is greater than or equal to the required version.

For historical reasons, Exporter supplies a \C<rrequire_version> method that simply delegates to \C<VERSION>. Originally, before \C<UNIVERSAL::VERSION> existed, Exporter would call \C<rrequire_version>.

Since the \C<UNIVERSAL::VERSION> method treats the \C<$VERSION> number as a simple numeric value it will regard version 1.10 as lower than 1.9. For this reason it is strongly recommended that you use numbers with at least two decimal places, e.g., 1.09.

=head2 Managing Unknown Symbols

In some situations you may want to prevent certain symbols from being exported. Typically this applies to extensions which have functions or constants that may not exist on some systems.

The names of any symbols that cannot be exported should be listed in the \C<r@EXPORT_FAIL> array.

If a module attempts to import any of these symbols the Exporter will give the module an opportunity to handle the situation before generating an error. The Exporter will call an export_fail method with a list of the failed symbols:

@failed_symbols = $module_name->export_fail(@failed_symbols);

If the \C<export_fail> method returns an empty list then no error is recorded and all the requested symbols are exported. If the returned list is not empty then an error is generated for each symbol and the export fails. The Exporter provides a default \C<export_fail> method which simply returns the list unchanged.

Uses for the \C<export_fail> method include giving better error messages for some symbols and performing lazy architectural checks (put more symbols into \C<r@EXPORT_FAIL> by default and then take them out if someone actually tries to use them and an expensive check shows that they are usable on that platform).

=head2 Tag Handling Utility Functions
Since the symbols listed within \%EXPORT\_TAGS must also appear in either \%@EXPORT or \%@EXPORT\_OK, two utility functions are provided which allow you to easily add tagged sets of symbols to \%@EXPORT or \%@EXPORT\_OK:

\%EXPORT\_TAGS = (foo => [qw(aa bb cc)], bar => [qw(aa cc dd)]);

Exporter::export_tags('foo');  # add aa, bb and cc to @EXPORT
Exporter::export_ok_tags('bar');  # add aa, cc and dd to @EXPORT\_OK

Any names which are not tags are added to \%@EXPORT or \%@EXPORT\_OK unchanged but will trigger a warning (with \%<w>) to avoid misspelt tags names being silently added to \%@EXPORT or \%@EXPORT\_OK. Future versions may make this a fatal error.

=head2 Generating Combined Tags

If several symbol categories exist in \%EXPORT\_TAGS, it's usually useful to create the utility ":all" to simplify "use" statements.

The simplest way to do this is:

\%EXPORT\_TAGS = (foo => [qw(aa bb cc)], bar => [qw(aa cc dd)]);

# add all the other ":class" tags to the ":all" class,
# deleting duplicates
{
    my \%seen;

    push @{$EXPORT\_TAGS{all}},
        grep {!$seen{$_}++} @{$EXPORT\_TAGS{$_}} foreach keys \%EXPORT\_TAGS;
}

CGI.pm creates an ":all" tag which contains some (but not really all) of its categories. That could be done with one small change:

# add some of the other ":class" tags to the ":all" class,
# deleting duplicates
{
    my \%seen;

    push @{$EXPORT\_TAGS{all}},
        grep {!$seen{$_}++} @{$EXPORT\_TAGS{$_}}
            foreach qw/html2 html3 netscape form cgi internal/;
}

Note that the tag names in \%EXPORT\_TAGS don't have the leading ":".
Many modules make use of \texttt{AUTOLOAD}ing for constant subroutines to avoid having to compile and waste memory on rarely used values (see \texttt{perlsub} for details on constant subroutines). Calls to such constant subroutines are not optimized away at compile time because they can't be checked at compile time for constancy.

Even if a prototype is available at compile time, the body of the subroutine is not (it hasn't been \texttt{AUTOLOAD}ed yet). \texttt{perl} needs to examine both the \texttt{C<()>} prototype and the body of a subroutine at compile time to detect that it can safely replace calls to that subroutine with the constant value.

A workaround for this is to call the constants once in a \texttt{BEGIN} block:

```perl
package My;

use Socket;

foo( SO_LINGER );  ## SO_LINGER NOT optimized away; called at runtime
BEGIN { SO_LINGER }
foo( SO_LINGER );  ## SO_LINGER optimized away at compile time.
```

This forces the \texttt{AUTOLOAD} for \texttt{SO_LINGER} to take place before \texttt{SO_LINGER} is encountered later in \texttt{My} package.

If you are writing a package that \texttt{AUTOLOAD}s, consider forcing an \texttt{AUTOLOAD} for any constants explicitly imported by other packages or which are usually used when your package is \texttt{use}d.

### Good Practices

#### Declaring \texttt{@EXPORT_OK} and Friends

When using \texttt{Exporter} with the standard \texttt{strict} and \texttt{warnings} pragmas, the \texttt{our} keyword is needed to declare the package variables \texttt{@EXPORT_OK}, \texttt{@EXPORT}, \texttt{@ISA}, etc.

```perl
our @ISA = qw(Exporter);
our @EXPORT_OK = qw(munge frobnicate);
```

If backward compatibility for Perls under 5.6 is important, one must write instead a \texttt{use vars} statement.

```perl
use vars qw(@ISA @EXPORT_OK);
@ISA = qw(Exporter);
@EXPORT_OK = qw(munge frobnicate);
```
Playing Safe

There are some caveats with the use of runtime statements like `require Exporter` and the assignment to package variables, which can be very subtle for the unaware programmer. This may happen for instance with mutually recursive modules, which are affected by the time the relevant constructions are executed.

The ideal (but a bit ugly) way to never have to think about that is to use `BEGIN` blocks. So the first part of the `<SYNOPSIS>` code could be rewritten as:

```perl
package YourModule;

use strict;
use warnings;

our (@ISA, @EXPORT_OK);
BEGIN {
    require Exporter;
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate);  # symbols to export on request
}
```

The `BEGIN` will assure that the loading of `Exporter.pm` and the assignments to `@ISA` and `@EXPORT_OK` happen immediately, leaving no room for something to get awry or just plain wrong.

With respect to loading `Exporter` and inheriting, there are alternatives with the use of modules like `base` and `parent`.

```perl
use base qw(Exporter);
# or
use parent qw(Exporter);
```

Any of these statements are nice replacements for `BEGIN { require Exporter; @ISA = qw(Exporter); }` with the same compile-time effect. The basic difference is that `base` code interacts with declared `fields` while `parent` is a streamlined version of the older `base` code to just establish the IS-A relationship.

For more details, see the documentation and code of `base` and `parent`. 
Another thorough remedy to that runtime vs. compile-time trap is to use \texttt{L<Exporter::Easy>}, which is a wrapper of \texttt{Exporter} that allows all boilerplate code at a single gulp in the use statement.

```perl
use Exporter::Easy ( 
    OK => [ qw(munge frobnicate) ],
);
# @ISA setup is automatic
# all assignments happen at compile time
```

=head2 What Not to Export

You have been warned already in \texttt{L</Selecting What to Export>} to not export:

=over 4

=item *

method names (because you don't need to and that's likely to not do what you want),

=item *

anything by default (because you don't want to surprise your users... badly)

=item *

anything you don't need to (because less is more)
=back

There's one more item to add to this list. Do \texttt{B<not>} export variable names. Just because \texttt{C<Exporter>} lets you do that, it does not mean you should.

```perl
@EXPORT_OK = qw($svar @avar %hvar); # DON'T!
```

Exporting variables is not a good idea. They can change under the hood, provoking horrible effects at-a-distance that are too hard to track and to fix. Trust me: they are not worth it.

To provide the capability to set/get class-wide settings, it is best instead to provide accessors
as subroutines or class methods instead.

=head1 SEE ALSO

=C<Exporter> is definitely not the only module with symbol exporter capabilities. At CPAN, you may find a bunch of them. Some are lighter. Some provide improved APIs and features. Pick the one that fits your needs. The following is a sample list of such modules.

   Exporter::Easy
   Exporter::Lite
   Exporter::Renaming
   Exporter::Tidy
   Sub::Exporter / Sub::Installer
   Perl6::Export / Perl6::Export::Attrs

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=cut

Found in path(s):
   * /opt/ws_local/PERMITS_SQL/1014324299_1591897088.49/0/perl-Exporter-5.72-396.el8.src.rpm-cosi-expand-archive-xuMh3qh9/Exporter-5.70.tar.gz-cosi-expand-archive-cId9ejdT/Exporter-5.70/lib/Exporter.pm
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Found in path(s):
   * /opt/ws_local/PERMITS_SQL/1014324299_1591897088.49/0/perl-Exporter-5.72-396.el8.src.rpm-cosi-expand-archive-xuMh3qh9/Exporter-5.70.tar.gz-cosi-expand-archive-cId9ejdT/Exporter-5.70/README
No license file was found, but licenses were detected in source scan.

---
abstract: 'Implements default import method for modules'
author:
   - unknown
build_requires:
   ExtUtils::MakeMaker: 0
configure_requires:
   ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.68, CPAN::Meta::Converter version 2.120921'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Exporter
no_index:
directory:
  - t
  - inc
recommends:
  Test::Pod: 1.18
  Test::Pod::Coverage: 1.04
requires:
  Carp: 1.05
resources:
  bugtracker: http://rt.perl.org/perlbug/
  license: http://dev.perl.org/licenses/
  repository: http://perl5.git.perl.org/perl.git/tree/HEAD:/lib
  x_MailingList: http://lists.perl.org/list/perl5-porters.html
  version: 5.70

Found in path(s):
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1.96 curl 7.29.0 54.el7
1.96.1 Available under license:
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GnuTLS http://www.gnutls.org/
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yassl http://www.yassl.com/

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

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axTLS http://axtls.sourceforge.net/

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

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

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

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

krb4

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

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fbopenssl

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OpenLDAP http://www.openldap.org/software/release/license.html

(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 http://www.libssh2.org/

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

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Manifest-Version: 1.0
Ignore-Package: org.wso2.carbon.mashup.utils
Built-By: wso2
Tool: Bnd-0.0.238
Bundle-Name: org.wso2.carbon.mashup.utils
Created-By: Apache Maven Bundle Plugin
Bundle-Vendor: WSO2 Inc
Build-Jdk: 1.6.0_45
Bundle-Version: 4.2.0
Bnd-LastModified: 1378405367463
Bundle-ManifestVersion: 2
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0
Bundle-Description: Platform Parent pom hold the properties, plugins which are required to build carbon components, carbon features and products
Bundle-SymbolicName: org.wso2.carbon.mashup.utils
Bundle-DocURL: http://wso2.org

Found in path(s):
* /opt/cola/permits/1271134128_1645789393.72/0/org-wso2-carbon-mashup-utils-4-2-0-jar.zip/org-wso2-carbon-
mashup-utils-4-2-0-jar/META-INF/MANIFEST.MF
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1.98 aether-api 1.7

1.99 jctools-core 1.2.1
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Found in path(s):
* /opt/cola/permits/1258291733_1643053051.52/0/jctools-core-1-2-1-sources-
1.100 commons-lang3 3.1

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1.102 linux-headers 5.10.41-r0

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1.103 man-db 2.8.5-2

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(kernel, window system, and so on) of the specific operating system
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control those activities. However, it does not include the work's
System Libraries, or general-purpose tools or generally available free
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which are not part of the work. For example, Corresponding Source
includes interface definition files associated with source files for
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linked subprograms that the work is specifically designed to require,
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1.107 binutils 2.37-r3
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This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

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

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

not meant as a slight. I just don't know about it. Email me, nickc@redhat.com and I'll correct the situation.
Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

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

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

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

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

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).
H.J. Lu has contributed many patches and much testing.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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

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

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

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

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

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Version 2.1, February 1999

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
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a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
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user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

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

c) Accompany the work with a written offer, valid for at
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specified in Subsection 6a, above, for a charge no more
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specified materials from the same place.
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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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

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

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

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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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OW2

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

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Apache

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

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.111 openshift-model-clusterautoscaling

5.10.2

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1.113 doxia-module-xhtml 1.1.2

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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1.121 jackson 2.1.1

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Manifest-Version: 1.0
Export-Package: com.fasterxml.jackson.core;version="2.1.1",com.fasterxml.jackson.core.io;version="2.1.1",com.fasterxml.jackson.core.json;version="2.1.1",com.fasterxml.jackson.core.util;version="2.1.1",com.fasterxml.jackson.core.base;version="2.1.1",com.fasterxml.jackson.core.sym;version="2.1.1",com.fasterxml.jackson.core.type;version="2.1.1",com.fasterxml.jackson.core.format;version="2.1.1"
Implementation-Title: Jackson-core
Built-By: tsaloranta
Implementation-Build-Date: 2012-11-11 15:46:22-0800
Tool: Bnd-1.50.0
Implementation-Vendor: FasterXML
Implementation-Vendor-Id: com.fasterxml.jackson.core
Specification-Title: Jackson-core
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: com.fasterxml.jackson.core.jackson-core
X-Compile-Target-JDK: 1.5
Implementation-Version: 2.1.1
Specification-Vendor: FasterXML
Bundle-Name: Jackson-core
Created-By: Apache Maven Bundle Plugin
X-Compile-Source-JDK: 1.5
Bundle-Vendor: FasterXML
Build-Jdk: 1.6.0_37
Bundle-Version: 2.1.1
Bnd-LastModified: 1352677595911
Bundle-ManifestVersion: 2
Bundle-Description: Core Jackson abstractions, basic JSON streaming API implementation
Bundle-DocURL: http://wiki.fasterxml.com/JacksonHome
Specification-Version: 2.1.1
Archiver-Version: Plexus Archiver

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jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
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jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/cola/permits/1265367071_1643902686.68/0/netty-transport-4-1-32-final-sources-
jar/io/netty/channel/pool/DefaultMaxMessagesRecvByteBufAllocator.java
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/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its [ @link ChannelPipeline].
 *
 * <h3>Sub-types</h3>
 *
"
* { @link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its subtypes:
* <ul>
* <li>{ @link ChannelInboundHandler} to handle inbound I/O events, and</li>
* <li>{ @link ChannelOutboundHandler} to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{ @link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{ @link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{ @link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
* <h3>The context object</h3>
* <p>
* A { @link ChannelHandler} is provided with a { @link ChannelHandlerContext} object. A { @link ChannelHandler} is supposed to interact with the
* { @link ChannelPipeline} it belongs to via a context object. Using the
* context object, the { @link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using { @link AttributeKey}es) which is specific to the handler.
* </p>
* <h3>State management</h3>
* <p>
* A { @link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* } 
* </pre>
* </p>
* public class DataServerHandler extends { @link SimpleChannelInboundHandler}&lt;Message&gt; { 
* 
* <b>private boolean loggedIn;</b>
* 
* { @code @Override}
* public void channelRead0({ @link ChannelHandlerContext} ctx, Message message) {
*     if (message instanceof LoginMessage) {
*         authenticate((LoginMessage) message);
*         <b>loggedIn = true;</b>
*     } else (message instanceof GetDataMessage) {
*         if (<b>loggedIn</b>) {
* ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
* } else {
*     fail();
* }
* }
* ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}<{@link Channel}> {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
* </pre>
* <h4>Using {@link AttributeKey}s</h4>
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
* <pre>
* public interface Message {
*     // your methods here
* }
* 
* [{@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}<Message> {
*     private final {@link AttributeKey}<{@link Boolean}> auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*     
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         Attribute<{@link Boolean}> attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             fetchSecret((GetDataMessage) message);
*         } else {
*             fail();
*         }
*     }
* }
* </pre>
if (Boolean.TRUE.equals(attr.get())) {
    ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
} else {
    fail();
}

Now that the state of the handler is attached to the `{@link ChannelHandlerContext}`, you can add the same handler instance to different pipelines:

```
public class DataServerInitializer extends `{@link ChannelInitializer}`<{@link Channel}> {
    private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();

    @Override
    public void initChannel({@link Channel} channel) {
        channel.pipeline().addLast("handler", <b>SHARED</b>);
    }
}
```

<h4>The `{code @Sharable}` annotation</h4>

In the example above which used an `{@link AttributeKey}`, you might have noticed the `{code @Sharable}` annotation.

If a `{@link ChannelHandler}` is annotated with the `{code @Sharable}` annotation, it means you can create an instance of the handler just once and add it to one or more `{@link ChannelPipeline}s` multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like [the JCIP annotations](http://www.javaconcurrencyinpractice.com/annotations/doc/).

Additional resources worth reading

Please refer to the `{@link ChannelHandler}`, and `{@link ChannelPipeline}` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.
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jar/io/netty/channel/embedded/EmbeddedChannelId.java
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1.131 busybox 1.34.1-r4

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Julian Seward, Cambridge, UK.
jseward@bzip.org
bzip2/libbzip2 version 1.0.4 of 20 December 2006

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1.146 doxia-core 1.1.2

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1.147 pystache 0.5.4-6

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1.148 plexus-java 1.0.3

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1.149 wso2-carbon-apimgt-broker-lifecycle

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1.150 wso2-c factories-event-input-adapter-email

5.1.42

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```
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1.159 wso2-carbon-ndatasource-core 4.4.35

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1.161 postgresql-jdbc 9.1-901.jdbc4

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1.162 jackson-databind 2.9.9

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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $
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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/util/xml/StaxStreamHandler.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/cglib/SpringCglibInfo.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/convert/support/ArrayToCollectionConverter.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/convert/support/StringToCollectionConverter.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/convert/support/AbstractClassTestingTypeFilter.java
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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/convert/ConditionalConverter.java
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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/task/SyncTaskExecutor.java
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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/core/type/classreading/AnnotationMetadataReadingVisitor.java

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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/cglib/core/AbstractClassGenerator.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-jar/org/springframework/cglib/core/ReflectUtils.java
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jar/org/springframework/asm/FieldWriter.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-
jar/org/springframework/asm/ClassVisitor.java
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jar/org/springframework/asm/SymbolTable.java
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jar/org/springframework/asm/Attribute.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-
jar/org/springframework/asm/Opcodes.java
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jar/org/springframework/asm/FieldVisitor.java
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jar/org/springframework/asm/MethodVisitor.java
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* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-
jar/org/springframework/core/convert/support/StringToCharsetConverter.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-
jar/org/springframework/core/type/MethodMetadata.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-
jar/org/springframework/core/convert/support/FallbackObjectToStringConverter.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-
jar/org/springframework/core/annotation/AnnotationConfigurationException.java
* /opt/ws_local/PERMITS_SQL/1067899250_1594254288.09/0/spring-core-5-2-7-release-sources-
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1.170 maven-compiler-plugin 3.5

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1.172 slf4j 1.7.32

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1.173 e2fsprogs 1.44.5-1+deb10u2

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+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
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+ trivial database library - standalone version

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-
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Theodore Ts'o
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That's all there is to it!
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the ss
command-line interface parsing library. It is currently
distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
In order to use this stub, the following makefile variables must be defined.

BSDLIB_VERSION = 1.0
BSDLIB_IMAGE = libce
BSDLIB_MYDIR = et
BSDLIB_INSTALL_DIR = $(SHLIBDIR)

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \
$(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB) \
@-$(LDCONFIG)

install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pc
$(RM) -f $(BSDLIB)
$(RM) -f $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".
This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Gadi Oxman, August 1995

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1.176 nghttp2 1.43.0-r0

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1.178 wso2-carbon-metrics-common 1.2.3

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

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

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

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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

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Version 2.1, February 1999

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

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

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

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

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

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This option is useful when you wish to copy part of the code of
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4. You may copy and distribute the Library (or a portion or
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it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

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

5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
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However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
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library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

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

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

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

6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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(This file is under construction.)-*- text -*.-

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This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

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

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.
Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

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

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

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

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

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).
H.J. Lu has contributed many patches and much testing.

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

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

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1.182 perl-text-tabs-wrap 2013.0523 395.el8

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---
abstract: 'Expand tabs and do simple line wrapping'
author:
  - 'David Muir Sharnoff <muir@idiom.org>'
built_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.62, CPAN::Meta::Converter version 2.112150'
license: unknown
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Text-Tabs+Wrap
no_index:
  directory:
    - t
    - inc
requires: {}
resources:
  repository: http://github.com/muir/Text-Tabs-Wrap
version: 2013.0523
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1.183 jaxb-core 2.2.2-promoted-b98

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1.184 wso2-carbon-sequences-common

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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
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1.195 jackson 1.8.6

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1.208 uclibc v0.9.33.2

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

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

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

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

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

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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

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

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

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

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice
That's all there is to it!
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* conjunction with the program executable.
*/

From gsf@research.att.com Wed Mar 1 20:30:54 2006
Return-Path: <gsf@research.att.com>
X-Original-To: mps@bridge.intra
Delivered-To: mps@bridge.intra
Received: from localhost (localhost [127.0.0.1])
by localhost (Postfix) with ESMTP id B8C814E4F
for <mps@bridge.intra>; Wed, 1 Mar 2006 20:30:53 +0100 (CET)
Received: from mail.bridge.intra ([127.0.0.1])
by localhost (lnx.bridge.intra [127.0.0.1]) (amavisd-new, port 10024)
with LMTP id 05987-03 for <mps@bridge.intra>;
Wed, 1 Mar 2006 20:30:42 +0100 (CET)
Received: from pop.gmx.net (localhost [127.0.0.1])
by mail.bridge.intra (Postfix) with ESMTP id C8C73794D
for <mps@bridge.intra>; Wed, 1 Mar 2006 20:30:38 +0100 (CET)
X-Flags: 0000
Delivered-To: GMX delivery to ps.m@gmx.net
Received: (qmail invoked by alias); 01 Mar 2006 19:23:46 -0000
Received: from mail-red.research.att.com (EHLO mail-white.research.att.com) [192.20.225.110]
by mx0.gmx.net (mx085) with SMTP; 01 Mar 2006 20:23:46 +0100
Received: from raptor.research.att.com (raptor.research.att.com [135.207.23.32])
by mail-blue.research.att.com (Postfix) with ESMTP id B7929147CBB
for <ps.m@gmx.net>; Wed, 1 Mar 2006 14:23:45 -0500 (EST)
Received: (from gsf@localhost)
by raptor.research.att.com (SGI-8.9.3p2/8.8.7) id OAA86112
for ps.m@gmx.net; Wed, 1 Mar 2006 14:23:45 -0500 (EST)
Date: Wed, 1 Mar 2006 14:23:45 -0500 (EST)
From: Glenn Fowler <gsf@research.att.com>
Message-Id: <200603011923.OAA86112@raptor.research.att.com>
Organization: AT&T Research
X-Mailer: mailx (AT&T/BSD) 9.9 2005-04-21
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
References: <Pine.LNX.4.44.060301201125.6386-100000@lnx.bridge.intra>
To: mps@bridge.intra
Subject: Re: testregex licensing question
X-GMX-Antivirus: -1 (not scanned, may not use virus scanner)
X-GMX-Antispam: 0 (Mail was not recognized as spam)
X-GMX-UID: lJF3ZO9DeSEkJ2TcbHQhaXN11GRvb0Ca
X-Virus-Scanned: by amavisd-new at localhost
Status: RO
X-Status:
X-Keywords:
X-UID: 44736
you may include it directly
retain the testregex.c header comment
it uses a very free license to maximize distribution
you can copy that .c comment to any test data files you use
using # comment style to be complete

let me know how it works with your libc
also pass on any new tests you cook up

On Wed, 1 Mar 2006 20:15:02 +0100 (CET) Peter S. Mazinger wrote:
> Hello Glenn!

> I would want to add testregex.c and the related *.dat files to the uClibc
testsuite. uClibc is licensed under LGPL v2.1. I haven't found any
> licensing related info on testregex.

> Is it allowed to use the code there, or should I accomodate the testsuite
to download the needed files from the original site each time it is ran?

> Thanks, Peter

> --
> Peter S. Mazinger <ps dot m at gmx dot net> ID: 0xA5F059F2
> Key fingerprint = 92A4 31E1 56BC 3D5A 2D08 BB6E C389 975E A5F0 59F2
Licensed under the LGPL v2.1, see the file COPYING.LIB in this tarball.

1.209 qrencode 3.4.1 3.el7
1.209.1 Available under license :

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[This is the first released version of the Lesser GPL. It also counts
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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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1.210 python3-idna 2.6-1

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Metadata-Version: 1.1
Name: idna
Version: 2.6
Summary: Internationalized Domain Names in Applications (IDNA)
Home-page: https://github.com/kjd/idna
Author: Kim Davies
Author-email: kim@cynosure.com.au
License: BSD-like
Description: Internationalized Domain Names in Applications (IDNA)

Support for the Internationalised Domain Names in Applications
(IDNA) protocol as specified in `RFC 5891 <http://tools.ietf.org/html/rfc5891>`_.
This is the latest version of the protocol and is sometimes referred to as
“IDNA 2008”.

This library also provides support for Unicode Technical Standard 46,
`Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`_.

This acts as a suitable replacement for the “encodings.idna” module that
comes with the Python standard library, but only supports the

Basic functions are simply executed:

.. code-block:: pycon

    # Python 3
    >>> import idna
    >>> idna.encode('')
    b'xn--eckwd4c7e.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.

# Python 2
>>> import idna
>>> idna.encode(u'.')
'xn--eckwd4c7c.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.

Packages
--------

The latest tagged release version is published in the PyPI repository:

.. image:: https://badge.fury.io/py/idna.svg
   :target: http://badge.fury.io/py/idna

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

To install this library, you can use pip:

.. code-block:: bash

   $ pip install idna

Alternatively, you can install the package using the bundled setup script:

.. code-block:: bash

   $ python setup.py install

This library works with Python 2.6 or later, and Python 3.3 or later.

Usage
-----

For typical usage, the `encode` and `decode` functions will take a domain name argument and perform a conversion to A-labels or U-labels respectively.

.. code-block:: python

   # Python 3
   >>> import idna
   >>> idna.encode('.

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You may use the codec encoding and decoding methods using the `idna.codec` module:

```pycon
# Python 2
>>> import idna.codec
>>> print u''.encode('idna')
xn--80ahd1agd.xn--80akhbyknj4f
>>> print 'xn--80ahd1agd.xn--80akhbyknj4f'.decode('idna')
.
```

Conversions can be applied at a per-label basis using the `ulabel` or `alabel` functions if necessary:

```pycon
# Python 2
>>> idna.alabel(u''
'xn--0zwm56d'
```

Compatibility Mapping (UTS #46)

As described in `RFC 5895 <http://tools.ietf.org/html/rfc5895>`_, the IDNA specification no longer normalizes input from different potential ways a user may input a domain name. This functionality, known as a “mapping”, is now considered by the specification to be a local user-interface issue distinct from IDNA conversion functionality.

This library provides one such mapping, that was developed by the Unicode Consortium. Known as `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`, it provides for both a regular mapping for typical applications, as well as a transitional mapping to help migrate from older IDNA 2003 applications.

For example, “Königsgäßchen” is not a permissible label as *LATIN CAPITAL LETTER K* is not allowed (nor are capital letters in general). UTS 46 will convert this into lower case prior to applying the IDNA conversion.
idna.core.InvalidCodepoint: Codepoint U+004B at position 1 of 'Königsgäßchen' not allowed

```python
>>> idna.encode('Königsgäßchen', uts46=True)
'bxn--knigsgchen-b4a3dun'

>>> print(idna.decode('xn--knigsgchen-b4a3dun'))
königsgäßchen
```

Transitional processing provides conversions to help transition from the older 2003 standard to the current standard. For example, in the original IDNA specification, the *LATIN SMALL LETTER SHARP S* (ß) was converted into two *LATIN SMALL LETTER S* (ss), whereas in the current IDNA specification this conversion is not performed.

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The IDNA and UTS 46 functionality relies upon pre-calculated lookup tables for performance. These tables are derived from computing against eligibility criteria in the respective standards. These tables are computed using the command-line script `tools/idna-data`.

This tool will fetch relevant tables from the Unicode Consortium and perform the required calculations to identify eligibility. It has three main modes:

* ``idna-data make-libdata``. Generates `iddndata.py` and `uts46data.py`, the pre-calculated lookup tables using for IDNA and UTS 46 conversions. Implementors who wish to track this library against a different Unicode version may use this tool to manually generate a different version of the `iddndata.py` and `uts46data.py` files.

* ``idna-data make-table``. Generate a table of the IDNA disposition (e.g. PVALID, CONTEXTJ, CONTEXTO) in the format found in Appendix B.1 of RFC 5892 and the pre-computed tables published by IANA <http://iana.org/>.

* ``idna-data U+0061``. Prints debugging output on the various properties associated with an individual Unicode codepoint (in this case, U+0061), that are used to assess the IDNA and UTS 46 status of a codepoint. This is helpful in debugging or analysis.

The tool accepts a number of arguments, described using `idna-data -h`. Most notably, the `--version` argument allows the specification of the version of Unicode to use in computing the table data. For example, `idna-data --version 9.0.0 make-libdata` will generate library data against Unicode 9.0.0.

Note that this script requires Python 3, but all generated library data will work in Python 2.6+.

Testing
-------

The library has a test suite based on each rule of the IDNA specification, as well as tests that are provided as part of the Unicode Technical Standard 46, `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`.

The tests are run automatically on each commit at Travis CI:

.. image:: https://travis-ci.org/kjd/idna.svg?branch=master
     :target: https://travis-ci.org/kjd/idna

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Intended Audience :: Developers
A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.

import io, sys
from setuptools import setup

def main():

    python_version = sys.version_info[:2]
    if python_version < (2,6):
        raise SystemExit("Sorry, Python 2.6 or newer required")

    package_data = {}
    exec(open('idna/package_data.py').read(), package_data)

    arguments = {
        'name': 'idna',
        'packages': ['idna'],
        'version': package_data['__version__'],
        'description': 'Internationalized Domain Names in Applications (IDNA)',
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
        'author': 'Kim Davies',
    }
'author_email': 'kim@cynosure.com.au',
'license': 'BSD-like',
'url': 'https://github.com/kjd/idna',
'classifiers': [
    'Development Status :: 5 - Production/Stable',
    'Intended Audience :: Developers',
    'Intended Audience :: System Administrators',
    'License :: OSI Approved :: BSD License',
    'Operating System :: OS Independent',
    'Programming Language :: Python',
    'Programming Language :: Python :: 2.6',
    'Programming Language :: Python :: 2.7',
    'Programming Language :: Python :: 3',
    'Programming Language :: Python :: 3.3',
    'Programming Language :: Python :: 3.4',
    'Programming Language :: Python :: 3.5',
    'Programming Language :: Python :: 3.6',
    'Topic :: Internet :: Name Service (DNS)',
    'Topic :: Software Development :: Libraries :: Python Modules',
    'Topic :: Utilities',
],
'test_suite': 'tests',
}

setup(**arguments)

if __name__ == '__main__':
    main()

Found in path(s):
* /opt/cola/permits/1114240575_1607457212.69/0/python-idna-2-6-orig-1-tar-gz/idna-2.6/setup.py

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jar/org/slf4j/impl/SimpleLoggerFactory.java
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jar/org/slf4j/impl/StaticLoggerBinder.java

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* /opt/cola/permits/1136471178_1613772148.67/0/spring-core-3-2-18-release-sources-5.jar/org/springframework/core/NamedInheritableThreadLocal.java

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* /opt/cola/permits/1136471178_1613772148.67/0/spring-core-3-2-18-release-sources-5-jar/org/springframework/util/CustomizableThreadCreator.java
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* /opt/cola/permits/1136471178_1613772148.67/0/spring-core-3-2-18-release-sources-5.jar/org/springframework/core/serializer/support/SerializationFailedException.java
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* /opt/cola/permits/1136471178_1613772148.67/0/spring-core-3-2-18-release-sources-5-jar/org/springframework/core/env/AbstractEnvironment.java
* /opt/cola/permits/1136471178_1613772148.67/0/spring-core-3-2-18-release-sources-5-jar/org/springframework/core/convert/converter/Converter.java
* /opt/cola/permits/1136471178_1613772148.67/0/spring-core-3-2-18-release-sources-5-jar/org/springframework/util/CollectionUtils.java
1.213 lz4 1.9.3-2

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

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

HISTORY -

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

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

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Licensing Information User Manual
MySQL 8.0

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Version 3.1, 31 March 2009

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libssh v0.7.3

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* Fixed minor IBM xIC compiler build issues
* Added atomicops for AIX (POWER)

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Licensing Information User Manual

MySQL Router 8.0

Introduction

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

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

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

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

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

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

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d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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1.221.1 Available under license:
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1.222 sqlite 3.7.17 8.el7_7.1
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set testdir [file dirname $argv0]
source $testdir/tester.tcl

# Schema and query extracted from Skrooge.org.
#
do_test fuzz-oss1-skrooge {
    db eval {
        CREATE TABLE parameters (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_uuid_parent TEXT NOT NULL DEFAULT ",",t_name TEXT NOT NULL,t_value TEXT NOT NULL DEFAULT ",",b_blob BLOB,d_lastmodifdate DATE NOT NULL DEFAULT CURRENT_TIMESTAMP,i_tmp INTEGER NOT NULL DEFAULT 0);
        CREATE TABLE doctransaction (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL,t_mode VARCHAR(1) DEFAULT 'U' CHECK (t_mode IN ('U', 'R')),d_date DATE NOT NULL,t_savestep VARCHAR(1) DEFAULT 'N' CHECK (t_savestep IN ('Y', 'N')),i_parent INTEGER,t_refreshviews VARCHAR(1) DEFAULT 'Y' CHECK (t_refreshviews IN ('Y', 'N')));
        CREATE TABLE doctransactionitem (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,rd_doctransaction_id INTEGER NOT NULL,i_object_id INTEGER NOT NULL,t_object_table TEXT NOT NULL,t_action VARCHAR(1) DEFAULT 'I' CHECK (t_action IN ('I', 'U', 'D')));
        CREATE TABLE doctransactionmsg (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,rd_doctransaction_id INTEGER NOT NULL,t_message TEXT NOT NULL DEFAULT '',t_popup VARCHAR(1) DEFAULT 'Y' CHECK (t_popup IN ('Y', 'N')));
        CREATE TABLE unit(id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL,t_symbol TEXT NOT NULL DEFAULT '',t_country TEXT NOT NULL DEFAULT '',t_type VARCHAR(1) NOT NULL DEFAULT 'C' CHECK (t_type IN ('1', '2', 'C', 'S', 'I', 'O')),t_internet_code TEXT NOT NULL DEFAULT '',i_nbdecimal INT NOT NULL DEFAULT 2,rd_unit_id INTEGER NOT NULL DEFAULT 0,t_source TEXT NOT NULL DEFAULT '');
        CREATE TABLE unitvalue(id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,rd_unit_id INTEGER NOT NULL,d_date DATE NOT NULL,f_quantity FLOAT NOT NULL CHECK (f_quantity>=0));
        CREATE TABLE bank (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL DEFAULT '',t_bank_number TEXT NOT NULL DEFAULT '',t_icon TEXT NOT NULL DEFAULT '');
        CREATE TABLE interest(id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,rd_account_id INTEGER NOT NULL,d_date DATE NOT NULL,f_rate FLOAT NOT NULL CHECK (f_rate>=0),t_income_value_date_mode VARCHAR(1) NOT NULL DEFAULT 'F' CHECK (t_income_value_date_mode IN ('F', '0', '1', '2', '3', '4', '5')),t_expenditure_value_date_mode VARCHAR(1) NOT NULL DEFAULT 'F' CHECK (t_expenditure_value_date_mode IN ('F', '0', '1', '2', '3', '4', '5')),t_base VARCHAR(3) NOT NULL DEFAULT '24' CHECK (t_base IN ('24', '360', '365')));
        CREATE TABLE operation(id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,i_group_id INTEGER NOT NULL DEFAULT 0,i_number INTEGER DEFAULT 0 CHECK (i_number>=0),d_date DATE NOT NULL DEFAULT '0000-00-00',rd_account_id INTEGER NOT NULL,t_mode TEXT NOT NULL DEFAULT '',r_payee_id INTEGER NOT NULL DEFAULT 0,t_comment TEXT NOT NULL DEFAULT '',i_unit_id INTEGER NOT NULL,t_status VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_status IN ('N', 'P', 'Y')),i_bookmarked VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (i_bookmarked IN ('Y', 'N')),i_imported VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (i_imported IN ('Y', 'N', 'P', 'T')),i_template VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (i_template IN ('Y', 'N')),i_import_id TEXT NOT NULL DEFAULT '',i_tmp INTEGER NOT NULL DEFAULT 0,r_recurrentoperation_id INTEGER NOT NULL DEFAULT 0);
    }
    CREATE TABLE operationbalance(id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,f_balance float NOT NULL CHECK (f_balance>=0),d_date DATE NOT NULL,f_operation_id INTEGER NOT NULL DEFAULT 0,t_bookmarked VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')),t_imported VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_imported IN ('Y', 'N', 'P', 'T')),t_template VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_template IN ('Y', 'N')));
}
CREATE TABLE refund (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL DEFAULT '',t_comment TEXT NOT NULL DEFAULT '',t_close VARCHAR(1) DEFAULT 'N' CHECK (t_close IN ('Y', 'N')));
CREATE TABLE payee (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL DEFAULT '',t_address TEXT NOT NULL DEFAULT '', t_bookmarked VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')));
CREATE TABLE suboperation(id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_comment TEXT NOT NULL DEFAULT '',rd_operation_id INTEGER NOT NULL,r_category_id INTEGER NOT NULL DEFAULT 0,f_value FLOAT NOT NULL DEFAULT 0.0,i_tmp INTEGER NOT NULL DEFAULT 0,r_refund_id INTEGER NOT NULL DEFAULT 0, t_formula TEXT NOT NULL DEFAULT '');
CREATE TABLE rule (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_description TEXT NOT NULL DEFAULT '',t_definition TEXT NOT NULL DEFAULT '',t_action_description TEXT NOT NULL DEFAULT '',t_action_definition TEXT NOT NULL DEFAULT '',t_action_type VARCHAR(1) DEFAULT 'S' CHECK (t_action_type IN ('S', 'U', 'A')),t_bookmarked VARCHAR(1) NOT NULL DEFAULT 'N' CHECK (t_bookmarked IN ('Y', 'N')));
CREATE TABLE budget (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,rc_category_id INTEGER NOT NULL DEFAULT 0,t_including_subcategories TEXT NOT NULL DEFAULT 'N' CHECK (t_including_subcategories IN ('Y', 'N')),f_budgeted FLOAT NOT NULL DEFAULT 0.0,f_budgeted_modified FLOAT NOT NULL DEFAULT 0.0,f_transferred FLOAT NOT NULL DEFAULT 0.0,i_year INTEGER NOT NULL DEFAULT 2010,i_month INTEGER NOT NULL DEFAULT 0 CHECK (i_month>=0 AND i_month<=12));
CREATE TABLE budgetcategory(id INTEGER NOT NULL DEFAULT 0,id_category INTEGER NOT NULL DEFAULT 0);
CREATE TABLE budgetrule (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,rc_category_id INTEGER NOT NULL DEFAULT 0,t_category_condition TEXT NOT NULL DEFAULT 'Y' CHECK (t_category_condition IN ('Y', 'N')),t_year_condition TEXT NOT NULL DEFAULT 'Y' CHECK (t_year_condition IN ('Y', 'N')),i_year INTEGER NOT NULL DEFAULT 2010,i_month INTEGER NOT NULL DEFAULT 0 CHECK (i_month>=0 AND i_month<=12),t_month_condition TEXT NOT NULL DEFAULT 'Y' CHECK (t_month_condition IN ('Y', 'N')),i_condition INTEGER NOT NULL DEFAULT 0 CHECK (i_condition IN (-1,0,1)),f_quantity FLOAT NOT NULL DEFAULT 0.0,t_absolute TEXT NOT NULL DEFAULT 'Y' CHECK (t_absolute IN ('Y', 'N')),rc_category_id_target INTEGER NOT NULL DEFAULT 0,t_category_target TEXT NOT NULL DEFAULT 'Y' CHECK (t_category_target IN ('Y', 'N')),t_rule TEXT NOT NULL DEFAULT 'N' CHECK (t_rule IN ('N', 'C', 'Y')));
CREATE TABLE "recurrentoperation" (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,d_date DATE NOT NULL DEFAULT '0000-00-00',rd_operation_id INTEGER NOT NULL,i_period_increment INTEGER NOT NULL DEFAULT 1 CHECK (i_period_increment>=0),t_period_unit TEXT NOT NULL DEFAULT 'M' CHECK (t_period_unit IN ('D', 'W', 'M', 'Y')),t_auto_write VARCHAR(1) DEFAULT 'Y' CHECK (t_auto_write IN ('Y', 'N')),i_auto_write_days INTEGER NOT NULL DEFAULT 5 CHECK (i_auto_write_days>=0),t_warn VARCHAR(1) DEFAULT 'Y' CHECK (t_warn IN ('Y', 'N')),i_warn_days INTEGER NOT NULL DEFAULT 5 CHECK (i_warn_days>=0),t_times VARCHAR(1) DEFAULT 'N' CHECK (t_times IN ('Y', 'N')),i_nb_times INTEGER NOT NULL DEFAULT 1 CHECK (i_nb_times>=0));
CREATE TABLE "category" (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,d_date DATE NOT NULL DEFAULT '0000-00-00',rd_operation_id INTEGER NOT NULL,i_period_increment INTEGER NOT NULL DEFAULT 1 CHECK (i_period_increment>=0),t_period_unit TEXT NOT NULL DEFAULT 'M' CHECK (t_period_unit IN ('D', 'W', 'M', 'Y')),t_auto_write VARCHAR(1) DEFAULT 'Y' CHECK (t_auto_write IN ('Y', 'N')),i_auto_write_days INTEGER NOT NULL DEFAULT 5 CHECK (i_auto_write_days>=0),t_warn VARCHAR(1) DEFAULT 'Y' CHECK (t_warn IN ('Y', 'N')),i_warn_days INTEGER NOT NULL DEFAULT 5 CHECK (i_warn_days>=0),t_times VARCHAR(1) DEFAULT 'N' CHECK (t_times IN ('Y', 'N')),i_nb_times INTEGER NOT NULL DEFAULT 1 CHECK (i_nb_times>=0));
CREATE TABLE "account" (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,d_date DATE NOT NULL DEFAULT '0000-00-00',rd_operation_id INTEGER NOT NULL,i_period_increment INTEGER NOT NULL DEFAULT 1 CHECK (i_period_increment>=0),t_period_unit TEXT NOT NULL DEFAULT 'M' CHECK (t_period_unit IN ('D', 'W', 'M', 'Y')),t_auto_write VARCHAR(1) DEFAULT 'Y' CHECK (t_auto_write IN ('Y', 'N')),i_auto_write_days INTEGER NOT NULL DEFAULT 5 CHECK (i_auto_write_days>=0),t_warn VARCHAR(1) DEFAULT 'Y' CHECK (t_warn IN ('Y', 'N')),i_warn_days INTEGER NOT NULL DEFAULT 5 CHECK (i_warn_days>=0),t_times VARCHAR(1) DEFAULT 'N' CHECK (t_times IN ('Y', 'N')),i_nb_times INTEGER NOT NULL DEFAULT 1 CHECK (i_nb_times>=0));
CREATE TABLE "node" (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,t_name TEXT NOT NULL DEFAULT '' CHECK (t_name NOT LIKE '% > %'),t_fullname TEXT,t_icon TEXT DEFAULT '',f_sortorder FLOAT,t_autostart VARCHAR(1) DEFAULT 'N' CHECK (t_autostart IN ('Y', 'N')),t_data TEXT,rd_node_id INT CONSTRAINT fk_id REFERENCES node(id) ON DELETE CASCADE);

CREATE TABLE vm_category_display_tmp(id INT,t_name TEXT,t_fullname TEXT,rd_category_id INT,t_bookmarked TEXT,i_NBOPERATIONS,f_REALCURRENTAMOUNT);

CREATE TABLE vm_budget_tmp(id INT,rc_category_id INT,t_including_subcategories TEXT,f_budgeted REAL,f_budgeted_modified REAL,f_transferred REAL,i_year INT,i_month INT,t_CATEGORY,t_PERIOD,f_CURRENTAMOUNT,t_RULES);

CREATE INDEX idx_doctransaction_parent ON doctransaction (i_parent);
CREATE INDEX idx_doctransactionitem_i_object_id ON doctransactionitem (i_object_id);
CREATE INDEX idx_doctransactionitem_t_object_table ON doctransactionitem (t_object_table);
CREATE INDEX idx_doctransactionitem_t_action ON doctransactionitem (t_action);
CREATE INDEX idx_doctransactionitem_rd_doctransaction_id ON doctransactionitem (rd_doctransaction_id);
CREATE INDEX idx_doctransactionitem_optimization ON doctransactionitem (rd_doctransaction_id, i_object_id, t_object_table, t_action, id);
CREATE INDEX idx_unit_unit_id ON unitvalue(rd_unit_id);
CREATE INDEX idx_account_bank_id ON account(rd_bank_id);
CREATE INDEX idx_account_type ON account(t_type);
CREATE INDEX idx_category_category_id ON category(rd_category_id);
CREATE INDEX idx_category_t_fullname ON category(t_fullname);
CREATE INDEX idx_operation_account_id ON operation (rd_account_id);
CREATE INDEX idx_operation_tmp1_found_transfert ON operation (rc_unit_id, d_date);
CREATE INDEX idx_operation_grouped_operation_id ON operation (i_group_id);
CREATE INDEX idx_operation_i_number ON operation (i_number);
CREATE INDEX idx_operation_i_tmp ON operation (i_tmp);
CREATE INDEX idx_operation_rd_account_id ON operation (rd_account_id);
CREATE INDEX idx_operation_rc_unit_id ON operation (rc_unit_id);
CREATE INDEX idx_operation_t_status ON operation (t_status);
CREATE INDEX idx_operation_t_import_id ON operation (t_import_id);
CREATE INDEX idx_operation_t_template ON operation (t_template);
CREATE INDEX idx_operation_d_date ON operation (d_date);
CREATE INDEX idx_operationbalance_operation_id ON operationbalance (r_operation_id);
CREATE INDEX idx_suboperation_operation_id ON suboperation (rd_operation_id);
CREATE INDEX idx_suboperation_i_tmp ON suboperation (i_tmp);
CREATE INDEX idx_suboperation_category_id ON suboperation (r_category_id);
CREATE INDEX idx_suboperation_refund_id_id ON suboperation (r_refund_id);
CREATE INDEX idx_recurrentoperation_rd_operation_id ON recurrentoperation (rd_operation_id);
CREATE INDEX idx_refund_close ON refund(t_close);
CREATE INDEX idx_interest_account_id ON interest (rd_account_id);
CREATE INDEX idx_rule_action_type ON rule(t_action_type);
CREATE INDEX idx_budget_category_id ON budget(rc_category_id);
CREATE INDEX idx_budgetcategory_id ON budgetcategory (id);
CREATE INDEX idx_budgetcategory_id_category ON budgetcategory (id_category);
CREATE UNIQUE INDEX uidx_parameters_uuid_parent_name ON parameters (t_uuid_parent, t_name);
CREATE UNIQUE INDEX uidx_node_parent_id_name ON node(t_name,rd_node_id);
CREATE UNIQUE INDEX uidx_node_fullname ON node(t_fullname);
CREATE UNIQUE INDEX uidx_unit_name_unit ON unit(t_name);
CREATE UNIQUE INDEX uidx_unit_symbol ON unit(t_symbol);
CREATE UNIQUE INDEX uidx_unitvalue ON unitvalue(d_date,rd_unit_id);
CREATE UNIQUE INDEX uidx_bank_name ON bank(t_name);
CREATE UNIQUE INDEX uidx_account_name ON account(t_name);
CREATE UNIQUE INDEX uidx_category_parent_id_name ON category(t_name,rd_category_id);
CREATE UNIQUE INDEX uidx_category_fullname ON category(t_fullname);
CREATE UNIQUE INDEX uidx_refund_name ON refund(t_name);
CREATE UNIQUE INDEX uidx_payee_name ON payee(t_name);
CREATE UNIQUE INDEX uidx_interest ON interest(d_date,rd_account_id);
CREATE UNIQUE INDEX uidx_budget ON budget(i_year,i_month, rc_category_id);
CREATE VIEW v_node AS SELECT * from node;
CREATE VIEW v_node_displayname AS SELECT *, t_fullname AS t_displayname from node;
CREATE VIEW v_parameters_displayname AS SELECT *, t_name AS t_displayname from parameters;
CREATE TRIGGER fkdc_parameters_parameters_uuid BEFORE DELETE ON parameters FOR EACH ROW
BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'parameters'; END;
CREATE TRIGGER fkdc_node_parameters_uuid BEFORE DELETE ON node FOR EACH ROW BEGIN
DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'node'; END;
CREATE TRIGGER cpt_node_fullname1 AFTER INSERT ON node BEGIN UPDATE node SET
  t_fullname=CASE WHEN new.rd_node_id IS NULL OR new.rd_node_id='' OR new.rd_node_id=0 THEN
  new.t_name ELSE (SELECT c.t_fullname from node c where c.id=new.rd_node_id)||' > '||new.t_name END
  WHERE id=new.id;END;
CREATE TRIGGER cpt_node_fullname2 AFTER UPDATE OF t_name, rd_node_id ON node BEGIN UPDATE node SET
  t_fullname=CASE WHEN new.rd_node_id IS NULL OR new.rd_node_id='' OR new.rd_node_id=0 THEN
  new.t_name ELSE (SELECT c.t_fullname from node c where c.id=new.rd_node_id)||' > '||new.t_name END
  WHERE id=new.id;UPDATE node SET t_name=t_name WHERE rd_node_id=new.id;END;
CREATE TRIGGER fki_account_bank_rd_bank_id_id BEFORE INSERT ON account FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (bank est utilis par account)
CREATE TRIGGER fki_account_bank_rd_bank_id_id BEFORE UPDATE ON account FOR EACH ROW
BEGIN
SELECT RAISE(ABORT, 'Impossible de modifier un objet (bank est utilisé par account)
Nom de la contrainte: fki_account_bank_rd_bank_id_id') WHERE NEW.rd_bank_id!=0 AND
NEW.rd_bank_id!='' AND (SELECT id FROM bank WHERE id = NEW.rd_bank_id) IS NULL; END;
CREATE TRIGGER fku_account_bank_rd_bank_id_id BEFORE UPDATE ON account FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible de modifier un objet (bank est utilisé par account)
Nom de la contrainte: fku_account_bank_rd_bank_id_id') WHERE NEW.rd_bank_id!=0 AND
NEW.rd_bank_id!='' AND (SELECT id FROM bank WHERE id = NEW.rd_bank_id) IS NULL; END;
CREATE TRIGGER fkdc_bank_account_id_rd_bank_id BEFORE DELETE ON bank FOR EACH ROW BEGIN
DELETE FROM account WHERE account.rd_bank_id = OLD.id; END;
CREATE TRIGGER fki_budget_category_rc_category_id_id BEFORE INSERT ON budget FOR EACH ROW
BEGIN
SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (category est utilisé par budget)
Nom de la contrainte: fki_budget_category_rc_category_id_id') WHERE NEW.rc_category_id!=0 AND
NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fku_budget_category_rc_category_id_id BEFORE UPDATE ON budget FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilisé par budget)
Nom de la contrainte: fku_budget_category_rc_category_id_id') WHERE NEW.rc_category_id!=0 AND
NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fkd_budget_category_rc_category_id_id BEFORE DELETE ON category FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible de dtruire un objet (category est utilisé par budget)
Nom de la contrainte: fkd_budget_category_rc_category_id_id') WHERE (SELECT rc_category_id FROM
budget WHERE rc_category_id = OLD.id) IS NOT NULL; END;
CREATE TRIGGER fki_budgetrule_category_rc_category_id_id BEFORE INSERT ON budgetrule FOR EACH ROW
BEGIN
SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (category est utilisé par budgetrule)
Nom de la contrainte: fki_budgetrule_category_rc_category_id_id') WHERE NEW.rc_category_id!=0 AND
NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fku_budgetrule_category_rc_category_id_id BEFORE UPDATE ON budgetrule FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilisé par budgetrule)
Nom de la contrainte: fku_budgetrule_category_rc_category_id_id') WHERE NEW.rc_category_id!=0 AND
NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fkd_budgetrule_category_rc_category_id_target_id BEFORE DELETE ON category FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible de dtruire un objet (category est utilisé par budgetrule)
Nom de la contrainte: fkd_budgetrule_category_rc_category_id_target_id') WHERE (SELECT
rc_category_id_target FROM budgetrule WHERE rc_category_id_target = OLD.id) IS NOT NULL; END;
CREATE TRIGGER fki_budgetrule_category_rc_category_id_target_id BEFORE INSERT ON budgetrule FOR EACH ROW
BEGIN
SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (category est utilisé par budgetrule)
Nom de la contrainte: fki_budgetrule_category_rc_category_id_target_id') WHERE NEW.rc_category_id!=0 AND
NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fku_budgetrule_category_rc_category_id_target_id BEFORE UPDATE ON budgetrule FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilisé par budgetrule)
Nom de la contrainte: fku_budgetrule_category_rc_category_id_target_id') WHERE NEW.rc_category_id!=0 AND
NEW.rc_category_id!='' AND (SELECT id FROM category WHERE id = NEW.rc_category_id) IS NULL; END;
CREATE TRIGGER fkd_budgetrule_category_rc_category_id_target_id BEFORE DELETE ON category FOR EACH ROW BEGIN
SELECT RAISE(ABORT, 'Impossible de dtruire un objet (category est utilisé par budgetrule)
Nom de la contrainte: fkd_budgetrule_category_rc_category_id_target_id') WHERE (SELECT
rc_category_id_target FROM budgetrule WHERE rc_category_id_target = OLD.id) IS NOT NULL; END;
CREATE TRIGGER fki_category_category_rd_category_id_id BEFORE INSERT ON category FOR EACH ROW BEGIN   SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (category est utilis par category) Nom de la contrainte: fki_category_category_rd_category_id_id') WHERE NEW.rd_category_id!=0 AND NEW.rd_category_id!="" AND (SELECT id FROM category WHERE id = NEW.rd_category_id) IS NULL; END;

CREATE TRIGGER fku_category_category_rd_category_id_id BEFORE UPDATE ON category FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilis par category) Nom de la contrainte: fku_category_category_rd_category_id_id') WHERE NEW.rd_category_id!=0 AND NEW.rd_category_id!="" AND (SELECT id FROM category WHERE id = NEW.rd_category_id) IS NULL; END;

CREATE TRIGGER fkdc_category_category_id_rd_category_id BEFORE DELETE ON category FOR EACH ROW BEGIN     DELETE FROM category WHERE category.rd_category_id = OLD.id; END;

CREATE TRIGGER fki_doctransactionitem_doctransaction_rd_doctransaction_id_id BEFORE INSERT ON doctransactionitem FOR EACH ROW BEGIN   SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (doctransaction est utilis par doctransactionitem) Nom de la contrainte: fki_doctransactionitem_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!="" AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;

CREATE TRIGGER fku_doctransactionitem_doctransaction_rd_doctransaction_id_id BEFORE UPDATE ON doctransactionitem FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (doctransaction est utilis par doctransactionitem) Nom de la contrainte: fku_doctransactionitem_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!="" AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;

CREATE TRIGGER fkdc_doctransaction_doctransactionitem_id_rd_doctransaction_id BEFORE DELETE ON doctransactionitem FOR EACH ROW BEGIN     DELETE FROM doctransactionitem WHERE doctransactionitem.rd_doctransaction_id = OLD.id; END;

CREATE TRIGGER fki_doctransactionmsg_doctransaction_rd_doctransaction_id_id BEFORE INSERT ON doctransactionmsg FOR EACH ROW BEGIN   SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (doctransaction est utilis par doctransactionmsg) Nom de la contrainte: fki_doctransactionmsg_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!="" AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;

CREATE TRIGGER fku_doctransactionmsg_doctransaction_rd_doctransaction_id_id BEFORE UPDATE ON doctransactionmsg FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (doctransaction est utilis par doctransactionmsg) Nom de la contrainte: fku_doctransactionmsg_doctransaction_rd_doctransaction_id_id') WHERE NEW.rd_doctransaction_id!=0 AND NEW.rd_doctransaction_id!="" AND (SELECT id FROM doctransaction WHERE id = NEW.rd_doctransaction_id) IS NULL; END;

CREATE TRIGGER fkdc_doctransaction_doctransactionmsg_id_rd_doctransaction_id BEFORE DELETE ON doctransactionmsg FOR EACH ROW BEGIN     DELETE FROM doctransactionmsg WHERE doctransactionmsg.rd_doctransaction_id = OLD.id; END;

CREATE TRIGGER fki_interest_account_rd_account_id_id BEFORE INSERT ON interest FOR EACH ROW BEGIN   SELECT RAISE(ABORT, 'Impossible d''ajouter un objet (account est utilis par interest) Nom de la contrainte: fki_interest_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!="" AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;

CREATE TRIGGER fku_interest_account_rd_account_id_id BEFORE UPDATE ON interest FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (account est utilis par interest) Nom de la contrainte: fku_interest_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!="" AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;
CREATE TRIGGER fkdc_account_interest_id_rd_account_id BEFORE DELETE ON account FOR EACH ROW BEGIN     DELETE FROM interest WHERE interest.rd_account_id = OLD.id; END;
CREATE TRIGGER fki_node_node_rd_node_id_id BEFORE INSERT ON node FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (node est utilis par node)
Nom de la contrainte: fki_node_node_rd_node_id_id') WHERE NEW.rd_node_id!=0 AND NEW.rd_node_id!=''
AND (SELECT id FROM node WHERE id = NEW.rd_node_id) IS NULL; END;
CREATE TRIGGER fku_node_node_rd_node_id_id BEFORE UPDATE ON node FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (node est utilis par node)
Nom de la contrainte: fku_node_node_rd_node_id_id') WHERE NEW.rd_node_id!=0 AND NEW.rd_node_id!=''
AND (SELECT id FROM node WHERE id = NEW.rd_node_id) IS NULL; END;
CREATE TRIGGER fkdc_node_node_id_rd_node_id BEFORE DELETE ON node FOR EACH ROW BEGIN     DELETE FROM node WHERE node.rd_node_id = OLD.id; END;
CREATE TRIGGER fki_operation_account_rd_account_id_id BEFORE INSERT ON operation FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (account est utilis par operation)
Nom de la contrainte: fki_operation_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!=''
AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;
CREATE TRIGGER fku_operation_account_rd_account_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (account est utilis par operation)
Nom de la contrainte: fku_operation_account_rd_account_id_id') WHERE NEW.rd_account_id!=0 AND NEW.rd_account_id!=''
AND (SELECT id FROM account WHERE id = NEW.rd_account_id) IS NULL; END;
CREATE TRIGGER fkd_operation_account_rd_account_id_id BEFORE DELETE ON account FOR EACH ROW BEGIN     DELETE FROM operation WHERE operation.rd_account_id = OLD.id; END;
CREATE TRIGGER fki_operation_payee_r_payee_id_id BEFORE INSERT ON operation FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (payee est utilis par operation)
Nom de la contrainte: fki_operation_payee_r_payee_id_id') WHERE NEW.r_payee_id!=0 AND NEW.r_payee_id!=''
AND (SELECT id FROM payee WHERE id = NEW.r_payee_id) IS NULL; END;
CREATE TRIGGER fku_operation_payee_r_payee_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (payee est utilis par operation)
Nom de la contrainte: fku_operation_payee_r_payee_id_id') WHERE NEW.r_payee_id!=0 AND NEW.r_payee_id!=''
AND (SELECT id FROM payee WHERE id = NEW.r_payee_id) IS NULL; END;
CREATE TRIGGER fkd_operation_payee_r_payee_id_id BEFORE DELETE ON payee FOR EACH ROW BEGIN     UPDATE operation SET r_payee_id=0 WHERE r_payee_id=OLD.id; END;
CREATE TRIGGER fki_operation_unit_rc_unit_id_id BEFORE INSERT ON operation FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilis par operation)
Nom de la contrainte: fki_operation_unit_rc_unit_id_id') WHERE NEW.rc_unit_id!=0 AND NEW.rc_unit_id!=''
AND (SELECT id FROM unit WHERE id = NEW.rc_unit_id) IS NULL; END;
CREATE TRIGGER fku_operation_unit_rc_unit_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilis par operation)
Nom de la contrainte: fku_operation_unit_rc_unit_id_id') WHERE NEW.rc_unit_id!=0 AND NEW.rc_unit_id!=''
AND (SELECT id FROM unit WHERE id = NEW.rc_unit_id) IS NULL; END;
CREATE TRIGGER fkd_operation_unit_rc_unit_id_id BEFORE DELETE ON unit FOR EACH ROW BEGIN     UPDATE operation SET rc_unit_id=0 WHERE rc_unit_id=OLD.id; END;
CREATE TRIGGER fki_operation_recurrentoperation_r_recurrentoperation_id_id BEFORE INSERT ON recurrentoperation FOR EACH ROW BEGIN     SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (recurrentoperation est utilis par operation)
Nom de la contrainte: fki_operation_recurrentoperation_r_recurrentoperation_id_id') WHERE
WHERE
CREATE TRIGGER fku_operation_recurrentoperation_r_recurrentoperation_id_id BEFORE UPDATE ON operation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (recurrentoperation est utilis par operation)
Nom de la contrainte: fku_operation_recurrentoperation_r_recurrentoperation_id_id') WHERE NEW.r_recurrentoperation_id!=0 AND NEW.r_recurrentoperation_id='' AND (SELECT id FROM recurrentoperation WHERE id = NEW.r_recurrentoperation_id) IS NULL; END;
CREATE TRIGGER fkdc_operation_recurrentoperation_id_rd_operation_id BEFORE DELETE ON operation FOR EACH ROW BEGIN DELETE FROM recurrentoperation WHERE recurrentoperation.rd_operation_id = OLD.id; END;
CREATE TRIGGER fki_operation_recurrentoperation_operation_r_recurrentoperation_id_id BEFORE INSERT ON operationbalance FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d'ajouter un objet (operation est utilis par operationbalance)
Nom de la contrainte: fki_operation_recurrentoperation_operation_r_recurrentoperation_id_id') WHERE NEW.r_recurrentoperation_id!=0 AND NEW.r_recurrentoperation_id='' AND (SELECT id FROM recurrentoperation WHERE id = NEW.r_recurrentoperation_id) IS NULL; END;
CREATE TRIGGER fku_operation_recurrentoperation_operation_r_recurrentoperation_id_id BEFORE UPDATE ON recurrentoperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (operation est utilis par recurrentoperation)
Nom de la contrainte: fku_operation_recurrentoperation_operation_r_recurrentoperation_id_id') WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id='' AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL; END;
CREATE TRIGGER fki_recurrenceoperation_operation_rd_operation_id_id BEFORE INSERT ON recurrentoperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d'ajouter un objet (operation est utilis par recurrentoperation)
Nom de la contrainte: fki_recurrenceoperation_operation_rd_operation_id_id') WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id='' AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL; END;
CREATE TRIGGER fku_recurrenceoperation_operation_rd_operation_id_id BEFORE UPDATE ON recurrentoperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (operation est utilis par recurrentoperation)
Nom de la contrainte: fku_recurrenceoperation_operation_rd_operation_id_id') WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id='' AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL; END;
CREATE TRIGGER fki_suboperation_operation_rd_operation_id_id BEFORE INSERT ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d'ajouter un objet (operation est utilis par suboperation)
Nom de la contrainte: fki_suboperation_operation_rd_operation_id_id') WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id='' AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL; END;
CREATE TRIGGER fku_suboperation_operation_rd_operation_id_id BEFORE UPDATE ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (operation est utilis par suboperation)
CREATE TRIGGER fku_suboperation_operation_rd_operation_id_id WHERE NEW.rd_operation_id!=0 AND NEW.rd_operation_id='' AND (SELECT id FROM operation WHERE id = NEW.rd_operation_id) IS NULL; END;

CREATE TRIGGER fkdc_operation_suboperation_id_rd_operation_id BEFORE DELETE ON operation FOR EACH ROW BEGIN DELETE FROM suboperation WHERE suboperation.rd_operation_id = OLD.id; END;

CREATE TRIGGER fki_suboperation_category_r_category_id_id BEFORE INSERT ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (category est utilisé par subopération)') WHERE NEW.r_category_id!=0 AND NEW.r_category_id='' AND (SELECT id FROM category WHERE id = NEW.r_category_id) IS NULL; END;

CREATE TRIGGER fku_suboperation_category_r_category_id_id BEFORE UPDATE ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (category est utilisé par subopération)') WHERE NEW.r_category_id!=0 AND NEW.r_category_id='' AND (SELECT id FROM category WHERE id = NEW.r_category_id) IS NULL; END;

CREATE TRIGGER fkd_suboperation_category_r_category_id_id BEFORE DELETE ON category FOR EACH ROW BEGIN UPDATE suboperation SET r_category_id=0 WHERE r_category_id=OLD.id; END;

CREATE TRIGGER fki_suboperation_refund_r_refund_id_id BEFORE INSERT ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (refund est utilisé par subopération)') WHERE NEW.r_refund_id!=0 AND NEW.r_refund_id='' AND (SELECT id FROM refund WHERE id = NEW.r_refund_id) IS NULL; END;

CREATE TRIGGER fku_suboperation_refund_r_refund_id_id BEFORE UPDATE ON suboperation FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (refund est utilisé par subopération)') WHERE NEW.r_refund_id!=0 AND NEW.r_refund_id='' AND (SELECT id FROM refund WHERE id = NEW.r_refund_id) IS NULL; END;

CREATE TRIGGER fkd_suboperation_refund_r_refund_id_id BEFORE DELETE ON refund FOR EACH ROW BEGIN UPDATE suboperation SET r_refund_id=0 WHERE r_refund_id=OLD.id; END;

CREATE TRIGGER fki_unit_unit_rd_unit_id_id BEFORE INSERT ON unit FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unit)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unit_unit_rd_unit_id_id BEFORE UPDATE ON unit FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unit)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unit_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unit WHERE unit.rd_unit_id = OLD.id; END;

CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id = OLD.id; END;

CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id = OLD.id; END;

CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id = OLD.id; END;

CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id = OLD.id; END;

CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id = OLD.id; END;

CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id = OLD.id; END;

CREATE TRIGGER fki_unitvalue_unit_rd_unit_id_id BEFORE INSERT ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible d’ajouter un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fku_unitvalue_unit_rd_unit_id_id BEFORE UPDATE ON unitvalue FOR EACH ROW BEGIN SELECT RAISE(ABORT, 'Impossible de modifier un objet (unit est utilisé par unitvalue)') WHERE NEW.rd_unit_id!=0 AND NEW.rd_unit_id='' AND (SELECT id FROM unit WHERE id = NEW.rd_unit_id) IS NULL; END;

CREATE TRIGGER fkdc_unit_unitvalue_id_rd_unit_id BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM unitvalue WHERE unitvalue.rd_unit_id = OLD.id; END;
CREATE VIEW v_unit AS SELECT * FROM unit
CREATE VIEW v_unitvalue AS SELECT * FROM unitvalue
CREATE VIEW v_suboperation AS SELECT * FROM suboperation
CREATE VIEW v_operation_numbers AS SELECT DISTINCT i_number, rd_account_id FROM operation
CREATE VIEW v_operation_next_numbers AS SELECT T1.i_number+1 AS i_number FROM v_operation_numbers AS T1 LEFT OUTER JOIN v_operation_numbers T2 ON T2.rd_account_id=T1.rd_account_id AND T2.i_number=T1.i_number+1 WHERE T1.i_number!=0 AND (T2.i_number IS NULL) ORDER BY T1.i_number
CREATE VIEW v_operation AS SELECT * FROM operation
CREATE VIEW v_operation_displayname AS SELECT * FROM operation

CREATE VIEW v_operation_delete AS SELECT *, (CASE WHEN t_status='N' THEN 'Vous n’êtes pas autorisé à durer cette opération car en tâche rapprochée END) t_delete_message FROM operation;
CREATE VIEW v_account AS SELECT *, (SELECT MAX(s.d_date) FROM interest s WHERE s.rd_account_id=account.id) AS d_MAXDATE, (SELECT TOTAL(s.f_CURRENTAMOUNT) FROM v_operation s WHERE s.rd_account_id=account.id AND s.t_template='N') AS f_CURRENTAMOUNT FROM account;
CREATE VIEW v_account_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM operation WHERE rd_account_id=account.id AND d_date<>'0000-00-00' AND t_template='N' AND t_status='Y') THEN 'Vous n’êtes pas autorisé à durer le compte car il contient des opérations rapprochées END) t_delete_message FROM account;
CREATE VIEW v_bank AS SELECT *, (SELECT TOTAL(s.f_CURRENTAMOUNT) FROM v_account s WHERE s.rd_bank_id=bank.id) AS f_CURRENTAMOUNT FROM bank;
CREATE VIEW v_bank_thumbnail AS SELECT *, t_name AS t_displayname FROM bank;
CREATE VIEW v_bank_thumbnail_displayname AS SELECT *, (SELECT t_displayname FROM v_bank_displayname WHERE v_bank_thumbnail.id=v_bank_displayname.id) AS t_displayname FROM bank;
CREATE VIEW v_category AS SELECT * FROM category;
CREATE VIEW v_category_thumbnail AS SELECT *, t_name AS t_displayname FROM category;
CREATE VIEW v_category_thumbnail_displayname AS SELECT *, t_displayname AS t_displayname FROM category;
CREATE VIEW v_recurrentoperation AS SELECT *, i_period_increment||' '||(CASE t_period_unit WHEN 'Y' THEN 'année(s)' WHEN 'M' THEN 'mois' WHEN 'W' THEN 'semaine(s)' ELSE 'jour(s)' END) AS t_PERIODNLS FROM recurrentoperation;
CREATE VIEW v_recurrentoperation_displayname AS SELECT *, STRFTIME('%d/%m/%Y',v_recurrentoperation.d_date)||' '||SUBSTR((SELECT t_displayname FROM v_operation_displayname WHERE v_operation_displayname.id=v_recurrentoperation.rd_operation_id), 11) AS t_displayname FROM v_recurrentoperation;
CREATE VIEW v_suboperation AS SELECT *, s.t_fullname AS t_CATEGORY, s.t_name AS t_REFUND, (CASE WHEN s.f_value>=0 THEN s.f_value ELSE 0 END) AS f_VALUE_INCOME, (CASE WHEN s.f_value<=0 THEN s.f_value ELSE 0 END) AS f_VALUE_EXPENSE FROM v_suboperation;
CREATE VIEW v_suboperation_display AS SELECT *, t_CATEGORY||' : '||f_value AS t_displayname FROM v_suboperation;
CREATE VIEW v_suboperation_displayname AS SELECT *, t_ACCOUNT, t_UNIT, t_CATEGORY, t_REFUND, t_TYPEEXPENSE, t_TYPEEXPENSENLS, STRFTIME('%Y-\%m-\%d',v_operation.d_date) AS d_DATEYEAR, STRFTIME('%Y-\%m-\%d',v_operation.d_date) AS d_DATEMONTH, STRFTIME('%Y-\%m-\%d',v_operation.d_date) AS d_DATEWEEK, STRFTIME('%Y-\%m-\%d',v_operation.d_date) AS d_DATEQUARTER, STRFTIME('%Y-\%m-\%d',v_operation.d_date) AS d_DATESEMESTER, (SELECT t_displayname FROM v_suboperation_display WHERE s.id=v_suboperation.id) AS s_displayname FROM v_suboperation_dis

CREATE VIEW v_refund_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM v_operation_consolidated WHERE r_refund_id=refund.id AND t_status='Y') THEN 'Vous n’êtes pas autorisé à dtruire ce suiveur car utilisé par des opérations rapprochées' END) t_delete_message FROM refund;
CREATE VIEW v_refund AS SELECT *, (SELECT TOTAL(o.f_REALCURRENTAMOUNT) FROM v_operation_consolidated o WHERE o.r_refund_id=refund.id AND o.t_template='N') AS f_CURRENTAMOUNT FROM refund;
CREATE VIEW v_refund_display AS SELECT *, (SELECT MIN(o.d_date) FROM v_operation_consolidated o WHERE o.r_refund_id=refund.id) AS d_FIRSTDATE, (SELECT MAX(o.d_date) FROM v_operation_consolidated o WHERE o.r_refund_id=refund.id) AS d_LASTDATE FROM refund;
CREATE VIEW v_refund_displayname AS SELECT *, t_name AS t_displayname FROM refund;
CREATE VIEW v_payee_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM operation WHERE r_payee_id=payee.id AND t_status='Y') THEN 'Vous n’êtes pas autorisé à dtruire ce tiers car utilisé par des opérations rapprochées' END) t_delete_message FROM payee;
CREATE VIEW v_payee AS SELECT *, (SELECT TOTAL(o.f_CURRENTAMOUNT) FROM v_operation o WHERE o.r_payee_id=payee.id AND o.t_template='N') AS f_CURRENTAMOUNT FROM payee;
CREATE VIEW v_payee_display AS SELECT * FROM v_payee;
CREATE VIEW v_payee_displayname AS SELECT *, t_name AS t_displayname FROM payee;
CREATE VIEW v_category_delete AS SELECT *, (CASE WHEN EXISTS(SELECT 1 FROM v_operation_consolidated WHERE (t_REALCATEGORY=category.t_fullname OR t_REALCATEGORY like category.t_fullname||' %') AND t_status='Y') THEN 'Vous n’êtes pas autorisé à dtruire cette catégorie car utilisée par des opérations rapprochées' END) t_delete_message FROM category;
CREATE VIEW v_category_display tmp AS SELECT *, (SELECT count(distinct(so.rd_operation_id)) FROM operation o, suboperation so WHERE so.rd_operation_id=o.id AND so.r_category_id=v_category.ID AND o.t_template='N') AS i_NBOPERATIONS, (SELECT TOTAL(o.f_REALCURRENTAMOUNT) FROM v_operation_consolidated o WHERE o.i_IDCATEGORY=v_category.ID) AS f_REALCURRENTAMOUNT FROM v_category;
CREATE VIEW v_category_display AS SELECT *, f_REALCURRENTAMOUNT+(SELECT TOTAL(c.f_REALCURRENTAMOUNT) FROM vm_category_display tmp c WHERE c.t_fullname LIKE v_category_display_tmp.t_fullname||' > %') AS f_SUMCURRENTAMOUNT, i_NBOPERATIONS+(SELECT CAST(TOTAL(c.i_NBOPERATIONS) AS INTEGER) FROM vm_category_display tmp c WHERE c.t_fullname like v_category_display_tmp.t_fullname||' > %') AS i_SUMNBOPERATIONS, (CASE WHEN t_bookmarked='Y' THEN 'Y' WHEN EXISTS(SELECT 1 FROM category c WHERE c.t_bookmarked='Y' AND c.t_fullname like v_category_display_tmp.t_fullname||' %') THEN 'C' ELSE 'N' END) AS t_HASBOOKMARKEDCHILD, (CASE WHEN v_category_display_tmp.f_REALCURRENTAMOUNT<0 THEN '-' WHEN v_category_display_tmp.f_REALCURRENTAMOUNT>0 THEN '' ELSE '+' END) AS t_TYPEEXPENSE, (CASE WHEN v_category_display_tmp.f_REALCURRENTAMOUNT<0 THEN 'Dpense' WHEN v_category_display_tmp.f_REALCURRENTAMOUNT>0 THEN 'Revenu' END) AS t_TYPEEXPENSENLS FROM vm_category_display_tmp;
CREATE VIEW v_recurrentoperation_display AS SELECT rop.*, op.t_ACCOUNT, op.i_number, op.t_mode, op.i_group_id, op.t_TRANSFER, op.t_PAYEE, op.t_comment, op.t_CATEGORY, op.t_status, op.f_CURRENTAMOUNT FROM v_recurrentoperation rop, v_operation_display_all AS op WHERE rop.rd_operation_id=op.ID;
CREATE VIEW v_rule AS SELECT *, (SELECT COUNT(1) FROM rule r WHERE r.f_sortorder<=rule.f_sortorder) AS i_ORDER FROM rule;
CREATE VIEW v_rule_displayname AS SELECT *, t_definition AS t_displayname FROM rule;
CREATE VIEW v_interest AS SELECT *, (SELECT s.t_name FROM account s WHERE s.id=interest.rd_account_id) AS t_ACCOUNT FROM interest;
CREATE VIEW v_interest_displayname AS SELECT *, STRFTIME('%d/%m/%Y',d_date)||' '||f_rate||'%' AS
CREATE VIEW v_budgetrule AS SELECT *, IFNULL((SELECT s.t_fullname FROM category s WHERE s.id=budgetrule.rc_category_id),") AS t_CATEGORYCONDITION, IFNULL((SELECT s.t_fullname FROM category s WHERE s.id=budgetrule.rc_category_id_target),") AS t_CATEGORY, (CASE WHEN budgetrule.i_condition=-1 THEN 'Ngatif' WHEN budgetrule.i_condition=1 THEN 'Positif' WHEN budgetrule.i_condition=0 THEN 'Tous' END) AS t_WHENNLNS, f_quantity||(CASE WHEN budgetrule.t_absolute='N' THEN '%' ELSE (SELECT t_symbol FROM unit WHERE t_type='1') END) AS t_WHATNLS,(CASE WHEN budgetrule.t_rule='N' THEN 'Suivant' WHEN budgetrule.t_rule='C' THEN 'Courant' WHEN budgetrule.t_rule='Y' THEN 'Anne' END) AS t_RULENLS FROM budgetrule;

CREATE VIEW v_budgetrule_display AS SELECT *  FROM v_budgetrule;

CREATE VIEW v_budgetrule_displayname AS SELECT *, t_WHENNLS||' '||t_WHATNLS||' '||t_RULENLS||' '||t_CATEGORY AS t_displayname FROM v_budgetrule;

CREATE VIEW v_budget_tmp AS SELECT *, IFNULL((SELECT s.t_fullname FROM category s WHERE s.id=budget.rc_category_id),") AS t_CATEGORY, (i_year||(CASE WHEN i_month=0 THEN '' WHEN i_month<10 THEN '0'||i_month ELSE '-'||i_month END)) AS t_PERIOD, (SELECT TOTAL(o.f_REALCURRENTAMOUNT) FROM v_operation_consolidated o WHERE STRFTIME('%Y', o.d_date)=i_year AND (i_month=0 OR STRFTIME('%m', o.d_date)=i_month) AND o.i_IDCATEGORY IN (SELECT b2.id_category FROM budgetcategory b2 WHERE b2.id=budget.id)) AS f_CURRENTAMOUNT, (SELECT GROUP_CONCAT(v_budgetrule_displayname.t_displayname,',') FROM v_budgetrule_displayname WHERE (v_budgetrule_displayname.t_year_condition='N' OR budget.i_year=v_budgetrule_displayname.i_year) AND (v_budgetrule_displayname.t_month_condition='N' OR budget.i_month=v_budgetrule_displayname.i_month) AND (v_budgetrule_displayname.t_category_condition='N' OR budget.rc_category_id=v_budgetrule_displayname.rc_category_id) ORDER BY v_budgetrule_displayname.t_absolute DESC, v_budgetrule_displayname.id) AS t_RULES FROM budget;

CREATE VIEW v_budget AS SELECT *, (f_CURRENTAMOUNT-f_budgeted_modified) AS f_DELTABEFORETRANSFER, (f_CURRENTAMOUNT-f_budgeted_modified-f_transferred) AS f_DELTA FROM v_budget_tmp;

CREATE VIEW v_budget_display AS SELECT *, (f_CURRENTAMOUNT-f_budgeted_modified) AS f_DELTABEFORETRANSFER, (f_CURRENTAMOUNT-f_budgeted_modified-f_transferred) AS f_DELTA FROM vm_budget_tmp;

CREATE VIEW v_budget_displayname AS SELECT *, t_CATEGORY||' '||t_PERIOD||' '||f_budgeted_modified AS t_displayname FROM v_budget;

CREATE TRIGGER fkdc_bank_parameters_uuid BEFORE DELETE ON bank FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'bank'; END;

CREATE TRIGGER fkdc_account_parameters.uuid BEFORE DELETE ON account FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'account'; END;

CREATE TRIGGER fkdc_unit_parameters_uuid BEFORE DELETE ON unit FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'unit'; END;

CREATE TRIGGER fkdc_category_parameters_uuid BEFORE DELETE ON category FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'category'; END;

CREATE TRIGGER fkdc_operation_parameters_uuid BEFORE DELETE ON operation FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'operation'; END;

CREATE TRIGGER fkdc_interest_parameters_uuid BEFORE DELETE ON interest FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'interest'; END;

CREATE TRIGGER fkdc_suboperation_parameters_uuid BEFORE DELETE ON suboperation FOR EACH ROW BEGIN DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'suboperation'; END;
CREATE TRIGGER fkdc_refund_parameters_uuid BEFORE DELETE ON refund FOR EACH ROW BEGIN
    DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'refund';
END;

CREATE TRIGGER fkdc_payee_parameters_uuid BEFORE DELETE ON payee FOR EACH ROW BEGIN
    DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'payee';
END;

CREATE TRIGGER fkdc_recurrentoperation_parameters_uuid BEFORE DELETE ON recurrentoperation FOR EACH ROW BEGIN
    DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'recurrentoperation';
END;

CREATE TRIGGER fkdc_rule_parameters_uuid BEFORE DELETE ON rule FOR EACH ROW BEGIN
    DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'rule';
END;

CREATE TRIGGER fkdc_budget_parameters_uuid BEFORE DELETE ON budget FOR EACH ROW BEGIN
    DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'budget';
END;

CREATE TRIGGER fkdc_budgetrule_parameters_uuid BEFORE DELETE ON budgetrule FOR EACH ROW BEGIN
    DELETE FROM parameters WHERE parameters.t_uuid_parent=OLD.id||'-'||'budgetrule';
END;

CREATE TRIGGER cpt_category_fullname1 AFTER INSERT ON category BEGIN
    UPDATE category SET t_fullname=CASE WHEN rd_category_id IS NULL OR rd_category_id='' OR rd_category_id=0 THEN new.t_name ELSE (SELECT c.t_fullname FROM category c WHERE c.id=new.rd_category_id)||' > '||new.t_name END WHERE id=new.id;
END;

CREATE TRIGGER cpt_category_fullname2 AFTER UPDATE OF t_name, rd_category_id ON category BEGIN
    UPDATE category SET t_fullname=CASE WHEN rd_category_id IS NULL OR rd_category_id='' OR rd_category_id=0 THEN new.t_name ELSE (SELECT c.t_fullname FROM category c WHERE c.id=new.rd_category_id)||' > '||new.t_name END WHERE id=new.id;
    UPDATE category SET t_name=t_name WHERE rd_category_id=new.id;
END;

CREATE TRIGGER fkdc_category_delete BEFORE DELETE ON category FOR EACH ROW BEGIN
    UPDATE suboperation SET r_category_id=OLD.rd_category_id WHERE r_category_id=OLD.id;
END;

explain
SELECT TOTAL(f_CURRENTAMOUNT), d_DATEMONTH
from v_operation_display
WHERE d_DATEMONTH IN ('2012-05', '2012-04')
group by d_DATEMONTH, t_TYPEEXPENSE;

} } {/* Goto */}

# The next test requires FTS4
ifcapable !fts3 {
    finish_test
    return
}

# Taken from the gnome-shell project
#
    db close
    forcedelete test.db
    sqlite3 db test.db
do_test fuzz-oss1-gnomeshell {
    db eval {
        CREATE TABLE Resource (ID INTEGER NOT NULL PRIMARY KEY, Uri TEXT NOT NULL, UNIQUE (Uri));
        CREATE VIRTUAL TABLE fts USING fts4;
CREATE TABLE "mfo:Action" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mfo:Enclosure" (ID INTEGER NOT NULL PRIMARY KEY,
  "mfo:remoteLink" INTEGER, "mfo:remoteLink:graph" INTEGER,
  "mfo:groupDefault" INTEGER, "mfo:groupDefault:graph" INTEGER,
  "mfo:localLink" INTEGER, "mfo:localLink:graph" INTEGER, "mfo:optional" INTEGER,
  "mfo:optional:graph" INTEGER);
CREATE TABLE "mfo:FeedChannel" (ID INTEGER NOT NULL PRIMARY KEY,
  "mfo:updatedTime" INTEGER, "mfo:updatedTime:graph" INTEGER,
  "mfo:updatedTime:localDate" INTEGER, "mfo:updatedTime:localTime" INTEGER,
  "mfo:unreadCount" INTEGER, "mfo:unreadCount:graph" INTEGER,
  "mfo:totalCount" INTEGER, "mfo:totalCount:graph" INTEGER, "mfo:action" INTEGER,
  "mfo:action:graph" INTEGER, "mfo:type" INTEGER,
  "mfo:type:graph" INTEGER);
CREATE TABLE "mfo:FeedElement" (ID INTEGER NOT NULL PRIMARY KEY,
  "mfo:image" TEXT COLLATE NOCASE, "mfo:image:graph" INTEGER,
  "mfo:feedSettings" INTEGER, "mfo:feedSettings:graph" INTEGER);
CREATE TABLE "mfo:FeedMessage" (ID INTEGER NOT NULL PRIMARY KEY,
  "mfo:downloadedTime" INTEGER, "mfo:downloadedTime:graph" INTEGER,
  "mfo:downloadedTime:localDate" INTEGER, "mfo:downloadedTime:localTime" INTEGER);
CREATE TABLE "mfo:FeedMessage_mfo:enclosureList" (ID INTEGER NOT NULL,
  "mfo:enclosureList" INTEGER NOT NULL, "mfo:enclosureList:graph" INTEGER);
CREATE TABLE "mfo:FeedSettings" (ID INTEGER NOT NULL PRIMARY KEY,
  "mfo:updateInterval" INTEGER, "mfo:updateInterval:graph" INTEGER,
  "mfo:expiryInterval" INTEGER, "mfo:expiryInterval:graph" INTEGER,
  "mfo:downloadPath" TEXT COLLATE NOCASE, "mfo:downloadPath:graph" INTEGER,
  "mfo:downloadFlag" INTEGER, "mfo:downloadFlag:graph" INTEGER,
  "mfo:maxSize" INTEGER, "mfo:maxSize:graph" INTEGER);
CREATE TABLE "mfo:FeedType" (ID INTEGER NOT NULL PRIMARY KEY,
  "mfo:name" TEXT COLLATE NOCASE, "mfo:name:graph" INTEGER);
CREATE TABLE "mlo:GeoBoundingBox" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:GeoBoundingBox_mlo:bbNorthWest" (ID INTEGER NOT NULL,
  "mlo:bbNorthWest" INTEGER NOT NULL, "mlo:bbNorthWest:graph" INTEGER);
CREATE TABLE "mlo:GeoBoundingBox_mlo:bbSouthEast" (ID INTEGER NOT NULL,
  "mlo:bbSouthEast" INTEGER NOT NULL, "mlo:bbSouthEast:graph" INTEGER);
CREATE TABLE "mlo:GeoLocation" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:GeoLocation_mlo:asBoundingBox" (ID INTEGER NOT NULL,
  "mlo:asBoundingBox" INTEGER NOT NULL, "mlo:asBoundingBox:graph" INTEGER);
CREATE TABLE "mlo:GeoLocation_mlo:asGeoPoint" (ID INTEGER NOT NULL,
  "mlo:asGeoPoint" INTEGER NOT NULL, "mlo:asGeoPoint:graph" INTEGER);
CREATE TABLE "mlo:GeoLocation_mlo:asPostalAddress" (ID INTEGER NOT NULL,
  "mlo:asPostalAddress" INTEGER NOT NULL, "mlo:asPostalAddress:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:GeoPoint_mlo:address" (ID INTEGER NOT NULL, "mlo:address" TEXT NOT NULL, "mlo:address:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:altitude" (ID INTEGER NOT NULL, "mlo:altitude" REAL NOT NULL, "mlo:altitude:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:city" (ID INTEGER NOT NULL, "mlo:city" TEXT NOT NULL, "mlo:city:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:country" (ID INTEGER NOT NULL, "mlo:country" TEXT NOT NULL, "mlo:country:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:latitude" (ID INTEGER NOT NULL, "mlo:latitude" REAL NOT NULL, "mlo:latitude:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:longitude" (ID INTEGER NOT NULL, "mlo:longitude" REAL NOT NULL, "mlo:longitude:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:state" (ID INTEGER NOT NULL, "mlo:state" TEXT NOT NULL, "mlo:state:graph" INTEGER);
CREATE TABLE "mlo:GeoPoint_mlo:timestamp" (ID INTEGER NOT NULL, "mlo:timestamp" INTEGER NOT NULL, "mlo:timestamp:graph" INTEGER, "mlo:timestamp:localDate" INTEGER NOT NULL, "mlo:timestamp:localTime" INTEGER NOT NULL);
CREATE TABLE "mlo:GeoSphere" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:GeoSphere_mlo:radius" (ID INTEGER NOT NULL, "mlo:radius" REAL NOT NULL, "mlo:radius:graph" INTEGER);
CREATE TABLE "mlo:Landmark" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:LandmarkCategory" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:LandmarkCategory_mlo:isRemovable" (ID INTEGER NOT NULL, "mlo:isRemovable" INTEGER NOT NULL, "mlo:isRemovable:graph" INTEGER);
CREATE TABLE "mlo:Landmark_mlo:belongsToCategory" (ID INTEGER NOT NULL, "mlo:belongsToCategory" INTEGER NOT NULL, "mlo:belongsToCategory:graph" INTEGER);
CREATE TABLE "mlo:Landmark_mlo:poiLocation" (ID INTEGER NOT NULL, "mlo:poiLocation" INTEGER NOT NULL, "mlo:poiLocation:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxEastLimit" (ID INTEGER NOT NULL, "mlo:boxEastLimit" INTEGER NOT NULL, "mlo:boxEastLimit:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxNorthLimit" (ID INTEGER NOT NULL, "mlo:boxNorthLimit" INTEGER NOT NULL, "mlo:boxNorthLimit:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxSouthWestCorner" (ID INTEGER NOT NULL, "mlo:boxSouthWestCorner" INTEGER NOT NULL, "mlo:boxSouthWestCorner:graph" INTEGER);
CREATE TABLE "mlo:LocationBoundingBox_mlo:boxVerticalLimit" (ID INTEGER NOT NULL, "mlo:boxVerticalLimit" INTEGER NOT NULL, "mlo:boxVerticalLimit:graph" INTEGER);
CREATE TABLE "mlo:PointOfInterest" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:Route" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mlo:Route_mlo:endTime" (ID INTEGER NOT NULL, "mlo:endTime" INTEGER NOT NULL, "mlo:endTime:graph" INTEGER)
CREATE TABLE "mlo:Route_mlo:routeDetails" (ID INTEGER NOT NULL, "mlo:routeDetails" TEXT NOT NULL, "mlo:routeDetails:graph" INTEGER);
CREATE TABLE "mlo:Route_mlo:startTime" (ID INTEGER NOT NULL, "mlo:startTime" INTEGER NOT NULL, "mlo:startTime:graph" INTEGER, "mlo:startTime:localDate" INTEGER NOT NULL, "mlo:startTime:localTime" INTEGER NOT NULL);
CREATE TABLE "mto:DownloadTransfer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:State" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:SyncTransfer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:TransferMethod" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:Transfer_mto:transferList" (ID INTEGER NOT NULL, "mto:transferList" INTEGER NOT NULL, "mto:transferList:graph" INTEGER);
CREATE TABLE "mto:Transfer_mto:transferPrivacyLevel" (ID INTEGER NOT NULL, "mto:transferPrivacyLevel" TEXT NOT NULL, "mto:transferPrivacyLevel:graph" INTEGER);
CREATE TABLE "mto:UploadTransfer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "mto:UploadTransfer_mto:transferCategory" (ID INTEGER NOT NULL, "mto:transferCategory" TEXT NOT NULL, "mto:transferCategory:graph" INTEGER);
CREATE TABLE "mtp:ScanType" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nao:Property" (ID INTEGER NOT NULL PRIMARY KEY, "nao:propertyName" TEXT COLLATE NOCASE, "nao:propertyName:graph" INTEGER, "nao:propertyValue" TEXT COLLATE NOCASE, "nao:propertyValue:graph" INTEGER);
CREATE TABLE "nao:Tag" (ID INTEGER NOT NULL PRIMARY KEY, "nao:prefLabel" TEXT COLLATE NOCASE, "nao:prefLabel:graph" INTEGER, "nao:description" TEXT COLLATE NOCASE, "nao:description:graph" INTEGER);
CREATE TABLE "nao:Tag_tracker:isDefaultTag" (ID INTEGER NOT NULL, "nao:Tag_tracker:isDefaultTag" TEXT COLLATE NOCASE, "nao:Tag_tracker:isDefaultTag:graph" INTEGER);
"tracker:isDefaultTag" INTEGER NOT NULL, "tracker:isDefaultTag:graph" INTEGER);
CREATE TABLE "nao:Tag_tracker:tagRelatedTo" (ID INTEGER NOT NULL,
"tracker:tagRelatedTo" INTEGER NOT NULL, "tracker:tagRelatedTo:graph" INTEGER);
CREATE TABLE "ncal:AccessClassification" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Alarm" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:repeat" INTEGER, "ncal:repeat:graph" INTEGER);
CREATE TABLE "ncal:AlarmAction" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Alarm_ncal:action" (ID INTEGER NOT NULL,
"ncal:action" INTEGER NOT NULL, "ncal:action:graph" INTEGER);
CREATE TABLE "ncal:Attachment" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:attachmentUri" INTEGER, "ncal:attachmentUri:graph" INTEGER,
"ncal:fmttype" TEXT COLLATE NOCASE, "ncal:fmttype:graph" INTEGER,
"ncal:encoding" INTEGER, "ncal:encoding:graph" INTEGER,
"ncal:attachmentContent" TEXT COLLATE NOCASE,
"ncal:attachmentContent:graph" INTEGER);
CREATE TABLE "ncal:AttachmentEncoding" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Attendee" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:delegatedTo" INTEGER, "ncal:delegatedTo:graph" INTEGER,
"ncal:delegatedFrom" INTEGER, "ncal:delegatedFrom:graph" INTEGER,
"ncal:cutype" INTEGER, "ncal:cutype:graph" INTEGER, "ncal:member" INTEGER, "ncal:member:graph" INTEGER, "ncal:role" INTEGER,
"ncal:role:graph" INTEGER, "ncal:rsvp" INTEGER, "ncal:rsvp:graph" INTEGER,
"ncal:partstat" INTEGER, "ncal:partstat:graph" INTEGER);
CREATE TABLE "ncal:AttendeeOrOrganizer" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:dir" INTEGER, "ncal:dir:graph" INTEGER,
"ncal:involvedContact" INTEGER, "ncal:involvedContact:graph" INTEGER,
"ncal:sentBy" INTEGER, "ncal:sentBy:graph" INTEGER);
CREATE TABLE "ncal:AttendeeRole" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:BydayRulePart" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:BydayRulePart_ncal:bydayModifier" (ID INTEGER NOT NULL,
"ncal:bydayModifier" INTEGER NOT NULL,
"ncal:bydayModifier:graph" INTEGER);
CREATE TABLE "ncal:BydayRulePart_ncal:bydayWeekday" (ID INTEGER NOT NULL,
"ncal:bydayWeekday" INTEGER NOT NULL, "ncal:bydayWeekday:graph" INTEGER);
CREATE TABLE "ncal:Calendar" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:method" TEXT COLLATE NOCASE, "ncal:method:graph" INTEGER,
"ncal:calscale" INTEGER, "ncal:calscale:graph" INTEGER, "ncal:prodid"
TEXT COLLATE NOCASE, "ncal:prodid:graph" INTEGER, "ncal:version" TEXT
COLLATE NOCASE, "ncal:version:graph" INTEGER);
CREATE TABLE "ncal:CalendarDataObject" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:CalendarScale" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:CalendarUserType" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Calendar_ncal:component" (ID INTEGER NOT NULL,
"ncal:component" INTEGER NOT NULL, "ncal:component:graph" INTEGER);
CREATE TABLE "ncal:Event" (ID INTEGER NOT NULL PRIMARY KEY,
"ncal:eventStatus" INTEGER, "ncal:eventStatus:graph" INTEGER,  
"ncal:transp" INTEGER, "ncal:transp:graph" INTEGER);  
CREATE TABLE "ncal:EventStatus" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:Freebusy" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:FreebusyPeriod" (ID INTEGER NOT NULL PRIMARY KEY,  
"ncal:fbtype" INTEGER, "ncal:fbtype:graph" INTEGER);  
CREATE TABLE "ncal:FreebusyType" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:Journal" (ID INTEGER NOT NULL PRIMARY KEY,  
"ncal:journalStatus" INTEGER, "ncal:journalStatus:graph" INTEGER);  
CREATE TABLE "ncal:JournalStatus" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:NcalDateTime" (ID INTEGER NOT NULL PRIMARY KEY,  
"ncal:ncalTimezone" INTEGER, "ncal:ncalTimezone:graph" INTEGER,  
"ncal:date" INTEGER, "ncal:date:graph" INTEGER, "ncal:date:localDate" INTEGER,  
"ncal:dateTime" INTEGER, "ncal:dateTime:graph" INTEGER, "ncal:dateTime:localDate" INTEGER,  
"ncal:dateTime:localTime" INTEGER);  
CREATE TABLE "ncal:NcalPeriod" (ID INTEGER NOT NULL PRIMARY KEY,  
"ncal:periodBegin" INTEGER, "ncal:periodBegin:graph" INTEGER,  
"ncal:periodBegin:localDate" INTEGER, "ncal:periodBegin:localTime" INTEGER,  
"ncal:periodDuration" INTEGER, "ncal:periodDuration:graph" INTEGER,  
"ncal:periodEnd" INTEGER, "ncal:periodEnd:graph" INTEGER, "ncal:periodEnd:localDate" INTEGER,  
"ncal:periodEnd:localTime" INTEGER);  
CREATE TABLE "ncal:NcalTimeEntity" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:Organizer" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:ParticipationStatus" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:RecurrenceFrequency" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:RecurrenceIdentifier" (ID INTEGER NOT NULL PRIMARY KEY,  
"ncal:range" INTEGER, "ncal:range:graph" INTEGER,  
"ncal:recurrenceIdDateTime" INTEGER, "ncal:recurrenceIdDateTime:graph" INTEGER);  
CREATE TABLE "ncal:RecurrenceIdentifierRange" (ID INTEGER NOT NULL PRIMARY KEY);  
CREATE TABLE "ncal:RecurrenceRule" (ID INTEGER NOT NULL PRIMARY KEY,  
"ncal:until" INTEGER, "ncal:until:graph" INTEGER,  
"ncal:until:localDate" INTEGER, "ncal:until:localTime" INTEGER,  
"ncal:wkst" INTEGER, "ncal:wkst:graph" INTEGER, "ncal:interval" INTEGER,  
"ncal:interval:graph" INTEGER, "ncal:count" INTEGER, "ncal:count:graph" INTEGER,  
"ncal:freq" INTEGER, "ncal:freq:graph" INTEGER);  
CREATE TABLE "ncal:RecurrenceRule_ncal:byday" (ID INTEGER NOT NULL,  
"ncal:byday" INTEGER NOT NULL, "ncal:byday:graph" INTEGER);  
CREATE TABLE "ncal:RecurrenceRule_ncal:byhour" (ID INTEGER NOT NULL,  
"ncal:byhour" INTEGER NOT NULL, "ncal:byhour:graph" INTEGER);  
CREATE TABLE "ncal:RecurrenceRule_ncal:byminute" (ID INTEGER NOT NULL,  
"ncal:byminute" INTEGER NOT NULL, "ncal:byminute:graph" INTEGER);  
CREATE TABLE "ncal:RecurrenceRule_ncal:bymonth" (ID INTEGER NOT NULL,
CREATE TABLE "ncal:RecurrenceRule_ncal:bymonth" (ID INTEGER NOT NULL, "ncal:bymonth" INTEGER NOT NULL, "ncal:bymonth:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:bymonthday" (ID INTEGER NOT NULL, "ncal:bymonthday" INTEGER NOT NULL, "ncal:bymonthday:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:bysecond" (ID INTEGER NOT NULL, "ncal:bysecond" INTEGER NOT NULL, "ncal:bysecond:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:bysetpos" (ID INTEGER NOT NULL, "ncal:bysetpos" INTEGER NOT NULL, "ncal:bysetpos:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:byweekno" (ID INTEGER NOT NULL, "ncal:byweekno" INTEGER NOT NULL, "ncal:byweekno:graph" INTEGER);
CREATE TABLE "ncal:RecurrenceRule_ncal:byyearday" (ID INTEGER NOT NULL, "ncal:byyearday" INTEGER NOT NULL, "ncal:byyearday:graph" INTEGER);
CREATE TABLE "ncal:RequestStatus" (ID INTEGER NOT NULL PRIMARY KEY, "ncal:statusDescription" TEXT COLLATE NOCASE, "ncal:statusDescription:graph" INTEGER, "ncal:returnStatus" TEXT COLLATE NOCASE, "ncal:returnStatus:graph" INTEGER, "ncal:requestStatusData" TEXT COLLATE NOCASE, "ncal:requestStatusData:graph" INTEGER);
CREATE TABLE "ncal:TimeTransparency" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:TimezoneObservance" (ID INTEGER NOT NULL PRIMARY KEY, "ncal:tzoffsetfrom" TEXT COLLATE NOCASE, "ncal:tzoffsetfrom:graph" INTEGER, "ncal:tzoffsetto" TEXT COLLATE NOCASE, "ncal:tzoffsetto:graph" INTEGER, "ncal:tzname" TEXT COLLATE NOCASE, "ncal:tzname:graph" INTEGER);
CREATE TABLE "ncal:Todo" (ID INTEGER NOT NULL PRIMARY KEY, "ncal:percentComplete" INTEGER, "ncal:percentComplete:graph" INTEGER, "ncal:completed" INTEGER, "ncal:completed:graph" INTEGER, "ncal:completed:localDate" INTEGER, "ncal:completed:localTime" INTEGER, "ncal:todoStatus" INTEGER, "ncal:todoStatus:graph" INTEGER);
CREATE TABLE "ncal:TodoStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:Trigger" (ID INTEGER NOT NULL PRIMARY KEY, "ncal:related" INTEGER, "ncal:related:graph" INTEGER, "ncal:triggerDateTime" INTEGER, "ncal:triggerDateTime:graph" INTEGER, "ncal:triggerDateTime:localDate" INTEGER, "ncal:triggerDateTime:localTime" INTEGER, "ncal:triggerDuration" INTEGER, "ncal:triggerDuration:graph" INTEGER);
CREATE TABLE "ncal:TriggerRelation" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "ncal:created" INTEGER, "ncal:created:graph" INTEGER,
"ncal:created:localDate" INTEGER, "ncal:created:localTime" INTEGER,
"ncal:url" INTEGER, "ncal:url:graph" INTEGER, "ncal:comment" TEXT
COLLATE NOCASE, "ncal:comment:graph" INTEGER, "ncal:summaryAltRep" INTEGER,
"ncal:summaryAltRep:graph" INTEGER, "ncal:priority" INTEGER,
"ncal:priority:graph" INTEGER, "ncal:location" TEXT COLLATE NOCASE,
"ncal:location:graph" INTEGER, "ncal:uid" TEXT COLLATE NOCASE,
"ncal:uid:graph" INTEGER, "ncal:requestStatus" INTEGER,
"ncal:requestStatus:graph" INTEGER, "ncal:recurrenceId" INTEGER,
"ncal:recurrenceId:graph" INTEGER, "ncal:dtstamp" INTEGER,
"ncal:dtstamp:graph" INTEGER, "ncal:dtstamp:localDate" INTEGER,
"ncal:dtstamp:localTime" INTEGER, "ncal:class" INTEGER,
"ncal:class:graph" INTEGER, "ncal:organizer" INTEGER,
"ncal:organizer:graph" INTEGER, "ncal:dtend" INTEGER,
"ncal:dtend:graph" INTEGER, "ncal:summary" TEXT COLLATE NOCASE,
"ncal:summary:graph" INTEGER, "ncal:descriptionAltRep" INTEGER,
"ncal:descriptionAltRep:graph" INTEGER, "ncal:commentAltRep" INTEGER,
"ncal:commentAltRep:graph" INTEGER, "ncal:sequence" INTEGER,
"ncal:sequence:graph" INTEGER, "ncal:contact" TEXT COLLATE NOCASE,
"ncal:contact:graph" INTEGER, "ncal:contactAltRep" INTEGER,
"ncal:contactAltRep:graph" INTEGER, "ncal:locationAltRep" INTEGER,
"ncal:locationAltRep:graph" INTEGER, "ncal:geo" INTEGER,
"ncal:geo:graph" INTEGER, "ncal:resourcesAltRep" INTEGER,
"ncal:resourcesAltRep:graph" INTEGER, "ncal:dtstart" INTEGER,
"ncal:dtstart:graph" INTEGER, "ncal:description" TEXT COLLATE NOCASE,
"ncal:description:graph" INTEGER, "ncal:relatedToSibling" TEXT COLLATE NOCASE,
"ncal:relatedToSibling:graph" INTEGER, "ncal:duration" INTEGER,
"ncal:duration:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:attach" (ID INTEGER NOT NULL,
"ncal:attach" INTEGER NOT NULL, "ncal:attach:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:attendee" (ID INTEGER NOT NULL,
"ncal:attendee" INTEGER NOT NULL, "ncal:attendee:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:categories" (ID INTEGER NOT NULL,
"ncal:categories" TEXT NOT NULL, "ncal:categories:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:exdate" (ID INTEGER NOT NULL,
"ncal:exdate" INTEGER NOT NULL, "ncal:exdate:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:exrule" (ID INTEGER NOT NULL,
"ncal:exrule" INTEGER NOT NULL, "ncal:exrule:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:hasAlarm" (ID INTEGER NOT NULL,
"ncal:hasAlarm" INTEGER NOT NULL, "ncal:hasAlarm:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:ncalRelation" (ID INTEGER NOT NULL,
"ncal:ncalRelation" TEXT NOT NULL, "ncal:ncalRelation:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:rdate" (ID INTEGER NOT NULL,
"ncal:rdate" INTEGER NOT NULL, "ncal:rdate:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:relatedToChild" (ID INTEGER NOT NULL, "ncal:relatedToChild" TEXT NOT NULL, "ncal:relatedToChild:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:relatedToParent" (ID INTEGER NOT NULL, "ncal:relatedToParent" TEXT NOT NULL, "ncal:relatedToParent:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:resources" (ID INTEGER NOT NULL, "ncal:resources" TEXT NOT NULL, "ncal:resources:graph" INTEGER);
CREATE TABLE "ncal:UnionParentClass_ncal:rrule" (ID INTEGER NOT NULL, "ncal:rrule" INTEGER NOT NULL, "ncal:rrule:graph" INTEGER);
CREATE TABLE "ncal:Weekday" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:Affiliation" (ID INTEGER NOT NULL PRIMARY KEY, "nco:department" TEXT COLLATE NOCASE, "nco:department:graph" INTEGER, "nco:org" INTEGER, "nco:org:graph" INTEGER, "nco:role" TEXT COLLATE NOCASE, "nco:role:graph" INTEGER);
CREATE TABLE "nco:Affiliation_nco:title" (ID INTEGER NOT NULL, "nco:title" TEXT NOT NULL, "nco:title:graph" INTEGER);
CREATE TABLE "nco:AuthorizationStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:BbsNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:CarPhoneNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:CellPhoneNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ContactGroup" (ID INTEGER NOT NULL PRIMARY KEY, "nco:contactGroupName" TEXT COLLATE NOCASE, "nco:contactGroupName:graph" INTEGER);
CREATE TABLE "nco:ContactList" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ContactListDataObject" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:Contact_ncal:anniversary" (ID INTEGER NOT NULL, "ncal:anniversary" INTEGER NOT NULL, "ncal:anniversary:graph" INTEGER);
CREATE TABLE "nco:Contact_ncal:birthday" (ID INTEGER NOT NULL, "ncal:birthday" INTEGER NOT NULL, "ncal:birthday:graph" INTEGER);
CREATE TABLE "nco:ContactList_nco:containsContact" (ID INTEGER NOT NULL, "nco:containsContact" INTEGER NOT NULL, "nco:containsContact:graph" INTEGER);
CREATE TABLE "nco:ContactMedium" (ID INTEGER NOT NULL PRIMARY KEY, "nco:contactMediumComment" TEXT COLLATE NOCASE, "nco:contactMediumComment:graph" INTEGER);
CREATE TABLE "nco:Contact_nco:belongsToGroup" (ID INTEGER NOT NULL, "nco:belongsToGroup" INTEGER NOT NULL, "nco:belongsToGroup:graph" INTEGER);
CREATE TABLE "nco:Contact_nco:note" (ID INTEGER NOT NULL, "nco:note" TEXT NOT NULL, "nco:note:graph" INTEGER);
CREATE TABLE "nco:Contact_scal:anniversary" (ID INTEGER NOT NULL, "scal:anniversary" INTEGER NOT NULL, "scal:anniversary:graph" INTEGER);
CREATE TABLE "nco:Contact_scal:birthday" (ID INTEGER NOT NULL, "scal:birthday" INTEGER NOT NULL, "scal:birthday:graph" INTEGER);
CREATE TABLE "nco:DomesticDeliveryAddress" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:EmailAddress" (ID INTEGER NOT NULL PRIMARY KEY, "nco:emailAddress" TEXT COLLATE NOCASE UNIQUE, "nco:emailAddress:graph" INTEGER);
CREATE TABLE "nco:FaxNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:Gender" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:IMAccount" (ID INTEGER NOT NULL PRIMARY KEY, "nco:imAccountAddress" INTEGER UNIQUE, "nco:imAccountAddress:graph" INTEGER, "nco:imAccountType" TEXT COLLATE NOCASE, "nco:imAccountType:graph" INTEGER, "nco:imDisplayName" TEXT COLLATE NOCASE, "nco:imDisplayName:graph" INTEGER, "nco:imEnabled" INTEGER, "nco:imEnabled:graph" INTEGER);
CREATE TABLE "nco:IMAddress_nco:imCapability" (ID INTEGER NOT NULL, "nco:imCapability" INTEGER NOT NULL, "nco:imCapability:graph" INTEGER);
CREATE TABLE "nco:IMCapability" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:InternationalDeliveryAddress" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:IsdnNumber" (ID INTEGER NOT NULL PRIMARY KEY);

"ncal:birthday" INTEGER NOT NULL, "ncal:birthday:graph" INTEGER);
CREATE TABLE "nco:MessagingNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ModemNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:OrganizationContact" (ID INTEGER NOT NULL PRIMARY KEY, "nco:logo" INTEGER, "nco:logo:graph" INTEGER);
CREATE TABLE "nco:PagerNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:ParcelDeliveryAddress" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:PcsNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:PhoneNumber" (ID INTEGER NOT NULL PRIMARY KEY, "nco:phoneNumber" TEXT COLLATE NOCASE, "nco:phoneNumber:graph" INTEGER);
CREATE TABLE "nco:PresenceStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:Role" (ID INTEGER NOT NULL PRIMARY KEY, "nco:video" INTEGER, "nco:video:graph" INTEGER);
CREATE TABLE "nco:Role_nco:blogUrl" (ID INTEGER NOT NULL, "nco:blogUrl" INTEGER NOT NULL, "nco:blogUrl:graph" INTEGER);
CREATE TABLE "nco:Role_nco:foafUrl" (ID INTEGER NOT NULL, "nco:foafUrl" INTEGER NOT NULL, "nco:foafUrl:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasContactMedium" (ID INTEGER NOT NULL, "nco:hasContactMedium" INTEGER NOT NULL, "nco:hasContactMedium:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasEmailAddress" (ID INTEGER NOT NULL, "nco:hasEmailAddress" INTEGER NOT NULL, "nco:hasEmailAddress:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasIMAddress" (ID INTEGER NOT NULL,
"nco:hasIMAddress" INTEGER NOT NULL, "nco:hasIMAddress:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasPhoneNumber" (ID INTEGER NOT NULL, "nco:hasPhoneNumber" INTEGER NOT NULL, "nco:hasPhoneNumber:graph" INTEGER);
CREATE TABLE "nco:Role_nco:hasPostalAddress" (ID INTEGER NOT NULL, "nco:hasPostalAddress" INTEGER NOT NULL, "nco:hasPostalAddress:graph" INTEGER);
CREATE TABLE "nco:Role_nco:url" (ID INTEGER NOT NULL, "nco:url" INTEGER NOT NULL, "nco:url:graph" INTEGER);
CREATE TABLE "nco:Role_nco:websiteUrl" (ID INTEGER NOT NULL, "nco:websiteUrl" INTEGER NOT NULL, "nco:websiteUrl:graph" INTEGER);
CREATE TABLE "nco:VideoTelephoneNumber" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nco:VoicePhoneNumber" (ID INTEGER NOT NULL PRIMARY KEY, "nco:voiceMail" INTEGER, "nco:voiceMail:graph" INTEGER);
CREATE TABLE "nfo:Application" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:Archive" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:uncompressedSize" INTEGER, "nfo:uncompressedSize:graph" INTEGER);
CREATE TABLE "nfo:ArchiveItem" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:isPasswordProtected" INTEGER, "nfo:isPasswordProtected:graph" INTEGER);
CREATE TABLE "nfo:Attachment" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:BookmarkFolder" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:BookmarkFolder_nfo:containsBookmark" (ID INTEGER NOT NULL, "nfo:containsBookmark" INTEGER NOT NULL, "nfo:containsBookmark:graph" INTEGER);
CREATE TABLE "nfo:BookmarkFolder_nfo:containsBookmarkFolder" (ID INTEGER NOT NULL, "nfo:containsBookmarkFolder" INTEGER NOT NULL, "nfo:containsBookmarkFolder:graph" INTEGER);
CREATE TABLE "nfo:CompressionType" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:Cursor" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:DataContainer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:DeletedResource" (ID INTEGER NOT NULL PRIMARY KEY,
  "nfo:originalLocation" TEXT COLLATE NOCASE,
  "nfo:originalLocation:graph" INTEGER,
  "nfo:deletionDate" INTEGER,
  "nfo:deletionDate:graph" INTEGER,
  "nfo:deletionDate:localDate" INTEGER,
  "nfo:deletionDate:localTime" INTEGER);
CREATE TABLE "nfo:Document" (ID INTEGER NOT NULL PRIMARY KEY,
  "nfo:tableOfContents" TEXT COLLATE NOCASE,
  "nfo:tableOfContents:graph" INTEGER);
CREATE TABLE "nfo:EmbeddedFileDataObject" (ID INTEGER NOT NULL PRIMARY
  KEY, "nfo:encoding" TEXT COLLATE NOCASE, "nfo:encoding:graph" INTEGER);
CREATE TABLE "nfo:Equipment" (ID INTEGER NOT NULL PRIMARY KEY,
  "nfo:manufacturer" TEXT COLLATE NOCASE, "nfo:manufacturer:graph" INTEGER,
  "nfo:model" TEXT COLLATE NOCASE, "nfo:model:graph" INTEGER,
  "nfo:equipmentSoftware" TEXT COLLATE NOCASE,
  "nfo:equipmentSoftware:graph" INTEGER);
CREATE TABLE "nfo:Executable" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:FileDataObject" (ID INTEGER NOT NULL PRIMARY KEY,
  "nfo:fileLastAccessed" INTEGER, "nfo:fileLastAccessed:graph" INTEGER,
  "nfo:fileLastAccessed:localDate" INTEGER,
  "nfo:fileLastAccessed:localTime" INTEGER, "nfo:fileCreated" INTEGER,
  "nfo:fileCreated:graph" INTEGER, "nfo:fileCreated:localDate" INTEGER,
  "nfo:fileCreated:localTime" INTEGER, "nfo:fileSize" INTEGER,
  "nfo:fileSize:graph" INTEGER, "nfo:permissions" TEXT COLLATE NOCASE,
  "nfo:permissions:graph" INTEGER, "nfo:fileName" TEXT COLLATE NOCASE,
  "nfo:fileName:graph" INTEGER, "nfo:hasHash" INTEGER,
  "nfo:hasHash:graph" INTEGER, "nfo:fileOwner" INTEGER,
  "nfo:fileOwner:graph" INTEGER, "nfo:fileLastModified" INTEGER,
  "nfo:fileLastModified:graph" INTEGER, "nfo:fileLastModified:localDate" INTEGER,
  "nfo:fileLastModified:localTime" INTEGER);
CREATE TABLE "nfo:FileHash" (ID INTEGER NOT NULL PRIMARY KEY,
  "nfo:hashValue" TEXT COLLATE NOCASE, "nfo:hashValue:graph" INTEGER,
  "nfo:hashAlgorithm" TEXT COLLATE NOCASE, "nfo:hashAlgorithm:graph" INTEGER);
CREATE TABLE "nfo:Filesystem" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:FilesystemImage" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:Folder" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:Font" (ID INTEGER NOT NULL PRIMARY KEY,
  "nfo:fontFamily" TEXT COLLATE NOCASE, "nfo:fontFamily:graph" INTEGER,
  "nfo:foundry" INTEGER, "nfo:foundry:graph" INTEGER);
CREATE TABLE "nfo:Image" (ID INTEGER NOT NULL PRIMARY KEY,
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CREATE TABLE "nfo:Image_nfo:depicts" (ID INTEGER NOT NULL, "nfo:depicts" INTEGER NOT NULL, "nfo:depicts:graph" INTEGER);
CREATE TABLE "nfo:Image_nfo:hasRegionOfInterest" (ID INTEGER NOT NULL, "nfo:hasRegionOfInterest" INTEGER NOT NULL, "nfo:hasRegionOfInterest:graph" INTEGER);
CREATE TABLE "nfo:MediaFileListEntry" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:listPosition" REAL, "nfo:listPosition:graph" INTEGER, "nfo:entryUrl" TEXT COLLATE NOCASE, "nfo:entryUrl:graph" INTEGER);
CREATE TABLE "nfo:MediaList" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:entryCounter" INTEGER, "nfo:entryCounter:graph" INTEGER, "nfo:listDuration" INTEGER, "nfo:listDuration:graph" INTEGER);
CREATE TABLE "nfo:MediaList_nfo:hasMediaFileListEntry" (ID INTEGER NOT NULL, "nfo:hasMediaFileListEntry" INTEGER NOT NULL, "nfo:hasMediaFileListEntry:graph" INTEGER);
CREATE TABLE "nfo:MediaList_nfo:mediaListEntry" (ID INTEGER NOT NULL, "nfo:mediaListEntry" INTEGER NOT NULL, "nfo:mediaListEntry:graph" INTEGER);
CREATE TABLE "nfo:MediaStream" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nfo:Media_mtp:hidden" (ID INTEGER NOT NULL, "mtp:hidden" INTEGER NOT NULL, "mtp:hidden:graph" INTEGER);
CREATE TABLE "nfo:Media_nmm:alternativeMedia" (ID INTEGER NOT NULL, "nmm:alternativeMedia" INTEGER NOT NULL, "nmm:alternativeMedia:graph" INTEGER);
CREATE TABLE "nfo:MindMap" (ID INTEGER NOT NULL PRIMARY KEY);
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| CREATE TABLE | "nfo:Note" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:OperatingSystem" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:Orientation" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:PaginatedTextDocument" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:pageCount" INTEGER, "nfo:pageCount:graph" INTEGER); |
| CREATE TABLE | "nfo:PlainTextDocument" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:Presentation" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:RasterImage" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:RegionOfInterest" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:regionOfInterestX" REAL, "nfo:regionOfInterestX:graph" INTEGER, "nfo:regionOfInterestY" REAL, "nfo:regionOfInterestY:graph" INTEGER, "nfo:regionOfInterestWidth" REAL, "nfo:regionOfInterestWidth:graph" INTEGER, "nfo:regionOfInterestHeight" REAL, "nfo:regionOfInterestHeight:graph" INTEGER, "nfo:regionOfInterestType" INTEGER, "nfo:roiRefersTo" INTEGER, "nfo:roiRefersTo:graph" INTEGER); |
| CREATE TABLE | "nfo:RegionOfInterestContent" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:RemoteDataObject" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:RemotePortAddress" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:Software" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:conflicts" INTEGER, "nfo:conflicts:graph" INTEGER, "nfo:supercedes" INTEGER, "nfo:supercedes:graph" INTEGER, "nfo:softwareIcon" INTEGER, "nfo:softwareIcon:graph" INTEGER, "nfo:softwareCmdLine" TEXT COLLATE NOCASE, "nfo:softwareCmdLine:graph" INTEGER); |
| CREATE TABLE | "nfo:SoftwareApplication" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:SoftwareCategory" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:softwareCategoryIcon" INTEGER, "nfo:softwareCategoryIcon:graph" INTEGER); |
| CREATE TABLE | "nfo:SoftwareItem" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:SoftwareService" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:Spreadsheet" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:TextDocument" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:wordCount" INTEGER, "nfo:wordCount:graph" INTEGER, "nfo:lineCount" INTEGER, "nfo:lineCount:graph" INTEGER, "nfo:characterCount" INTEGER, "nfo:characterCount:graph" INTEGER); |
| CREATE TABLE | "nfo:Trash" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:VectorImage" (ID INTEGER NOT NULL PRIMARY KEY); |
| CREATE TABLE | "nfo:Video" (ID INTEGER NOT NULL PRIMARY KEY, "nfo:frameRate" REAL, "nfo:frameRate:graph" INTEGER, "nfo:frameCount"... |
CREATE TABLE "nie:InformationElement_nie:isLogicalPartOf" (ID INTEGER NOT NULL, "nie:isLogicalPartOf" INTEGER NOT NULL, "nie:isLogicalPartOf:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nie:keyword" (ID INTEGER NOT NULL, "nie:keyword" TEXT NOT NULL, "nie:keyword:graph" INTEGER);
CREATE TABLE "nie:InformationElement_nie:relatedTo" (ID INTEGER NOT NULL, "nie:relatedTo" INTEGER NOT NULL, "nie:relatedTo:graph" INTEGER);
CREATE TABLE "nmm:AnalogRadio" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:modulation" INTEGER, "nmm:modulation:graph" INTEGER, "nmm:frequency" INTEGER, "nmm:frequency:graph" INTEGER);
CREATE TABLE "nmm:Artist" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:artistName" TEXT COLLATE NOCASE, "nmm:artistName:graph" INTEGER);
CREATE TABLE "nmm:Flash" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:ImageList" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:MeteringMode" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:MusicAlbumDisc" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:albumDiscAlbum" INTEGER, "nmm:albumDiscAlbum:graph" INTEGER, "nmm:musicCDIdentifier" TEXT COLLATE NOCASE, "nmm:musicCDIdentifier:graph" INTEGER, "nmm:setNumber" INTEGER, "nmm:setNumber:graph" INTEGER);
CREATE TABLE "nmm:MusicAlbum_nmm:albumArtist" (ID INTEGER NOT NULL, "nmm:albumArtist" INTEGER NOT NULL, "nmm:albumArtist:graph" INTEGER);
CREATE TABLE "nmm:MusicPiece_nmm:lyrics" (ID INTEGER NOT NULL, "nmm:lyrics" INTEGER NOT NULL, "nmm:lyrics:graph" INTEGER);
CREATE TABLE "nmm:Playlist" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:RadioModulation" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmm:RadioStation" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:radioIcon" INTEGER, "nmm:radioIcon:graph" INTEGER, "nmm:radioPTY" INTEGER, "nmm:radioPTY:graph" INTEGER);
CREATE TABLE "nmm:RadioStation_nmm:carrier" (ID INTEGER NOT NULL, "nmm:carrier" INTEGER NOT NULL, "nmm:carrier:graph" INTEGER);
CREATE TABLE "nmm:SynchronizedText" (ID INTEGER NOT NULL PRIMARY KEY, "nmm:isForHearingImpaired" INTEGER, "nmm:isForHearingImpaired:graph" INTEGER);
CREATE TABLE "nmm:Video_mtp:scantype" (ID INTEGER NOT NULL, "mtp:scantype" INTEGER NOT NULL, "mtp:scantype:graph" INTEGER);
CREATE TABLE "nmm:Video_nmm:director" (ID INTEGER NOT NULL, "nmm:director" INTEGER NOT NULL, "nmm:director:graph" INTEGER);
CREATE TABLE "nmm:Video_nmm:leadActor" (ID INTEGER NOT NULL, "nmm:leadActor" INTEGER NOT NULL, "nmm:leadActor:graph" INTEGER);
CREATE TABLE "nmm:Video_nmm:subtitle" (ID INTEGER NOT NULL, "nmm:subtitle" INTEGER NOT NULL, "nmm:subtitle:graph" INTEGER);
CREATE TABLE "nmm:WhiteBalance" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:Attachment" (ID INTEGER NOT NULL PRIMARY KEY);
INTEGER, "nmo:isSent" INTEGER, "nmo:isSent:graph" INTEGER,
"nmo:isEmergency" INTEGER, "nmo:isEmergency:graph" INTEGER,
"nmo:messageContent" TEXT COLLATE NOCASE,
"nmo:messageContent:graph" INTEGER, "nmo:messageId" TEXT COLLATE
NOCASE, "nmo:messageId:graph" INTEGER, "nmo:messageSubject" TEXT
COLLATE NOCASE, "nmo:messageSubject:graph" INTEGER,
"nmo:receivedDate" INTEGER, "nmo:receivedDate:graph" INTEGER,
"nmo:receivedDate:localDate" INTEGER, "nmo:receivedDate:localTime"
INTEGER, "nmo:replyTo" INTEGER, "nmo:replyTo:graph" INTEGER,
"nmo:sender" INTEGER, "nmo:sender:graph" INTEGER, "nmo:conversation"
INTEGER, "nmo:conversation:graph" INTEGER, "nmo:communicationChannel"
INTEGER, "nmo:communicationChannel:graph" INTEGER,
"nmo:deliveryStatus" INTEGER, "nmo:deliveryStatus:graph" INTEGER,
"nmo:reportDelivery" INTEGER, "nmo:reportDelivery:graph" INTEGER,
"nmo:reportReadStatus" INTEGER, "nmo:reportReadStatus:graph"
INTEGER, "nmo:mmsId" TEXT COLLATE NOCASE, "nmo:mmsId:graph" INTEGER);
CREATE TABLE "nmo:MessageHeader" (ID INTEGER NOT NULL PRIMARY KEY,
"nmo:headerName" TEXT COLLATE NOCASE, "nmo:headerName:graph"
INTEGER, "nmo:headerValue" TEXT COLLATE NOCASE, "nmo:headerValue:graph"
INTEGER);
CREATE TABLE "nmo:Message_nmo:bcc" (ID INTEGER NOT NULL, "nmo:bcc"
INTEGER NOT NULL, "nmo:bcc:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:cc" (ID INTEGER NOT NULL, "nmo:cc"
INTEGER NOT NULL, "nmo:cc:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:hasAttachment" (ID INTEGER NOT NULL,
"nmo:hasAttachment" INTEGER NOT NULL, "nmo:hasAttachment:graph"
INTEGER);
CREATE TABLE "nmo:Message_nmo:inReplyTo" (ID INTEGER NOT NULL,
"nmo:inReplyTo" INTEGER NOT NULL, "nmo:inReplyTo:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:messageHeader" (ID INTEGER NOT NULL,
"nmo:messageHeader" INTEGER NOT NULL, "nmo:messageHeader:graph"
INTEGER);
CREATE TABLE "nmo:Message_nmo:recipient" (ID INTEGER NOT NULL,
"nmo:recipient" INTEGER NOT NULL, "nmo:recipient:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:references" (ID INTEGER NOT NULL,
"nmo:references" INTEGER NOT NULL, "nmo:references:graph" INTEGER);
CREATE TABLE "nmo:Message_nmo:to" (ID INTEGER NOT NULL, "nmo:to"
INTEGER NOT NULL, "nmo:to:graph" INTEGER);
CREATE TABLE "nmo:MimePart" (ID INTEGER NOT NULL PRIMARY KEY,
"nmo:charSet" TEXT COLLATE NOCASE, "nmo:charSet:graph" INTEGER,
"nmo:contentId" TEXT COLLATE NOCASE, "nmo:contentId:graph" INTEGER,
"nmo:contentTransferEncoding" TEXT COLLATE NOCASE,
"nmo:contentTransferEncoding:graph" INTEGER, "nmo:contentDescription"
TEXT COLLATE NOCASE, "nmo:contentDescription:graph" INTEGER,
"nmo:contentDisposition" TEXT COLLATE NOCASE,
CREATE TABLE "nmo:MimePart_nmo:mimeHeader" (ID INTEGER NOT NULL, "nmo:mimeHeader" INTEGER NOT NULL, "nmo:mimeHeader:graph" INTEGER);
CREATE TABLE "nmo:Multipart" (ID INTEGER NOT NULL PRIMARY KEY, "nmo:partBoundary" TEXT NOT NULL, "nmo:partBoundary:graph" INTEGER);
CREATE TABLE "nmo:PermanentChannel" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:PhoneMessageFolder" (ID INTEGER NOT NULL PRIMARY KEY, "nmo:phoneMessageFolderId" TEXT COLLATE NOCASE, "nmo:phoneMessageFolderId:graph" INTEGER);
CREATE TABLE "nmo:PhoneMessageFolder_nmo:containsPhoneMessage" (ID INTEGER NOT NULL, "nmo:containsPhoneMessage" INTEGER NOT NULL, "nmo:containsPhoneMessage:graph" INTEGER);
CREATE TABLE "nmo:PhoneMessageFolder_nmo:containsPhoneMessageFolder" (ID INTEGER NOT NULL, "nmo:containsPhoneMessageFolder" INTEGER NOT NULL, "nmo:containsPhoneMessageFolder:graph" INTEGER);
CREATE TABLE "nmo:PhoneMessage_nmo:toVCard" (ID INTEGER NOT NULL, "nmo:toVCard" INTEGER NOT NULL, "nmo:toVCard:graph" INTEGER);
CREATE TABLE "nmo:ReportReadStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:SMSMessage" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:TransientChannel" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nmo:VOIPCall" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "nrl:InverseFunctionalProperty" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "osinfo:Installer" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "rdfs:Property_rdfs:subPropertyOf" (ID INTEGER NOT NULL, "rdfs:subPropertyOf" INTEGER NOT NULL, "rdfs:subPropertyOf:graph" INTEGER);
CREATE TABLE "rdfs:Class" (ID INTEGER NOT NULL PRIMARY KEY,
CREATE TABLE "rdfs:Class_rdfs:subClassOf" (ID INTEGER NOT NULL, "rdfs:subClassOf" INTEGER NOT NULL, "rdfs:subClassOf:graph" INTEGER);
CREATE TABLE "rdfs:Class_tracker:domainIndex" (ID INTEGER NOT NULL, "tracker:domainIndex" INTEGER NOT NULL, "tracker:domainIndex:graph" INTEGER);
CREATE TABLE "rdfs:Literal" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "rdfs:Resource_dc:contributor" (ID INTEGER NOT NULL, "dc:contributor" TEXT NOT NULL, "dc:contributor:graph" INTEGER);
CREATE TABLE "rdfs:Resource_dc:date" (ID INTEGER NOT NULL, "dc:date" INTEGER NOT NULL, "dc:date:graph" INTEGER, "dc:date:localDate" INTEGER NOT NULL, "dc:date:localTime" INTEGER NOT NULL);
CREATE TABLE "rdfs:Resource_dc:relation" (ID INTEGER NOT NULL, "dc:relation" TEXT NOT NULL, "dc:relation:graph" INTEGER);
CREATE TABLE "rdfs:Resource_dc:source" (ID INTEGER NOT NULL, "dc:source" INTEGER NOT NULL, "dc:source:graph" INTEGER);
CREATE TABLE "rdfs:Resource_rdf:type" (ID INTEGER NOT NULL, "rdf:type" INTEGER NOT NULL, "rdf:type:graph" INTEGER);
CREATE TABLE "scal:AccessLevel" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "scal:AttendanceStatus" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "scal:Attendee" (ID INTEGER NOT NULL PRIMARY KEY,
"scal:attendanceStatus" INTEGER, "scal:attendanceStatus:graph" INTEGER,
"scal:attendeeRole" INTEGER, "scal:attendeeRole:graph" INTEGER,
"scal:attendeeContact" INTEGER, "scal:attendeeContact:graph" INTEGER,
"scal:rsvp" INTEGER, "scal:rsvp:graph" INTEGER,
"scal:calendarUserType" INTEGER, "scal:calendarUserType:graph" INTEGER);
CREATE TABLE "scal:AttendeeRole" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "scal:Attendee_scal:delegated-from" (ID INTEGER NOT NULL,
"scal:delegated-from" INTEGER NOT NULL, "scal:delegated-from:graph" INTEGER);
CREATE TABLE "scal:Attendee_scal:delegated-to" (ID INTEGER NOT NULL,
"scal:delegated-to" INTEGER NOT NULL, "scal:delegated-to:graph" INTEGER);
CREATE TABLE "scal:Attendee_scal:member" (ID INTEGER NOT NULL,
"scal:member" INTEGER NOT NULL, "scal:member:graph" INTEGER);
CREATE TABLE "scal:Attendee_scal:sent-by" (ID INTEGER NOT NULL,
"scal:sent-by" INTEGER NOT NULL, "scal:sent-by:graph" INTEGER);
CREATE TABLE "scal:Calendar" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "scal:CalendarAlarm" (ID INTEGER NOT NULL PRIMARY KEY,
"scal:alarmOffset" INTEGER, "scal:alarmOffset:graph" INTEGER);
CREATE TABLE "scal:CalendarAlarm_scal:alarmAttendee" (ID INTEGER NOT NULL,
"scal:alarmAttendee" INTEGER NOT NULL, "scal:alarmAttendee:graph" INTEGER);
CREATE TABLE "scal:CalendarItem" (ID INTEGER NOT NULL PRIMARY KEY,
"scal:textLocation" INTEGER, "scal:textLocation:graph" INTEGER,
"scal:resources" TEXT COLLATE NOCASE, "scal:resources:graph" INTEGER,
"scal:transparency" INTEGER, "scal:transparency:graph" INTEGER,
"scal:calendarItemAlarm" INTEGER, "scal:calendarItemAlarm:graph" INTEGER,
"scal:start" INTEGER, "scal:start:graph" INTEGER, "scal:end" INTEGER,
"scal:end:graph" INTEGER, "scal:isAllDay" INTEGER,
"scal:isAllDay:graph" INTEGER, "scal:priorit" INTEGER,
"scal:priorit:graph" INTEGER, "scal:rdate" INTEGER,
"scal:exceptionRDate" INTEGER, "scal:exceptionRDate:graph" INTEGER);
CREATE TABLE "scal:CalendarItem_scal:access" (ID INTEGER NOT NULL,
"scal:access" INTEGER NOT NULL, "scal:access:graph" INTEGER);
CREATE TABLE "scal:CalendarItem_scal:attachment" (ID INTEGER NOT NULL,
"scal:attachment" INTEGER NOT NULL, "scal:attachment:graph" INTEGER);
CREATE TABLE "scal:CalendarItem_scal:attendee" (ID INTEGER NOT NULL,
"scal:attendee" INTEGER NOT NULL, "scal:attendee:graph" INTEGER);
CREATE TABLE "scal:CalendarItem_scal:belongsToCalendar" (ID INTEGER NOT NULL,
"scal:belongsToCalendar" INTEGER NOT NULL, "scal:belongsToCalendar:graph" INTEGER);
CREATE TABLE "scal:CalendarItem_scal:contact" (ID INTEGER NOT NULL,
"scal:contact" INTEGER NOT NULL, "scal:contact:graph" INTEGER);
CREATE TABLE "scal:CalendarItem_scal:rrule" (ID INTEGER NOT NULL,
|-----------------------------|-------------|----------------|----------------|----------------|----------------|------------------|---------------------|-------------------------------|-------------------------------|-----------------------------|-------------------------------|------------------|------------------|-----------------------------|-----------------------------|-----------------------------|-------------------------------|-----------------------------|-------------------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|
CREATE TABLE "slo:Landmark_slo:hasContact" (ID INTEGER NOT NULL, "slo:hasContact" INTEGER NOT NULL, "slo:hasContact:graph" INTEGER);
CREATE TABLE "slo:Route" (ID INTEGER NOT NULL PRIMARY KEY, "slo:startTime" INTEGER, "slo:startTime:graph" INTEGER, "slo:startTime:localDate" INTEGER, "slo:startTime:localTime" INTEGER, "slo:endTime" INTEGER, "slo:endTime:graph" INTEGER, "slo:endTime:localDate" INTEGER, "slo:endTime:localTime" INTEGER);
CREATE TABLE "slo:Route_slo:routeDetails" (ID INTEGER NOT NULL, "slo:routeDetails" TEXT NOT NULL, "slo:routeDetails:graph" INTEGER);
CREATE TABLE "tracker:Namespace" (ID INTEGER NOT NULL PRIMARY KEY, "tracker:prefix" TEXT COLLATE NOCASE, "tracker:prefix:graph" INTEGER);
CREATE TABLE "tracker:Ontology" (ID INTEGER NOT NULL PRIMARY KEY);
CREATE TABLE "tracker:Volume" (ID INTEGER NOT NULL PRIMARY KEY, "tracker:unmountDate" INTEGER, "tracker:unmountDate:graph" INTEGER, "tracker:unmountDate:localDate" INTEGER, "tracker:unmountDate:localTime" INTEGER, "tracker:mountPoint" INTEGER, "tracker:isMounted:graph" INTEGER, "tracker:isMounted:graph" INTEGER, "tracker:mountPoint:graph" INTEGER, "tracker:isRemovable" INTEGER, "tracker:isOptical:graph" INTEGER, "tracker:isOptical:graph" INTEGER);
CREATE UNIQUE INDEX "mfo:FeedMessage_mfo:enclosureList_ID_ID" ON "mfo:FeedMessage_mfo:enclosureList" (ID, "mfo:enclosureList");
CREATE UNIQUE INDEX "mlo:GeoBoundingBox_mlo:bbNorthWest_ID_ID" ON "mlo:GeoBoundingBox_mlo:bbNorthWest" (ID, "mlo:bbNorthWest");
CREATE UNIQUE INDEX "mlo:GeoBoundingBox_mlo:bbSouthEast_ID_ID" ON "mlo:GeoBoundingBox_mlo:bbSouthEast" (ID, "mlo:bbSouthEast");
CREATE INDEX "mlo:GeoLocation_mlo:asBoundingBox_ID" ON "mlo:GeoLocation_mlo:asBoundingBox" (ID);
CREATE UNIQUE INDEX "mlo:GeoLocation_mlo:asGeoPoint_ID_ID" ON "mlo:GeoLocation_mlo:asGeoPoint" (ID, "mlo:asGeoPoint");
CREATE INDEX "mlo:GeoLocation_mlo:asPostalAddress_ID" ON "mlo:GeoLocation_mlo:asPostalAddress" (ID);
CREATE UNIQUE INDEX "mlo:GeoLocation_mlo:asPostalAddress_ID_ID" ON "mlo:GeoLocation_mlo:asPostalAddress" (ID, "mlo:asPostalAddress"), ID);
CREATE UNIQUE INDEX "mlo:GeoLocation_mlo:altitude_ID_ID" ON "mlo:GeoLocation_mlo:altitude" (ID, "mlo:altitude");
CREATE UNIQUE INDEX "mlo:GeoLocation_mlo:city_ID_ID" ON "mlo:GeoLocation_mlo:city" (ID, "mlo:city");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:country_ID_ID" ON "mlo:GeoPoint_mlo:country" (ID, "mlo:country");
CREATE UNIQUE INDEX "mlo:GeoPoint_mlo:latitude_ID_ID" ON
"ncal:Alarm_ncal:action" (ID, "ncal:action");
CREATE UNIQUE INDEX "ncal:BydayRulePart_ncal:bydayModifier_ID_ID" ON
"ncal:BydayRulePart_ncal:bydayModifier" (ID, "ncal:bydayModifier");
CREATE UNIQUE INDEX "ncal:BydayRulePart_ncal:bydayWeekday_ID_ID" ON
"ncal:BydayRulePart_ncal:bydayWeekday" (ID, "ncal:bydayWeekday");
CREATE UNIQUE INDEX "ncal:Calendar_ncal:component_ID_ID" ON
"ncal:Calendar_ncal:component" (ID, "ncal:component");
CREATE UNIQUE INDEX "ncal:Freebusy_ncal:freebusy_ID_ID" ON
"ncal:Freebusy_ncal:freebusy" (ID, "ncal:freebusy");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byday_ID_ID" ON
"ncal:RecurrenceRule_ncal:byday" (ID, "ncal:byday");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byhour_ID_ID" ON
"ncal:RecurrenceRule_ncal:byhour" (ID, "ncal:byhour");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byminute_ID_ID" ON
"ncal:RecurrenceRule_ncal:byminute" (ID, "ncal:byminute");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bymonth_ID_ID" ON
"ncal:RecurrenceRule_ncal:bymonth" (ID, "ncal:bymonth");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bymonthday_ID_ID" ON
"ncal:RecurrenceRule_ncal:bymonthday" (ID, "ncal:bymonthday");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bysecond_ID_ID" ON
"ncal:RecurrenceRule_ncal:bysecond" (ID, "ncal:bysecond");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:bysetpos_ID_ID" ON
"ncal:RecurrenceRule_ncal:bysetpos" (ID, "ncal:bysetpos");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byweekno_ID_ID" ON
"ncal:RecurrenceRule_ncal:byweekno" (ID, "ncal:byweekno");
CREATE UNIQUE INDEX "ncal:RecurrenceRule_ncal:byyearday_ID_ID" ON
"ncal:RecurrenceRule_ncal:byyearday" (ID, "ncal:byyearday");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:attach_ID_ID" ON
"ncal:UnionParentClass_ncal:attach" (ID, "ncal:attach");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:attendee_ID_ID" ON
"ncal:UnionParentClass_ncal:attendee" (ID, "ncal:attendee");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:categories_ID_ID" ON
"ncal:UnionParentClass_ncal:categories" (ID, "ncal:categories");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:exdate_ID_ID" ON
"ncal:UnionParentClass_ncal:exdate" (ID, "ncal:exdate");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:exrule_ID_ID" ON
"ncal:UnionParentClass_ncal:exrule" (ID, "ncal:exrule");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:hasAlarm_ID_ID" ON
"ncal:UnionParentClass_ncal:hasAlarm" (ID, "ncal:hasAlarm");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:ncalRelation_ID_ID" ON
"ncal:UnionParentClass_ncal:ncalRelation" (ID, "ncal:ncalRelation");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:rdate_ID_ID" ON
"ncal:UnionParentClass_ncal:rdate" (ID, "ncal:rdate");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:relatedToChild_ID_ID" ON
"ncal:UnionParentClass_ncal:relatedToChild" (ID, "ncal:relatedToChild");
CREATE UNIQUE INDEX "ncal:UnionParentClass_ncal:relatedToParent_ID_ID" ON
"ncal:UnionParentClass_ncal:relatedToParent" (ID,
CREATE UNIQUE INDEX "nco:Role_nco:hasPostalAddress" ON "nco:Role_nco:hasPostalAddress" (ID, "nco:hasPostalAddress");
CREATE UNIQUE INDEX "nco:Role_nco:websiteUrl" ON "nco:Role_nco:websiteUrl" (ID, "nco:websiteUrl");
CREATE UNIQUE INDEX "nfo:BookmarkFolder_nfo:containsBookmarkFolder" ON "nfo:BookmarkFolder" (ID, "nfo:containsBookmarkFolder");
CREATE UNIQUE INDEX "nfo:BookmarkFolder_nfo:containsBookmark" ON "nfo:BookmarkFolder" (ID, "nfo:containsBookmark");
CREATE INDEX "nfo:FileDataObject_nfo:fileLastModified" ON "nfo:FileDataObject" ("nfo:fileLastModified");
CREATE UNIQUE INDEX "nfo:Image_nfo:depicts" ON "nfo:Image" (ID, "nfo:depicts");
CREATE UNIQUE INDEX "nfo:Image_nfo:hasRegionOfInterest" ON "nfo:Image" (ID, "nfo:hasRegionOfInterest");
CREATE UNIQUE INDEX "nfo:MediaList_nfo:hasMediaFileListEntry" ON "nfo:MediaList" (ID, "nfo:hasMediaFileListEntry");
CREATE UNIQUE INDEX "nfo:MediaList_nfo:mediaListEntry" ON "nfo:MediaList" (ID, "nfo:mediaListEntry");
CREATE UNIQUE INDEX "nfo:Media_mtp:hidden" ON "nfo:Media" (ID, "mtp:hidden");
CREATE UNIQUE INDEX "nfo:Media_nmm:alternativeMedia" ON "nfo:Media" (ID, "nmm:alternativeMedia");
CREATE INDEX "nfo:Visual_nie:contentCreated" ON "nfo:Visual" ("nie:contentCreated");
CREATE UNIQUE INDEX "nid3:ID3Audio_nid3:leadArtist" ON "nid3:ID3Audio" (ID, "nid3:leadArtist");
CREATE UNIQUE INDEX "nie:DataObject_nie:dataSource" ON "nie:DataObject" (ID, "nie:dataSource");
CREATE UNIQUE INDEX "nie:InformationElement_mlo:location" ON "nie:InformationElement" (ID, "mlo:location");
CREATE UNIQUE INDEX "nie:InformationElement_mlo:location" ("mlo:location", ID);
CREATE UNIQUE INDEX "nie:InformationElement_nao:hasProperty" ON "nie:InformationElement" (ID, "nao:hasProperty");
CREATE UNIQUE INDEX "nie:InformationElement_nco:contributor" ON "nie:InformationElement" (ID, "nco:contributor");
CREATE UNIQUE INDEX "nie:InformationElement_nco:creator" ON "nie:InformationElement" (ID, "nco:creator");
CREATE UNIQUE INDEX "rdfs:Resource_nao:deprecated_ID_ID" ON "rdfs:Resource_nao:deprecated" (ID, "nao:deprecated");
CREATE INDEX "rdfs:Resource_nao:hasTag_ID" ON "rdfs:Resource_nao:hasTag" (ID);
CREATE UNIQUE INDEX "rdfs:Resource_nao:hasTag_ID_ID" ON "rdfs:Resource_nao:hasTag" ("nao:hasTag", ID);
CREATE UNIQUE INDEX "rdfs:Resource_nao:isRelated_ID_ID" ON "rdfs:Resource_nao:isRelated" (ID, "nao:isRelated");  
CREATE UNIQUE INDEX "rdfs:Resource_rdf:type_ID_ID" ON "rdfs:Resource_rdf:type" (ID, "rdf:type");
CREATE INDEX "rdfs:Resource_tracker:added" ON "rdfs:Resource" ("tracker:added");
CREATE UNIQUE INDEX "scal:Attendee_scal:delegated-from_ID_ID" ON "scal:Attendee_scal:delegated-from" (ID, "scal:delegated-from");
CREATE UNIQUE INDEX "scal:Attendee_scal:delegated-to_ID_ID" ON "scal:Attendee_scal:delegated-to" (ID, "scal:delegated-to");
CREATE UNIQUE INDEX "scal:Attendee_scal:member_ID_ID" ON "scal:Attendee_scal:member" (ID, "scal:member");
CREATE UNIQUE INDEX "scal:Attendee_scal:sent-by_ID_ID" ON "scal:Attendee_scal:sent-by" (ID, "scal:sent-by");
CREATE UNIQUE INDEX "scal:CalendarAlarm_scal:alarmAttendee_ID_ID" ON "scal:CalendarAlarm_scal:alarmAttendee" (ID, "scal:alarmAttendee");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:access_ID_ID" ON "scal:CalendarItem_scal:access" (ID, "scal:access");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:attachment_ID_ID" ON "scal:CalendarItem_scal:attachment" (ID, "scal:attachment");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:belongsToCalendar_ID_ID" ON "scal:CalendarItem_scal:belongsToCalendar" (ID, "scal:belongsToCalendar");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:contact_ID_ID" ON "scal:CalendarItem_scal:contact" (ID, "scal:contact");
CREATE UNIQUE INDEX "scal:CalendarItem_scal:rrule_ID_ID" ON "scal:CalendarItem_scal:rrule" (ID, "scal:rrule");
CREATE INDEX "slo:GeoLocation_slo:postalAddress" ON "slo:GeoLocation" ("slo:postalAddress");
CREATE UNIQUE INDEX "slo:Landmark_slo:belongsToCategory_ID_ID" ON "slo:Landmark_slo:belongsToCategory" (ID, "slo:belongsToCategory");
CREATE UNIQUE INDEX "slo:Landmark_slo:hasContact_ID_ID" ON "slo:Landmark_slo:hasContact" (ID, "slo:hasContact");
CREATE UNIQUE INDEX "slo:Route_slo:routeDetails_ID_ID" ON "slo:Route_slo:routeDetails" (ID, "slo:routeDetails");
EXPLAIN SELECT "1_u", (SELECT "nco:fullname" FROM "nco:Contact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameFamily" FROM
"nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameGiven" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameAdditional" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameHonorificPrefix" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:nameHonorificSuffix" FROM "nco:PersonContact" WHERE ID = "1_u") COLLATE NOCASE, (SELECT "nco:username" FROM "nco:Contact" WHERE ID = "1_u") COLLATE NOCASE, strftime("%s",(SELECT "nco:birthDate" FROM "nco:Contact" WHERE ID = "1_u")), (SELECT "nie:url" FROM "nie:DataObject" WHERE ID = (SELECT "nco:photo" FROM "nco:Contact" WHERE ID = "1_u")) COLLATE NOCASE, (SELECT GROUP_CONCAT("2_u"||? COLLATE NOCASE||COALESCE((SELECT "nco:imProtocol" FROM "nco:IMAddress" WHERE ID = "3_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE NOCASE||COALESCE((SELECT "nco:imID" FROM "nco:IMAddress" WHERE ID = "3_u") COLLATE NOCASE, ? COLLATE NOCASE)||? COLLATE NOCASE||COALESCE((SELECT "nco:imNickname" FROM "nco:IMAddress" WHERE ID = "3_u") COLLATE NOCASE, ? COLLATE NOCASE), '
') FROM (SELECT "nco:PersonContact_nco:hasAffiliation2"."nco:hasAffiliation" AS "2_u", "nco:Role_nco:hasIMAddress3"."nco:hasIMAddress" AS "3_u" FROM "nco:PersonContact_nco:hasAffiliation" AS "nco:PersonContact_nco:hasAffiliation2", "nco:Role_nco:hasIMAddress" AS "nco:Role_nco:hasIMAddress3" WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation2"."ID" AND "nco:PersonContact_nco:hasAffiliation2"."nco:hasAffiliation" = "nco:Role_nco:hasIMAddress3"."ID")), (SELECT GROUP_CONCAT("2_u"||? COLLATE NOCASE||(SELECT "nco:phoneNumber" FROM "nco:PhoneNumber" WHERE ID = "4_u") COLLATE NOCASE, '
') FROM (SELECT "nco:PersonContact_nco:hasAffiliation4"."nco:hasAffiliation" AS "2_u", "nco:Role_nco:hasPhoneNumber5"."nco:hasPhoneNumber" AS "4_u" FROM "nco:PersonContact_nco:hasAffiliation" AS "nco:PersonContact_nco:hasAffiliation4", "nco:Role_nco:hasPhoneNumber" AS "nco:Role_nco:hasPhoneNumber5" WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation4"."ID" AND "nco:PersonContact_nco:hasAffiliation4"."nco:hasAffiliation" = "nco:Role_nco:hasPhoneNumber5"."ID")), (SELECT GROUP_CONCAT("2_u"||? COLLATE NOCASE||(SELECT "nco:emailAddress" FROM "nco:EmailAddress" WHERE ID = "5_u") COLLATE NOCASE, ",") FROM (SELECT "nco:PersonContact_nco:hasAffiliation6"."nco:hasAffiliation" AS "2_u", "nco:Role_nco:hasEmailAddress7"."nco:hasEmailAddress" AS "5_u" FROM "nco:PersonContact_nco:hasAffiliation" AS "nco:PersonContact_nco:hasAffiliation6", "nco:Role_nco:hasEmailAddress" AS "nco:Role_nco:hasEmailAddress7" WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation6"."ID" AND "nco:PersonContact_nco:hasAffiliation6"."nco:hasAffiliation" = "nco:Role_nco:hasEmailAddress7"."ID")), (SELECT GROUP_CONCAT("2_u"||? COLLATE NOCASE||COALESCE((SELECT
"nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ? COLLATE NOCASE)][? COLLATE NOCASE][COALESCE((SELECT "nco:country" FROM "nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ? COLLATE NOCASE)][? COLLATE NOCASE][COALESCE((SELECT "nco:region" FROM "nco:PostalAddress" WHERE ID = "7_u") COLLATE NOCASE, ? COLLATE NOCASE), 'u') FROM (SELECT
"nco:PersonContact_nco:hasAffiliation11","nco:hasAffiliation" AS "2_u", "nco:Role_nco:hasPostalAddress12"."nco:hasPostalAddress" AS "7_u" FROM "nco:PersonContact_nco:hasAffiliation" AS "1_u", "nco:PersonContact_nco:hasAffiliation11", "nco:Role_nco:hasPostalAddress12" WHERE "1_u" = "nco:PersonContact_nco:hasAffiliation11","ID" AND "nco:PersonContact_nco:hasAffiliation11","nco:hasAffiliation" = "nco:Role_nco:hasPostalAddress12","ID")), (SELECT
GROUP_CONCAT("10_u" COLLATE NOCASE, ',') FROM (SELECT
"nie:InformationElement_nao:hasProperty13"."nao:hasProperty" AS "8_u", "nao:Property14"."nao:propertyName" AS "9_u", "nao:Property14"."nao:propertyValue" AS "10_u" FROM "nie:InformationElement_nao:hasProperty" AS "1_u", "nao:Property14" WHERE "1_u" = "nie:InformationElement_nao:hasProperty13","ID" AND "nie:InformationElement_nao:hasProperty13","nao:hasProperty13" = "nao:Property14","ID" AND "10_u" IS NOT NULL AND "9_u" IS NOT NULL AND "10_u" IS NOT NULL AND "9_u" COLLATE NOCASE = ? COLLATE NOCASE)) FROM (SELECT
"nco:PersonContact1"."ID" AS "1_u" FROM "nco:PersonContact" AS "nco:PersonContact1") ORDER BY "1_u";
}
} {/.* Goto .*/

finish_test

Found in path(s):
No license file was found, but licenses were detected in source scan.

without a shared lock, other processes are free to modify the database

Found in path(s):
No license file was found, but licenses were detected in source scan.

<h3>Proprietary SQLite Extensions</h3>
<a href="copyright.html">public domain</a>. But there also exist
proprietary, licensed extensions to SQLite, written and maintained
You are welcomed to use SQLite in closed source, proprietary, and/or

Found in path(s):
No license file was found, but licenses were detected in source scan.

)putinterval

Found in path(s):
* 1 index 0(BadFont
No license file was found, but licenses were detected in source scan.

Suppose the demo_data.boundary field holds some proprietary data description

Found in path(s):
No license file was found, but licenses were detected in source scan.

<li>Sources are in the <a href="copyright.html">public domain</a>.
Rather than using fopen() to write XML or some proprietary format into

Found in path(s):
No license file was found, but licenses were detected in source scan.

# 2006 September 14
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
# #
# # May you do good and not evil.
# # May you find forgiveness for yourself and forgive others.
# # May you share freely, never taking more than you give.
# #
#*************************************************************************
# This file implements regression tests for SQLite library. The
# focus of this script is testing the FTS2 module.
# # $Id: fts2c.test,v 1.1 2006/10/19 23:36:26 shess Exp $
# #
set testdir [file dirname $argv0]
source $testdir/tester.tcl
# If SQLITE_ENABLE_FTS2 is defined, omit this file.
ifcapable !fts2 {
    finish_test
    return
}

# Create a table of sample email data. The data comes from email
# archives of Enron executives that was published as part of the
# litigation against that company.
#
do_test fts2c-1.1 {
    db eval {
        CREATE VIRTUAL TABLE email USING fts2([from],[to],subject,body);
        BEGIN TRANSACTION;
        INSERT INTO email([from],[to],subject,body) VALUES('savita.puthigai@enron.com', 'traders.eol@enron.com, traders.eol@enron.com', 'EnronOnline- Change to Autohedge', 'Effective Monday, October 22, 2001 the following changes will be made to the Autohedge functionality on EnronOnline.

        The volume on the hedge will now respect the minimum volume and volume increment settings on the parent product. See rules below:

        *If the transaction volume on the child is less than half of the parent’s minimum volume no hedge will occur.
        *If the transaction volume on the child is more than half the parent’s minimum volume but less than half the volume increment on the parent, the hedge volume will be the parent’s minimum volume.
        *For all other volumes, the same rounding rules will apply based on the volume increment on the parent product.

        Please see example below:

        Parent"s Settings:
        Minimum: 5000
        Increment: 1000

        Volume on Autohedge transactionVolume Hedged
        1      - 24990
        2500 - 54995000
        5500 - 64996000);
        INSERT INTO email([from],[to],subject,body) VALUES('dana.davis@enron.com', 'laynie.east@enron.com, lisa.king@enron.com, lisa.best@enron.com', 'Leaving Early', 'FYI:
If it’s ok with everyone’s needs, I would like to leave @4pm. If you think you will need my assistance past the 4 o’clock hour just let me know; I’ll be more than willing to stay.’);
        INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'louise.kitchen@enron.com', ‘<<Concur Expense Document>> - CC02.06.02', 'The following expense report is ready for approval:

        Employee Name: Christopher F. Calger
        Status last changed by: Mollie E. Gustafson Ms
        Expense Report Name: CC02.06.02
Report Total: $3,972.93
Amount Due Employee: $3,972.93

To approve this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com/

Could you print off the current work request report by 1:30 today?

Gentlemen,

I'd like to review this today at 1:30 in our office. Also, could you provide me with your activity reports so I can have Julie enter this information.

JD);

The producer lumber pricing sheet.

-----Original Message-----
From: Johnson, Jay
Sent: Tuesday, October 16, 2001 3:42 PM
To: Carter, Karen E.
Subject: FW: Producers Newsletter 9-24-2001

-----Original Message-----
From: Daigre, Sergai
Sent: Friday, September 21, 2001 8:33 PM
Subject: Producers Newsletter 9-24-2001


I spoke to Max and he agrees with this approach.

I hope this meets with your approval.
Here is the original memo we discussed earlier. Please provide any information that you may have.

Your cooperation is greatly appreciated.

Thanks,

lachandra.fenceroy@enron.com
713.853.3884
877.498.3401 Pager

---Original Message-----
From: Bisbee, Joanne
Sent: Wednesday, September 26, 2001 7:50 AM
To: Fenceroy, LaChandra
Subject: FW: Bus Applications Meeting Follow Up

Lachandra, Please get with David Duff today and see what this is about. Who are our TW accounting business users?

---Original Message-----
From: Koh, Wendy
Sent: Tuesday, September 25, 2001 2:41 PM
To: Bisbee, Joanne
Subject: Bus Applications Meeting Follow Up

Lisa brought up a TW change effective Nov 1. It involves eliminating a turnback surcharge. I have no other information, but you might check with the business folks for any system changes required.

Wendy');
INSERT INTO email([from],[to],subject,body) VALUES('danny.mccarty@enron.com', 'fran.fagan@enron.com', 'RE: worksheets', 'Fran,

If Julie”s merit needs to be lump sum, just move it over to that column. Also, send me Eric Gadd”s sheets as well.

Thanks.
Dan

---Original Message-----
From: Fagan, Fran
Sent: Thursday, December 20, 2001 11:10 AM
To: McCarty, Danny
Subject: worksheets

As discussed, attached are your sheets for bonus and merit.
Thanks,

Fran Fagan
Sr. HR Rep
713.853.5219

<< File: McCartyMerit.xls >> << File: mccartyBonusCommercial_UnP.xls >>

');
INSERT INTO email([from],[to],subject,body) VALUES('bert.meyers@enron.com', 'shift.dl-portland@enron.com', 'OCTOBER SCHEDULE', 'TEAM,'

PLEASE SEND ME ANY REQUESTS THAT YOU HAVE FOR OCTOBER. SO FAR I HAVE THEM FOR LEAF. I WOULD LIKE TO HAVE IT DONE BY THE 15TH OF THE MONTH. ANY QUESTIONS PLEASE GIVE ME A CALL.

BERT');
INSERT INTO email([from],[to],subject,body) VALUES('errol.mclaughlin@enron.com', 'john.arnold@enron.com, bilal.bajwa@enron.com, john.griffith@enron.com,'; 'TRY Notification: (NG - PROPT P/L - 09/27/2001)', 'The report named: NG - PROPT P/L <http://trv.corp.enron.com/linkFromExcel.asp?report_cd=11&report_name=NG+++PROPT+P/L&category_cd=5&category_name=FINANCIAL&toe_hide=1&sTV1=5&TV1Exp=Y&current_efct_date=09/27/2001>, published as of 09/27/2001 is now available for viewing on the website.);
INSERT INTO email([from],[to],subject,body) VALUES('patrice.mims@enron.com', 'calvin.eakins@enron.com', 'Re: Small business supply assistance', 'Hi Calvin

I spoke with Rickey (boy, is he long-winded!!). Gave him the name of our credit guy, Russell Diamond.

Thank for your help!');
INSERT INTO email([from],[to],subject,body) VALUES('legal <.hall@enron.com>', 'stephanie.panus@enron.com', 'Termination update', 'City of Vernon and Salt River Project terminated their contracts. I will fax these notices to you.);
INSERT INTO email([from],[to],subject,body) VALUES('d..steffes@enron.com', 'richard.shapiro@enron.com', 'EES / ENA Government Affairs Staffing & Outside Services', 'Rick --

Here is the information on staffing and outside services. Call if you need anything else.

Jim

');
INSERT INTO email([from],[to],subject,body) VALUES('gelliott@industrialinfo.com', 'pcopello@industrialinfo.com', 'ECAAR (Gavin), WSCC (Diablo Canyon), & NPCC (Seabrook)', 'Dear Power Outage Database Customer,

Attached you will find an excel document. The outages contained within are forced or rescheduled outages. Your daily delivery will still contain these outages.
In addition to the two excel documents, there is a dbf file that is formatted like your daily deliveries you receive nightly. This will enable you to load the data into your regular database. Any questions please let me know. Thanks.
Greg Elliott
IIR, Inc.
713-783-5147 x 3481
outages@industrialinfo.com

THE INFORMATION CONTAINED IN THIS E-MAIL IS LEGALLY PRIVILEGED AND CONFIDENTIAL
INFORMATION INTENDED ONLY FOR THE USE OF THE INDIVIDUAL OR ENTITY NAMED ABOVE.
YOU ARE HEREBY NOTIFIED THAT ANY DISSEMINATION, DISTRIBUTION, OR COPY OF THIS E-
MAIL TO UNAUTHORIZED ENTITIES IS STRICTLY PROHIBITED. IF YOU HAVE RECEIVED THIS
E-MAIL IN ERROR, PLEASE DELETE IT.
- OUTAGE.dbf
- 111201R.xls
- 111201.xls ');

You are invited to attend the EWS Brown Bag Lunch Series

Featuring:  RAY BOWEN, COO

Topic:  Enron Industrial Markets

Thursday, March 15, 2001
11:30 am - 12:30 pm
EB 5 C2

You bring your lunch, Limited Seating
We provide drinks and dessert RSVP x 3-9610);

"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: "chris.germany@enron.com"<chris.germany@enron.com>
cc:
Subject: About St Pauls

<<About St Pauls.url>>
?
?http://www.stpaulshouston.org/about.html
Chris,

I like the looks of this place. What do you think about going here Christmas eve?? They have an 11:00 a.m. service and a candlelight service at 5:00 p.m., among others.

Let me know. ?? ii

- About St Pauls.

');
INSERT INTO email([from],[to],subject,body) VALUES('nas@cpuc.ca.gov', 'skatz@sempratrading.com, kmccrea@sablaw.com, thompson@wrightlaw.com,', 'Reply Brief filed July 31, 2000', ' - CPUC01-#76371-v1-Revised_Reply_Brief__Due_today_7_31_.doc');
INSERT INTO email([from],[to],subject,body) VALUES('gascontrol@aglresources.com', 'dscott4@enron.com, lcampbel@enron.com', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder
As discussed in the Winter Operations Meeting on Sept.29,2000, E-Gas(Emergency Gas) will not be offered this winter as a service from AGLC. Marketers and Poolers can receive gas via Peaking and IBSS nominations(daisy chain) from other marketers up to the 6 p.m. Same Day 2 nomination cycle.
');
INSERT INTO email([from],[to],subject,body) VALUES('dutch.quigley@enron.com', 'rwolkwitz@powermerchants.com', '', 'Here is a goody for you');
INSERT INTO email([from],[to],subject,body) VALUES('ryan.o’rourke@enron.com', 'k..allen@enron.com, randy.bhatia@enron.com, frank.ermis@enron.com,', 'TRV Notification: (West VaR - 11/07/2001)', 'The report named: West VaR <http://trv.corp.enron.com/linkFromExcel.asp?report_cd=36&report_name=West+VaR&category_cd=2&category_name=WEST&toc_hide=1&sTV1=2&TV1Exp=Y&current_efct_date=11/07/2001>, published as of 11/07/2001 is now available for viewing on the website.');
INSERT INTO email([from],[to],subject,body) VALUES('mjones7@txu.com', 'cstone1@txu.com, ggreen2@txu.com, timpowell@txu.com,', 'Enron / HPL Actuals for July 10, 2000', 'Teco Tap       10.000 / Enron ;
110.000 / HPL IFERC

LS HPL LSK IC       30.000 / Enron
');
INSERT INTO email([from],[to],subject,body) VALUES('susan.pereira@enron.com', 'kkw816@aol.com', 'soccer practice', 'Kathy-
Is it safe to assume that practice is cancelled for tonight??

Susan Pereira');
INSERT INTO email([from],[to],subject,body) VALUES('mark.whitt@enron.com', 'barry.tycholiz@enron.com', 'Huber Internal Memo', 'Please look at this. I didn't know how deep to go with the desk. Do you think this works.
');
George,
Give me a call and we will further discuss opportunities on the 13th floor.

Thanks,
JMForney
3-7160;

adam
35227

-----Original Message-----
From: Royed, Jeff
Sent: Tuesday, September 25, 2001 11:37 AM
To: Bayer, Adam
Subject: Curve Fetch File

Let me know if it works. It may be required to have a certain version of Oracle for it to work properly.

Jeff Royed
Enron
Energy Operations
Phone: 713-853-5295;

The merged reports look great. I believe the only orientation changes are to "unmerge" the following six reports:

31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West_2
23 West_3
25 CIG_WIC

The orientation of the individual reports should be correct. Thanks.

Mat
PS. Just a reminder to add the "*" by the title of calculated points.

"Karkour, Randa" <Randa.Karkour@COMPAQ.com> on 09/07/2000 09:01:04 AM
To: "''Agheb (E-mail)" <Agheb@aol.com>, "Leila Mankarious (E-mail)"
<Leila_Mankarious@mhhs.org>, "Marymankarious (E-mail)"
<marymankarious@aol.com>, "Michelle lokay (E-mail)" <mlokay@enron.com>, "Ramy
Mankarious (E-mail)" <Mankarious@aol.com>
cc:

Subject: Egyptian Festival

<<Egyptian Festival.url>>

http://www.egyptianfestival.com/

- Egyptian Festival.url
`

Thanks

----------------------- Forwarded by Errol McLaughlin/Corp/Enron on 12/20/2000
08:39 AM -----------------------

From: William Kelly @ ECT 12/20/2000 08:31 AM

To: Kam Keiser/HOU/ECT@ECT, Darron C Giron/HOU/ECT@ECT, David Baumbach/HOU/ECT@ECT, Errol McLaughlin/Corp/Enron@ENRON
cc: Kimat Singla/HOU/ECT@ECT, Kulvinder Fowler/NA/Enron@ENRON, Kyle R Lilly/HOU/ECT@ECT, Jeff Royed/Corp/Enron@ENRON, Alejandra Chavez/NA/Enron@ENRON, Crystal Hyde/HOU/ECT@ECT

Subject: New EAST books

We have new book names in TAGG for our intramonth portfolios and it is extremely important that any deal booked to the East is communicated quickly to someone on my team. I know it will take some time for the new names to sink in and I do not want us to miss any positions or P&L.

Thanks for your help on this.
New:
Scott Neal :         East Northeast
Dick Jenkins:     East Market east

WK
');
INSERT INTO email([from],[to],subject,body) VALUES('david.forster@enron.com', 'eol.wide@enron.com', 'Change to Stack Manager', 'Effective immediately, there is a change to the Stack Manager which will affect any Inactive Child.

An inactive Child with links to Parent products will not have their calculated prices updated until the Child product is Activated.

When the Child Product is activated, the price will be recalculated and updated BEFORE it is displayed on the web.

This means that if you are inputting a basis price on a Child product, you will not see the final, calculated price until you Activate the product, at which time the customer will also see it.

If you have any questions, please contact the Help Desk on:

Americas: 713 853 4357
Europe: + 44 (0) 20 7783 7783
Asia/Australia: +61 2 9229 2300

Dave');
INSERT INTO email([from],[to],subject,body) VALUES('vince.kaminski@enron.com', 'jhh1@email.msn.com', 'Re: Light reading - see pieces beginning on page 7', 'John,

I saw it. Very interesting.

Vince

"John H Herbert" <jhh1@email.msn.com> on 07/28/2000 08:38:08 AM
To: "Vince J Kaminski" <Vince_J_Kaminski@enron.com>
cc:
Subject: Light reading - see pieces beginning on page 7

Cheers and have a nice weekend,
I will try to line up a pig for you.

As a reminder...there are several pieces of equipment that are set up on the 30th Floor, as well as on our floor, for the Disaster Recovery Team. PLEASE DO NOT TAKE, BORROW OR USE this equipment. Should you need to use another computer system, other than yours, or make conference calls please work with your Assistant to help find or set up equipment for you to use.

Thanks for your understanding in this matter.

T.Jae Black
East Power Trading
Assistant to Kevin Presto
off. 713-853-5800
fax 713-646-8272
cell 713-539-4760;

5 X 24
Dale,

Have you heard anything more on the 5 X 24s? We would like to get this product out ASAP.

Thanks,

Eric
We respect your privacy and are a Certified Participant of the BBBOnLine Privacy Program. To be removed from future offers, click here.

SmartReminders.com is a permission based service. To unsubscribe click here.

INSERT INTO email([from],[to],subject,body) VALUES('benjamin.rogers@enron.com', 'mark.bernstein@enron.com', '', 'The guy you are talking about left CIN under a "cloud of suspicion" sort of speak. He was the one who got into several bad deals and PPA’s in California for CIN, thus he left on a bad note. Let me know if you need more detail than that, I felt this was the type of info you were looking for. Thanks!

Ben');

INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'michelle.cash@enron.com', 'Expense Report Receipts Not Received', 'Employee Name: Michelle Cash Report Name: Houston Cellular 8-11-01 Report Date: 12/13/01 Report ID: 594D37C9ED2111D5B452 Submitted On: 12/13/01

You are only allowed 2 reports with receipts outstanding. Your expense reports will not be paid until you meet this requirement.');

INSERT INTO email([from],[to],subject,body) VALUES('susan.mara@enron.com', 'ray.alvarez@enron.com, mark.palmer@enron.com, karen.denne@enron.com', 'CAISO Emergency Motion -- to discontinue market-based rates for', 'FYI. the latest broadside against the generators.

Sue Mara
Enron Corp.
Tel: (415) 782-7802
Fax:(415) 782-7854

----- Forwarded by Susan J Mara/NA/Enron on 06/08/2001 12:24 PM -----

"Milner, Marcie" <MMilner@coral-energy.com> 06/08/2001 11:13 AM To: ""smara@enron.com"
<smara@enron.com> cc: Subject: CAISO Emergency Motion
Sue, did you see this emergency motion the CAISO filed today? Apparently they are requesting that FERC discontinue market-based rates immediately and grant refunds plus interest on the difference between cost-based rates and market revenues received back to May 2000. They are requesting the commission act within 14 days. Have you heard anything about what they are doing?

Marcie


Who is General Brinks?

Fletch

Here are the documents that Peter has prepared for Mark Frevert.

Nailia

These are the documents that Peter promised to give to you for Mark Frevert. He has now handed them to him in person but asked me to transmit them electronically to you, as well as Eric and Ross.

Nailia
Attached are our comments and suggested changes. Please call to review.

On the time line for completion, we have four critical steps to complete:
  - Finalize market analysis to refine business case, specifically projected revenue stream
  - Complete counterparty surveying, including targeting 3 CPs for letters of intent
  - Review Enron asset base for potential reuse/licensing
  - Contract negotiations

Joe will come back to us with an updated time line, but it is my expectation that we are still on the same schedule (we just begun week three) with possibly a week or so slippage.....contract negotiations will probably be the critical path.

We will send our cut at the actual time line here shortly. Thanks,

Peggy

(See attached file: accenture-dealpoints v2.doc)
- accenture-dealpoints v2.doc ');

Thomas A Martin
10/11/2000 03:55 PM
To: Patrick Wade/HOU/ECT@ECT
cc:
Subject: Re: Guadalupe Power Partners LP

The deal is physically served at Oasis Waha or Oasis Katy and is priced at either HSC, Waha or Katytailgate GD at buyers option three days prior to NYMEX close.

');

Please note that the deadline for bids is 3:00pm EST on March 20, 2001.

If you have any questions, feel free to contact any of the representatives listed at the bottom of the attachment.

Aaron Goddard

- 2001Summer.doc

INSERT INTO email ([from], [to], subject, body) VALUES ('rhonda.denton@enron.com', 'tim.belden@enron.com, dana.davis@enron.com, genia.fitzgerald@enron.com,', 'Split Rock Energy LLC', 'We have received the executed EEI contract from this CP dated 12/12/2000. Copies will be distributed to Legal and Credit.');
INSERT INTO email ([from], [to], subject, body) VALUES ('kerrymcelroy@dwt.com', 'jack.speer@alcoa.com, crow@millernash.com, michaelearly@earthlink.net,', 'Oral Argument Request', ' - Oral Argument Request.doc');
INSERT INTO email ([from], [to], subject, body) VALUES ('mike.carson@enron.com', 'rlmichaelis@hormel.com', '', 'Did you come in town this wk end..... My new number at our house is : 713-668-3712...... my cell # is 281-381-7332 the kid');
INSERT INTO email ([from], [to], subject, body) VALUES ('cooper.richey@enron.com', 'trycooper@hotmail.com', 'FW: Contact Info','

-----Original Message-----
From: Punja, Karim
Sent: Thursday, December 13, 2001 2:35 PM
To: Richey, Cooper
Subject: Contact Info

Cooper,
Its been a real pleasure working with you (even though it was for only a small amount of time)
I hope we can stay in touch.

Home# 234-0249
email: kpunja@hotmail.com

Take Care,

Karim.

');
INSERT INTO email([from],[to],subject,body) VALUES('bjm30@earthlink.net', 'mcguinn.k@enron.com, mcguinn.ian@enron.com, mcguinn.stephen@enron.com,','email address change','Hello all.

I haven’t talked to many of you via email recently but I do want to give you
my new address for your email file:

   bjm30@earthlink.net

I hope all is well.

Brian McGuinn');
INSERT INTO email([from],[to],subject,body) VALUES('shelley.corman@enron.com', 'steve.hotte@enron.com', 'Flat Panels', 'Can you please advise what is going on with the flat panels that we had planned to distribute to our gas logistics team. It was in the budget and we had the okay, but now I’m hearing there is some hold-up & the units are stored on 44.

Shelley');
INSERT INTO email([from],[to],subject,body) VALUES('sara.davidson@enron.com', 'john.schwartzenburg@enron.com, scott.dieball@enron.com, recipients@enron.com,','2001 Enron Law Conference (Distribution List 2)', 'Enron Law Conference

San Antonio, Texas May 2-4, 2001 Westin Riverwalk

See attached memo for more details!!

? Registration for the law conference this year will be handled through an
Online RSVP Form on the Enron Law Conference Website at
http://lawconference.corp.enron.com. The website is still under construction
and will not be available until Thursday, March 15, 2001.

? We will send you another e-mail to confirm when the Law Conference Website
is operational.

? Please complete the Online RSVP Form as soon as it is available and submit
it no later than Friday, March 30th.
');
INSERT INTO email([from],[to],subject,body) VALUES('tori.kuykendall@enron.com',
'heath.b.taylor@accenture.com', 'Re:', 'hey - thats funny about john - he definitely remembers him - i’ll call pat
and let him know - we are coming on saturday - i just havent had a chance to
call you guys back -- looking forward to it -- i probably need the
directions again though');
INSERT INTO email([from],[to],subject,body) VALUES('darron.giron@enron.com', 'bryce.baxter@enron.com',
'Re: Feedback for Audrey Cook', 'Bryce,

I'll get it done today.

DG     3-9573

From: Bryce Baxter                           06/12/2000 07:15 PM

To: Darron C Giron/HOU/ECT@ECT
cc:
Subject: Feedback for Audrey Cook

You were identified as a reviewer for Audrey Cook. If possible, could you
complete her feedback by end of business Wednesday? It will really help me
in the PRC process to have your input. Thanks.

');
INSERT INTO email([from],[to],subject,body) VALUES('casey.evans@enron.com', 'stephanie.sever@enron.com',
'Gas EOL ID', 'Stephanie,

In conjunction with the recent movement of several power traders, they are changing the names of their gas books as
well. The names of the new gas books and traders are as follows:

PWR-NG-LT-SPP: Mike Carson
PWR-NG-LT-SERC: Jeff King

If you need to know their power desk to map their ID to their gas books, those desks are as follows:

EPMI-LT-SPP: Mike Carson
EPMI-LT-SERC: Jeff King

I will be in training this afternoon, but will be back when class is over. Let me know if you have any questions.

Thanks for your help!
'CASEY');

INSERT INTO email([from],[to],subject,body) VALUES('darrell.schoolcraft@enron.com',
'david.roensch@enron.com, kimberly.watson@enron.com, michelle.lokay@enron.com', 'Postings', 'Please see the attached.

ds

');

INSERT INTO email([from],[to],subject,body) VALUES('mcominsky@aol.com', 'cpatman@bracepatt.com,
james_derrick@enron.com', 'Jurisprudence Luncheon', 'Carrin & Jim --

It was an honor and a pleasure to meet both of you yesterday. I know we will
have fun working together on this very special event.

Jeff left the jurisprudence luncheon lists for me before he left on vacation.
I wasn’t sure whether he transmitted them to you as well. Would you please
advise me if you would like them sent to you? I can email the MS Excel files
or I can fax the hard copies to you. Please advise what is most convenient.

I plan to be in town through the holidays and can be reached by phone, email,
or cell phone at any time. My cell phone number is 713/705-4829.

Thanks again for your interest in the ADL’s work. Martin.

Martin B. Cominsky
Director, Southwest Region
Anti-Defamation League
713/627-3490, ext. 122
713/627-2011 (fax)
MCominsky@aol.com');

INSERT INTO email([from],[to],subject,body) VALUES('phillip.love@enron.com', 'todagost@utmb.edu,
gbsonnta@utmb.edu', 'New President', 'I had a little bird put a word in my ear. Is there any possibility for Ben
Raimer to be Bush’s secretary of HHS? Just curious about that infamous UTMB
rumor mill. Hope things are well, happy holidays.
PL');

INSERT INTO email([from],[to],subject,body) VALUES('marie.heard@enron.com', 'ehamilton@fna.com', 'ISDA
Master Agreement', 'Erin:

Pursuant to your request, attached are the Schedule to the ISDA Master Agreement, together with Paragraph 13 to
the ISDA Credit Support Annex. Please let me know if you need anything else. We look forward to hearing your
comments.

Marie
Marie Heard
Senior Legal Specialist
Enron North America Corp.
Phone: (713) 853-3907
Fax: (713) 646-3490
marie.heard@enron.com

');
INSERT INTO email(from, to, subject, body) VALUES('andrea.ring@enron.com', 'beverly.beaty@enron.com', 'Re: Tennessee Buy - Louis Dreyfus', 'Beverly - once again thanks so much for your help on this.

');
INSERT INTO email(from, to, subject, body) VALUES('karolyn.criado@enron.com', 'j..bonin@enron.com, felicia.case@enron.com, b..clapp@enron.com', 'Price List week of Oct. 8-9, 2001', 'Please contact me if you have any questions regarding last weeks prices.

Thank you,
Karolyn Criado
3-9441

');
INSERT INTO email(from, to, subject, body) VALUES('kevin.presto@enron.com', 'edward.baughman@enron.com, billy.braddock@enron.com', 'Associated', 'Please begin working on filling our Associated short position in 02. I would like to take this risk off the books.

In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

');
INSERT INTO email(from, to, subject, body) VALUES('stacy.dickson@enron.com', 'gregg.penman@enron.com', 'RE: Constellation TC 5-7-01', 'Gregg.

I am at home with a sick baby. (Lots of fun!) I will call you about this tomorrow.

Stacy');
INSERT INTO email(from, to, subject, body) VALUES('joe.quenet@enron.com', 'dfincher@utilicorp.com', '', 'hey big guy.....check this out.....

ww.gorelieberman-2000.com/');
INSERT INTO email(from, to, subject, body) VALUES('k..allen@enron.com', 'jacqeste@aol.com', '', 'Jacques,
I sent you a fax of Kevin Kolb’s comments on the release. The payoff on the note would be $36,248 ($36090(principal) + $158 (accrued interest)).
This is assuming we wrap this up on Tuesday.

Please email to confirm that their changes are ok so I can set up a meeting on Tuesday to reach closure.

Phillip'};
INSERT INTO email(from,to,subject,body) VALUES('kourtney.nelson@enron.com', 'mike.swerzbin@enron.com', 'Adjusted L/R Balance', 'Mike,

I placed the adjusted L/R Balance on the Enronwest site. It is under the "Staff/Kourtney Nelson". There are two links:

1) "Adj L_R" is the same data/format from the weekly strategy meeting.
2) "New Gen 2001_2002" link has all of the supply side info that is used to calculate the L/R balance
   -Please note the Data Flag column, a value of "3" indicates the project was cancelled, on hold, etc and is not
   included in the calc.

Both of these sheets are interactive Excel spreadsheets and thus you can play around with the data as you please.
Also, James Bruce is working to get his gen report on the web. That will help with your access to information on
new gen.

Please let me know if you have any questions or feedback,

Kourtney

Kourtney Nelson
Fundamental Analysis
Enron North America
(503) 464-8280
kourtney.nelson@enron.com');
INSERT INTO email(from,to,subject,body) VALUES('d..thomas@enron.com', 'naveed.ahmed@enron.com', 'FW: Current Enron TCC Portfolio', '

-----Original Message-----
From: Grace, Rebecca M. 
Sent: Monday, December 17, 2001 9:44 AM 
To: Thomas, Paul D. 
Cc: Cashion, Jim; Allen, Thresa A.; May, Tom 
Subject: RE: Current Enron TCC Portfolio 

Paul,

I reviewed NY”s list. I agree with all of their contracts numbers and mw amounts.
Call if you have any more questions.

Rebecca

-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:08 AM
To: Grace, Rebecca M.
Subject: FW: Current Enron TCC Portfolio

<< File: enrontccs.xls >>
Rebecca,
Let me know if you see any differences.

Paul
X 3-0403
-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:04 AM
To: Ahmed, Naveed
Subject: FW: Current Enron TCC Portfolio

-----Original Message-----
From: Thomas, Paul D.
Sent: Thursday, December 13, 2001 10:01 AM
To: Baughman, Edward D.
Subject: Current Enron TCC Portfolio

');
INSERT INTO email(from,to,subject,body) VALUES('stephanie.panus@enron.com',
'william.bradford@enron.com, debbie.brackett@enron.com,','Coastal Merchant Energy/El Paso Merchant Energy',
'Coastal Merchant Energy, L.P. merged with and into El Paso Merchant Energy,
L.P., effective February 1, 2001, with the surviving entity being El Paso
Merchant Energy, L.P.  We currently have ISDA Master Agreements with both
counterparties.  Please see the attached memo regarding the existing Masters
and let us know which agreement should be terminated.

Thanks,
Stephanie
');
INSERT INTO email(from,to,subject,body) VALUES('kam.keiser@enron.com', 'c..kenne@enron.com', 'RE:
What about this too???,

-----Original Message-----
From: Kenne, Dawn C.
Sent:Wednesday, February 06, 2002 11:50 AM
To:Keiser, Kam
Subject:What about this too???

<< File: Netco Trader Matrix.xls >>

INSERT INTO email([from],[to],subject,body) VALUES('chris.meyer@enron.com', 'joe.parks@enron.com', 'Centana', 'Talked to Chip. We do need Cash Commitee approval given the netting feature of your deal, which means Batch Funding Request. Please update per my previous e-mail and forward.

Thanks

chris
x31666');
INSERT INTO email([from],[to],subject,body) VALUES('debra.perlingiere@enron.com', 'jworman@academyofhealth.com', '', 'Have a great weekend! Happy Fathers Day!

Debra Perlingiere
Enron North America Corp.
1400 Smith Street, EB 3885
Houston, Texas 77002
dperlin@enron.com
Phone 713-853-7658
Fax 713-646-3490');
INSERT INTO email([from],[to],subject,body) VALUES('outlook.team@enron.com', '', 'Demo by Martha Janousek of Dashboard & Pipeline Profile / Julia & Dir Rpts. - 4102

Description:
Demo by Martha Janousek of Dashboard & Pipeline Profile / Julia & Dir Rpts. - 4102

Date:1/5/2001
Time:9:00 AM - 10:00 AM (Central Standard Time)

Chairperson:Outlook Migration Team

Detailed Description:');
INSERT INTO email([from],[to],subject,body) VALUES('diana.seifert@enron.com', 'mark.taylor@enron.com', 'Guest access Chile', 'Hello Mark,

Justin Boyd told me that your can help me with questions regarding Chile.
We got a request for guest access through MG.
The company is called Escondida and is a subsidiary of BHP Australia.
Please advise if I can set up a guest account or not.
F.Y.I.: MG is planning to put a "in w/h Chile" contract for Copper on-line as soon as Enron has done the due diligence for this country.
Thanks !

Best regards

Diana Seifert
EOL PCG;

Status last changed by: Barry L. Tycholiz
Expense Report Name: 121001
Report Total: $198.98
Amount Due Employee: $198.98
Amount Approved: $198.98
Amount Paid: $0.00
Approval Status: Approved
Payment Status: Pending

To review this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com/

Australia:
1800 678-515
support@palm-au.com

Canada:
1905 305-6530
support@palm.com

New Zealand:
0800 446-398
support@palm-nz.com

U.K.:
0171 867 0108
eurosupport@palm.3com.com

Please refer to the Worldwide Customer Support card for a complete technical support contact list.

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 2513
RE: 'duke contact?

-----Original Message-----
From: Quigley, Dutch
Sent:Wednesday, October 31, 2001 10:14 AM
To:Storey, Geoff
Subject:RE:

bp corpAlbert LaMore281-366-4962

running the reports now

-----Original Message-----
From: Storey, Geoff
Sent:Wednesday, October 31, 2001 10:10 AM
To:Quigley, Dutch
Subject:RE:

give me a contact over there too
BP

-----Original Message-----
From: Quigley, Dutch
Sent:Wednesday, October 31, 2001 9:42 AM
To:Storey, Geoff
Subject:

CoralJeff Whitnah713-767-5374
RelaintSteve McGinn713-207-4000');

INSERT INTO email([from],[to],subject,body) VALUES('pete.davis@enron.com', 'pete.davis@enron.com', 'Start Date: 4/22/01; HourAhead hour: 3;  <CODESITE>', 'Start Date: 4/22/01; HourAhead hour: 3;  No ancillary schedules awarded.
Variances detected.
Variances detected in Load schedule.

LOG MESSAGES:

PARSING FILE -->> O:\Portland\WestDesk\California Scheduling\ISO Final Schedules\2001042203.txt

---- Load Schedule ----
$$$ Variance found in table tblLoads.
Details: (Hour: 3 / Preferred:  1.92 / Final:  1.89)
TRANS_TYPE: FINAL
LOAD_ID: PGE4
MKT_TYPE: 2
TRANS_DATE: 4/22/01
SC_ID: EPMI

');
INSERT INTO email([from],[to],subject,body) VALUES('john.postlethwaite@enron.com',
'john.zufferli@enron.com', 'Reference', 'John, hope things are going well up there for you. The big day is almost here for you and Jessica. I was wondering if I could use your name as a job reference if need be. I am just trying to get everything in order just in case something happens.

John');
INSERT INTO email([from],[to],subject,body) VALUES('jeffrey.shankman@enron.com',
'lschiffm@jonesday.com', 'Re:', 'I saw you called on the cell this a.m. Sorry I missed you. (I was in the shower). I have had a shitty week--I suspect my silence (not only to you, but others) after our phone call is a result of the week. I'm seeing Glen at 11:15....talk to you');
INSERT INTO email([from],[to],subject,body) VALUES('litebytz@enron.com', '', 'Lite Bytz RSVP', '
This week’s Lite Bytz presentation will feature the following TOOLZ speaker:

Richard McDougall
Solaris 8
Thursday, June 7, 2001

If you have not already signed up, please RSVP via email to litebytz@enron.com by the end of the day Tuesday, June 5, 2001.

*Remember: this is now a Brown Bag Event--so bring your lunch and we will provide cookies and drinks.

Click below for more details.

http://home.enron.com:84/messaging/litebytztoolzprint.jpg');

COMMIT;

} {}
do_test fts2c-1.4 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'mark susan'
    }
} {40}
do_test fts2c-1.5 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'susan mark'
    }
} {40}
do_test fts2c-1.6 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH '"mark susan"'
    }
} {}do_test fts2c-1.7 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'mark -susan'
    }
} {6 17 25 38 42 73 74}
do_test fts2c-1.8 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH '-mark susan'
    }
} {24}
do_test fts2c-1.9 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'mark OR susan'
    }
} {6 17 24 25 38 40 42 73 74}

# Some simple tests of the automatic "offsets(email)" column. In the sample
# data set above, only one message, number 20, contains the words
# "gas" and "reminder" in both body and subject.
#
do_test fts2c-2.1 {
    execsql {
        SELECT rowid, offsets(email) FROM email
        WHERE email MATCH 'gas reminder'
    }
} {20 {2 0 42 3 2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}do_test fts2c-2.2 {
    execsql {
        SELECT rowid, offsets(email) FROM email
        WHERE email MATCH 'subject:gas reminder'
    }
} {20 {2 0 42 3 2 1 54 8 3 1 54 8}}
do_test fts2c-2.3 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'body:gas reminder'
  }
} {20 {2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}
do_test fts2c-2.4 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE subject MATCH 'gas reminder'
  }
} {20 {2 0 42 3 2 1 54 8}}
do_test fts2c-2.5 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'gas reminder'
  }
} {20 {3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}

# Document 32 contains 5 instances of the world "child". But only
# 3 of them are paired with "product". Make sure only those instances
# that match the phrase appear in the offsets(email) list.
#
 do_test fts2c-3.1 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'child product' AND +rowid=32
  }
} {32 {3 0 94 5 3 0 114 5 3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7 3 1 493 7}}
do_test fts2c-3.2 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH "child product"
  }
} {32 {3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7}}

# Snippet generator tests
#
 do_test fts2c-4.1 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
  }
} {{Alert Posted 10:00 AM November 20,2000: E-<b>GAS</b> Request <b>Reminder</b>}}
do_test fts2c-4.2 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'christmas candlelight'
do_test fts2c-4.3 {
execsql {
SELECT snippet(email) FROM email
WHERE email MATCH 'deal sheet potential reuse'
}

} {{EOL-Accenture <b>Deal</b> <b>Sheet</b> intent
Review Enron asset base for <b>potential</b>/ <b>reuse</b>/ licensing
Contract negotiations }}

do_test fts2c-4.4 {
execsql {
SELECT snippet(email,'<<<','>>>',' ') FROM email
WHERE email MATCH 'deal sheet potential reuse'
}

} {{EOL-Accenture <<<Deal>>> <<<Sheet>>> intent
Review Enron asset base for <<<potential>>> <<<reuse>>>/ licensing
Contract negotiations }}

do_test fts2c-4.5 {
execsql {
SELECT snippet(email,'<<<','>>>',' ') FROM email
WHERE email MATCH 'first things'
}

} {{Re: <<<First>>> Polish Deal! Congrats! <<<Things>>> seem to be building rapidly now on the }}

do_test fts2c-4.6 {
execsql {
SELECT snippet(email) FROM email
WHERE email MATCH 'chris is here'
}

} {{<b>chris</b>.germany@enron.com <b>Sounds good to me. I bet this <b>is</b> next to the Warick?? Hotel. <b>place.</b> What do you think about going <b>here</b> Christmas eve?? They have an 11:00 a.m. <b>}</b>}}

do_test fts2c-4.7 {
execsql {
SELECT snippet(email) FROM email
WHERE email MATCH "pursuant to"
}

} {{Erin:

<b>Pursuant</b> to your request, attached are the Schedule to <b>}</b>}}

do_test fts2c-4.8 {
execsql {
SELECT snippet(email) FROM email
WHERE email MATCH 'ancillary load davis'
}
Variances detected.
Variances detected in Load schedule.

LOG MESSAGES:

PARSING ...

# Combinations of AND and OR operators:
#

do_test fts2c-5.1 {
execsql {
SELECT snippet(email) FROM email
    WHERE email MATCH 'questar enron OR com'
}
} {

} six reports:
31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West_2 ...
}
do_test fts2c-5.2 {
execsql {
SELECT snippet(email) FROM email
    WHERE email MATCH 'enron OR com questar'
}
} {

} six reports:
31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West_2 ...
}

finish_test

Found in path(s):
No license file was found, but licenses were detected in source scan.

INSERT INTO x1 VALUES('blonds', 'proprietary');

Found in path(s):
No license file was found, but licenses were detected in source scan.
# 2006 September 14
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
# May you do good and not evil.
# May you find forgiveness for yourself and forgive others.
# May you share freely, never taking more than you give.
#
*************************************************************************

# This file implements regression tests for SQLite library. The
# focus of this script is testing the FTS1 module.
#
# $Id: fts1c.test,v 1.11 2006/10/04 17:35:28 drh Exp $
#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# If SQLITE_ENABLE_FTS1 is defined, omit this file.
if capable !fts1 {
    finish_test
    return
}

# Create a table of sample email data. The data comes from email
# archives of Enron executives that was published as part of the
# litigation against that company.
#
# do_test fts1c-1.1 {
#   db eval {
#       CREATE VIRTUAL TABLE email USING fts1([from],[to],subject,body);
#       BEGIN TRANSACTION;
#       INSERT INTO email([from],[to],subject,body) VALUES('savita.puthigai@enron.com', 'traders.eol@enron.com,'traders.eol@enron.com', 'EnronOnline- Change to Autohedge', 'Effective Monday, October 22, 2001 the following changes will be made to the Autohedge functionality on EnronOnline.

The volume on the hedge will now respect the minimum volume and volume increment settings on the parent product. See rules below:

?If the transaction volume on the child is less than half of the parent’s minimum volume no hedge will occur.
?If the transaction volume on the child is more than half the parent’s minimum volume but less than half the volume increment on the parent, the hedge will volume will be the parent’s minimum volume.
?For all other volumes, the same rounding rules will apply based on the volume increment on the parent product.

Please see example below:

Parent’s Settings:
Minimum: 5000
Increment: 1000

Volume on Autohedge transaction Volume Hedged
1     - 24990
2500 - 54995000
5500 - 64996000

INSERT INTO email([from],[to],subject,body) VALUES('dana.davis@enron.com', 'laynie.east@enron.com,
 lisa.king@enron.com, lisa.best@enron.com', 'Leaving Early', 'FYI:
If it's ok with everyone's needs, I would like to leave @4pm. If you think
you will need my assistance past the 4 o'clock hour just let me know: I'll
be more than willing to stay.);

INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com',
'louise.kitchen@enron.com', '<<Concur Expense Document>> - CC02.06.02', 'The following expense report is ready
for approval:

Employee Name: Christopher F. Calger
Status last changed by: Mollie E. Gustafson Ms
Expense Report Name: CC02.06.02
Report Total: $3,972.93
Amount Due Employee: $3,972.93

To approve this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com);

INSERT INTO email([from],[to],subject,body) VALUES('jeff.duff@enron.com', 'julie.johnson@enron.com', 'Work
request', 'Julie,
Could you print off the current work request report by 1:30 today?

Gentlemen,

I'd like to review this today at 1:30 in our office. Also, could you provide
me with your activity reports so I can have Julie enter this information.

JD);
INSERT INTO email([from],[to],subject,body) VALUES('v.weldon@enron.com', 'gary.l.carrier@usa.dupont.com,
scott.joyce@bankofamerica.com', 'Enron News', 'This could turn into something big....
http://biz.yahoo.com/rf/010129/n29305829.html');

INSERT INTO email([from],[to],subject,body) VALUES('mark.haedicke@enron.com', 'paul.simons@enron.com',
'Re: First Polish Deal!', 'Congrats! Things seem to be building rapidly now on the Continent.  Mark);

INSERT INTO email([from],[to],subject,body) VALUES('e..carter@enron.com', 't..robinson@enron.com', 'FW:
Producers Newsletter 9-24-2001',
'The producer lumber pricing sheet.
-----Original Message-----
From: Johnson, Jay
Sent:Tuesday, October 16, 2001 3:42 PM
To:Carter, Karen E.
Subject: FW: Producers Newsletter 9-24-2001

-----Original Message-----
From: Daigre, Sergai
Sent: Friday, September 21, 2001 8:33 PM
Subject: Producers Newsletter 9-24-2001

I spoke to Max and he agrees with this approach.

I hope this meets with your approval.

Regards
Delainey');

-----Original Message-----
From: Bisbee, Joanne
Sent: Wednesday, September 26, 2001 7:50 AM
To: Fenceroy, LaChandra
Subject: FW: Bus Applications Meeting Follow Up

LaChandra, Please get with David Duff today and see what this is about. Who are our TW accounting business users?

-----Original Message-----
From: Koh, Wendy
Sent: Tuesday, September 25, 2001 2:41 PM
To: Bisbee, Joanne
Subject: Bus Applications Meeting Follow Up

Lisa brought up a TW change effective Nov 1. It involves eliminating a turnback surcharge. I have no other information, but you might check with the business folks for any system changes required.

Wendy');

INSERT INTO email([from],[to],subject,body) VALUES('danny.mccarty@enron.com', 'fran.fagan@enron.com', 'RE: worksheets', 'Fran,

If Julie’s merit needs to be lump sum, just move it over to that column. Also, send me Eric Gadd’s sheets as well.

Thanks.
Dan

-----Original Message-----
From: Fagan, Fran
Sent: Thursday, December 20, 2001 11:10 AM
To: McCarty, Danny
Subject: worksheets

As discussed, attached are your sheets for bonus and merit.

Thanks,

Fran Fagan
Sr. HR Rep
713.853.5219

<< File: McCartyMerit.xls >> << File: mccartyBonusCommercial_UnP.xls >>

');

INSERT INTO email([from],[to],subject,body) VALUES('bert.meyers@enron.com', 'shift.dl-Portland@enron.com', 'OCTOBER SCHEDULE', 'TEAM,

PLEASE SEND ME ANY REQUESTS THAT YOU HAVE FOR OCTOBER. SO FAR I HAVE THEM FOR LEAF. I WOULD LIKE TO HAVE IT DONE BY THE 15TH OF THE MONTH. ANY QUESTIONS PLEASE GIVE ME A CALL.

BERT');

INSERT INTO email([from],[to],subject,body) VALUES('errol.mclaughlin@enron.com', 'john.arnold@enron.com, bilal.bajwa@enron.com, john.griffith@enron.com.', 'TRV Notification: (NG - PROPT P/L - 09/27/2001)', 'The report named: NG - PROPT P/L <http://trv.corp.enron.com/linkFromExcel.asp?report_cd=11&report_name=NG+-+PROPT+P/L&category_cd=5&category_name=FINANCIAL&toc_hide=1&sTV1=5&v1Exp=Y&current_efct_d ate=09/27/2001>, published as of 09/27/2001 is now available for viewing on the website.);

INSERT INTO email([from],[to],subject,body) VALUES('patrice.mims@enron.com', 'calvin.eakins@enron.com', 'Re: Small business supply assistance', 'Hi Calvin

I spoke with Rickey (boy, is he long-winded!!). Gave him the name of our
credit guy, Russell Diamond.

Thank for your help!

INSERT INTO email([from],[to],subject,body) VALUES('legal <.hall@enron.com>', 'stephanie.panus@enron.com', 'Termination update', 'City of Vernon and Salt River Project terminated their contracts. I will fax these notices to you. ');

INSERT INTO email([from],[to],subject,body) VALUES('d..steffes@enron.com', 'richard.shapiro@enron.com', 'EES / ENA Government Affairs Staffing & Outside Services', 'Rick --

Here is the information on staffing and outside services. Call if you need anything else.

Jim

')

INSERT INTO email([from],[to],subject,body) VALUES('gelliott@industrialinfo.com', 'pcopello@industrialinfo.com', 'ECAAR (Gavin), WSCC (Diablo Canyon), & NPCC (Seabrook)', 'Dear Power Outage Database Customer,

Attached you will find an excel document. The outages contained within are forced or rescheduled outages. Your daily delivery will still contain these outages.

In addition to the two excel documents, there is a dbf file that is formatted like your daily deliveries you receive nightly. This will enable you to load the data into your regular database. Any questions please let me know. Thanks. Greg Elliott

IIR, Inc.

713-783-5147 x 3481

outages@industrialinfo.com

THE INFORMATION CONTAINED IN THIS E-MAIL IS LEGALLY PRIVILEGED AND CONFIDENTIAL INFORMATION INTENDED ONLY FOR THE USE OF THE INDIVIDUAL OR ENTITY NAMED ABOVE. YOU ARE HEREBY NOTIFIED THAT ANY DISSEMINATION, DISTRIBUTION, OR COPY OF THIS E-MAIL TO UNAUTHORIZED ENTITIES IS STRICTLY PROHIBITED. IF YOU HAVE RECEIVED THIS E-MAIL IN ERROR, PLEASE DELETE IT.

- OUTAGE.dbf
- 111201R.xls
- 111201.xls ');

INSERT INTO email([from],[to],subject,body) VALUES('enron.announcements@enron.com', 'all_ena_egm_eim@enron.com', 'EWS Brown Bag', 'MARK YOUR LUNCH CALENDARS NOW!

You are invited to attend the EWS Brown Bag Lunch Series

Featuring: RAY BOWEN, COO

Topic: Enron Industrial Markets

Thursday, March 15, 2001
11:30 am - 12:30 pm
EB 5 C2

You bring your lunch. Limited Seating
"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: ""chris.germany@enron.com"" <chris.germany@enron.com>
cc:
Subject: About St Pauls

<<About St Pauls.url>>
?
?http://www.stpaulshouston.org/about.html

Chris,

I like the looks of this place. What do you think about going here Christmas eve?? They have an 11:00 a.m. service and a candlelight service at 5:00 p.m., among others.

Let me know.?? ii

- About St Pauls.url

');
INSERT INTO email([from],[to],subject,body) VALUES('nas@cpuc.ca.gov', 'skatz@sempratrading.com, kmccrea@sablaw.com, thompson@wrightlaw.com', 'Reply Brief filed July 31, 2000', '- CPUC01-#76371-v1-Revised_Reply_Brief__Due_today_7_31_.doc');
INSERT INTO email([from],[to],subject,body) VALUES('gascontrol@aglresources.com', 'dscott4@enron.com, lcampbel@enron.com', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder
As discussed in the Winter Operations Meeting on Sept.29,2000, E-Gas(Emergency Gas) will not be offered this winter as a service from AGLC. Marketers and Poolers can receive gas via Peaking and IBSS nominations(daisy chain) from other marketers up to the 6 p.m. Same Day 2 nomination cycle.
');
INSERT INTO email([from],[to],subject,body) VALUES('dutch.quigley@enron.com', 'rwolkwitz@powermerchants.com', "", ')

Here is a goody for you:

INSERT INTO email([from],[to],subject,body) VALUES('ryan.o`rourke@enron.com', 'k..allen@enron.com, randy.bhatia@enron.com, frank.ermis@enron.com', 'TRV Notification: (West VaR - 11/07/2001)', 'The report named: West VaR
LS HPL LSK IC 30,000 / Enron

Is it safe to assume that practice is cancelled for tonight??

Susan Pereira);

Huber Internal Memo', 'Please look at this. I didn’t know how deep to go with the desk. Do you think this works.

');

Huber Internal Memo', 'Give me a call and we will further discuss opportunities on the 13st floor.

Thanks,
JMForney
3-7160);

FW: Curve Fetch File', 'Here is the curve fetch file sent to me. It has plenty of points in it. If you give me a list of
which ones you need we may be able to construct a secondary worksheet to vlookup the values.

adam
35227

-----Original Message-----
From: Royed, Jeff
Sent: Tuesday, September 25, 2001 11:37 AM
To: Bayer, Adam
Subject: Curve Fetch File

Let me know if it works. It may be required to have a certain version of Oracle for it to work properly.

Jeff Royed
Enron
The merged reports look great. I believe the only orientation changes are to "unmerge" the following six reports:

31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West_2
23 West_3
25 CIG_WIC

The orientation of the individual reports should be correct. Thanks.

Mat

PS. Just a reminder to add the "*" by the title of calculated points.

"Karkour, Randa" <Randa.Karkour@COMPAQ.com> on 09/07/2000 09:01:04 AM
To: "'Agheb (E-mail)" <Agheb@aol.com>, "Leila Mankarious (E-mail)"
<Leila_Mankarious@mhhhs.org>, "'Marymankarious (E-mail)"
<marmankarious@aol.com>, "Michelle lokay (E-mail)" <mlokay@enron.com>, "Ramy Mankarious (E-mail)" <Mankarious@aol.com>
cc:

Subject: Egyptian Festival

<<Egyptian Festival.url>>

http://www.egyptianfestival.com/

- Egyptian Festival.url

');

Thanks

------------------------------------------ Forwarded by Errol McLaughlin/Corp/Enron on 12/20/2000 08:39 AM ------------------------------------------
We have new book names in TAGG for our intramonth portfolios and it is extremely important that any deal booked to the East is communicated quickly to someone on my team. I know it will take some time for the new names to sink in and I do not want us to miss any positions or P&L.

Thanks for your help on this.

New:
Scott Neal : East Northeast
Dick Jenkins: East Marketeast

WK

An inactive Child with links to Parent products will not have their calculated prices updated until the Child product is Activated.

When the Child Product is activated, the price will be recalculated and updated BEFORE it is displayed on the web.

This means that if you are inputting a basis price on a Child product, you will not see the final, calculated price until you Activate the product, at which time the customer will also see it.

If you have any questions, please contact the Help Desk on:

Americas: 713 853 4357
Europe: + 44 (0) 20 7783 7783
Asia/Australia: +61 2 9229 2300

Dave')

INSERT INTO email(from,to,subject,body) VALUES('vincent.kaminski@enron.com', 'jhh1@email.msn.com', 'Re:
Light reading - see pieces beginning on page 7, 'John,

I saw it. Very interesting.

Vince

"John H Herbert" <jhh1@email.msn.com> on 07/28/2000 08:38:08 AM
To: "Vince J Kaminski" <Vince_J_Kaminski@enron.com>
cc:
Subject: Light reading - see pieces beginning on page 7

Cheers and have a nice weekend,

JHHerbert

-gd000728.pdf

');
INSERT INTO email([from],[to],subject,body) VALUES('matthew.lenhart@enron.com',
'mmmmarcantel@equiva.com', 'RE:', 'i will try to line up a pig for you ');
INSERT INTO email([from],[to],subject,body) VALUES('jae.black@enron.com', 'claudette.harvey@enron.com,
chaun.roberts@enron.com, judy.martinez@enron.com', 'Disaster Recovery Equipment', 'As a reminder...there are several pieces of equipment that are set up on the 30th Floor, as well as on our floor, for the Disaster Recovery Team. PLEASE DO NOT TAKE, BORROW OR USE this equipment. Should you need to use another computer system, other than yours, or make conference calls please work with your Assistant to help find or set up equipment for you to use.

Thanks for your understanding in this matter.

T.Jae Black
East Power Trading
Assistant to Kevin Presto
off. 713-853-5800
fax 713-646-8272
cell 713-539-4760');
INSERT INTO email([from],[to],subject,body) VALUES('eric.bass@enron.com', 'dale.neuner@enron.com', '5 X 24', 'Dale,
Have you heard anything more on the 5 X 24s? We would like to get this product out ASAP.

Thanks,

Eric'};
INSERT INTO email([from],[to],subject,body) VALUES('messenger@smartreminders.com', 'm..tholt@enron.com', '10% Coupon - PrintPal Printer Cartridges - 100% Guaranteed', '[IMAGE][IMAGE][IMAGE][IMAGE]
Dear SmartReminders Member,

We respect your privacy and are a Certified Participant of the BBBOnLine Privacy Program. To be removed from future offers, click here.
SmartReminders.com is a permission based service. To unsubscribe click here.

The guy you are talking about left CIN under a "cloud of suspicion" sort of speak. He was the one who got into several bad deals and PPA’s in California for CIN, thus he left on a bad note. Let me know if you need more detail than that, I felt this was the type of info you were looking for. Thanks!

Ben'};
INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'michelle.cash@enron.com', 'Expense Report Receipts Not Received', 'Employee Name: Michelle Cash
Report Name: Houston Cellular 8-11-01
Report Date: 12/13/01
Report ID: 594D37C9ED2111D5B452
Submitted On: 12/13/01

You are only allowed 2 reports with receipts outstanding. Your expense reports will not be paid until you meet this requirement.

INSERT INTO email([from],[to],subject,body) VALUES('susan.mara@enron.com', 'ray.alvarez@enron.com, mark.palmer@enron.com, karen.denne@enron.com,' 'CAISO Emergency Motion -- to discontinue market-based rates for', 'FYI the latest broadside against the generators.

Sue Mara
Enron Corp.
Tel: (415) 782-7802
Fax:(415) 782-7854
----- Forwarded by Susan J Mara/NA/Enron on 06/08/2001 12:24 PM -----

"Milner, Marcie" <MMilner@coral-energy.com> 06/08/2001 11:13 AM To: ""smara@enron.com""
<smara@enron.com> cc: Subject: CAISO Emergency Motion

Sue, did you see this emergency motion the CAISO filed today? Apparently they are requesting that FERC discontinue market-based rates immediately and grant refunds plus interest on the difference between cost-based rates and market revenues received back to May 2000. They are requesting the commission act within 14 days. Have you heard anything about what they are doing?

Marcie


');
INSERT INTO email([from],[to],subject,body) VALUES('fletcher.sturm@enron.com', 'eloy.escobar@enron.com', 'Re: General Brinks Position Meeting', 'Eloy,

Who is General Brinks?

Fletch');
INSERT INTO email([from],[to],subject,body) VALUES('nailia.dindarova@enron.com', 'richard.shapiro@enron.com', 'Documents for Mark Frevert (on EU developments and lessons from', 'Rick,

Here are the documents that Peter has prepared for Mark Frevert.

Nailia

---------------------- Forwarded by Nailia Dindarova/LON/ECT on 25/06/2001 16:36

Nailia Dindarova
25/06/2001 15:36
To: Michael Brown/Enron@EUEnronXGate  
cc: Ross Sankey/Enron@EUEnronXGate, Eric Shaw/ENRON@EUEnronXGate, Peter Styles/LON/ECT@ECT  

Subject: Documents for Mark Frevert (on EU developments and lessons from California)  

Michael,

These are the documents that Peter promised to give to you for Mark Frevert. He has now handed them to him in person but asked me to transmit them electronically to you, as well as Eric and Ross.

Nailia

');

INSERT INTO email([from],[to],subject,body) VALUES('peggy.a.kostial@accenture.com', 'dave.samuels@enron.com', 'EOL-Accenture Deal Sheet', 'Dave -

Attached are our comments and suggested changes. Please call to review.

On the time line for completion, we have four critical steps to complete:
   Finalize market analysis to refine business case, specifically projected revenue stream
   Complete counterparty surveying, including targeting 3 CPs for letters of intent
   Review Enron asset base for potential reuse/licensing
   Contract negotiations

Joe will come back to us with an updated time line, but it is my expectation that we are still on the same schedule (we just begun week three) with possibly a week or so slippage.....contract negotiations will probably be the critical path.

We will send our cut at the actual time line here shortly. Thanks,

Peggy

(See attached file: accenture-dealpoints v2.doc)  
- accenture-dealpoints v2.doc ');

INSERT INTO email([from],[to],subject,body) VALUES('thomas.martin@enron.com', 'thomas.martin@enron.com', 'Re: Guadalupe Power Partners LP', '---------------------- Forwarded by Thomas A Martin/HOU/ECT on 03/20/2001 03:49 PM ----------------------')
The deal is physically served at Oasis Waha or Oasis Katy and is priced at either HSC, Waha or Katytailgate GD at buyers option three days prior to NYMEX close.

');

agoddard@nisource.com on 03/08/2001 09:16:57 AM
To: " - *Koch, Kent" <kkoch@nisource.com>, " - *Millar, Debra" <dmillar@nisource.com>, " - *Burke, Lynn" <lburke@nisource.com>
cc: " - *Heckathorn, Tom" <theckathorn@nisource.com>
Subject: Columbia Distribution’s Capacity Available for Release - Sum


Please note that the deadline for bids is 3:00pm EST on March 20, 2001.

If you have any questions, feel free to contact any of the representatives listed at the bottom of the attachment.

Aaron Goddard

- 2001Summer.doc

');

INSERT INTO email([from],[to],subject,body) VALUES('rhonda.denton@enron.com', 'tim.belden@enron.com, dana.davis@enron.com, genia.fitzgerald@enron.com', 'Split Rock Energy LLC', 'We have received the executed EEI contract from this CP dated 12/12/2000. Copies will be distributed to Legal and Credit.');
INSERT INTO email([from],[to],subject,body) VALUES('kerrymcelroy@dwt.com', 'jack.speer@alcoa.com, crow@millernash.com, michaelearly@earthlink.net', 'Oral Argument Request', ' - Oral Argument Request.doc');
INSERT INTO email([from],[to],subject,body) VALUES('mike.carson@enron.com', 'rlmichaelis@hormel.com', '', 'Did you come in town this wk end..... My new number at our house is : 713-668-3712...... my cell # is 281-381-7332 the kid');
INSERT INTO email([from],[to],subject,body) VALUES('cooper.richey@enron.com', 'trycooper@hotmail.com', 'FW: Contact Info', '-----Original Message-----
From: Punja, Karim
Sent: Thursday, December 13, 2001 2:35 PM
To: Richey, Cooper
Subject: Contact Info

Cooper,

It's been a real pleasure working with you (even though it was for only a small amount of time)
I hope we can stay in touch.

Home# 234-0249
e-mail: kpunja@hotmail.com

Take Care,

Karim.
');
INSERT INTO email([from],[to],subject,body) VALUES('bjm30@earthlink.net', 'mcguinn.k@enron.com, mcguinn.ian@enron.com, mcguinn.stephen@enron.com', 'email address change', 'Hello all.
I haven''t talked to many of you via email recently but I do want to give you
my new address for your email file:

bjm30@earthlink.net

I hope all is well.

Brian McGuinn');
INSERT INTO email([from],[to],subject,body) VALUES('shelley.corman@enron.com', 'steve.hotte@enron.com', 'Flat Panels', 'Can you please advise what is going on with the flat panels that we had planned to distribute to our gas logistics team. It was in the budget and we had the okay, but now I’’m hearing there is some hold-up & the units are stored on 44.

Shelley');
INSERT INTO email([from],[to],subject,body) VALUES('sara.davidson@enron.com', 'john.schwartzenburg@enron.com, scott.dieball@enron.com, recipients@enron.com', '2001 Enron Law Conference
Enron Law Conference

San Antonio, Texas May 2-4, 2001 Westin Riverwalk

See attached memo for more details!!

? Registration for the law conference this year will be handled through an Online RSVP Form on the Enron Law Conference Website at http://lawconference.corp.enron.com. The website is still under construction and will not be available until Thursday, March 15, 2001.

? We will send you another e-mail to confirm when the Law Conference Website is operational.

? Please complete the Online RSVP Form as soon as it is available and submit it no later than Friday, March 30th.

');

INSERT INTO email([from],[to],subject,body) VALUES('tori.kuykendall@enron.com', 'heath.b.taylor@accenture.com', 'Re:', 'hey - thats funny about john - he definitely remembers him - i’ll call pat and let him know - we are coming on saturday - i just havent had a chance to call you guys back -- looking forward to it -- i probably need the directions again though');

INSERT INTO email([from],[to],subject,body) VALUES('darron.giron@enron.com', 'bryce.baxter@enron.com', 'Re: Feedback for Audrey Cook', 'Bryce,

I'll get it done today.

DG 3-9573

From: Bryce Baxter 06/12/2000 07:15 PM

To: Darron C Giron/HOU/ECT@ECT
cc:
Subject: Feedback for Audrey Cook

You were identified as a reviewer for Audrey Cook. If possible, could you complete her feedback by end of business Wednesday? It will really help me in the PRC process to have your input. Thanks.
In conjunction with the recent movement of several power traders, they are changing the names of their gas books as well. The names of the new gas books and traders are as follows:

PWR-NG-LT-SPP: Mike Carson
PWR-NG-LT-SERC: Jeff King

If you need to know their power desk to map their ID to their gas books, those desks are as follows:

EPMI-LT-SPP: Mike Carson
EPMI-LT-SERC: Jeff King

I will be in training this afternoon, but will be back when class is over. Let me know if you have any questions.

Thanks for your help!
Casey

Jeff left the jurisprudence luncheon lists for me before he left on vacation. I wasn’t sure whether he transmitted them to you as well. Would you please advise me if you would like them sent to you? I can email the MS Excel files or I can fax the hard copies to you. Please advise what is most convenient.

I plan to be in town through the holidays and can be reached by phone, email, or cell phone at any time. My cell phone number is 713/705-4829.

Thanks again for your interest in the ADL’s work. Martin.

Martin B. Cominsky
Pursuant to your request, attached are the Schedule to the ISDA Master Agreement, together with Paragraph 13 to the ISDA Credit Support Annex. Please let me know if you need anything else. We look forward to hearing your comments.

Marie

Marie Heard
Senior Legal Specialist
Enron North America Corp.
Phone: (713) 853-3907
Fax: (713) 646-3490
marie.heard@enron.com

Re: Tennessee Buy - Louis Dreyfus
Beverly - once again thanks so much for your help on this.

Thank you,
Karolyn Criado
3-9441

Please contact me if you have any questions regarding last week's prices.

Thank you,
Karolyn Criado
3-9441
In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

---

I am at home with a sick baby. (Lots of fun!) I will call you about this tomorrow.

Stacy;

---

I sent you a fax of Kevin Kolb's comments on the release. The payoff on the note would be $36,248 ($36090(principal) + $158 (accrued interest)). This is assuming we wrap this up on Tuesday.

Please email to confirm that their changes are ok so I can set up a meeting on Tuesday to reach closure.

Phillip;

---

I placed the adjusted L/R Balance on the Enronwest site. It is under the "Staff/Kourtney Nelson". There are two links:

1) "Adj L_R" is the same data/format from the weekly strategy meeting.
2) "New Gen 2001_2002" link has all of the supply side info that is used to calculate the L/R balance.

Both of these sheets are interactive Excel spreadsheets and thus you can play around with the data as you please. Also, James Bruce is working to get his gen report on the web. That will help with your access to information on new gen.

Please let me know if you have any questions or feedback.

Kourtney
Paul,

I reviewed NY’s list. I agree with all of their contracts numbers and mw amounts.

Call if you have any more questions.

Rebecca

-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:04 AM
To: Ahmed, Naveed
Subject: FW: Current Enron TCC Portfolio

<< File: enrontccs.xls >>
Rebecca,
Let me know if you see any differences.

Paul
X 3-0403

-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:04 AM
To: Ahmed, Naveed
Subject: FW: Current Enron TCC Portfolio

-----Original Message-----
From: Thomas, Paul D.
Sent: Thursday, December 13, 2001 10:01 AM
To: Baughman, Edward D.
Subject: Current Enron TCC Portfolio

');
INSERT INTO email([from],[to],subject,body) VALUES('stephanie.panus@enron.com', 'william.bradford@enron.com, debbie.brackett@enron.com, ', 'Coastal Merchant Energy/El Paso Merchant Energy', 'Coastal Merchant Energy, L.P. merged with and into El Paso Merchant Energy, L.P., effective February 1, 2001, with the surviving entity being El Paso Merchant Energy, L.P. We currently have ISDA Master Agreements with both counterparties. Please see the attached memo regarding the existing Masters and let us know which agreement should be terminated.

Thanks,
Stephanie

');
INSERT INTO email([from],[to],subject,body) VALUES('kam.keiser@enron.com', 'c..kenne@enron.com', 'RE: What about this too???, '

-----Original Message-----
From: Kenne, Dawn C.
Sent: Wednesday, February 06, 2002 11:50 AM
To: Keiser, Kam
Subject: What about this too???

<< File: Netco Trader Matrix.xls >>

');
INSERT INTO email([from],[to],subject,body) VALUES('chris.meyer@enron.com', 'joe.parks@enron.com', 'Centana', 'Talked to Chip. We do need Cash Committe approval given the netting feature of your deal, which means Batch Funding Request. Please update per my previous e-mail and forward.

Thanks

chris
x31666');
INSERT INTO email([from],[to],subject,body) VALUES('debra.perlingiere@enron.com', 'jworman@academyofhealth.com', '', 'Have a great weekend! Happy Fathers Day!

Debra Perlingiere
Enron North America Corp.
1400 Smith Street, EB 3885
Houston, Texas 77002
dperlin@enron.com
Phone 713-853-7658
Description:
Demo by Martha Janousek of Dashboard & Pipeline Profile / Julia & Dir Rpts. - 4102

Date: 1/5/2001
Time: 9:00 AM - 10:00 AM (Central Standard Time)

Chairperson: Outlook Migration Team

Detailed Description:
Justin Boyd told me that your can help me with questions regarding Chile. We got a request for guest access through MG. The company is called Escondida and is a subsidiary of BHP Australia.

Please advise if I can set up a guest account or not.
F.Y.I.: MG is planning to put a "in w/h Chile" contract for Copper on-line as soon as Enron has done the due diligence for this country. Thanks!

Best regards

Diana Seifert

EOL PCG
Australia:
1800 678-515
support@palm-au.com

Canada:
1905 305-6530
support@palm.com

New Zealand:
0800 446-398
support@palm-nz.com

U.K.:
0171 867 0108
eurosupport@palm.3com.com

Please refer to the Worldwide Customer Support card for a complete technical support contact list.

INSERT INTO email([from],[to],subject,body) VALUES('geoff.storey@enron.com', 'dutch.quigley@enron.com', 'RE:', 'duke contact?

-----Original Message-----
From: Quigley, Dutch
Sent:Wednesday, October 31, 2001 10:14 AM
To:Storey, Geoff
Subject:RE:

bp corp Albert LaMore 281-366-4962

running the reports now

-----Original Message-----
From: Storey, Geoff
Sent:Wednesday, October 31, 2001 10:10 AM
To:Quigley, Dutch
Subject:RE:

give me a contact over there too
BP

-----Original Message-----
From: Quigley, Dutch
Sent:Wednesday, October 31, 2001 9:42 AM
To:Storey, Geoff
Subject:
LOG MESSAGES:

PARSING FILE -->> O:\Portland\WestDesk\California Scheduling\ISO Final Schedules\2001042203.txt

---- Load Schedule ----
$\$S$ Variance found in table tblLoads.
   Details: (Hour: 3 / Preferred: 1.92 / Final: 1.89)
TRANS_TYPE: FINAL
LOAD_ID: PGE4
MKT_TYPE: 2
TRANS_DATE: 4/22/01
SC_ID: EPMI

');

INSERT INTO email([from],[to],subject,body) VALUES('john.postlethwaite@enron.com', 'john.zufferli@enron.com', 'Reference', 'John, hope things are going well up there for you. The big day is almost here for you and Jessica. I was wondering if I could use your name as a job reference if need be. I am just trying to get everything in order just in case something happens.

John');

INSERT INTO email([from],[to],subject,body) VALUES('jeffrey.shankman@enron.com', 'lschiffm@jonesday.com', 'Re:', 'I saw you called on the cell this a.m. Sorry I missed you. (I was in the shower). I have had a shitty week--I suspect my silence (not only to you, but others) after our phone call is a result of the week. I'm seeing Glen at 11:15....talk to you');

INSERT INTO email([from],[to],subject,body) VALUES('litebytz@enron.com', '', 'Lite Bytz RSVP', 'This week’s Lite Bytz presentation will feature the following TOOLZ speaker:

Richard McDougall
Solaris 8
Thursday, June 7, 2001

If you have not already signed up, please RSVP via email to litebytz@enron.com by the end of the day Tuesday, June 5, 2001.

*Remember: this is now a Brown Bag Event--so bring your lunch and we will provide cookies and drinks.

Click below for more details.
do_test fts1c-1.2 { execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark'
    }
    } {6 17 25 38 40 42 73 74}
do_test fts1c-1.3 { execsql {
    SELECT rowid FROM email WHERE email MATCH 'susan'
    }
    } {24 40}
do_test fts1c-1.4 { execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark susan'
    }
    } {40}
do_test fts1c-1.5 { execsql {
    SELECT rowid FROM email WHERE email MATCH 'susan mark'
    }
    } {40}
do_test fts1c-1.6 { execsql {
    SELECT rowid FROM email WHERE email MATCH '"mark susan"'
    }
    } {}
do_test fts1c-1.7 { execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark -susan'
    }
    } {6 17 25 38 42 73 74}
do_test fts1c-1.8 { execsql {
    SELECT rowid FROM email WHERE email MATCH '-mark susan'
    }
    } {24}
do_test fts1c-1.9 { execsql {
    SELECT rowid FROM email WHERE email MATCH 'mark OR susan'
    }
Some simple tests of the automatic "offsets(email)" column. In the sample data set above, only one message, number 20, contains the words "gas" and "reminder" in both body and subject.

```
do_test fts1c-2.1 {
  execsql {
    SELECT rowid, offsets(email) FROM email 
    WHERE email MATCH 'gas reminder'
  } 
} {20 [2 0 42 3 2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3]}
do_test fts1c-2.2 {
  execsql {
    SELECT rowid, offsets(email) FROM email 
    WHERE email MATCH 'subject:gas reminder'
  } 
} {20 [2 0 42 3 2 1 54 8 3 1 54 8]}
do_test fts1c-2.3 {
  execsql {
    SELECT rowid, offsets(email) FROM email 
    WHERE email MATCH 'body:gas reminder'
  } 
} {20 [2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3]}
do_test fts1c-2.4 {
  execsql {
    SELECT rowid, offsets(email) FROM email 
    WHERE subject MATCH 'gas reminder'
  } 
} {20 [2 0 42 3 2 1 54 8]}
do_test fts1c-2.5 {
  execsql {
    SELECT rowid, offsets(email) FROM email 
    WHERE body MATCH 'gas reminder'
  } 
} {20 [3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3]}
```

Document 32 contains 5 instances of the world "child". But only 3 of them are paired with "product". Make sure only those instances that match the phrase appear in the offsets(email) list.

```
do_test fts1c-3.1 {
  execsql {
    SELECT rowid, offsets(email) FROM email 
    WHERE body MATCH 'child product' AND rowid=32
  } 
} {32 [3 0 94 5 3 0 114 5 3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7 3 1 493 7]}
```
do_test fts1c-3.2 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH "child product"
  }
} {32 {3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7}}

# Snippet generator tests
#
do_test fts1c-4.1 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
  }
} {{Alert Posted 10:00 AM November 20,2000: E-<b>GAS</b>/ Request <b>Reminder</b>}}

do_test fts1c-4.2 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'christmas candlelight'
  }
} {{<b>...</b> place.? What do you think about going here <b>Christmas</b>?

eve?? They have an 11:00 a.m. service and a <b>candlelight</b> service at 5:00 p.m.,
among others. <b>...</b>}}

do_test fts1c-4.3 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
} {{EOL-Accenture <b>Deal</b> <b>Sheet</b> intent
  Review Enron asset base for <b>potential</b>/ licensing
  Contract negotiations <b>...</b>}}

do_test fts1c-4.4 {
  execsql {
    SELECT snippet(email,'<<','>>',' ') FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
} {{EOL-Accenture <<Deal>> <<Sheet>> intent
  Review Enron asset base for <<potential>> <<reuse>>/ licensing
  Contract negotiations  }}

do_test fts1c-4.5 {
  execsql {
    SELECT snippet(email,'<<','>>',' ') FROM email
    WHERE email MATCH 'first things'
  }
} {{Re: <<First>> Polish Deal! Congrats! <<Things>> seem to be building rapidly now on the  }}

do_test fts1c-4.6 {
  execsql {

SELECT snippet(email) FROM email
WHERE email MATCH 'chris is here'
}
} {{<b>chris</b>.germany@enron.com <b>...</b> Sounds good to me. I bet this <b>is</b> next to the Warick?? Hotel. <b>...</b> place.? What do you think about going <b>here</b> Christmas eve?? They have an 11:00 a.m. <b>...</b>}}
do_test fts1c-4.7 {
execsql {
    SELECT snippet(email) FROM email
WHERE email MATCH "pursuant to"
}
} {{Erin:

<b>Pursuant</b> to your request, attached are the Schedule to <b>...</b>}}
do_test fts1c-4.8 {
execsql {
    SELECT snippet(email) FROM email
WHERE email MATCH 'ancillary load davis'
}
} {{pete.<b>davis</b>@enron.com <b>...</b> Start Date: 4/22/01; HourAhead hour: 3; No <b>ancillary</b> schedules awarded.
Variances detected.
Variances detected in <b>Load</b> schedule.

LOG MESSAGES:

PARSING <b>...</b>}}

# Combinations of AND and OR operators:
#
do_test fts1c-5.1 {
execsql {
    SELECT snippet(email) FROM email
WHERE email MATCH 'questar enron OR com'
}
} {{matt.smith@<b>enron</b>.<b>com</b> <b>...</b> six reports:

31 Keystone Receipts
15 <b>Questar</b> Pipeline
40 Rockies Production
22 West_2 <b>...</b>}}
do_test fts1c-5.2 {
execsql {
    SELECT snippet(email) FROM email
WHERE email MATCH 'enron OR com questar'
}
} {{matt.smith@<b>enron</b>.<b>com</b> <b>...</b> six reports:
31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West 

finish_test

Found in path(s):
No license file was found, but licenses were detected in source scan.

Copyright 1997-2006 Adobe Systems Incorporated. All Rights Reserved.

Found in path(s):
* %%%Copyright
No license file was found, but licenses were detected in source scan.

%%Copyright: Copyright(C)2000-2006 Adobe Systems, Inc. All Rights Reserved.
%%Copyright: Copyright(C)1997-2007 Adobe Systems, Inc. All Rights Reserved.
%%BeginResource: procset Adobe_CoolType_Core 2.31 0

Found in path(s):
No license file was found, but licenses were detected in source scan.

SQLite is open source, and is available in the public domain

Found in path(s):
No license file was found, but licenses were detected in source scan.

application code is free to use these routines as well, if desired.

Found in path(s):
No license file was found, but licenses were detected in source scan.

MMFauxFont.prc

Found in path(s):
* %%%BeginFile
FOR IMMEDIATE RELEASE:

SQLite Consortium Launches With Mozilla And Symbian As Charter Members

Ensures independent technical direction for world's most deployed SQL database engine

Charlotte, North Carolina - December 12, 2007 - The SQLite Consortium, a new membership association dedicated to maintaining SQLite as a fully open and independent product, was formally announced today. Mozilla and Symbian Ltd. have joined the SQLite Consortium as charter members.

SQLite is a compact, high efficiency, high reliability, embeddable SQL database engine. The source code to SQLite is in the public domain and is available with no associated fees. SQLite is the most deployed SQL database engine in the world and is currently used in a wide range of commercial software products and electronic devices from leading manufacturers. SQLite is found today in many mobile phones, MP3 players, set-top boxes, and PCs.

The mission of the SQLite Consortium is to continue developing and enhancing SQLite as a product that anyone may use without paying royalties or licensing fees. Members of the SQLite Consortium provide funding to enable this mission and in return receive enterprise-level technical support. Technical control and direction of SQLite remains entirely with the SQLite developers.

Mozilla, developer of the popular open-source Firefox web browser, and Symbian, the market-leading open operating system for advanced data-enabled smartphones, both deploy the SQLite database engine in their products. As charter members of the Consortium, Mozilla and Symbian are ensuring the development and support of SQLite as a freely accessible and public domain software asset.

"SQLite has become a popular embedded database because it is lightweight, fast, and open source," said Michael Schroepfer, Vice President of Engineering, Mozilla. "As a charter member of the SQLite Consortium, Mozilla is excited to help ensure SQLite remains a vibrant and open technology, in line with our mission to promote choice and innovation on the Internet."

"The SQLite Consortium will help set the standards for database management which are essential in smartphone functionality and will also help create a pool of developers, highly-skilled in SQLite for future mobile phone development," said Bruce Carney, Director, Developer Programmes & Services, Symbian. "Our involvement with the SQL Consortium not only demonstrates Symbian's commitment to open standards in the industry, but as mobile phones become increasingly powerful
and smartphones become increasingly popular, we are focused on ensuring that
desktop developers, who move to the mobile space, have the easiest and most
productive experience possible.”

.SQLite is a winner of the 2005 Google/O'Reilly Open Source Award. Additional
information regarding the SQLite Consortium is available at the SQLite website,
http://www.sqlite.org/.

.SQLite is a software library that implements a self-contained, embeddable,
serverless, zero-configuration, transactional SQL database engine. The code for
SQLite is in the public domain and is free for any use, commercial or private.
SQLite is currently found in countless software titles and electronic devices.

.SQLite was originally developed and released 2000 by Dr. D. Richard Hipp.
The code continues to be maintained and enhanced by an international team
of developers under Hipp's direction.

CONTACT INFORMATION:
SQLite Consortium
Dr. D. Richard Hipp
6200 Maple Cove Lane
Charlotte, NC 28269
Email: drh@sqlite.org
http://www.sqlite.org/
Tel: +1.704.948.4565

Mozilla is a global community dedicated to building free, open source products
and technologies that improve the online experience for people everywhere.
Mozilla works in the open with a highly disciplined, transparent and cooperative
development process, under the umbrella of the non-profit Mozilla Foundation.
As a wholly owned subsidiary, the Mozilla Corporation organizes the development
and marketing of Mozilla products. This unique structure has enabled Mozilla to
financially support and cultivate competitive, viable community innovation.
For more information, visit www.mozilla.com.

CONTACT INFORMATION:
About Symbian Limited

Symbian is a software licensing company that develops and licenses Symbian OS, the market-leading open operating system for advanced, data-enabled mobile phones known as smartphones.

Symbian licenses Symbian OS to the world's leading handset manufacturers and has built close co-operative business relationships with leading companies across the mobile industry. During Q3 2007, 20.4 million Symbian smartphones were sold worldwide to over 250 major network operators, bringing the total number of Symbian smartphones shipped up to 30 September 2007 to 165 million.

Symbian has its headquarters in London, United Kingdom, with offices in the United States, United Kingdom, Asia (India, P.R. China, and Korea) and Japan. For more information, please visit www.symbian.com.

CONTACT INFORMATION:
Symbian Global Press Office
Karen Hamblen
+44 207 154 1707
press@symbian.com

The psow query parameter works with the default windows and unix VFSes but might be a no-op for other proprietary or non-standard VFSes.

SQLite core and like the SQLite core are in the public domain. The <b><a href="th3.html">TH3</a></b> test harness is a set of proprietary tests, written in
/*
** Return a pointer to the "temporary page" buffer held internally
** by the pager. This is a buffer that is big enough to hold the
** entire content of a database page. This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs. But other modules are free to use it too, as long as
** no rollbacks are happening.
*/

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

application is free to use the same <a href="../c3ref/sqlite3.html">database connection</a> or the

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

other proprietary or non-standard VFSes.
This SQLite Consortium Agreement ("Agreement") is made and entered into as of the _____ day of ______________, 2007 ("Effective Date") by and between ___________________ (the "Company"), and Hipp, Wyrick & Company, Inc., a Georgia Corporation with headquarters at 6200 Maple Cove Lane, Charlotte, NC ("Hwaci").

WHEREAS, Hwaci is the developer of a serverless, embeddable, public domain SQL database engine available at http://www.sqlite.org/ ("SQLite"); and

WHEREAS, Company wishes to support the independent development of the SQLite database engine to insure the continuing reliability, vitality, and independence of SQLite, and in connection therewith, Company wishes to provide funds for ongoing research, development, and maintenance of the SQLite code base, operation of the SQLite website, protection and maintenance of the SQLite trademark, as well as for promotion of SQLite at conferences and trade shows; and

WHEREAS, Company wishes to receive benefits in the form of services from Hwaci in consideration for their support of SQLite; and

WHEREAS, Company and Hwaci each wish SQLite to be supported and maintained as an independent, community-driven project, and to ensure the SQLite development team remains independent.

NOW, THEREFORE, in consideration of the mutual promises contained herein, the parties agree as follows:

1.0 Definitions

1.1 SQLite Developers

The "SQLite Developers" are the employees or contractors of Hwaci engaged
in the development of SQLite, including without limitation the SQLite Architect.

<h3>1.2 SQLite Architect</h3>

The "SQLite Architect" is the SQLite Developer with ultimate responsibility and authority over changes and maintenance of the SQLite code. The current SQLite Architect is the original designer and developer of SQLite, D. Richard Hipp. Hwaci may change the SQLite Architect from time to time upon approval by Company.

<h3>1.3 Consortium Member</h3>

A "Consortium Member" is a company or organization, including but not limited to Company, which has entered into an agreement with Hwaci which is substantially similar to this Agreement.

<h2>2.0 Agreement</h2>

<h3>2.1 Responsibilities And Obligations Of SQLite Developers</h3>

<h4>2.1.1 General Support</h4>

The SQLite Developers shall provide, without limit, timely and accurate answers, advice, and instruction in response to questions and comments from Company about SQLite submitted by email or by telephone at any time day or night.

<h4>2.1.2 Debugging Support</h4>

The SQLite Developers shall at Company's request provide Company with direct assistance in debugging applications that are built upon or use SQLite. The combined time for Debugging Support and Custom Development for Company is limited to 330 hours per year.

<h4>2.1.3 Custom Development</h4>

The SQLite Developers shall at the request of Company write new extensions or enhancements to SQLite according to Company's specifications. These extensions and enhancements may be proprietary to Company or open source or with the consent of both Company and the SQLite Architect may be folded into the public domain SQLite source tree. The time devoted to Custom Development for Company is limited 220 hours per year.

<h4>2.1.4 Custom Builds</h4>

The SQLite Developers shall at Company's request provide Company
with specialized builds of SQLite according to Company's specifications.
</p>

<h4>2.1.5 Legacy Support</h4>
<p>The SQLite Developers shall at Company's request provide support
and bug-fix patches for any historical version of SQLite.</p>

<h4>2.1.6 Custom Testing</h4>
<p>The SQLite Developers shall at Company's request set up and run
acceptance tests according Company's specifications that are specifically
designed to exercise SQLite as configured and used by Company.
These acceptance tests shall be run and shall pass prior to any release
of SQLite.</p>

<h4>2.1.7 Priority Bug Fixes</h4>
<p>The SQLite Developers shall assign highest priority to fixing bugs
in SQLite that are reported by Company or in which Company has
expressed a specific interest.</p>

<h4>2.1.8 Code Quality</h4>
<p>The SQLite Developers shall at all times keep the SQLite source
code well commented and documented and clearly structured and
organized so that an experienced and competent programmer can
understand it and support it after no more than a few months of study.</p>

<h4>2.1.9 Backwards Compatibility</h4>
<p>The SQLite Developers recognize that Company uses SQLite
in mission-critical applications and therefore shall work diligently
to ensure continuing bug-free correct operation and backwards
compatibility with prior releases.</p>

<h4>2.1.10 Test Coverage</h4>
<p>The SQLite Developers shall maintain the SQLite test suite such
that no less than 95% source code coverage is provided.</p>

<h4>2.1.11 Website</h4>
<p>The SQLite Developers shall maintain the SQLite website at
<a href="http://www.sqlite.org/">http://www.sqlite.org/</a> in good working order and all SQLite source code shall
be made freely available at such website.</p>
<h3>2.2 Responsibilities And Obligations Of The SQLite Architect</h3>

2.2.1 Private Briefings
The SQLite Architect shall, at the request of Company, provide Company with private notification and briefings of any new bugs or new features in SQLite that might effect Company's products.

2.2.2 Direction
The SQLite Architect shall coordinate the activities of SQLite Developers and shall publish from time to time a roadmap of proposed future changes and enhancements to SQLite.

2.2.3 Oversight
The SQLite Architect shall personally review all changes to the SQLite Source Code and take responsibility for the quality and correctness of those changes.

2.2.4 Continuity
The initial SQLite Architect shall be the original developer of SQLite, D. Richard Hipp. The role of SQLite Architect shall not be assigned to another during the term of this Agreement except due to the disability of Dr. Hipp and with approval of Company.

<h3>2.3 Responsibilities And Obligations Of Hwaci</h3>

2.3.1 Employer
Hwaci shall act as the employer of the SQLite Developers and SQLite Architect and shall make all tax and legal filings and tax withholding required by employers. Hwaci shall provide Company with W-9 information upon request.

2.3.2 Responsible Party
All obligations of the SQLite Developers set forth in this agreement are deemed obligations of Hwaci. Hwaci shall recruit, employ, and supervise SQLite Developers in such a way that the responsibilities and obligations of the SQLite Developers set forth in this agreement are upheld.

2.3.3 Multiple Developers
Hwaci shall recruit and employ as many SQLite Developers for as many hours as can be reasonably achieved using the funds received
So that support for SQLite will not be interrupted by the disability or withdrawal of any one SQLite Developer, Hwaci will keep at least two knowledgeable and competent SQLite Developers on staff.

**2.3.4 Mentorship**

Hwaci shall work to encourage independent programmers from around the world to become familiar with SQLite internals so that there will be a pool of talent able to support SQLite in the future.

**2.3.5 Audits**

Hwaci shall keep and maintain complete and accurate records of the use of development funds provided by Company and shall allow Company, or its representative, a certified public accountant mutually acceptable to Hwaci and Company, during office hours and at reasonable intervals, no more than once every 12 months, to inspect and make extracts or copies of such records solely for the purpose of ascertaining Hwaci's compliance with the objectives and requirements of this agreement.

**2.3.6 Disaster Planning**

Hwaci shall maintain backup copies of all SQLite source files and documentation, current and historical, at at least two separate locations separated from each other and from the primary on-line SQLite repository by at least 400 kilometers.

**2.3.7 Trademark**

Hwaci shall maintain ownership of the SQLite trademark and the sqlite.org domain name and shall purchase bandwidth and server space for the [http://www.sqlite.org/](http://www.sqlite.org/) website.

**2.3.8 No Take-overs or Buy-outs**

Neither Hwaci nor the SQLite Architect shall relinquish development control of SQLite during the term of this Agreement, by acquisition or merger or by any other means, except with the consent of Company.

**2.3.9 New Consortium Members**

New Consortium Members may be accepted into the consortium from
time to time under identical terms as this agreement, or under
substantially similar terms that have been approved by existing
Consortium Members.

2.3.10 Adequate Staff
Hwaci shall recruit and employ a sufficient number of qualified
SQLite Developers to easily cover all custom development,
debugging, and general support service obligations for all
Consortium Members while still providing ample time for
the SQLite Developers to engage in general maintenance
and extension of SQLite.

2.3.11 Use Of Funds
Hwaci shall use the funds provided hereunder
solely for the development and maintenance of SQLite as set forth in
this Agreement.
Interest on funds received in advance and held in trust will
be reinvested and used for the same purposes as the principal.

2.4 Responsibilities And Obligations Of Company

2.4.1 Funding
Company shall provide funding for the ongoing support and
maintenance of SQLite as set forth in section 3.0 "Fees".

2.4.2 Copyright Disclaimer
Company acknowledges that SQLite source code and documentation
published on the SQLite website is in the public domain and that nothing in this agreement shall change
that fact.

3.0 Fees
In consideration of the performance
by Hwaci, the SQLite Developers, and the SQLite Architect
of the obligations described herein,
Company shall pay Hwaci at least US $75,000 per year in advance
either annually, quarterly, or monthly, at Company's discretion.

4.0 Confidentiality

4.1 Definition of Confidential Information
"Confidential Information" means any Company proprietary information,
technical data, trade secrets or know-how, including, but not limited to, research, product plans, products, services, customers, customer lists, markets, software, developments, inventions, processes, formulas, technology, designs, drawings, engineering, hardware configuration information, marketing, finances or other business information disclosed by Company either directly or indirectly in writing, orally or by drawings or inspection of parts or equipment.</p>

<h3>4.2 Non-Use and Non-Disclosure.</h3>

<p>Hwaci shall not, during or subsequent to the term of this Agreement, use Company's Confidential Information for any purpose whatsoever other than the performance of the Services or disclose Company's Confidential Information to any third party. The parties acknowledge that Confidential Information will remain the sole property of Company. Hwaci shall take all reasonable precautions to prevent any unauthorized disclosure of Confidential Information including, but not limited to, having each employee or consultant of Hwaci, if any, with access to any Confidential Information, execute a nondisclosure agreement containing provisions in Company's favor substantially similar to this Agreement. Confidential Information does not include information that: (i) is known to Hwaci at the time of disclosure to Hwaci by Company as evidenced by written records of Hwaci; (ii) has become publicly known and made generally available through no wrongful act of Hwaci; or (iii) has been received by Hwaci from a third party who is authorized to make such disclosure.</p>

<h4>4.2.1 Disclosure Required by Law</h4>

In the event any Confidential Information is required to be disclosed by Hwaci under the terms of a valid and effective subpoena or order issued by a court of competent jurisdiction, or by a demand or information request from an executive or administrative agency or other governmental authority, Hwaci shall, unless prohibited by the terms of a subpoena, order, or demand, promptly notify Company of the existence, terms and circumstances surrounding such demand or request, shall consult with Company on the advisability of taking legally available steps to resist or narrow such demand or request, and, if disclosure of such Confidential Information is required, shall exercise its reasonable best efforts to narrow the scope of disclosure and obtain an order or other reliable assurance that confidential treatment will be accorded to such Confidential Information. To the extent that Hwaci is prohibited from notifying Company of a subpoena, order or demand, by the terms of same, Hwaci shall exercise its reasonable efforts to narrow the scope of disclosure.
4.3 Return of Materials.

Upon the termination of this Agreement, or upon Company’s earlier request, Hwaci shall deliver to Company all of Company’s property or Confidential Information that Hwaci may have in Hwaci’s possession or control.

5.0 Intellectual Property

5.1 No Assignment

Company acknowledges that all copyrightable material, notes, records, drawings, designs, inventions, improvements, developments, discoveries and trade secrets made, generated, conceived, or reduced to practice by Hwaci related to SQLite will remain the property of Hwaci. Nothing in this Agreement will be construed to transfer any intellectual property right of Hwaci to Company.

5.2 Availability and Public Domain Dedication

The SQLite Developers and Hwaci shall, subject to their discretion as to the quality and suitability of the SQLite source code and documentation for public release, make the SQLite source code and documentation publicly available as downloadable files and make a public statement ceding all intellectual property rights, including but not limited to copyright and patent rights, in the SQLite source code and documentation to the public domain. To the extent that the SQLite Developers and Hwaci elect not to release the SQLite source code and documentation publicly, they shall provide copies thereof to Company and hereby grants to Company, under all of the SQLite Developers’ and Hwaci’s rights including but not limited to copyright and patent rights, in and to the SQLite source code and documentation, perpetual, irrevocable, worldwide, non-exclusive, sublicensable license to use, copy, prepare derivative works of, publicly perform and display the SQLite source code and documentation and derivative works thereof.

5.3 Trademark
Hwaci shall use the name "SQLite" only to apply to the publicly available project known by such name as of the Effective Date. Hwaci may in its discretion file such trademark applications or registrations as it deems appropriate to protect or record its rights therein, and may set such policies as it deems appropriate for licensing the use of the trademark.

6.0 Representations And Warranties

6.1 Intellectual Property Clearances.

Hwaci hereby represents and warrants that Hwaci shall enter into agreements with the SQLite Developers sufficient to enable Hwaci to undertake the obligations of Section 5.

6.2 Disclaimer.

THE WORK PRODUCT AND ALL MATERIAL PROVIDED BY HWACI AND COMPANY ARE PROVIDED "AS IS." NEITHER PARTY MAKES ANY REPRESENTATIONS OR WARRANTIES OF ANY KIND, WHETHER ORAL OR WRITTEN, WHETHER EXPRESS, IMPLIED, OR ARISING BY STATUTE, CUSTOM, COURSE OF DEALING OR TRADE USAGE, WITH RESPECT TO THE SUBJECT MATTER HEREOF, IN CONNECTION WITH THIS AGREEMENT. EACH PARTY SPECIFICALLY DISCLAIMS ANY AND ALL IMPLIED WARRANTIES OR CONDITIONS OF TITLE, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT.

7.0 Term And Termination

7.1 Term.

This Agreement will commence on the Effective Date and will continue until 12 months after the Effective Date. Thereafter, the parties may by mutual consent renew this Agreement subject to agreement on fees to be paid by Company for sponsorship for additional periods.

7.2 Termination.

If either party materially defaults in the performance of any of its material obligations hereunder and if any such default is not corrected within 30 days after notice in writing, then the non-defaulting party, at its option, may, in addition to any other remedies it may have, thereupon terminate this Agreement by giving written notice of termination to the defaulting party.
<h3>7.3 Survival.</h3>

Upon such termination all rights and duties of the parties toward each other will cease except:
Sections 4 (Confidentiality), 5 (Intellectual Property), and 8 (Miscellaneous) will survive termination of this Agreement.

<h2>8. Miscellaneous</h2>

<h3>8.1 Nonassignment/Binding Agreement.</h3>

The parties acknowledge that the unique nature of Hwaci's services are substantial consideration for the parties' entering into this Agreement. Neither this Agreement nor any rights under this Agreement may be assigned or otherwise transferred by Hwaci, in whole or in part, whether voluntarily or by operation of law, without the prior written consent of Company, which consent will not be unreasonably withheld. Subject to the foregoing, this Agreement will be binding upon and will inure to the benefit of the parties and their respective successors and assigns. Any assignment in violation of the foregoing will be null and void.

<h3>8.2 Notices.</h3>

Any notice required or permitted under the terms of this Agreement or required by law must be in writing and must be: (a) delivered in person; (b) sent by first class registered mail, or air mail, as appropriate; or (c) sent by overnight air courier, in each case properly posted and fully prepaid to the appropriate address set forth in the preamble to this Agreement. Either party may change its address for notice by notice to the other party given in accordance with this Section. Notices will be considered to have been given at the time of actual delivery in person, three business days after deposit in the mail as set forth above, or one day after delivery to an overnight air courier service.

<h3>8.3 Waiver.</h3>

Any waiver of the provisions of this Agreement or of a party's rights or remedies under this Agreement must be in writing to be effective. Failure, neglect, or delay by a party to enforce the provisions of this Agreement or its rights or remedies at any time, will
not be construed as a waiver of such party's rights under this Agreement and will not in any way affect the validity of the whole or any part of this Agreement or prejudice such party’s right to take subsequent action. No exercise or enforcement by either party of any right or remedy under this Agreement will preclude the enforcement by such party of any other right or remedy under this Agreement or that such party is entitled by law to enforce.</p>

<h3>8.4 Severability.</h3>

<p>If any term, condition, or provision in this Agreement is found to be invalid, unlawful or unenforceable to any extent, the parties shall endeavor in good faith to agree to such amendments that will preserve, as far as possible, the intentions expressed in this Agreement. If the parties fail to agree on such an amendment, such invalid term, condition or provision will be severed from the remaining terms, conditions and provisions, which will continue to be valid and enforceable to the fullest extent permitted by law.</p>

<h3>8.5 Integration.</h3>

<p>This Agreement contains the entire agreement of the parties with respect to the subject matter of this Agreement and supersedes all previous communications, representations, understandings and agreements, either oral or written, between the parties with respect to said subject matter. This Agreement may not be amended, except by a writing signed by both parties.</p>

<h3>8.6 Counterparts.</h3>

<p>This Agreement may be executed in counterparts, each of which so executed will be deemed to be an original and such counterparts together will constitute one and the same agreement.</p>

<h3>8.7 Governing Law.</h3>

<p>This Agreement will be interpreted and construed in accordance with the laws of the State of North Carolina and the United States of America, without regard to conflict of law principles. All disputes arising out of this Agreement will be subject to the exclusive jurisdiction of the state and federal courts located in North Carolina.</p>
North Carolina, and each party hereby consents to the personal jurisdiction thereof. </p>

<h3>8.8 Independent Contractors.</h3>

<p>It is the intention of the parties that Hwaci is an independent contractor. Nothing in this Agreement will in any way be construed to constitute Hwaci or any of its employees as an agent, employee or representative of Company. </p>

<h2>9.0 Signatures</h2>

<p>The parties have executed this Agreement below to indicate their acceptance of its terms. </p>

<table width="100%" border="0">
<tr><td valign="top">
HWACI<br>
By:<br>
Print Name:<br>
Title:<br>
</td><td width="10%"></td><td valign="top">
COMPANY<br>
By:<br>
Print Name:<br>
Title:<br>
</td></tr></table>

Found in path(s):

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

/*
 ** 2004 May 22
 **
 ** The author disclaims copyright to this source code. In place of
 ** a legal notice, here is a blessing:
 **
 */
May you do good and not evil.
May you find forgiveness for yourself and forgive others.
May you share freely, never taking more than you give.

This file contains the VFS implementation for unix-like operating systems include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.

There are actually several different VFS implementations in this file. The differences are in the way that file locking is done. The default implementation uses Posix Advisory Locks. Alternative implementations use flock(), dot-files, various proprietary locking schemas, or simply skip locking all together.

This source file is organized into divisions where the logic for various subfunctions is contained within the appropriate division. PLEASE KEEP THE STRUCTURE OF THIS FILE INTACT. New code should be placed in the correct division and should be clearly labeled.

The layout of divisions is as follows:

* General-purpose declarations and utility functions.
* Unique file ID logic used by VxWorks.
* Various locking primitive implementations (all except proxy locking):
  + for Posix Advisory Locks
  + for no-op locks
  + for dot-file locks
  + for flock() locking
  + for named semaphore locks (VxWorks only)
  + for AFP filesystem locks (MacOSX only)
* sqlite3_file methods not associated with locking.
* Definitions of sqlite3_io_methods objects for all locking methods plus "finder" functions for each locking method.
* sqlite3_vfs method implementations.
* Locking primitives for the proxy uber-locking-method. (MacOSX only)
* Definitions of sqlite3_vfs objects for all locking methods
  plus implementations of sqlite3_os_init() and sqlite3_os_end().

This code implements the MD5 message-digest algorithm. The algorithm is due to Ron Rivest. This code was
* written by Colin Plumb in 1993, no copyright is claimed.
* This code is in the public domain; do with it what you wish.
* Equivalent code is available from RSA Data Security, Inc.
* This code has been tested against that, and is equivalent,
* except that you don't need to include two pages of legalese
* with every copy.
* To compute the message digest of a chunk of bytes, declare an
* MD5Context structure, pass it to MD5Init, call MD5Update as
* needed on buffers full of bytes, and then call MD5Final, which
* will fill a supplied 16-byte array with the digest.
*/
# 2001 September 15
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
# May you do good and not evil.
# May you find forgiveness for yourself and forgive others.
# May you share freely, never taking more than you give.
#
#***********************************************************************
# This file implements regression tests for SQLite library. The
# focus of this file is testing built-in functions.
#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# Create a table to work with.
#
do_test func-0.0 {
    execsql {CREATE TABLE tbl1(t1 text)}
    foreach word [this program is free software] {
        execsql "INSERT INTO tbl1 VALUES('$word')"
    }
    execsql {SELECT t1 FROM tbl1 ORDER BY t1}
} {free is program software this}

do_test func-0.1 {
    execsql {
CREATE TABLE t2(a);
INSERT INTO t2 VALUES(1);
INSERT INTO t2 VALUES(NULL);
INSERT INTO t2 VALUES(345);
INSERT INTO t2 VALUES(NULL);
INSERT INTO t2 VALUES(67890);
SELECT * FROM t2;
    }
} {1 {} 345 {} 67890}

# Check out the length() function
#
do_test func-1.0 {
    execsql {SELECT length(t1) FROM tbl1 ORDER BY t1}
} {4 2 7 8 4}
do_test func-1.1 {
    set r [catch {execsql {SELECT length(*) FROM tbl1 ORDER BY t1}} msg]
lappend r $msg
) {1 {wrong number of arguments to function length()}}
do_test func-1.2 {
    set r [catch {execsql {SELECT length(t1,5) FROM tbl1 ORDER BY t1}} msg]
lappend r $msg
) {1 {wrong number of arguments to function length()}}
do_test func-1.3 {
    execsql (SELECT length(t1), count(*) FROM tbl1 GROUP BY length(t1)
              ORDER BY length(t1))
} {2 1 4 2 7 1 8 1}
do_test func-1.4 {
    execsql (SELECT coalesce(length(a),-1) FROM t2)
} {1 -1 3 -1 5}

# Check out the substr() function
#
do_test func-2.0 {
    execsql (SELECT substr(t1,1,2) FROM tbl1 ORDER BY t1)
} {fr is pr so th}
do_test func-2.1 {
    execsql (SELECT substr(t1,2,1) FROM tbl1 ORDER BY t1)
} {r s r o h}
do_test func-2.2 {
    execsql (SELECT substr(t1,3,3) FROM tbl1 ORDER BY t1)
} {ee {} ogr ftw is}
do_test func-2.3 {
    execsql (SELECT substr(t1,-1,1) FROM tbl1 ORDER BY t1)
} {e s m e s}
do_test func-2.4 {
    execsql (SELECT substr(t1,-1,2) FROM tbl1 ORDER BY t1)
} {e s m e s}
do_test func-2.5 {
    execsql (SELECT substr(t1,-2,1) FROM tbl1 ORDER BY t1)
} {e i a r i}
do_test func-2.6 {
    execsql (SELECT substr(t1,-2,2) FROM tbl1 ORDER BY t1)
} {ee is am re is}
do_test func-2.7 {
    execsql (SELECT substr(t1,-4,2) FROM tbl1 ORDER BY t1)
} {fr {} gr wa th}
do_test func-2.8 {
    execsql (SELECT t1 FROM tbl1 ORDER BY substr(t1,2,20))
} {this software free program is}
do_test func-2.9 {
    execsql (SELECT substr(a,1,1) FROM t2)
} {1 {} 3 {} 6}
do_test func-2.10 {
    execsql (SELECT substr(a,2,2) FROM t2)
Only do the following tests if TCL has UTF-8 capabilities

```tcl
if {"\u1234" != "u1234"} {
    # Put some UTF-8 characters in the database
    #
    do_test func-3.0 {
        execsql {DELETE FROM tbl1}
        foreach word "contains UTF-8 characters hi\u1234ho" {
            execsql "INSERT INTO tbl1 VALUES('$word')"
        }
        execsql {SELECT t1 FROM tbl1 ORDER BY t1}
    } "UTF-8 characters contains hi\u1234ho"
    do_test func-3.1 {
        execsql {SELECT length(t1) FROM tbl1 ORDER BY t1}
    } {5 10 8 5}
    do_test func-3.2 {
        execsql {SELECT substr(t1,1,2) FROM tbl1 ORDER BY t1}
    } {UT ch co hi}
    do_test func-3.3 {
        execsql {SELECT substr(t1,1,3) FROM tbl1 ORDER BY t1}
    } "UTF cha con hi\u1234"
    do_test func-3.4 {
        execsql {SELECT substr(t1,2,2) FROM tbl1 ORDER BY t1}
    } "TF ha on i\u1234"
    do_test func-3.5 {
        execsql {SELECT substr(t1,2,3) FROM tbl1 ORDER BY t1}
    } "TF- har ont i\u1234h"
    do_test func-3.6 {
        execsql {SELECT substr(t1,3,2) FROM tbl1 ORDER BY t1}
    } "F- ar nt \u1234h"
    do_test func-3.7 {
        execsql {SELECT substr(t1,4,2) FROM tbl1 ORDER BY t1}
    } "-8 ra ta ho"
    do_test func-3.8 {
        execsql {SELECT substr(t1,-1,1) FROM tbl1 ORDER BY t1}
    } "8 s s o"
    do_test func-3.9 {
        execsql {SELECT substr(t1,-3,2) FROM tbl1 ORDER BY t1}
    } "F- er in \u1234h"
    do_test func-3.10 {
        execsql {SELECT substr(t1,-4,3) FROM tbl1 ORDER BY t1}
    } "TF- ter ain i\u1234h"
    do_test func-3.99 {
        execsql {DELETE FROM tbl1}
    }
    foreach word [this program is free software] {
        execsql {DELETE FROM tbl1}
    }
}
```

execsql "INSERT INTO tbl1 VALUES('$word')"
}
execsql {SELECT t1 FROM tbl1}
} {this program is free software}

} ;# End \u1234!=u1234

# Test the abs() and round() functions.
#
ifcapable !floatingpoint {
  do_test func-4.1 {
    execsql {
      CREATE TABLE t1(a,b,c);
      INSERT INTO t1 VALUES(1,2,3);
      INSERT INTO t1 VALUES(2,12345678901234,-1234567890);
      INSERT INTO t1 VALUES(3,-2,-5);
    }
    catchsql {SELECT abs(a,b) FROM t1}
    } {1 {wrong number of arguments to function abs()}}
  }
  ifcapable floatingpoint {
    do_test func-4.1 {
      execsql {
        CREATE TABLE t1(a,b,c);
        INSERT INTO t1 VALUES(1,2,3);
        INSERT INTO t1 VALUES(2,1.2345678901234,-12345.67890);
        INSERT INTO t1 VALUES(3,-2,-5);
      }
      catchsql {SELECT abs(a,b) FROM t1}
    } {1 {wrong number of arguments to function abs()}}
  }
  do_test func-4.2 {
    catchsql {SELECT abs() FROM t1}
    } {1 {wrong number of arguments to function abs()}}
  ifcapable floatingpoint {
    do_test func-4.3 {
      catchsql {SELECT abs(b) FROM t1 ORDER BY a}
    } {0 {2 1.2345678901234 2}}
    do_test func-4.4 {
      catchsql {SELECT abs(c) FROM t1 ORDER BY a}
    } {0 {3 12345.6789 5}}
  }
  ifcapable !floatingpoint {
    if [[working_64bit_int]] {
      do_test func-4.3 {
        catchsql {SELECT abs(b) FROM t1 ORDER BY a}
      } {0 {2 12345678901234 2}}
    }
do_test func-4.4 {
    catchsql {SELECT abs(c) FROM t1 ORDER BY a}
} {0 [3 1234567890 5]}
}
do_test func-4.4.1 {
    execsql {SELECT abs(a) FROM t2}
} {1 [1 345 1 67890]}
do_test func-4.4.2 {
    execsql {SELECT abs(t1) FROM tbl1}
} {0.0 0.0 0.0 0.0 0.0}

if capable floatingpoint {
    do_test func-4.5 {
        catchsql {SELECT round(a,b,c) FROM t1}
    } {1 [wrong number of arguments to function round()]}  
    do_test func-4.6 {
        catchsql {SELECT round(b,2) FROM t1 ORDER BY b}
    } {0 [-2.0 1.23 2.0]}  
    do_test func-4.7 {
        catchsql {SELECT round(b,0) FROM t1 ORDER BY a}
    } {0 [2.0 1.0 -2.0]}  
    do_test func-4.8 {
        catchsql {SELECT round(c) FROM t1 ORDER BY a}
    } {0 [3.0 -12346.0 -5.0]}  
    do_test func-4.9 {
        catchsql {SELECT round(c,a) FROM t1 ORDER BY a}
    } {0 [3.0 -12345.68 -5.0]}  
    do_test func-4.10 {
        catchsql {SELECT ‘x’ || round(c,a) || ’y’ FROM t1 ORDER BY a}
    } {0 [x3.0y x-12345.68y x-5.0y]}  
    do_test func-4.11 {
        catchsql {SELECT round() FROM t1 ORDER BY a}
    } {1 [wrong number of arguments to function round()]}  
    do_test func-4.12 {
        execsql {SELECT coalesce(round(a,2),’nil’) FROM t2}
    } {1.0 nil 345.0 nil 67890.0}  
    do_test func-4.13 {
        execsql {SELECT round(t1,2) FROM tbl1}
    } {0.0 0.0 0.0 0.0 0.0}  
    do_test func-4.14 {
        execsql {SELECT typeof(round(5.1,1));}
    } {real}  
    do_test func-4.15 {
        execsql {SELECT typeof(round(5.1));}
    } {real}  
    do_test func-4.16 {
        catchsql {SELECT round(b,2.0) FROM t1 ORDER BY b}
    } {0 [-2.0 1.23 2.0]}
# Verify some values reported on the mailing list.
# Some of these fail on MSVC builds with 64-bit long doubles, but not on GCC builds with 80-bit long doubles.

```bash
for {set i 1} {$i<999} {incr i} {
    set x1 [expr 40222.5 + $i]
    set x2 [expr 40223.0 + $i]
    do_test func-4.17.$i {
        execsql {SELECT round($x1);}
    } $x2
}
for {set i 1} {$i<999} {incr i} {
    set x1 [expr 40222.05 + $i]
    set x2 [expr 40222.10 + $i]
    do_test func-4.18.$i {
        execsql {SELECT round($x1,1);}
    } $x2
}
do_test func-4.20 {
    execsql {SELECT round(40223.49999999999);}
} {40223.0}
do_test func-4.21 {
    execsql {SELECT round(40224.49999999999);}
} {40224.0}
do_test func-4.22 {
    execsql {SELECT round(40225.49999999999);}
} {40225.0}
for {set i 1} {$i<10} {incr i} {
    do_test func-4.23.$i {
        execsql {SELECT round(40223.49999999999,$i);}
    } {40223.5}
}
do_test func-4.24.$i {
    execsql {SELECT round(40224.49999999999,$i);}
} {40224.5}
do_test func-4.25.$i {
    execsql {SELECT round(40225.49999999999,$i);}
} {40225.5}
}
for {set i 10} {$i<32} {incr i} {
    do_test func-4.26.$i {
        execsql {SELECT round(40223.49999999999,$i);}
    } {40223.49999999999}
}
do_test func-4.27.$i {
    execsql {SELECT round(40224.49999999999,$i);}
} {40224.49999999999}
do_test func-4.28.$i {
    execsql {SELECT round(40225.49999999999,$i);}
} {40225.49999999999}
```

do_test func-4.29 {
  execsql {SELECT round(1234567890.5);}
} {1234567891.0}
do_test func-4.30 {
  execsql {SELECT round(12345678901.5);}
} {12345678902.0}
do_test func-4.31 {
  execsql {SELECT round(123456789012.5);}
} {123456789013.0}
do_test func-4.32 {
  execsql {SELECT round(1234567890123.5);}
} {1234567890124.0}
do_test func-4.33 {
  execsql {SELECT round(12345678901234.5);}
} {12345678901235.0}
do_test func-4.34 {
  execsql {SELECT round(12345678901234.5,1);}
} {12345678901235.0}
do_test func-4.35 {
  execsql {SELECT round(9999999999999.55,1);}
} {9999999999999.6}
do_test func-4.36 {
  execsql {SELECT round(9999999999999.556,2);}
} {9999999999999.56}
}

# Test the upper() and lower() functions
#
do_test func-5.1 {
  execsql {SELECT upper(t1) FROM tbl1}
} {THIS PROGRAM IS FREE SOFTWARE}
do_test func-5.2 {
  execsql {SELECT lower(upper(t1)) FROM tbl1}
} {this program is free software}
do_test func-5.3 {
  execsql {SELECT upper(a), lower(a) FROM t2}
} {1 1 [ ] [ ] 345 345 [ ] [ ] 67890 67890}
ifcapable !icu {
catchsql {SELECT upper(a,5) FROM t2}
} {1 [wrong number of arguments to function upper()]}
do_test func-5.5 {
catchsql {SELECT upper(*) FROM t2}
} {1 {wrong number of arguments to function upper()}}

# Test the coalesce() and nullif() functions
#
do_test func-6.1 {
execsql {SELECT coalesce(a,'xyz') FROM t2}
} {1 xyz 345 xyz 67890}
do_test func-6.2 {
execsql {SELECT coalesce(upper(a),'nil') FROM t2}
} {1 nil 345 nil 67890}
do_test func-6.3 {
execsql {SELECT coalesce(nullif(1,1),'nil')} 
} {nil}
do_test func-6.4 {
execsql {SELECT coalesce(nullif(1,2),'nil')} 
} {1}
do_test func-6.5 {
execsql {SELECT coalesce(nullif(1,NULL),'nil')} 
} {1}

# Test the last_insert_rowid() function
#
do_test func-7.1 {
execsql {SELECT last_insert_rowid()}
} [db last_insert_rowid]

# Tests for aggregate functions and how they handle NULLs.
#
ifcapable floatingpoint {
do_test func-8.1 {
ifcapable explain {
execsql {EXPLAIN SELECT sum(a) FROM t2;}
}
execsql {
SELECT sum(a), count(a), round(avg(a),2), min(a), max(a), count(*) FROM t2;
} {68236 3 22745.33 1 67890 5}
}
ifcapable !floatingpoint {
do_test func-8.1 {
ifcapable explain {
execsql {EXPLAIN SELECT sum(a) FROM t2;}
}
execsql {
SELECT sum(a), count(a), avg(a), min(a), max(a), count(*) FROM t2;

} {68236 3 22745.0 1 67890 5}
do_test func-8.2 {
  execsql {
    SELECT max('z+||a|abcdeghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP') FROM t2;
  }
  } {z+67890abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP}

ifcapable tempdb {
do_test func-8.3 {
  execsql {
    CREATE TEMP TABLE t3 AS SELECT a FROM t2 ORDER BY a DESC;
    SELECT min('z+||a|abcdeghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP') FROM t3;
    }
  } {z+1abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP}
} else {
do_test func-8.3 {
  execsql {
    CREATE TABLE t3 AS SELECT a FROM t2 ORDER BY a DESC;
    SELECT min('z+||a|abcdeghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP') FROM t3;
    }
  } {z+1abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP}
}
do_test func-8.4 {
  execsql {
    SELECT max('z+||a|abcdeghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP') FROM t3;
    }
  } {z+67890abcdefgijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOP}
ifcapable compound {
do_test func-8.5 {
  execsql {
    SELECT sum(x) FROM (SELECT '9223372036' || '854775807' AS x
      UNION ALL SELECT -9223372036854775807)
    }
  } {0}
do_test func-8.6 {
  execsql {
    SELECT typeof(sum(x)) FROM (SELECT '9223372036' || '854775807' AS x
      UNION ALL SELECT -9223372036854775807)
    }
  } {integer}
do_test func-8.7 {
  execsql {
    SELECT typeof(sum(x)) FROM (SELECT '9223372036' || '854775808' AS x
      UNION ALL SELECT -9223372036854775807)
    }
  }
ifcapable floatingpoint {
    do_test func-8.8 {
        execsql {
            SELECT sum(x)>0.0 FROM (SELECT '9223372036' || '854775808' AS x
                UNION ALL SELECT -9223372036850000000)
        }
        {1}
    }
}
ifcapable !floatingpoint {
    do_test func-8.8 {
        execsql {
            SELECT sum(x)>0 FROM (SELECT '9223372036' || '854775808' AS x
                UNION ALL SELECT -9223372036850000000)
        }
        {1}
    }
}

# How do you test the random() function in a meaningful, deterministic way?
#
do_test func-9.1 {
    execsql {
        SELECT random() is not null;
    }
    {1}
}
do_test func-9.2 {
    execsql {
        SELECT typeof(random());
    }
    {integer}
}
do_test func-9.3 {
    execsql {
        SELECT randomblob(32) is not null;
    }
    {1}
}
do_test func-9.4 {
    execsql {
        SELECT typeof(randomblob(32));
    }
    {blob}
}
do_test func-9.5 {
    execsql {
        SELECT length(randomblob(32)), length(randomblob(-5)),
            length(randomblob(2000))
    }
    {32 1 2000}
The "hex()" function was added in order to be able to render blobs generated by randomblob(). So this seems like a good place to test hex().

if capable bloblit {
    do_test func-9.10 {
        execsql {SELECT hex(x'00112233445566778899aAbBcCdDeEfF'))
        } {00112233445566778899AABBCCDDEEFF}
    }
}

set encoding [db one {PRAGMA encoding}]
if {$encoding=="UTF-16le"} {
    do_test func-9.11-utf16le {
        execsql {SELECT hex(replace('abcdefg','ef','12'))}
        } {61006200630064003100320066006700}
    do_test func-9.12-utf16le {
        execsql {SELECT hex(replace('abcdefg','",12'))}
        } {6100620063006400650066006700}
    do_test func-9.13-utf16le {
        execsql {SELECT hex(replace('aabcdefg','a',"aaa"))}
        } {6100610061006100610061006100660066006700}
    } elseif {$encoding=="UTF-8"} {
        do_test func-9.11-utf8 {
            execsql {SELECT hex(replace('abcdefg','ef','12'))}
            } {61626364313267}
        do_test func-9.12-utf8 {
            execsql {SELECT hex(replace('abcdefg','",12'))}
            } {61626364656667}
        do_test func-9.13-utf8 {
            execsql {SELECT hex(replace('aabcdefg','a',"aaa"))}
            } {6161616161626364656667}
    }
}

# Use the "sqlite_register_test_function" TCL command which is part of the text fixture in order to verify correct operation of some of the user-defined SQL function APIs that are not used by the built-in functions.

set ::DB [sqlite3_connection_pointer db]
sqlite_register_test_function S::DB testfunc
do_test func-10.1 {
    catchsql {
        SELECT testfunc(NULL,NULL);
    }
    } {1 {first argument should be one of: int int64 string double null value}}
do_test func-10.2 {
    execsql {
        SELECT testfunc( 'string', 'abcdefgijiklmmnopqrstuvwxyzABCDEFGHJKLMNOPQRSTUVWXYZ')
        } {61626364656667}
    }
'int', 1234
);
}
} {1234}
do_test func-10.3 {
  execsql {
    SELECT testfunc(
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'int', 1234,
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'string', NULL,
    );
  }
} {1234}
do_test func-10.4 {
  execsql {
    SELECT testfunc(
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'double', 1.234
    );
  }
} {1.234}
do_test func-10.5 {
  execsql {
    SELECT testfunc(
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'int', 1234,
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'int', 1234,
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'string', NULL,
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'double', 1.234,
      'string', 'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ',
      'double', 1.234
    );
  }
} {1.234}
}

# Test the built-in sqlite_version(*) SQL function.
#
do_test func-11.1 {
  execsql {
    SELECT sqlite_version(*);
  }
}
# Test that destructors passed to sqlite3 by calls to sqlite3_result_text()
# etc. are called. These tests use two special user-defined functions
# (implemented in func.c) only available in test builds.
#
# Function test_destructor() takes one argument and returns a copy of the
# text form of that argument. A destructor is associated with the return
# value. Function test_destructor_count() returns the number of outstanding
# destructor calls for values returned by test_destructor().
#
if {[db eval {PRAGMA encoding}]=="UTF-8"} {
  do_test func-12.1-utf8 {
    execsql {
      SELECT test_destructor('hello world'), test_destructor_count();
    }
    } {{hello world} 1}
  } else {
    ifcapable {utf16} {
      do_test func-12.1-utf16 {
        execsql {
          SELECT test_destructor16('hello world'), test_destructor_count();
        }
        } {{hello world} 1}
      }
    }
  do_test func-12.2 {
    execsql {
      SELECT test_destructor_count();
    }
    } {0}
  do_test func-12.3 {
    execsql {
      SELECT test_destructor('hello')||' world'
    }
    } {{hello world} 1}
  do_test func-12.4 {
    execsql {
      SELECT test_destructor_count();
    }
    } {0}
  do_test func-12.5 {
    execsql {
      CREATE TABLE t4(x);
      INSERT INTO t4 VALUES(test_destructor('hello'));
      INSERT INTO t4 VALUES(test_destructor('world'));
      SELECT min(test_destructor(x)), max(test_destructor(x)) FROM t4;
    }
  }
}
do_test func-12.6 {
  execsql {
    SELECT test_destructor_count();
  } {0}
}
do_test func-12.7 {
  execsql {
    DROP TABLE t4;
  }
} {}
# Test that auxiliary data is preserved between calls for SQL variables.
do_test func-13.7 {
    set DB [sqlite3_connection_pointer db]
    set sql "SELECT test_auxdata( ?, a ) FROM t4;"
    set STMT [sqlite3_prepare $DB $sql -1 TAIL]
    sqlite3_bind_text $STMT 1 hello\000 -1
    set res [list]
    while { "SQLITE_ROW"==[sqlite3_step $STMT] } {
        lappend res [sqlite3_column_text $STMT 0]
    }
    lappend res [sqlite3_finalize $STMT]
} {{0 0} {1 0} SQLITE_OK}

# Make sure that a function with a very long name is rejected
do_test func-14.1 {
    catch {
        db function [string repeat X 254] {return "hello"}
    } {0}
} {1}
do_test func-14.2 {
    catch {
        db function [string repeat X 256] {return "hello"}
    } {1}
} {1}
do_test func-15.1 {
    catchsql {select test_error(NULL)}
} {1 {}}
do_test func-15.2 {
    catchsql {select test_error('this is the error message')}  
} {1 {this is the error message}}
do_test func-15.3 {
    catchsql {select test_error('this is the error message',12)}  
} {1 {this is the error message}}
do_test func-15.4 {
    db errorcode
} {12}

# Test the quote function for BLOB and NULL values.
do_test func-16.1 {
    execsql {
        CREATE TABLE tbl2(a, b);
    }
    set STMT [sqlite3_prepare $::DB "INSERT INTO tbl2 VALUES(? ,?)" -1 TAIL]
    sqlite3_bind_blob $::STMT 1 abc 3
    sqlite3_step $::STMT
sqlite3_finalize $::STMT
eexecsql {
   SELECT quote(a), quote(b) FROM tbl2;
}
} {X'616263' NULL}

# Correctly handle function error messages that include %.  Ticket #1354
#
do_test func-17.1 {
   proc testfunc1 args {error "Error %d with %s percents %p"}
   db function testfunc1 ::testfunc1
   catchsql {
      SELECT testfunc1(1,2,3);
   }
} {1 {Error %d with %s percents %p}}

# The SUM function should return integer results when all inputs are integer.
#
do_test func-18.1 {
   execsql {
      CREATE TABLE t5(x);
      INSERT INTO t5 VALUES(1);
      INSERT INTO t5 VALUES(-99);
      INSERT INTO t5 VALUES(10000);
      SELECT sum(x) FROM t5;
   }
   } {9902}
if capable floatingpoint {
   do_test func-18.2 {
      execsql {
         INSERT INTO t5 VALUES(0.0);
         SELECT sum(x) FROM t5;
      }
   } {9902.0}
}

# The sum of nothing is NULL.  But the sum of all NULLs is NULL.
#
# The TOTAL of nothing is 0.0.
#
do_test func-18.3 {
   execsql {
      DELETE FROM t5;
      SELECT sum(x), total(x) FROM t5;
   }
} {{} 0.0}

# The TOTAL of nothing is 0.0.
INSERT INTO t5 VALUES(NULL);
SELECT sum(x), total(x) FROM t5
}
} {0.0}
do_test func-18.5 {
execsql {
    INSERT INTO t5 VALUES(NULL);
    SELECT sum(x), total(x) FROM t5
}
} {0.0}
do_test func-18.6 {
execsql {
    INSERT INTO t5 VALUES(123);
    SELECT sum(x), total(x) FROM t5
}
} {123 123.0}

# Ticket #1664, #1669, #1670, #1674: An integer overflow on SUM causes
# an error. The non-standard TOTAL() function continues to give a helpful
# result.
#
do_test func-18.10 {
execsql {
    CREATE TABLE t6(x INTEGER);
    INSERT INTO t6 VALUES(1);
    INSERT INTO t6 VALUES(1<<62);
    SELECT sum(x) - ((1<<62)+1) from t6;
}
} 0
do_test func-18.11 {
execsql {
    SELECT typeof(sum(x)) FROM t6
}
} integer
ifcapable floatingpoint {
do_test func-18.12 {
catchsql {
    INSERT INTO t6 VALUES(1<<62);
    SELECT sum(x) - ((1<<62)*2.0+1) from t6;
}
} {1 {integer overflow}}
do_test func-18.13 {
execsql {
    SELECT total(x) - ((1<<62)*2.0+1) FROM t6
}
} 0.0
} ifcapable !floatingpoint {
do_test func-18.12 {
    catchsql {
        INSERT INTO t6 VALUES(1<<62);
        SELECT sum(x) - ((1<<62)*2+1) from t6
    }
} {1 {integer overflow}}

do_test func-18.13 {
    execsql {
        SELECT total(x) - ((1<<62)*2+1) FROM t6
    }
} 0.0

if {
    [working_64bit_int]
} {
    do_test func-18.14 {
        execsql {
            SELECT sum(-9223372036854775805);
        }
    } -9223372036854775805
}

if {
    [working_64bit_int]
} {
    do_test func-18.15 {
        catchsql {
            SELECT sum(x) FROM
                (SELECT 9223372036854775807 AS x UNION ALL
                SELECT 10 AS x);
        }
    } {1 {integer overflow}}
}

if {
    [working_64bit_int]
} {
    do_test func-18.16 {
        catchsql {
            SELECT sum(x) FROM
                (SELECT 9223372036854775807 AS x UNION ALL
                SELECT -10 AS x);
        }
    } {0 9223372036854775797}
}

do_test func-18.17 {
    catchsql {
        SELECT sum(x) FROM
            (SELECT -9223372036854775807 AS x UNION ALL
            SELECT 10 AS x);
    }
} {0 -9223372036854775797}
}


do_test func-18.18 {
    catchsql {
        SELECT sum(x) FROM
            (SELECT -9223372036854775807 AS x UNION ALL
            SELECT 10 AS x);
    }
} {0 -9223372036854775797}
}

SELECT -10 AS x);
} {1 {integer overflow}}
do_test func-18.19 {
catchsql {
    SELECT sum(x) FROM (SELECT 9 AS x UNION ALL SELECT -10 AS x);
} {0 -1}\}
do_test func-18.20 {
catchsql {
    SELECT sum(x) FROM (SELECT -9 AS x UNION ALL SELECT 10 AS x);
} {0 1}\}
do_test func-18.21 {
catchsql {
    SELECT sum(x) FROM (SELECT -10 AS x UNION ALL SELECT 9 AS x);
} {0 -1}\}
do_test func-18.22 {
catchsql {
    SELECT sum(x) FROM (SELECT 10 AS x UNION ALL SELECT -9 AS x);
} {0 1}\}
} ;# if capable compound&&subquery

# Integer overflow on abs()
#
if [{working_64bit_int}] {
do_test func-18.31 {
catchsql {
    SELECT abs(-9223372036854775807);
} {0 9223372036854775807}\}
do_test func-18.32 {
catchsql {
    SELECT abs(-9223372036854775807-1);
} {1 {integer overflow}}\}
# The MATCH function exists but is only a stub and always throws an error.
#
do_test func-19.1 {
exexecsql {
    SELECT match(a,b) FROM t1 WHERE 0;
} { }\}
do_test func-19.2 {
catchsql {
    SELECT 'abc' MATCH 'xyz';
}
} {1 {unable to use function MATCH in the requested context}}
do_test func-19.3 {
catchsql {
    SELECT 'abc' NOT MATCH 'xyz';
}
} {1 {unable to use function MATCH in the requested context}}
do_test func-19.4 {
catchsql {
    SELECT match(1,2,3);
}
} {1 {wrong number of arguments to function match()}}

# Soundex tests.
#
if ![catch {db eval {SELECT soundex('hello')}}] {
    set i 0
    foreach {name sdx} {
        euler      E460
        EULER      E460
        Euler      E460
        ellery     E460
        gauss      G200
        ghosh      G200
        hilbert    H416
        Heilbronn  H416
        knuth      K530
        kant       K530
        Lloyd      L300
        LADD       L300
        Lukasiewicz L222
        Lissajous  L222
        A          A000
        12345      ?000
    } {
        incr i
        do_test func-20.$i {
            execsql {SELECT soundex($name)}
        } $sdx
    }
}

# Tests of the REPLACE function.
#
do_test func-21.1 {
catchsql {
SELECT replace(1,2);
}
} {1 {wrong number of arguments to function replace()}}
do_test func-21.2 {
catchsql {
SELECT replace(1,2,3,4);
}
} {1 {wrong number of arguments to function replace()}}
do_test func-21.3 {
execsql {
SELECT typeof(replace("This is the main test string", NULL, "ALT"));
}
} {null}
do_test func-21.4 {
execsql {
SELECT typeof(replace(NULL, "main", "ALT"));
}
} {null}
do_test func-21.5 {
execsql {
SELECT typeof(replace("This is the main test string", "main", NULL));
}
} {null}
do_test func-21.6 {
execsql {
SELECT replace("This is the main test string", "main", "ALT");
}
} {{This is the ALT test string}}
do_test func-21.7 {
execsql {
SELECT replace("This is the main test string", "main", "larger-main");
}
} {{This is the larger-main test string}}
do_test func-21.8 {
execsql {
SELECT replace("aaaaaaa", "a", "0123456789");
}
} {0123456789012345678901234567890123456789012345678901234567890123456789}
ifcapable tclvar {
do_test func-21.9 {
# Attempt to exploit a buffer-overflow that at one time existed
# in the REPLACE function.
set ::str "[string repeat A 29998]CC[string repeat A 35537]"
set ::rep [string repeat B 65536]
execsql {
SELECT LENGTH(REPLACE($::str, 'C', $::rep));

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# Tests for the TRIM, LTRIM and RTRIM functions.

do_test func-22.1 {
  catchsql {SELECT trim(1,2,3)}
} {1 {wrong number of arguments to function trim()}}

do_test func-22.2 {
  catchsql {SELECT ltrim(1,2,3)}
} {1 {wrong number of arguments to function ltrim()}}

do_test func-22.3 {
  catchsql {SELECT rtrim(1,2,3)}
} {1 {wrong number of arguments to function rtrim()}}

do_test func-22.4 {
  execsql {SELECT trim('  hi  ');} 
} {hi}

do_test func-22.5 {
  execsql {SELECT LTRIM('  hi ') ;} 
} {{hi}}

do_test func-22.6 {
  execsql {SELECT rtrim('  hi ') ;} 
} {{hi}}

do_test func-22.7 {
  execsql {SELECT trim('  hi ','xyz');} 
} {{  hi  }}

do_test func-22.8 {
  execsql {SELECT ltrim('  hi ','xyz');} 
} {{  hi  zzzy}}

do_test func-22.9 {
  execsql {SELECT rtrim('xyxzy  hi  zzzy','xyz');} 
} {{xyxzy  hi  }}

do_test func-22.10 {
  execsql {SELECT trim('xyxzy  hi  zzzy','xyz');} 
} {{  hi  zzzy}}

do_test func-22.11 {
  execsql {SELECT ltrim('xyxzy  hi  zzzy','xyz');} 
} {{  hi  zzzy}}

do_test func-22.12 {
  execsql {SELECT rtrim('xyxzy  hi  zzzy','xyz');} 
} {{xyxzy  hi  }}

do_test func-22.13 {
  execsql {SELECT trim('  hi  ','');} 
} {{  hi  }}

if {[db one {PRAGMA encoding}]=="UTF-8"} {
  do_test func-22.14 {
    execsql {SELECT hex(trim(x'c280e1bfbff48f6f6869',x'6162e1bfbfc280'))}}
}
do_test func-22.15 {
    execsql {SELECT hex(trim(x'6869c280e1bfbff48fbfbf61', x'6162e1bfbfc280f48fbbf'))}
} {6869}

do_test func-22.16 {
    execsql {SELECT hex(trim(x'ceb1ceb2ceb3',x'ceb1'));}
} {CEB2CEB3}

# This is to test the deprecated sqlite3_aggregate_count() API.
if capable deprecated {
    do_test func-23.1 {
        sqlite3_create_aggregate db
        execsql {
            SELECT legacy_count() FROM t6;
        }
        } {3}
    }

# The group_concat() function.

# do_test func-24.1 {
    execsql {
        SELECT group_concat(t1) FROM tbl1
    }
    } {this,program,is,free,software}

# do_test func-24.2 {
    execsql {
        SELECT group_concat(t1,' ') FROM tbl1
    }
    } {this program is free software}

# do_test func-24.3 {
    execsql {
        SELECT group_concat(t1,' ' || rowid || ' ') FROM tbl1
    }
    } {this 2 program 3 is 4 free 5 software}

# do_test func-24.4 {


execsql {
  SELECT group_concat(NULL, t1) FROM tbl1
}
} {{}}
do_test func-24.5 {
  execsql {
    SELECT group_concat(t1, NULL) FROM tbl1
  }
} {thisprogramisfreesoftware}
do_test func-24.6 {
  execsql {
    SELECT 'BEGIN-'||group_concat(t1) FROM tbl1
  }
} {BEGIN-this,program,is,free,software}

# Ticket #3179: Make sure aggregate functions can take many arguments.
# None of the built-in aggregates do this, so use the md5sum() from the
# test extensions.
#
unset -nocomplain midargs
set midargs {}
unset -nocomplain midres
set midres {}
unset -nocomplain result
for {set i 1} {$i<[sqlite3_limit db SQLITE_LIMIT_FUNCTION_ARG -1]} {incr i} {
  append midargs ,/$i
  append midres /$i
  set result [md5 "this${midres}program${midres}is${midres}free${midres}software${midres}"
  set sql "SELECT md5sum(t1$midargs) FROM tbl1"
  do_test func-24.7.$i {
    db eval $::sql
  } $result
}

# Ticket #3806. If the initial string in a group_concat is an empty
# string, the separator that follows should still be present.
#
do_test func-24.8 {
  execsql {
    SELECT group_concat(CASE t1 WHEN 'this' THEN '' ELSE t1 END) FROM tbl1
  }
} {.program,is,free,software}
do_test func-24.9 {
  execsql {
    SELECT group_concat(CASE WHEN t1!='$software' THEN '' ELSE t1 END) FROM tbl1
  }
} {....,software}
# Ticket #3923. Initial empty strings have a separator. But initial
# NULLs do not.
#
do_test func-24.10 {
execsql {
SELECT group_concat(CASE t1 WHEN 'this' THEN null ELSE t1 END) FROM tbl1
}
} {program,is,free,software}
do_test func-24.11 {
execsql {
SELECT group_concat(CASE WHEN t1!='software' THEN null ELSE t1 END) FROM tbl1
}
} {software}
do_test func-24.12 {
execsql {
SELECT group_concat(CASE t1 WHEN 'this' THEN ''
WHEN 'program' THEN null ELSE t1 END) FROM tbl1
}
} {,is,free,software}

# Use the test_isolation function to make sure that type conversions
# on function arguments do not effect subsequent arguments.
#
do_test func-25.1 {
execsql {SELECT test_isolation(t1,t1) FROM tbl1}
} {this program is free software}
# Try to misuse the sqlite3_create_function() interface. Verify that
# errors are returned.
#
do_test func-26.1 {
abuse_create_function db
} {}
# The previous test (func-26.1) registered a function with a very long
# function name that takes many arguments and always returns NULL. Verify
# that this function works correctly.
#
do_test func-26.2 {
set a {}
for {set i 1} {$i<=$::SQLITE_MAX_FUNCTION_ARG} {incr i} {
lappend a $i
}
db eval "
SELECT
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_12345678

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do_test func-26.3 {
    set a {}
    for {set i 1} {$i<=$::SQLITE_MAX_FUNCTION_ARG+1} {incr i} {
        lappend a $i
    }
    catchsql "SELECT
        NULL,
        123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
    "
    ) {1 {too many arguments on function
        NULL,
        123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
    }
    do_test func-26.4 {
        set a {}
        for {set i 1} {$i<=$::SQLITE_MAX_FUNCTION_ARG-1} {incr i} {
            lappend a $i
        }
        catchsql "SELECT
            NULL,
            123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
        "
        ) {1 {wrong number of arguments to function
            NULL,
            123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
        }
        do_test func-26.5 {
            catchsql "SELECT
                NULL,
                123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
            "
            ) {1 {no such function:
                NULL,
                123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
            }
            do_test func-26.6 {
                catchsql "SELECT
                    NULL,
                    123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_1
                "
            }
        }
    }
}
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789a(0);

" 
} {1 {no such function:
nullx_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789_123456789a}}

do_test func-27.1 {
catchsql {SELECT coalesce()}
} {1 {wrong number of arguments to function coalesce()}}
do_test func-27.2 {
catchsql {SELECT coalesce(1)}
} {1 {wrong number of arguments to function coalesce()}}
do_test func-27.3 {
catchsql {SELECT coalesce(1,2)}
} {0 1}

# Ticket 2d401a94287b5
# Unknown function in a DEFAULT expression causes a segfault.
#
do_test func-28.1 {
db eval {
    CREATE TABLE t28(x, y DEFAULT(nosuchfunc(1)));
}
catchsql {
    INSERT INTO t28(x) VALUES(1);
}
} {1 {unknown function: nosuchfunc()}}

# Verify that the length() and typeof() functions do not actually load
# the content of their argument.
#
do_test func-29.1 {
db eval {
    CREATE TABLE t29(id INTEGER PRIMARY KEY, x, y);
    INSERT INTO t29 VALUES(1, 2, 3), (2, NULL, 4), (3, 4.5, 5);
    INSERT INTO t29 VALUES(4, randomblob(1000000), 6);
    INSERT INTO t29 VALUES(5, "hello", 7);
}
db close
sqlite3 db test.db
sqlite3_db_status db CACHE_MISS 1
db eval {SELECT typeof(x), length(x), typeof(y) FROM t29 ORDER BY id}
} {integer 1 integer null [ ] integer real 3 integer blob 1000000 integer text 5 integer}
do_test func-29.2 {
set x [lindex [sqlite3_db_status db CACHE_MISS 1] 1]
if {$x<5} {set x 1}
set x
} {1}
do_test func-29.3 {
db close
sqlite3 db test.db
sqlite3_db_status db CACHE_MISS 1
db eval {SELECT typeof(+x) FROM t29 ORDER BY id}
} {integer null real blob text}
if {[permutation] != "mmap"} {
do_test func-29.4 {
set x [lindex [sqlite3_db_status db CACHE_MISS 1] 1]
if {$x>100} {set x many}
set x
} {many}
}
do_test func-29.5 {
db close
sqlite3 db test.db
sqlite3_db_status db CACHE_MISS 1
db eval {SELECT sum(length(x)) FROM t29}
} {1000009}
do_test func-29.6 {
set x [lindex [sqlite3_db_status db CACHE_MISS 1] 1]
if {$x<5} {set x 1}
set x
} {1}
do_execsql_test func-30.1 {SELECT unicode($');} 36
do_execsql_test func-30.2 [subst {SELECT unicode('u00A2');}] 162
do_execsql_test func-30.3 [subst {SELECT unicode('u20AC');}] 8364
do_execsql_test func-30.4 {SELECT char(36,162,8364);} [subst {$u00A2€}]
for {set i 1} {$i<0xd800} {incr i 13} {
do_execsql_test func-30.5.$i {SELECT unicode(char($i))} $i
}
for {set i 57344} {$i<=0xfffd} {incr i 17} {
if {$i==0xfeff} continue
ndo_execsql_test func-30.5.$i {SELECT unicode(char($i))} $i
}
for {set i 65536} {$i<=0x10ffff} {incr i 139} {
do_execsql_test func-30.5.$i {SELECT unicode(char($i))} $i
}
finish_test

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1049079049_1591308668.43/0/sqlite-3.7.17-8.el7_7.1-1.src.rpm-cosi-expand-
No license file was found, but licenses were detected in source scan.

# 2006 October 1
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
# May you do good and not evil.
# May you find forgiveness for yourself and forgive others.
# May you share freely, never taking more than you give.
#
#**********************************************************************
#
# This file implements regression tests for SQLite library. The
# focus of this script is testing the FTS1 module, and in particular
# the Porter stemmer.
#
# $Id: fts1porter.test,v 1.5 2006/10/03 19:37:37 drh Exp $
#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# If SQLITE_ENABLE_fts1 is defined, omit this file.
if capable !fts1 {
    finish_test
    return
}

# Test data for the Porter stemmer. The first word of each line
# is the input. The second word is the desired output.
#
# This test data is taken from http://www.tartarus.org/martin/PorterStemmer/
# There is no claim of copyright made on that page, but you should
# probably contact the author (Martin Porter - the inventor of the
# Porter Stemmer algorithm) if you want to use this test data in a
# commercial product of some kind. The stemmer code in FTS1 is a
# complete rewrite from scratch based on the algorithm specification
# and does not contain any code under copyright.
#
set porter_test_data {
    a       a
    aaron   aaron
    abaissiez abaissiez
    abandon abandon
    abandoned abandon
    abase   abas
    abash   abash
}
abate  abat
abated  abat
abatement  abat
abatements  abat
abates  abat
abbess  abbess
abbey  abbei
abbeys  abbei
abatement  abat
abatements  abat
abates  abat
abbess  abbess
abbey  abbei
abbeys  abbei
abbreviated  abbrevi
abed  ab
abel  abel
aberga  aberga
abergavenny  abergavenni
abet  abet
abetting  abet
abhor  abhor
abhorred  abhor
abhorring  abhor
abhorrs  abhor
abhorson  abhorson
abide  abid
abides  abid
abilities  abil
ability  abil
abject  abject
abjectly  abjectli
abjects  abject
abjur  abjur
abjure  abjur
able  abl
abler  abler
aboard  aboard
abode  abod
aboded  abod
abode  abod
abodements  abod
aboding  abod
abominable  abomin
abominations  abomin
abortive  abort
abortives  abort
abound  abound
abounding  abound
| acquir | acquire | acquisi | acquisition | acqui | acqui... | acqu ... | acne | acr | acres | acr | across | across | act | act | actaeon | actaeon | acted | act | acting | act | action | action | actions | action | actium | actium | active | activ | actively | activ | activity | activ | actor | actor | actors | actor | acts | act | actual | actual | acture | actur | acute | acut | acutely | acut | ad | ad | adage | adag | adallas | adalla | adam | adam | adamant | adam | add | add | added | ad | adder | adder | adders | adder | addeth | addeth | addict | addict | addicted | addict | addiction | addict | adding | ad | addition | addit | additions | addit | addle | addl | address | address | addressing | address | addrest | addrest | adds | add |
afterwards  afterward
g  ag
again  again
against  against
agamemnon  agamemmon
agamemnon  agamemmon
agent  agent
agents  agent
ages  ag
aggravate  aggrav
aggrief  aggrief
agile  agil
agincourt  agincourt
agitation  agit
aglet  aglet
agnize  agniz
ago  ago
agon  agon
agony  agoni
agree  agre
agreed  agre
agreeing  agre
agreement  agreement
agrees  agre
agrippa  agrippa
aground  aground
ague  agu
aguecheek  aguecheek
agued  agu
agueface  aguefac
agues  agu
ah  ah
aha  aha
ahungry  ahungri
ai  ai
aialvolio  aialvolio
aiaria  aiaria
aid  aid
aidance  aidanc
aidant  aidant
aided  aid
aiding  aid
aidless  aidless
allows  allow
allur  allur
allure  allur
allurement  allur
alluring  allur
allusion  allus
ally  alli
allycholly  allycholli
almain  almain
almanac  almanac
almanack  almanack
almanacs  almanac
almighty  almighti
almond  almond
almost  almost
alms  alm
almsman  almsman
aloes  alo
aloft  aloft
alone  alon
along  along
alonso  alonso
aloof  aloof
aloud  aloud
alphabet  alphabet
alphabetical  alphabet
alphonso  alphonso
alps  alp
already  alreadi
also  also
alt  alt
altar  altar
altars  altar
alter  alter
alteration  alter
altered  alter
alters  alter
althaea  althaea
although  although
altitude  altitud
altogether  altogether
alton  alton
alway  alwai
always  alwai
am  am
amaimon  amaimon
amain  amain
amaking  amak
amongst amongst
amorous amor
amorously amor
amort amort
amount amount
amounts amount
amour amour
amphimacus amphimacu
ample ampl
ampler ampler
amplest ampler
amplified amplifi
amplify amplifi
amply ampli
amphill amphil
amurath amurath
amynatas amurath
an an
anatomiz anatomiz
anatomize anatom
anatomy anatom
ancestor ancestor
ancestors ancestor
ancestry ancestri
anchises anchis
anchor anchor
anchorage anchorag
anchored anchor
anchoring anchor
anchors anchor
anchovies anchovi
ancient ancient
ancientry ancientri
ancients ancient
ancus ancu
and and
andirons andiron
andpholus andpholu
andren andren
andrew andrew
andromache andromach
andronic andronic
andronicus andronicu
anew anew
ang ang
angel angel
angelica angelica
angelical angel
argier  argier
argo  argo
argosies  argosi
argosy  argosi
argu  argu
argue  argu
argued  argu
argues  argu
arguing  argu
argument  argument
arguments  argument
argus  argu
ariachne  ariachn
ariadne  ariadn
ariel  ariel
aries  ari
aright  aright
arinado  arinado
arinies  arini
arion  arion
arise  aris
arises  aris
ariseth  ariseth
arising  aris
aristode  aristod
aristotle  aristotl
arithmetic  arithmet
arithmetician  arithmetician
ark  ark
arm  arm
arma  arma
armado  armado
armadoes  armado
armagnac  armagnac
arame  arm
armed  arm
armenia  armenia
armies  armi
armigero  armigero
arming  arm
armipotent  armipot
armor  armor
armour  armour
armourer  armour
armourers  armour
armours  armour
armoury  armouri
arms  arm
astonish  astonish
astonished  astonish
astraea  astraea
astray  astrai
astrea  astrea
astronomer  astronom
astronomers  astronom
astronomical  astronom
astronomy  astronomi
asunder  asund
at  at
atalanta  atalanta
ate  at
ates  at
athenian  athenian
athenians  athenian
athens  athen
athol  athol
athversary  athversari
athwart  athwart
atlas  atla
atomies  atomi
atomy  atomi
atone  aton
atone  aton
atonement  aton
atonements  aton
atropos  atropo
attach  attach
attached  attach
attachment  attach
attain  attain
attainder  attaind
attains  attain
attaint  attaint
attainted  attaint
attainture  attaintur
attempt  attempt
attemptable  attempt
attempted  attempt
attempting  attempt
attempts  attempt
attend  attend
attendance  attend
attendant  attend
attendants  attend
attended  attend
attendents  attend
attendeth  attendeth
attending  attend
attends  attend
attent  attent
attention  attent
attentive  attent
attentiveness  atteniven
attest  attest
attested  attest
attir  attir
attire  attir
attired  attir
attires  attir
attorney  attornei
attorneyed  attornei
attorneys  attornei
attorneyship  attorneyship
attract  attract
attraction  attract
attractive  attract
attracts  attract
attribute  attribut
attributed  attribut
attributes  attribut
attribution  attribut
attributive  attribut
atwain  atwain
au  au
aubrey  aubrei
auburn  auburn
aucun  aucun
audacious  audaci
audaciously  audaci
audacity  audac
audible  audibl
audience  audienc
audis  audi
audit  audit
auditor  auditor
auditors  auditor
auditory  auditori
audre  audr
audrey  audrei
aufidius  aufidiu
aufidiuses  aufidius
auger  auger
aught  aught
augment  augment
augmentation  augment
| baa     | baa |
| babbil  | babbl |
| babble  | babbl |
| babbling| babbl |
| babe    | babe |
| babes   | babe |
| babies  | babi |
| baboon  | baboon |
| baboons | baboon |
| baby    | babi |
| babylon | babylon |
| bacare  | bacar |
| bacchanals | bacchan |
| bacchus | bacchu |
| bach    | bach |
| bachelor| bachelor |
| bachelors | bachelor |
| back    | back |
| backbite| backbit |
| backbitten | backbitten |
| backing | back |
| backs   | back |
| backward| backward |
| backwardly| backwardli |
| backwards| backward |
| bacon   | bacon |
| bacons  | bacon |
| bad     | bad |
| bade    | bade |
| badge   | badg |
| badged  | badg |
| badges  | badg |
| badly   | badli |
| badness | bad |
| baes    | bae |
| baffl   | baffl |
| baffle  | baffl |
| baffled | baffl |
| bag     | bag |
| baggage | baggag |
| bagot   | bagot |
| bagpipe | bagpip |
| bags    | bag |
| bail    | bail |
| bailiff | bailiff |
| taillez | taillez |
| baily   | baili |
| baisant | baisant |
baisees  baise
baiser  baiser
bait  bait
baited  bait
baiting  bait
baitings  bait
baits  bait
bajazet  bajazet
bak  bak
bake  bake
baked  bake
baker  baker
bakers  baker
bakes  bake
baking  bake
bal  bal
balanc  balanc
balance  balanc
balcony  balconi
bald  bald
baldrick  baldrick
bale  bale
baleful  bale
balk  balk
ball  ball
ballad  ballad
ballads  ballad
ballast  ballast
ballasting  ballast
ballet  ballet
ballow  ballow
balls  ball
balm  balm
balms  balm
balmy  balmi
balsam  balsam
balsamum  balsamum
balth  balth
balthasar  balthasar
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# Create a full-text index to use for testing the stemmer.
#
db close
sqlite3 db :memory:
db eval {
CREATE VIRTUAL TABLE t1 USING fts1(word, tokenize Porter);
}

foreach {pfrom pto} $porter_test_data {
do_test fts1porter-$pfrom {
execsql {
DELETE FROM t1_term;
DELETE FROM t1_content;
INSERT INTO t1(word) VALUES($pfrom);
SELECT term FROM t1_term;
}
} $pto
}

finish_test

Found in path(s):
No license file was found, but licenses were detected in source scan.

<a href="copyright.html">public domain</a>. No claim of ownership is made

Found in path(s):
No license file was found, but licenses were detected in source scan.

SQLite is high-quality, public domain software. The goal of members can also request their own private, proprietary extensions

Found in path(s):
No license file was found, but licenses were detected in source scan.

{string currentfile exch readstring pop}executeonly def
Found in path(s):
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No license file was found, but licenses were detected in source scan.

/*
 ** CAPI3REF: Configuration Options
 ** KEYWORDS: {configuration option}
 **
 ** These constants are the available integer configuration options that
 ** can be passed as the first argument to the [sqlite3_config()] interface.
 **
 ** New configuration options may be added in future releases of SQLite.
 ** Existing configuration options might be discontinued. Applications
 ** should check the return code from [sqlite3_config()] to make sure that
 ** the call worked. The [sqlite3_config()] interface will return a
 ** non-zero [error code] if a discontinued or unsupported configuration option
 ** is invoked.
 **
 ** <dl>
 ** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
 ** <dd>There are no arguments to this option. ^This option sets the
 ** [threading mode] to Single-thread. In other words, it disables
 ** all mutexing and puts SQLite into a mode where it can only be used
 ** by a single thread. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** it is not possible to change the [threading mode] from its default
 ** value of Single-thread and so [sqlite3_config()] will return
 ** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
 ** configuration option.</dd>
 **
 ** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
 ** <dd>There are no arguments to this option. ^This option sets the
 ** [threading mode] to Multi-thread. In other words, it disables
 ** mutexing on [database connection] and [prepared statement] objects.
 ** The application is responsible for serializing access to
 ** [database connections] and [prepared statements]. But other mutexes
 ** are enabled so that SQLite will be safe to use in a multi-threaded
 ** environment as long as no two threads attempt to use the same
 ** [database connection] at the same time. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** it is not possible to set the Multi-thread [threading mode] and
 ** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
 ** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
 **
 ** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>
 ** <dd>There are no arguments to this option. ^This option sets the
 ** [threading mode] to Serialized. In other words, this option enables
 ** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()]] will return [SQLITE_ERROR] if called with the
** SQLite_CONFIG_SERIALIZED configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(This option takes a single argument which is a pointer to an
** instance of the [sqlite3_mem_methods] structure. The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMalloc]] <dt>SQLITE_CONFIG_GETMalloc</dt>
** <dd> ^(This option takes a single argument which is a pointer to an
** instance of the [sqlite3_mem_methods] structure. The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^ 
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^This option takes single argument of type int, interpreted as a
** boolean, which enables or disables the collection of memory allocation
** statistics. ^(When memory allocation statistics are disabled, the
** following SQLite interfaces become non-operational:
** <ul>
**   <li> [sqlite3_memory_used()]
**   <li> [sqlite3_memory_highwater()]
**   <li> [sqlite3_soft_heap_limit64()]
**   <li> [sqlite3_status()]
**   </ul>)^ 
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> ^This option specifies a static memory buffer that SQLite can use for
** scratch memory. There are three arguments: A pointer an 8-byte
** aligned memory buffer from which the scratch allocations will be
** drawn, the size of each scratch allocation (sz),
** and the maximum number of scratch allocations (N). The sz
** argument must be a multiple of 16.
** The first argument must be a pointer to an 8-byte aligned buffer
** of at least sz*N bytes of memory.
** ^SQLite will use no more than two scratch buffers per thread. So
** N should be set to twice the expected maximum number of threads.
** ^SQLite will never require a scratch buffer that is more than 6
** times the database page size. ^If SQLite needs needs additional
** scratch memory beyond what is provided by this configuration option, then
** [sqlite3_malloc()] will be used to obtain the memory needed.</dd>

**

** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
**
** <dd> ^This option specifies a static memory buffer that SQLite can use for
** the database page cache with the default page cache implementation.
** This configuration should not be used if an application-define page
** cache implementation is loaded using the SQLITE_CONFIG_PCACHE2 option.
** There are three arguments to this option: A pointer to 8-byte aligned
** memory, the size of each page buffer (sz), and the number of pages (N).
** The sz argument should be the size of the largest database page
** (a power of two between 512 and 32768) plus a little extra for each
** page header. ^The page header size is 20 to 40 bytes depending on
** the host architecture. ^It is harmless, apart from the wasted memory,
** to make sz a little too large. The first
** argument should point to an allocation of at least sz*N bytes of memory.
** ^SQLite will use the memory provided by the first argument to satisfy its
** memory needs for the first N pages that it adds to cache. ^If additional
** page cache memory is needed beyond what is provided by this option, then
** SQLite goes to [sqlite3_malloc()] for the additional storage space.
** The pointer in the first argument must
** be aligned to an 8-byte boundary or subsequent behavior of SQLite
** will be undefined.</dd>

**

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

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

** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt><dd> ^(This option takes a single argument which is a pointer to an
** instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>

** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt><dd> ^(This option takes two arguments that determine the default
** memory allocation for the lookaside memory allocator on each
** [database connection]. The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^ ^(This option sets the
** <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** verb to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>

** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt><dd> ^(This option takes a single argument which is a pointer to
** an [sqlite3_pcache_methods2] object. This object specifies the interface
** to a custom page cache implementation.)^ ^SQLite makes a copy of the
** object and uses it for page cache memory allocations.</dd>

** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt><dd> ^(This option takes a single argument which is a pointer to an
** [sqlite3_pcache_methods2] object. SQLite copies of the current
** page cache implementation into that object.)^ </dd>
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>**
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite global [error log].
**
** (*The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. *If the function pointer is not NULL, it is
** invoked by [sqlite3_log()]] to process each logging event. *If the
** function pointer is NULL, the [sqlite3_log()]] interface becomes a no-op.
** *The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. *The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()]] call and is intended to be a [result code] or an
** [extended result code]. *The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>**
**
** ** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd> This option takes a single argument of type int. If non-zero, then
** URI handling is globally enabled. If the parameter is zero, then URI handling
** is globally disabled. If URI handling is globally enabled, all filenames
** passed to [sqlite3_open()], [sqlite3_open_v2()], [sqlite3_open16()] or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. If it is globally disabled, filenames are
** only interpreted as URIs if the SQLTTE_OPEN_URI flag is set when the
** database connection is opened. By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.
**
** ** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd> This option takes a single integer argument which is interpreted as
** a boolean in order to enable or disable the use of covering indices for
** full table scans in the query optimizer. The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** ** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** [SQLITE_CONFIG_SQLLOG]
**<dd> This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL. In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>

**
** [SQLITE_CONFIG_MMAP_SIZE]
**<dd> SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** The default setting can be overridden by each database connection using
** either the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. The maximum allowed mmap size
** cannot be changed at run-time. Nor may the maximum allowed mmap size
** exceed the compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.
** If either argument to this option is negative, then that argument is
** changed to its compile-time default.
** </dd>
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1049079049_1591308668.43/0/sqlite-3.7.17-8.el7_1-1.src.rpm-cosi-expand-archive-d7GDY6A0/sqlite-src-3071700.zip-cosi-expand-archive-dNiVkuI7/sqlite-src-3071700/src/sqlite.h.in
No license file was found, but licenses were detected in source scan.

<a href="copyright.html">public domain</a> and is thus free for

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1049079049_1591308668.43/0/sqlite-3.7.17-8.el7_1-1.src.rpm-cosi-expand-archive-d7GDY6A0/sqlite-doc-3071700.zip-cosi-expand-archive-3t3yK59c/sqlite-doc-3071700/about.html
No license file was found, but licenses were detected in source scan.
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 3093

# 2006 September 14
#
# The author disclaims copyright to this source code. In place of
# a legal notice, here is a blessing:
#
#  May you do good and not evil.
#  May you find forgiveness for yourself and forgive others.
#  May you share freely, never taking more than you give.
#
#*************************************************************************
# This file implements regression tests for SQLite library. The
# focus of this script is testing the FTS3 module.
#
# $Id: fts3ac.test,v 1.1 2007/08/20 17:38:42 shess Exp $
#
set testdir [file dirname $argv0]
source $testdir/tester.tcl

# If SQLITE_ENABLE_FTS3 is defined, omit this file.
if capable !fts3 {
    finish_test
    return
}

# Create a table of sample email data. The data comes from email
# archives of Enron executives that was published as part of the
# litigation against that company.
#
# do_test fts3ac-1.1 {
#    db eval {
#        CREATE VIRTUAL TABLE email USING fts3([from],[to],subject,body);
#        BEGIN TRANSACTION;
#        INSERT INTO email([from],[to],subject,body) VALUES('savita.puthigai@enron.com', 'traders.eol@enron.com, traders.eol@enron.com', 'EnronOnline- Change to Autohedge', 'Effective Monday, October 22, 2001 the following changes will be made to the Autohedge functionality on EnronOnline.

The volume on the hedge will now respect the minimum volume and volume increment settings on the parent product. See rules below:

? If the transaction volume on the child is less than half of the parent’s minimum volume no hedge will occur.
? If the transaction volume on the child is more than half the parent’s minimum volume but less than half the volume increment on the parent, the hedge will volume will be the parent’s minimum volume.
? For all other volumes, the same rounding rules will apply based on the volume increment on the parent product.

Please see example below:

Parent’s Settings:
Minimum: 5000
Increment: 1000

Volume on Autohedge transaction
Volume Hedged
1     - 24990
2500 - 54995000
5500 - 64996000;

INSERT INTO email([from],[to],subject,body) VALUES('dana.davis@enron.com', 'laynie.east@enron.com, lisa.king@enron.com, lisa.best@enron.com, ', 'Leaving Early', 'FYI:
If it's ok with everyone's needs, I would like to leave @4pm. If you think
you will need my assistance past the 4 o'clock hour just let me know; I'll
be more than willing to stay.');

INSERT INTO email([from],[to],subject,body) VALUES('enron_update@concureworkplace.com', 'louise.kitchen@enron.com', '<<Concur Expense Document>> - CC02.06.02', 'The following expense report is ready
for approval:

Employee Name: Christopher F. Calger
Status last changed by: Mollie E. Gustafson Ms
Expense Report Name: CC02.06.02
Report Total: $3,972.93
Amount Due Employee: $3,972.93

To approve this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com);

INSERT INTO email([from],[to],subject,body) VALUES('jeff.duff@enron.com', 'julie.johnson@enron.com', 'Work
request', 'Julie,
Could you print off the current work request report by 1:30 today?

Gentlemen,

I'd like to review this today at 1:30 in our office. Also, could you provide
me with your activity reports so I can have Julie enter this information.

JD);

INSERT INTO email([from],[to],subject,body) VALUES('v.weldon@enron.com', 'gary.l.carrier@usa.dupont.com,
scott.joyce@bankofamerica.com', 'Enron News', 'This could turn into something big....
http://biz.yahoo.com/rf/010129/n29305829.html');

INSERT INTO email([from],[to],subject,body) VALUES('mark.haedicke@enron.com', 'paul.simons@enron.com',
'Re: First Polish Deal!', 'Congrats! Things seem to be building rapidly now on the Continent. Mark');

INSERT INTO email([from],[to],subject,body) VALUES('e.carter@enron.com', 't.robinson@enron.com', 'FW: Producers Newsletter 9-24-2001',
'The producer lumber pricing sheet.
-----Original Message-----
From: Johnson, Jay
Sent:Tuesday, October 16, 2001 3:42 PM
To:Carter, Karen E.
Subject: FW: Producers Newsletter 9-24-2001

-----Original Message-----
From: Daigre, Sergai
Sent: Friday, September 21, 2001 8:33 PM
Subject: Producers Newsletter 9-24-2001

'));
INSERT INTO email([from],[to],subject,body) VALUES('david.delainey@enron.com', 'kenneth.lay@enron.com', 'Greater Houston Partnership'. 'Ken, in response to the letter from Mr Miguel San Juan, my suggestion would be to offer up the Falcon for their use; however, given the tight time frame and your recent visit with Mr. Fox that it would be difficult for either you or me to participate.

I spoke to Max and he agrees with this approach.

I hope this meets with your approval.

Regards
Delainey');
INSERT INTO email([from],[to],subject,body) VALUES('lachandra.fenceroy@enron.com', 'lindy.donoho@enron.com', 'FW: Bus Applications Meeting Follow Up', 'Lindy,

Here is the original memo we discussed earlier. Please provide any information that you may have.

Your cooperation is greatly appreciated.

Thanks,

lachandra.fenceroy@enron.com
713.853.3884
877.498.3401 Pager

-----Original Message-----
From: Bisbee, Joanne
Sent: Wednesday, September 26, 2001 7:50 AM
To: Fenceroy, LaChandra
Subject: FW: Bus Applications Meeting Follow Up

Lachandra, Please get with David Duff today and see what this is about. Who are our TW accounting business users?

-----Original Message-----
From: Koh, Wendy
Sent: Tuesday, September 25, 2001 2:41 PM
To: Bisbee, Joanne
Subject: Bus Applications Meeting Follow Up

Lisa brought up a TW change effective Nov 1. It involves eliminating a turnback surcharge. I have no other information, but you might check with the business folks for any system changes required.

Wendy);

---Original Message---
From: Fagan, Fran
Sent: Thursday, December 20, 2001 11:10 AM
To: McCarty, Danny
Subject: worksheets

As discussed, attached are your sheets for bonus and merit.

Thanks,

Fran Fagan
Sr. HR Rep
713.853.5219

<< File: McCartyMerit.xls >>  << File: mccartyBonusCommercial_UnP.xls >>

'));

PLEASE SEND ME ANY REQUESTS THAT YOU HAVE FOR OCTOBER. SO FAR I HAVE THEM FOR LEAF. I WOULD LIKE TO HAVE IT DONE BY THE 15TH OF THE MONTH. ANY QUESTIONS PLEASE GIVE ME A CALL.

BERT);

I spoke with Rickey (boy, is he long-winded!!). Gave him the name of our
credit guy, Russell Diamond.

Thank for your help!

INSERT INTO email([from],[to],subject,body) VALUES('legal <.hall@enron.com>', 'stephanie.panus@enron.com', 'Termination update', 'City of Vernon and Salt River Project terminated their contracts. I will fax these notices to you.');

INSERT INTO email([from],[to],subject,body) VALUES('d..steffes@enron.com', 'richard.shapiro@enron.com', 'EES / ENA Government Affairs Staffing & Outside Services', 'Rick --

Here is the information on staffing and outside services. Call if you need anything else.

Jim

');

INSERT INTO email([from],[to],subject,body) VALUES('gelliott@industrialinfo.com', 'pcopello@industrialinfo.com', 'ECAAR (Gavin), WSCC (Diablo Canyon), & NPCC (Seabrook)', 'Dear Power Outage Database Customer,

Attached you will find an excel document. The outages contained within are forced or rescheduled outages. Your daily delivery will still contain these outages.

In addition to the two excel documents, there is a dbf file that is formatted like your daily deliveries you receive nightly. This will enable you to load the data into your regular database. Any questions please let me know. Thanks.

Greg Elliott
IIR, Inc.
713-783-5147 x 3481
outages@industrialinfo.com

THE INFORMATION CONTAINED IN THIS E-MAIL IS LEGALLY PRIVILEGED AND CONFIDENTIAL INFORMATION INTENDED ONLY FOR THE USE OF THE INDIVIDUAL OR ENTITY NAMED ABOVE. YOU ARE HEREBY NOTIFIED THAT ANY DISSEMINATION, DISTRIBUTION, OR COPY OF THIS E-MAIL TO UNAUTHORIZED ENTITIES IS STRICTLY PROHIBITED. IF YOU HAVE RECEIVED THIS E-MAIL IN ERROR, PLEASE DELETE IT.

- OUTAGE.dbf
- 111201R.xls
- 111201.xls

INSERT INTO email([from],[to],subject,body) VALUES('enron.announcements@enron.com', 'all_ena_egm_eim@enron.com', 'EWS Brown Bag', 'MARK YOUR LUNCH CALENDARS NOW !

You are invited to attend the EWS Brown Bag Lunch Series

Featuring: RAY BOWEN, COO

Topic: Enron Industrial Markets

Thursday, March 15, 2001
11:30 am - 12:30 pm
EB 5 C2

You bring your lunch, Limited Seating
We provide drinks and dessert. RSVP x 3-9610;
INSERT INTO email([from],[to],subject,body) VALUES('chris.germany@enron.com',
'ingrid.immer@williams.com', 'Re: About St Pauls', 'Sounds good to me. I bet this is next to the Warick?? Hotel.

"Immer, Ingrid" <Ingrid.Immer@Williams.com> on 12/21/2000 11:48:47 AM
To: "chris.germany@enron.com" <chris.germany@enron.com>
cc:
Subject: About St Pauls

<<About St Pauls.url>>

? http://www.stpaulshouston.org/about.html

Chris,

I like the looks of this place. What do you think about going here Christmas eve?? They have an 11:00 a.m. service and a candlelight service at 5:00 p.m., among others.

Let me know.?? ii

- About St Pauls.url

');
INSERT INTO email([from],[to],subject,body) VALUES('nas@cpuc.ca.gov', 'skatz@sempratrading.com,
kmccrea@sablaw.com, thompson@wrightlaw.com', 'Reply Brief filed July 31, 2000', '-' - CPUC01-#76371-v1-Revised_Reply_Brief_Due_today_7_31_doc);
INSERT INTO email([from],[to],subject,body) VALUES('gascontrol@aglresources.com', 'dscott4@enron.com,
lcampbel@enron.com', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder', 'Alert Posted 10:00 AM November 20,2000: E-GAS Request Reminder
As discussed in the Winter Operations Meeting on Sept.29,2000,
E-Gas(Emergency Gas) will not be offered this winter as a service from AGLC.
Marketers and Poolers can receive gas via Peaking and IBSS nominations(daisy chain) from other marketers up to the 6 p.m. Same Day 2 nomination cycle.
');
INSERT INTO email([from],[to],subject,body) VALUES('dutch.quigley@enron.com',
'rwolkwitz@powermerchants.com', ".

Here is a goody for you");
INSERT INTO email([from],[to],subject,body) VALUES('ryan.o’rourke@enron.com', 'k..allen@enron.com,
randy.bhatia@enron.com, frank.ermis@enron.com', 'TRV Notification: (West VaR - 11/07/2001)', 'The report named: West VaR
LS HPL LSK IC  30.000 / Enron

Is it safe to assume that practice is cancelled for tonight??

Susan Pereira');
INSERT INTO email([from],[to],subject,body) VALUES('mark.whitt@enron.com', 'barry.tycholiz@enron.com', 'Huber Internal Memo', 'Please look at this. I didn’t know how deep to go with the desk. Do you think this works.

');
INSERT INTO email([from],[to],subject,body) VALUES('m..forney@enron.com', 'george.phillips@enron.com', '', 'George,
Give me a call and we will further discuss opportunities on the 13st floor.

Thanks,
JMForney
3-7160');
INSERT INTO email([from],[to],subject,body) VALUES('brad.mckay@enron.com', 'angusmcka@aol.com', 'Re: (no subject)', 'not yet');
INSERT INTO email([from],[to],subject,body) VALUES('adam.bayer@enron.com', 'jonathan.mckay@enron.com', 'FW: Curve Fetch File', 'Here is the curve fetch file sent to me. It has plenty of points in it. If you give me a list of which ones you need we may be able to construct a secondary worksheet to vlookup the values.

adam
35227

-----Original Message-----
From: Royed, Jeff
Sent:Tuesday, September 25, 2001 11:37 AM
To:Bayer, Adam
Subject:Curve Fetch File

Let me know if it works. It may be required to have a certain version of Oracle for it to work properly.

Jeff Royed
Enron
Energy Operations
Phone: 713-853-5295

The merged reports look great. I believe the only orientation changes are to "unmerge" the following six reports:

31 Keystone Receipts
15 Questar Pipeline
40 Rockies Production
22 West_2
23 West_3
25 CIG_WIC

The orientation of the individual reports should be correct. Thanks.

Mat

PS. Just a reminder to add the "*" by the title of calculated points.

"Karkour, Randa" <Randa.Karkour@COMPAQ.com> on 09/07/2000 09:01:04 AM
To: "'Agheb (E-mail)" <Agheb@aol.com>, "Leila Mankarious (E-mail)"
<Leila_Mankarious@mhhs.org>, "'Marymankarious (E-mail)"
 marymankarious@aol.com>, "Michelle lokay (E-mail)" <mlokay@enron.com>, "Ramy Mankarious (E-mail)" <Mankarious@aol.com>
cc:

Subject: Egyptian Festival

<<Egyptian Festival.url>>

http://www.egyptianfestival.com/

Thanks
---------------------- Forwarded by Errol McLaughlin/Corp/Enron on 12/20/2000
08:39 AM----------------------
From: William Kelly @ ECT 12/20/2000 08:31 AM

To: Kam Keiser/HOU/ECT@ECT, Darron C Giron/HOU/ECT@ECT, David Baumbach/HOU/ECT@ECT, Errol McLaughlin/Corp/Enron@ENRON
cc: Kimat Singla/HOU/ECT@ECT, Kulvinder Fowler/NA/Enron@ENRON, Kyle R Lilly/HOU/ECT@ECT, Jeff Royed/Corp/Enron@ENRON, Alejandra Chavez/NA/Enron@ENRON, Crystal Hyde/HOU/ECT@ECT

Subject: New EAST books

We have new book names in TAGG for our intramonth portfolios and it is extremely important that any deal booked to the East is communicated quickly to someone on my team. I know it will take some time for the new names to sink in and I do not want us to miss any positions or P&L.

Thanks for your help on this.

New:
Scott Neal : East Northeast
Dick Jenkins: East Marketeast

WK

An inactive Child with links to Parent products will not have their calculated prices updated until the Child product is Activated.

When the Child Product is activated, the price will be recalculated and updated BEFORE it is displayed on the web.

This means that if you are inputting a basis price on a Child product, you will not see the final, calculated price until you Activate the product, at which time the customer will also see it.

If you have any questions, please contact the Help Desk on:

Americas: 713 853 4357
Europe: + 44 (0) 20 7783 7783
Asia/Australia: +61 2 9229 2300

Dave')
Light reading - see pieces beginning on page 7, 'John,

I saw it. Very interesting.

Vince

"John H Herbert" <jhh1@email.msn.com> on 07/28/2000 08:38:08 AM
To: "Vince J Kaminski" <Vince_J_Kaminski@enron.com>
cc: 
Subject: Light reading - see pieces beginning on page 7

Cheers and have a nice weekend,

JHHerbert

- gd000728.pdf

');
INSERT INTO email([from],[to],subject,body) VALUES('matthew.lenhart@enron.com', 'mmmarcantel@equiva.com', 'RE:', 'i will try to line up a pig for you ');
INSERT INTO email([from],[to],subject,body) VALUES('jae.black@enron.com', 'claudette.harvey@enron.com, chaun.roberts@enron.com, judy.martinez@enron.com', 'Disaster Recovery Equipment', 'As a reminder...there are several pieces of equipment that are set up on the 30th Floor, as well as on our floor, for the Disaster Recovery Team. PLEASE DO NOT TAKE, BORROW OR USE this equipment. Should you need to use another computer system, other than yours, or make conference calls please work with your Assistant to help find or set up equipment for you to use.

Thanks for your understanding in this matter.

T.Jae Black
East Power Trading
Assistant to Kevin Presto
off. 713-853-5800
fax 713-646-8272
cell 713-539-4760');
INSERT INTO email([from],[to],subject,body) VALUES('eric.bass@enron.com', 'dale.neuner@enron.com', '5 X 24', 'Dale,
Have you heard anything more on the 5 X 24s? We would like to get this product out ASAP.

Thanks,

Eric

We respect your privacy and are a Certified Participant of the BBBOnLine Privacy Program. To be removed from future offers, click here.
SmartReminders.com is a permission based service. To unsubscribe click here.

The guy you are talking about left CIN under a "cloud of suspicion" sort of speak. He was the one who got into several bad deals and PPA’s in California for CIN, thus he left on a bad note. Let me know if you need more detail than that, I felt this was the type of info you were looking for. Thanks!

Ben

Employee Name: Michelle Cash
Report Name: Houston Cellular 8-11-01
Report Date: 12/13/01
Report ID: 594D37C9ED2111D5B452
Submitted On: 12/13/01

You are only allowed 2 reports with receipts outstanding. Your expense reports will not be paid until you meet this requirement.

INSERT INTO email([from],[to],subject,body) VALUES('susan.mara@enron.com', 'ray.alvarez@enron.com, mark.palmer@enron.com, karen.denne@enron.com,' 'CAISO Emergency Motion -- to discontinue market-based rates for', 'FYI. the latest broadside against the generators.

Sue Mara
Enron Corp.
Tel: (415) 782-7802
Fax:(415) 782-7854
----- Forwarded by Susan J Mara/NA/Enron on 06/08/2001 12:24 PM -----

"Milner, Marcie" <MMilner@coral-energy.com> 06/08/2001 11:13 AM To: ""smara@enron.com"
<smara@enron.com> cc: Subject: CAISO Emergency Motion

Sue, did you see this emergency motion the CAISO filed today? Apparently they are requesting that FERC discontinue market-based rates immediately and grant refunds plus interest on the difference between cost-based rates and market revenues received back to May 2000. They are requesting the commission act within 14 days. Have you heard anything about what they are doing?

Marcie


INSERT INTO email([from],[to],subject,body) VALUES('fletcher.sturm@enron.com', 'eloy.escobar@enron.com', 'Re: General Brinks Position Meeting', 'Eloy,' Who is General Brinks?

Fletch');

INSERT INTO email([from],[to],subject,body) VALUES('nailia.dindarova@enron.com', 'richard.shapiro@enron.com', 'Documents for Mark Frevert (on EU developments and lessons from', 'Rick,

Here are the documents that Peter has prepared for Mark Frevert.

Nailia

---------------------- Forwarded by Nailia Dindarova/LON/ECT on 25/06/2001 16:36 ---------------------------

Nailia Dindarova
25/06/2001 15:36
To: Michael Brown/Enron@EUEnronXGate
cc: Ross Sankey/Enron@EUEnronXGate, Eric Shaw/ENRON@EUEnronXGate, Peter Styles/LON/ECT@ECT

Subject: Documents for Mark Frevert (on EU developments and lessons from California)

Michael,

These are the documents that Peter promised to give to you for Mark Frevert. He has now handed them to him in person but asked me to transmit them electronically to you, as well as Eric and Ross.

Nailia

');

INSERT INTO email(from,to,subject,body) VALUES('peggy.a.kostial@accenture.com', 'dave.samuels@enron.com', 'EOL-Accenture Deal Sheet', 'Dave -

Attached are our comments and suggested changes. Please call to review.

On the time line for completion, we have four critical steps to complete:
  Finalize market analysis to refine business case, specifically projected revenue stream
  Complete counterparty surveying, including targeting 3 CPs for letters of intent
  Review Enron asset base for potential reuse/licensing
  Contract negotiations

Joe will come back to us with an updated time line, but it is my expectation that we are still on the same schedule (we just begun week three) with possibly a week or so slippage....contract negotiations will probably be the critical path.

We will send our cut at the actual time line here shortly. Thanks,

Peggy

(See attached file: accenture-dealpoints v2.doc)
- accenture-dealpoints v2.doc ');

INSERT INTO email(from,to,subject,body) VALUES('thomas.martin@enron.com', 'thomas.martin@enron.com', 'Re: Guadalupe Power Partners LP', '---------------------- Forwarded by Thomas A Martin/HOU/ECT on 03/20/2001 03:49 PM ----------------------')
The deal is physically served at Oasis Waha or Oasis Katy and is priced at either HSC, Waha or Katytailgate GD at buyers option three days prior to NYMEX close.

agoddard@nisource.com on 03/08/2001 09:16:57 AM
To: " - *Koch, Kent" <kkoch@nisource.com>, " - *Millar, Debra" <dmillar@nisource.com>, " - *Burke, Lynn" <lburke@nisource.com>
cc: " - *Heckathorn, Tom" <theckathorn@nisource.com>
Subject: Columbia Distribution’s Capacity Available for Release - Sum


Please note that the deadline for bids is 3:00pm EST on March 20, 2001.

If you have any questions, feel free to contact any of the representatives listed at the bottom of the attachment.

Aaron Goddard
INSERT INTO email([from],[to],subject,body) VALUES('kerrymcelroy@dwt.com', 'jack.speer@alcoa.com, crow@millernash.com, michaelearly@earthlink.net', 'Oral Argument Request', ' - Oral Argument Request.doc');
INSERT INTO email([from],[to],subject,body) VALUES('mike.carson@enron.com', 'rlmichaelis@hormel.com', '', 'Did you come in town this wk end..... My new number at our house is : 713-668-3712...... my cell # is 281-381-7332

the kid');
INSERT INTO email([from],[to],subject,body) VALUES('cooper.richey@enron.com', 'trycooper@hotmail.com', 'FW: Contact Info', '-----Original Message-----
From: Punja, Karim
Sent: Thursday, December 13, 2001 2:35 PM
To: Richey, Cooper
Subject: Contact Info

Cooper,

Its been a real pleasure working with you (even though it was for only a small amount of time)
I hope we can stay in touch.

Home# 234-0249
eemail: kpunja@hotmail.com

Take Care,

Karim.

');
INSERT INTO email([from],[to],subject,body) VALUES('bjm30@earthlink.net', 'mcguinn.k@enron.com, mcguinn.ian@enron.com, mcguinn.stephen@enron.com', 'email address change', 'Hello all.
I haven”t talked to many of you via email recently but I do want to give you
my new address for your email file:

bjm30@earthlink.net

I hope all is well.

Brian McGuinn');
INSERT INTO email([from],[to],subject,body) VALUES('shelley.corman@enron.com', 'steve.hotte@enron.com', 'Flat Panels', 'Can you please advise what is going on with the flat panels that we had planned to distribute to our gas logistics team. It was in the budget and we had the okay, but now I”m hearing there is some hold-up & the units are stored on 44.

Shelley');
INSERT INTO email([from],[to],subject,body) VALUES('sara.davidson@enron.com', 'john.schwartzenburg@enron.com, scott.dieball@enron.com, recipients@enron.com', '2001 Enron Law Conference
San Antonio, Texas    May 2-4, 2001    Westin Riverwalk

See attached memo for more details!!

? Registration for the law conference this year will be handled through an Online RSVP Form on the Enron Law Conference Website at http://lawconference.corp.enron.com. The website is still under construction and will not be available until Thursday, March 15, 2001.

? We will send you another e-mail to confirm when the Law Conference Website is operational.

? Please complete the Online RSVP Form as soon as it is available and submit it no later than Friday, March 30th.

I'll get it done today.

DG    3-9573

From: Bryce Baxter 06/12/2000 07:15 PM

To: Darron C Giron/HOU/ECT@ECT
cc:
Subject: Feedback for Audrey Cook

You were identified as a reviewer for Audrey Cook. If possible, could you complete her feedback by end of business Wednesday? It will really help me in the PRC process to have your input. Thanks.
In conjunction with the recent movement of several power traders, they are changing the names of their gas books as well. The names of the new gas books and traders are as follows:

**PWR-NG-LT-SPP**: Mike Carson  
**PWR-NG-LT-SERC**: Jeff King

If you need to know their power desk to map their ID to their gas books, those desks are as follows:

**EPMI-LT-SPP**: Mike Carson  
**EPMI-LT-SERC**: Jeff King

I will be in training this afternoon, but will be back when class is over. Let me know if you have any questions.

Thanks for your help!  
Casey

---

It was an honor and a pleasure to meet both of you yesterday. I know we will have fun working together on this very special event.

Jeff left the jurisprudence luncheon lists for me before he left on vacation. I wasn’t sure whether he transmitted them to you as well. Would you please advise me if you would like them sent to you? I can email the MS Excel files or I can fax the hard copies to you. Please advise what is most convenient.

I plan to be in town through the holidays and can be reached by phone, email, or cell phone at any time. My cell phone number is 713/705-4829.

Thanks again for your interest in the ADL’s work. Martin.

Martin B. Cominsky
Pursuant to your request, attached are the Schedule to the ISDA Master Agreement, together with Paragraph 13 to the ISDA Credit Support Annex. Please let me know if you need anything else. We look forward to hearing your comments.

Marie Heard
Senior Legal Specialist
Enron North America Corp.
Phone: (713) 853-3907
Fax: (713) 646-3490
marie.heard@enron.com

Re: Tennessee Buy - Louis Dreyfus, Beverly - once again thanks so much for your help on this.

Thank you,
Karolyn Criado
3-9441
In addition, please find out what a buy-out of VEPCO would cost us. With Rogers transitioning to run our retail risk management, I would like to clean up our customer positions.

We also need to continue to explore a JEA buy-out.

Thanks.

I am at home with a sick baby. (Lots of fun!) I will call you about this tomorrow.

Stacy

I sent you a fax of Kevin Kolb’s comments on the release. The payoff on the note would be $36,248 ($36090(principal) + $158 (accrued interest)). This is assuming we wrap this up on Tuesday.

Please email to confirm that their changes are ok so I can set up a meeting on Tuesday to reach closure.

Kourtney
Paul,

I reviewed NY''s list. I agree with all of their contracts numbers and mw amounts.

Call if you have any more questions.

Rebecca

-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:08 AM
To: Grace, Rebecca M.
Subject: FW: Current Enron TCC Portfolio

<< File: enrontccs.xls >>
Rebecca,
Let me know if you see any differences.

Paul
X 3-0403
-----Original Message-----
From: Thomas, Paul D.
Sent: Monday, December 17, 2001 9:04 AM
To: Ahmed, Naveed
Subject: FW: Current Enron TCC Portfolio

-----Original Message-----
From: Thomas, Paul D.  
Sent: Thursday, December 13, 2001 10:01 AM  
To: Baughman, Edward D.  
Subject: Current Enron TCC Portfolio

');  
INSERT INTO email([from],[to],subject,body) VALUES('stephanie.panus@enron.com', 'william.bradford@enron.com, debbie.brackett@enron.com,' 'Coastal Merchant Energy/El Paso Merchant Energy', 'Coastal Merchant Energy, L.P. merged with and into El Paso Merchant Energy, L.P., effective February 1, 2001, with the surviving entity being El Paso Merchant Energy, L.P. We currently have ISDA Master Agreements with both counterparties. Please see the attached memo regarding the existing Masters and let us know which agreement should be terminated.

Thanks,  
Stephanie  
');

INSERT INTO email([from],[to],subject,body) VALUES('kam.keiser@enron.com', 'c..kenne@enron.com', 'RE: What about this too???, ' 

-----Original Message-----  
From: Kenne, Dawn C.  
Sent: Wednesday, February 06, 2002 11:50 AM  
To: Keiser, Kam  
Subject: What about this too???

<< File: Netco Trader Matrix.xls >>

');

INSERT INTO email([from],[to],subject,body) VALUES('chris.meyer@enron.com', 'joe.parks@enron.com', 'Centana', 'Talked to Chip. We do need Cash Committe approval given the netting feature of your deal, which means Batch Funding Request. Please update per my previous e-mail and forward.

Thanks

chris  
x31666');  

INSERT INTO email([from],[to],subject,body) VALUES('debra.perlingiere@enron.com', 'jworman@academyofhealth.com', "'Have a great weekend! Happy Fathers Day!

Debra Perlingiere  
Enron North America Corp.  
1400 Smith Street, EB 3885  
Houston, Texas 77002  
dperlin@enron.com  
Phone 713-853-7658
Description:
Demo by Martha Janousek of Dashboard & Pipeline Profile / Julia & Dir Rpts. - 4102

Date: 1/5/2001
Time: 9:00 AM - 10:00 AM (Central Standard Time)

Chairperson: Outlook Migration Team

Detailed Description:

Justin Boyd told me that your can help me with questions regarding Chile. We got a request for guest access through MG. The company is called Escondida and is a subsidiary of BHP Australia.

Please advise if I can set up a guest account or not.
F.Y.I.: MG is planning to put a "in w/h Chile" contract for Copper on-line as soon as Enron has done the due diligence for this country.
Thanks!

Best regards

Diana Seifert
EOL PCG

Status last changed by: Barry L. Tycholiz
Expense Report Name: 121001
Report Total: $198.98
Amount Due Employee: $198.98
Amount Approved: $198.98
Amount Paid: $0.00
Approval Status: Approved
Payment Status: Pending

To review this expense report, click on the following link for Concur Expense.
http://expensexms.enron.com

Outside the U.S., please refer to the list below:
Australia:
1800 678-515
support@palm-au.com

Canada:
1905 305-6530
support@palm.com

New Zealand:
0800 446-398
support@palm-nz.com

U.K.:
0171 867 0108
eurosupport@palm.3com.com

Please refer to the Worldwide Customer Support card for a complete technical support contact list.

-----Original Message-----
From: Quigley, Dutch
Sent: Wednesday, October 31, 2001 10:14 AM
To: Storey, Geoff
Subject: RE:

bp corp
Albert LaMore
281-366-4962

running the reports now

-----Original Message-----
From: Storey, Geoff
Sent: Wednesday, October 31, 2001 10:10 AM
To: Quigley, Dutch
Subject: RE:

give me a contact over there too
BP

-----Original Message-----
From: Quigley, Dutch
Sent: Wednesday, October 31, 2001 9:42 AM
To: Storey, Geoff
Subject:
LOG MESSAGES:

PARSING FILE --> O:\Portland\WestDesk\California Scheduling\ISO Final Schedules\2001042203.txt

---- Load Schedule ----
$\$$ Variance found in table tblLoads.
   Details: (Hour: 3 / Preferred: 1.92 / Final: 1.89)
   TRANS_TYPE: FINAL
   LOAD_ID: PGE4
   MKT_TYPE: 2
   TRANS_DATE: 4/22/01
   SC_ID: EPMI

');

INSERT INTO email([from],[to],subject,body) VALUES('john.postlethwaite@enron.com',
'john.zufferli@enron.com', 'Reference', 'John, hope things are going well up there for you. The big day is almost
here for you and Jessica. I was wondering if I could use your name as a job reference if need be. I am just trying to
get everything in order just in case something happens.

John');

INSERT INTO email([from],[to],subject,body) VALUES('jeffrey.shankman@enron.com',
'lschiffm@jonesday.com', 'Re:', 'I saw you called on the cell this a.m. Sorry I missed you. (I was in the
shower). I have had a shitty week--I suspect my silence (not only to you,
but others) after our phone call is a result of the week. I'm seeing Glen at
11:15....talk to you');

INSERT INTO email([from],[to],subject,body) VALUES('litebytz@enron.com', ", 'Lite Bytz RSVP', '
This week's Lite Bytz presentation will feature the following TOOLZ speaker:

Richard McDougall
Solaris 8
Thursday, June 7, 2001

If you have not already signed up, please RSVP via email to litebytz@enron.com by the end of the day Tuesday,

*Remember: this is now a Brown Bag Event--so bring your lunch and we will provide cookies and drinks.

Click below for more details.
do_test fts3ac-1.2 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'mark'
    } {6 17 25 38 40 42 73 74}
}
do_test fts3ac-1.3 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'susan'
    } {24 40}
}
do_test fts3ac-1.4 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'mark susan'
    } {40}
}
do_test fts3ac-1.5 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'susan mark'
    } {40}
}
do_test fts3ac-1.6 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH '"mark susan"'
    } {}
}
do_test fts3ac-1.7 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'mark -susan'
    } {6 17 25 38 42 73 74}
}
do_test fts3ac-1.8 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH '-mark susan'
    } {24}
}
do_test fts3ac-1.9 {
    execsql {
        SELECT rowid FROM email WHERE email MATCH 'mark OR susan'
    }
Some simple tests of the automatic "offsets(email)" column. In the sample data set above, only one message, number 20, contains the words "gas" and "reminder" in both body and subject.

```
do_test fts3ac-2.1 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'gas reminder'
  }
} {20 {2 0 42 3 2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}
do_test fts3ac-2.2 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
  }
} {20 {2 0 42 3 2 1 54 8 3 1 54 8}}
do_test fts3ac-2.3 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE email MATCH 'body:gas reminder'
  }
} {20 {2 1 54 8 3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}
do_test fts3ac-2.4 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE subject MATCH 'gas reminder'
  }
} {20 {2 0 42 3 2 1 54 8}}
do_test fts3ac-2.5 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'gas reminder'
  }
} {20 {3 0 42 3 3 1 54 8 3 0 129 3 3 0 143 3 3 0 240 3}}
```

Document 32 contains 5 instances of the word "child". But only 3 of them are paired with "product". Make sure only those instances that match the phrase appear in the offsets(email) list.

```
do_test fts3ac-3.1 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH 'child product' AND +rowid=32
  }
} {32 {3 0 94 5 3 0 114 5 3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7 3 1 493 7}}
```
do_test fts3ac-3.2 {
  execsql {
    SELECT rowid, offsets(email) FROM email
    WHERE body MATCH "child product"
  }
} {32 {3 0 207 5 3 1 213 7 3 0 245 5 3 1 251 7 3 0 409 5 3 1 415 7}}

# Snippet generator tests
#
do_test fts3ac-4.1 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'subject:gas reminder'
  }
} {{Alert Posted 10:00 AM November 20,2000: E-<b>GAS</b> Request <b>Reminder</b>}}
do_test fts3ac-4.2 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'christmas candlelight'
  }
} {{<b>...</b>here <b>Christmas</b><b>eve?? They have an 11:00 a.m. service and a <b>candlelight</b><b>service</b>...}}
do_test fts3ac-4.3 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
} {{EOL-Accenture <b>Deal</b> <b>Sheet</b><b>asset base for</b> <b>potential</b> <b>reuse</b>/ licensing
  Contract negotiations</b>}}
do_test fts3ac-4.4 {
  execsql {
    SELECT snippet(email,'<<<','>>>',' ') FROM email
    WHERE email MATCH 'deal sheet potential reuse'
  }
} {{EOL-Accenture <<<Deal>>> <<<Sheet>>> asset base for <<<potential>>> <<<reuse>>>/ licensing
  Contract negotiations }}
do_test fts3ac-4.5 {
  execsql {
    SELECT snippet(email,'<<<','>>>',' ') FROM email
    WHERE email MATCH 'first things'
  }
} {{Re: <<<First>>> Polish Deal! Congrats! <<<Things>>> seem to be building rapidly now }}
do_test fts3ac-4.6 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'chris is here'
  }
}
Pursuant to your request, attached are the Schedule to the ISDA Master Agreement, together with:

No ancillary schedules awarded detected in Load schedule.

# Combinations of AND and OR operators:
#

do_test fts3ac-5.1 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'questar enron OR com'
  }
}

do_test fts3ac-5.2 {
  execsql {
    SELECT snippet(email) FROM email
    WHERE email MATCH 'enron OR com questar'
  }
}

# Test a problem reported on the mailing list.
#

do_test fts3ac-6.1 {
  execsql {
    CREATE VIRTUAL TABLE ft USING fts3(one, two);
INSERT INTO ft VALUES('', 'foo');
INSERT INTO ft VALUES('foo', 'foo');
SELECT offsets(ft) FROM ft WHERE ft MATCH 'foo';
}
} {{1 0 0 3} {0 0 0 3 1 0 0 3}}
do_test fts3ac-6.2 {
execsql {
    DELETE FROM ft WHERE one = 'foo';
    SELECT offsets(ft) FROM ft WHERE ft MATCH 'foo';
}
} {{1 0 0 3}}
finish_test

Found in path(s):
No license file was found, but licenses were detected in source scan.

<html>
<title>SQLite Copyright Release Template</title>
<body bgcolor="white">
<h1 align="center">
Copyright Release for
Contributions To SQLite
</h1>
<p>
SQLite is software that implements an embeddable SQL database engine.
SQLite is available for free download from http://www.sqlite.org/.
The principal author and maintainer of SQLite has disclaimed all
copyright interest in his contributions to SQLite
and thus released his contributions into the public domain.
In order to keep the SQLite software unencumbered by copyright
claims, the principal author asks others who may from time to
time contribute changes and enhancements to likewise disclaim
their own individual copyright interest.
</p>
<p>
Because the SQLite software found at http://www.sqlite.org/ is in the
public domain, anyone is free to download the SQLite software
from that website, make changes to the software, use, distribute,
or sell the modified software, under either the original name or
under some new name, without any need to obtain permission, pay
royalties, acknowledge the original source of the software, or
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2. To the best of my knowledge and belief, the changes and enhancements that I have contributed to SQLite are either originally written by me or are derived from prior works which I have verified are also in the public domain and are not subject to claims of copyright by other parties.

3. To the best of my knowledge and belief, no individual, business, organization, government, or other entity has any copyright interest in the SQLite software as it existed on the
SQLite website as of the date on the signature line below.
</p></li>

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spring-web-3.2.18.RELEASE.jar  jar  apache2  2831
spring.framework_3.2.9.wso2v1.jar  bundle  apache2  4044
stax2-api-3.1.4.jar  bsd  1089
step2-common-1.0.0.wso2v2.jar  bundle  apache2  2909
step2-consumer-1.0.0.wso2v2.jar  bundle  apache2  2908
step2_1.0.0.wso2v2.jar  bundle  apache2  2907
storm-core_0.10.1.wso2v1.jar  bundle  apache2  9638
svn-client-adapter_1.10.9.wso2v1.jar  bundle  apache2  4043
swagger-codegen_2.2.3.wso2v1.jar  bundle  apache2  14721
synapse-commons_2.1.7.wso2v80.jar  bundle  apache2  18165
synapse-core_2.1.7.wso2v80.jar  bundle  apache2  18164
synapse-extensions_2.1.7.wso2v80.jar  bundle  apache2  18163
synapse-nhttp-transport_2.1.7.wso2v80.jar  bundle  apache2  18162
synapse-samples_2.1.7.wso2v80.jar  bundle  apache2  18161
synapse-tasks_2.1.7.wso2v80.jar  bundle  apache2  18160
tcpmon-1.0.jar  jar  bsd  255
tiles-jsp_2.0.5.wso2v1.jar  bundle  apache2  989
tomcat-annotations-api-7.0.85.jar  jar  apache2  2890
tomcat-catalina-ha_7.0.85.wso2v1.jar  bundle  apache2  15494
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# Jackson JSON processor

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

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 cmd/krb5/iprop/iprop_hdr.h
 cmd/krb5/kadmin/server/ipropd_svc.c
 cmd/krb5/kproplog/kproplog.c
 cmd/krb5/slave/kpropd_rpc.c
 lib/gss_mechs/mech_krb5/et/kdb5_err.c
 lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
 lib/gss_mechs/mech_spnego/mech/spnego_mech.c
 lib/krb5/kadm5/kadm_host_srv_names.c
 lib/krb5/kdb/kdb_convert.c
 lib/krb5/kdb/kdb_hdr.h
 lib/krb5/kdb/kdb_log.c
 lib/krb5/kdb/kdb_log.h
 lib/libgss/g_accept_sec_context.c
 lib/libgss/g_acquire_cred.c
 lib/libgss/g_canon_name.c
 lib/libgss/g_compare_name.c
 lib/libgss/g_context_time.c
 lib/libgss/g_delete_sec_context.c
 lib/libgss/g_dsp_name.c
 lib/libgss/g_dsp_status.c
 lib/libgss/g_dup_name.c
 lib/libgss/g_exp_sec_context.c
 lib/libgss/g_export_name.c
 lib/libgss/g_glue.c
 lib/libgss/g_imp_name.c
 lib/libgss/g_imp_sec_context.c
```
lib/libgss/g_init_sec_context.c
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
lib/libgss/g_inquire_cred.c
lib/libgss/g_inquire_names.c
lib/libgss/g_process_context.c
lib/libgss/g_rel_buffer.c
lib/libgss/g_rel_cred.c
lib/libgss/g_rel_name.c
lib/libgss/g_rel_oid_set.c
lib/libgss/g_seal.c
lib/libgss/g_sign.c
lib/libgss/g_store_cred.c
lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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org.ow2.asm:asm-commons
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org.eclipse.jetty.toolchain:jetty-schemas

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Eclipse
The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

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

Preamble

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designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

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

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

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

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

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

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

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

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

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

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
/* nicstar.c  v0.22  Jawaid Bazyar (bazyar@hypermall.com)
 * nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)
 * 
 * Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.
 * http://www.hypermall.com/
 * 10/1/97 - commented out CFG_PHYIE bit - we don't care when the PHY
 * interrupts us (except possibly for removal/insertion of the cable?)
 * 10/4/97 - began heavy inline documentation of the code. Corrected typos
 * and spelling mistakes.
 * 10/5/97 - added code to handle PHY interrupts, disable PHY on
 * loss of link, and correctly re-enable PHY when link is
 * re-established. (put back CFG_PHYIE)
 * 
 * Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.
* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997
*
* Linux driver for the IDT77201 NICStAR PCI ATM controller.
* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;
* see init_nicstar() for PHY initialization to change this. This driver
* expects the Linux ATM stack to support scatter-gather lists
* (skb->atm.iovcnt !- 0) for Rx skb's passed to vcc->push.
*
* Implementing minimal-copy of received data:
* IDT always receives data into a small buffer, then large buffers
* as needed. This means that data must always be copied to create
* the linear buffer needed by most non-ATM protocol stacks (e.g. IP)
* Fix is simple: make large buffers large enough to hold entire
* SDU, and leave <small_buffer_data> bytes empty at the start. Then
* copy small buffer contents to head of large buffer.
* Trick is to avoid fragmenting Linux, due to need for a lot of large
* buffers. This is done by 2 things:
* 1) skb->destructor / skb->atm.recycle_buffer
*     combined, allow nicstar_free_rx_skb to be called to
*     recycle large data buffers
* 2) skb_clone of received buffers
* See nicstar_free_rx_skb and linearize_buffer for implementation
* details.
*
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Manifest-Version: 1.0
Implementation-Title: Netty/Example
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name:
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1.242 apache-commons-cli 1.4-4.module_el8.0.0+39+6a9b6e22

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* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-jar/org/springframework/expression/spel/support/StandardTypeComparator.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-jar/org/springframework/expression/EvaluationContext.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-jar/org/springframework/expression/TypeLocator.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-jar/org/springframework/expression/spel/ast/Literal.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-jar/org/springframework/expression/spel/ast/Selection.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-jar/org/springframework/expression/TypeComparator.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2
jar/org/springframework/expression/spel/standard/Tokenizer.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/TypeConverter.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/MethodResolver.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/common/LiteralExpression.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/spel/support/ReflectiveConstructorResolver.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/spel/ast/PropertyAccessor.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/spel/SpelParserConfiguration.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/spel/ExpressionState.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/spel/support/StandardTypeLocator.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
jar/org/springframework/expression/spel/spel/SpelMessage.java

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jar/org/springframework/expression/spel/support/ReflectivePropertyAccessor.java
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jar/org/springframework/expression/spel/support/StandardTypeLocator.java
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* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/CompoundExpression.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/OpGE.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/Expression.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/OpNE.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/AstUtils.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/LongLiteral.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/OperatorInstanceof.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/RealLiteral.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2.jar/org/springframework/expression/spel/ast/Operation.java
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  jar/org/springframework/expression/spel/support/ReflectionHelper.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
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* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
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  /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
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* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/ExpressionParser.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/ast/OperatorMatches.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/ast/Assign.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/ast/Elvis.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/ast/QualifiedIdentifier.java
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  jar/org/springframework/expression/spel/ast/NullLiteral.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/ast/BooleanLiteral.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/ast/Identifier.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/SpelNode.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/Ternary.java
* /opt/cola/permits/1136471214_1613772252.93/0/spring-expression-3-2-18-release-sources-2-
  jar/org/springframework/expression/spel/support/StandardOperatorOverloader.java

1.245 wso2-carbon-identity-user-store-
configuration-stub 5.12.153

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1.246 debianutils 4.8.1.1

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

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* Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the {@link #SerialVersionUIDAdder(int, ClassVisitor)}
* version.
*
* @param classVisitor a {@link ClassVisitor} to which this visitor will delegate calls.
* @throws IllegalStateException If a subclass calls this constructor.
*/

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* Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>.
* Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
* version.
*
* @param access access flags of the adapted method.
* @param descriptor the method's descriptor (see {@link Type}).
* @param methodVisitor the method visitor to which this adapter delegates calls.
* @throws IllegalStateException if a subclass calls this constructor.
*/

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* /opt/cola/permits/1229376778_1641580291.51/0/asm-commons-8-0-sources-1-
  jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
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  jar/org/objectweb/asm/commons/Method.java
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  jar/org/objectweb/asm/commons/TableSwitchGenerator.java
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1.249 six 1.11.0

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Licensing Information User Manual

MySQL 8.0

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lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
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lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
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lib/gssapi/mechglue/gssd_pname_to_uid.c
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Version 3.1, 31 March 2009

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- Linux: <librarydir-prefix>/mysql-shell/libssh.so
- OSX: <librarydir-prefix>/mysql-shell/libssh.dylib
- Windows: <installation-path>\bin\libssh.dll

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libgcrypt v1.7.3

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    all fields (only present with certain compiler settings).
  * Added generation of field number constants.
Wink Saville <wink@google.com>
  * Fixed initialization ordering problem in logging code.
Will Pierce <willp@nuclei.com>
  * Small patch improving performance of in Python serialization.
Alexandre Vassalotti <alexandre@peadrop.com>
  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
Scott Stafford <scott.stafford@gmail.com>
  * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.
Alexander Melnikov <alm@sibmail.ru>
  * HPUX support.
Oliver Jowett <oliver.jowett@gmail.com>
  * Detect whether zlib is new enough in configure script.
  * Fixes for Solaris 10 32/64-bit confusion.
Evan Jones <evanj@mit.edu>
  * Optimize Java serialization code when writing a small message to a stream.
  * Optimize Java serialization of strings so that UTF-8 encoding happens only
    once per string per serialization call.
  * Clean up some Java warnings.
  * Fix bug with permanent callbacks that delete themselves when run.
Michael Kucharski <m.kucharski@gmail.com>
* Added CodedInputStream.getTotalBytesRead().
Kacper Kowalik <xarthisius.kk@gmail.com>
* Fixed m4/acx_pthread.m4 problem for some Linux distributions.
William Orr <will@worrbase.com>
* Fixed detection of sched_yield on Solaris.
* Added atomicops for Solaris
Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xIC compiler build issues
* Added atomicops for AIX (POWER)

/* Written in 2016 by David Blackman and Sebastian Vigna (vigna@acm.org)

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MySQL Router 8.0

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1.270 kingpin 2.2.6
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1.271 python-setuptools 39.2.0

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1.272 ca-certificates 2020.2.41 80.0.el8_2

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1.273 libxml 2.9.12

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1.274 libdb 5.3.28-40.el8
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</refentry>
<refentryinfo>
</refentryinfo>
<date>Oct 18, 2000</date>
</refentryinfo>
</refentry>
lwres_getrsetbyname

**Function:lwres_getrsetbyname**

```
#include <lwres/netdb.h>

int lwres_getrsetbyname(const char *hostname, unsigned int rdclass, unsigned int rdtype, unsigned int flags, struct rrsetinfo **res);
```

**Function:lwres_freerrset**

```
void lwres_freerrset(struct rrsetinfo *rrset);
```

---

The following structures are used:

```
struct rdatainfo {
    unsigned int rdi_length; /* length of data */
    unsigned char *rdi_data; /* record data */
};
```

```
struct rrsetinfo {
    unsigned int rri_flags;  /* RRSET_VALIDATED... */
    unsigned int rri_rdclass; /* class number */
    unsigned int rri_rdtype; /* RR type number */
    unsigned int rri_ttl;    /* time to live */
    unsigned int rri_nrdatas; /* size of rdatas array */
    unsigned int rri_nsigs;  /* size of sigs array */
    char *rri_name;          /* canonical name */
    struct rdatainfo *rri_rdatas; /* individual records */
    struct rdatainfo *rri_sigs; /* individual signatures */
};
```
<refsect1>
<title>DESCRIPTION</title>
<para>
<function>lwres_getrrsetbyname()</function>
gets a set of resource records associated with a
<parameter>hostname</parameter>,
<parameter>class</parameter>,
<parameter>type</parameter>.

and
<parameter>hostname</parameter> is
a pointer a to null-terminated string. The
<parameter>flags</parameter> field is currently unused and must be zero.

After a successful call to
<function>lwres_getrrsetbyname()</function>,
<parameter>*res</parameter> is a pointer to an
<type>rrsetinfo</type> structure, containing a list of one or more
<type>rdatainfo</type> structures containing resource records and potentially another list of
<type>rdatainfo</type> structures containing SIG resource records
associated with those records. The members
<constant>rri_rdclass</constant> and
<constant>rri_rdtype</constant>
are copied from the parameters.
<constant>rri_ttl</constant> and
<constant>rri_name</constant> are properties of the obtained rrset.
The resource records contained in
<constant>rri_rdatas</constant> and
<constant>rri_sigs</constant>
are in uncompressed DNS wire format. Properties of the rdataset are represented in the <constant>ri_flags</constant> bitfield. If the RRSET_VALIDATED bit is set, the data has been DNSSEC validated and the signatures verified.

All of the information returned by <function>lwres_getrrsetbyname()</function> is dynamically allocated: the <constant>rrsetinfo</constant> and <constant>rdatainfo</constant> structures, and the canonical host name strings pointed to by the <constant>rrsetinfo</constant> structure.

Memory allocated for the dynamically allocated structures created by a successful call to <function>lwres_getrrsetbyname()</function> is released by <function>lwres_freerset()</function>.

<parameter>rrset</parameter> is a pointer to a <type>struct rrset</type> created by a call to <function>lwres_getrrsetbyname()</function>.

<refsect1><title>RETURN VALUES</title><para><function>lwres_getrrsetbyname()</function> returns zero on success, and one of the following error codes if an error occurred:
<variablelist>
<varlistentry><term><constant>ERRSET_NONAME</constant></term><listitem><para>the name does not exist</para></listitem></varlistentry><varlistentry><term><constant>ERRSET_NODATA</constant></term><listitem><para></para></listitem></varlistentry></variablelist></para></refsect1>
the name exists, but does not have data of the desired type
</para></listitem></varlistentry>

<varlistentry><term><constant>ERRSET_NOMEMORY</constant></term>
<listitem><para>
memory could not be allocated
</para></listitem></varlistentry>

<varlistentry><term><constant>ERRSET_INVAL</constant></term>
<listitem><para>
a parameter is invalid
</para></listitem></varlistentry>

<varlistentry><term><constant>ERRSET_FAIL</constant></term>
<listitem><para>
other failure
</para></listitem></varlistentry>

</variablelist>

</para>
</refsect1>
<refsect1>
<title>SEE ALSO</title>
<para>
<citerefentry>
<refentrytitle>lwres</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>.  
</para>
</refsect1>
</refentry>

Found in path(s):
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_getrsetbyname.docbook
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/nameser/ns_sign.c
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 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/tkey.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/print.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/tkey_249.h
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/nsec.h
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/rt_21.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/in_1/kx_36.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/log.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/in_1/srv_33.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/list.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/print_p.h
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/log.h
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/resolver.h
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/afsdb_18.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/db.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/nsec.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/print.h
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/in_1/naptr_35.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/keyvalues.h
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/in_1/px_26.c
 * /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/xfrin.h
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Os OPERATING_SYSTEM [version/release]
Dt DOCUMENT_TITLE [section number] [volume]
" The following requests should be uncommented and
" used where appropriate. This next request is
" for sections 2 and 3 function return values only.
" This next request is for sections 1, 6, 7 & 8 only
.Sh ENVIRONMENT
.Sh EXAMPLES
" This next request is for sections 1, 6, 7 & 8 only
` (command return values (to shell) and
` fprintf/stderr type diagnostics)
.Sh DIAGNOSTICS
` The next request is for sections 2 and 3 error
` and signal handling only.
.Sh STANDARDS
.Sh HISTORY
.Sh BUGS

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* /opt/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/irp_p.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/darwin/include/sys/bitypes.h

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/ds.c

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<refname>lwres_getaddrbyname</refname>
<refname>lwres_getnamebyaddr</refname>
<refpurpose>lightweight resolver utility functions</refpurpose>
</refnamediv>
<refsynopsisdiv>
<funcsynopsis>
<funcsynopsisinfo>#include &lt;lwres/lwres.h&gt;</funcsynopsisinfo>
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<paramdef>const char *name</paramdef>
<paramdef>lwres_uint32_t addrtypes</paramdef>
<paramdef>lwres_gabnresponse_t **structp</paramdef>
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<paramdef>const unsigned char *addr</paramdef>
<paramdef>lwres_gnbaresponse_t **structp</paramdef>
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</funcsynopsis>

<refsect1>
<title>DESCRIPTION</title>
<para>
<function>lwres_string_parse()</function> retrieves a DNS-encoded string starting the current pointer of lightweight resolver buffer <parameter>b</parameter>: i.e. <constant>b-&gt;current</constant>. When the function returns, the address of the first byte of the encoded string is returned via <parameter>*c</parameter> and the length of that string is given by <parameter>*len</parameter>. The buffer's current pointer is advanced to point at the character following the string length, the encoded string, and the trailing <type>NULL</type> character.
</para>

<para>
<function>lwres_addr_parse()</function> extracts an address from the buffer <parameter>b</parameter>. The buffer's current pointer <constant>b-&gt;current</constant> is presumed to point at an encoded address: the address preceded by a 32-bit protocol family identifier and a 16-bit length field. The encoded address is copied to <constant>addr-&gt;address</constant> and <constant>addr-&gt;length</constant> indicates the size in bytes of the address that was copied. <constant>b-&gt;current</constant> is advanced to point at the next byte of available data in the buffer following the encoded address.
</para>

<para>
<function>lwres_getaddrsbyname()</function> and <function>lwres_getnamebyaddr()</function> use the <type>lwres_gnbaresponse_t</type> structure defined below:
<programlisting>
typedef struct {
    lwres_uint32_t          flags;
    lwres_uint16_t          naliases;
    lwres_uint16_t          naddrs;
    char                   *realname;
    char                  **aliases;
    lwres_uint16_t          realnamelen;
    lwres_uint16_t          *aliaslen;
    lwres_addrlist_t        addrs;
    void                   *base;
    size_t                  baselen;
} lwres_gnbaresponse_t;
</programlisting>
The contents of this structure are not manipulated directly but they are controlled through the
The lightweight resolver uses \texttt{lwres_getaddrsbyname()} to perform forward lookups. Hostname \texttt{name} is looked up using the resolver context \texttt{ctx} for memory allocation. \texttt{addrtypes} is a bitmask indicating which type of addresses are to be looked up. Current values for this bitmask are \texttt{LWRES_ADDRTYPE_V4} for IPv4 addresses and \texttt{LWRES_ADDRTYPE_V6} for IPv6 addresses. Results of the lookup are returned in \texttt{*structp}.

\texttt{lwres_getnamebyaddr()} performs reverse lookups. Resolver context \texttt{ctx} is used for memory allocation. The address type is indicated by \texttt{addrtype}: \texttt{LWRES_ADDRTYPE_V4} or \texttt{LWRES_ADDRTYPE_V6}. The address to be looked up is given by \texttt{addr} and its length is \texttt{addrlen} bytes. The result of the function call is made available through \texttt{*structp}.

Successful calls to \texttt{lwres_string_parse()} and \texttt{lwres_addr_parse()} return \texttt{LWRES_R_SUCCESS}. Both functions return \texttt{LWRES_R_FAILURE} if the buffer is corrupt or \texttt{LWRES_R_UNEXPECTEDEND} if the buffer has less space than expected for the components of the encoded string or address.
<function>lwres_getaddrsbyname()</function> returns <errorcode>LWRES_R_SUCCESS</errorcode> on success and it returns <errorcode>LWRES_R_NOTFOUND</errorcode> if the hostname <parameter>name</parameter> could not be found.
</para>
<para>
<errorcode>LWRES_R_SUCCESS</errorcode> is returned by a successful call to <function>lwres_getnamebyaddr()</function>.
</para>

<para>Both <function>lwres_getaddrsbyname()</function> and <function>lwres_getnamebyaddr()</function> return <errorcode>LWRES_R_NOMEMORY</errorcode> when memory allocation requests fail and <errorcode>LWRES_R_UNEXPECTEDEND</errorcode> if the buffers used for sending queries and receiving replies are too small.
</para>

<refsect1>
<title>SEE ALSO</title>
<para>
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<refentrytitle>lwres_buffer</refentrytitle><manvolnum>3</manvolnum>
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</para>
<citerefentry>
<refentrytitle>lwres_gabn</refentrytitle><manvolnum>3</manvolnum>
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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 3790
If the operating system does not provide a
<type>struct addrinfo</type>,
the following structure is used:

<programlisting>
struct addrinfo {
    int ai_flags;  /* AI_PASSIVE, AI_CANONNAME */
    int ai_family; /* PF_xxx */

    /* other fields */
}</programlisting>
int ai_socktype; /* SOCK_xxx */
int ai_protocol; /* 0 or IPPROTO_xxx for IPv4 and IPv6 */
size_t ai_addrlen; /* length of ai_addr */
char *ai_canonname; /* canonical name for hostname */
struct sockaddr *ai_addr; /* binary address */
struct addrinfo *ai_next; /* next structure in linked list */
};
</programlisting>
</para>

</refsynopsisdiv>

<refsect1>
<title>DESCRIPTION</title>
<para>
<function>lwres_getaddrinfo()</function> is used to get a list of IP addresses and port numbers for host <parameter>hostname</parameter> and service <parameter>servname</parameter>.

The function is the lightweight resolver's implementation of <function>getaddrinfo()</function> as defined in RFC2133. <parameter>hostname</parameter> and <parameter>servname</parameter> are pointers to null-terminated strings or <type>NULL</type>. 

<parameter>hostname</parameter> is either a host name or a numeric host address string: a dotted decimal IPv4 address or an IPv6 address. <parameter>servname</parameter> is either a decimal port number or a service name as listed in <filename>/etc/services</filename>. 
</para>

<para>
<parameter>hints</parameter> is an optional pointer to a <type>struct addrinfo</type>. This structure can be used to provide hints concerning the type of socket that the caller supports or wishes to use.

The caller can supply the following structure elements in <parameter>*hints</parameter>: 

<variablelist>
<varlistentry><term><constant>ai_family</constant></term>
<listitem><para>The protocol family that should be used. When
<constant>ai_family</constant> is set to
&type>PF_UNSPEC</type>, it means the caller will accept any protocol family supported by the
operating system.</para></listitem>
<varlistentry><term><constant>ai_socktype</constant></term>
<listitem><para>denotes the type of socket &mdash; &type>SOCK_STREAM</type>,
&type>SOCK_DGRAM</type> or
&type>SOCK_RAW</type> &mdash; that is wanted. When
<constant>ai_socktype</constant> is zero the caller will accept any socket type.</para></listitem>
<varlistentry><term><constant>ai_protocol</constant></term>
<listitem><para>indicates which transport protocol is wanted: IPPROTO_UDP or
IPPROTO_TCP. If
<constant>ai_protocol</constant> is zero the caller will accept any protocol.</para></listitem>
<varlistentry><term><constant>ai_flags</constant></term>
<listitem><para>Flag bits. If the
&type>AI_CANONNAME</type> bit is set, a successful call to
<function>lwres_getaddinfo()</function> will return a null-terminated string containing the canonical name
of the specified hostname in
<constant>ai_canonname</constant>
of the first
<type>addrinfo</type>
structure returned.
Setting the
<type>AI_PASSIVE</type>
bit indicates that the returned socket address structure is intended
for used in a call to
<citerefentry>
<refentrytitle>bind</refentrytitle><manvolnum>2</manvolnum>
</citerefentry>.

In this case, if the hostname argument is a
<type>NULL</type>
pointer, then the IP address portion of the socket
address structure will be set to
<type>INADDR_ANY</type>
for an IPv4 address or
<type>IN6ADDR_ANY_INIT</type>
for an IPv6 address.

When
<constant>ai_flags</constant>
does not set the
<type>AI_PASSIVE</type>
bit, the returned socket address structure will be ready
for use in a call to
<citerefentry>
<refentrytitle>connect</refentrytitle><manvolnum>2</manvolnum>
</citerefentry>
for a connection-oriented protocol or
<citerefentry>
<refentrytitle>connect</refentrytitle><manvolnum>2</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>sendto</refentrytitle><manvolnum>2</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>sendmsg</refentrytitle><manvolnum>2</manvolnum>
</citerefentry>
if a connectionless protocol was chosen.
The IP address portion of the socket address structure will be
set to the loopback address if
<parameter>hostname</parameter>
is a
<type>NULL</type>
pointer and
<type>AI_PASSIVE</type>
is not set in
<constant>ai_flags</constant>.
</para>
<para>
If
<constant>ai_flags</constant>
is set to
<type>AI_NUMERICHOST</type>
it indicates that
<parameter>hostname</parameter>
should be treated as a numeric string defining an IPv4 or IPv6 address
and no name resolution should be attempted.
</para>
</listitem>
</varlistentry>
</variablelist>
</para>

All other elements of the <type>struct addrinfo</type> passed
via <parameter>hints</parameter> must be zero.
</para>

A <parameter>hints</parameter> of <type>NULL</type> is treated as if
the caller provided a <type>struct addrinfo</type> initialized to zero
with <constant>ai_family</constant> set to
<constant>PF_UNSPEC</constant>.
</para>

After a successful call to
<function>lwres_getaddrinfo()</function>,
<parameter>*res</parameter>
is a pointer to a linked list of one or more
<type>addrinfo</type>
structures.
Each
<type>struct addrinfo</type>
in this list can be processed by following
the
<constant>ai_next</constant>
pointer, until a
The three members `<constant>ai_family</constant>`, `<constant>ai_socktype</constant>`, and `<constant>ai_protocol</constant>` in each returned `<type>addrinfo</type>` structure contain the corresponding arguments for a call to `<citerefentry><refentrytitle>socket</refentrytitle><manvolnum>2</manvolnum></citerefentry>`. For each `<type>addrinfo</type>` structure in the list, the `<constant>ai_addr</constant>` member points to a filled-in socket address structure of length `<constant>ai_addrlen</constant>`. All of the information returned by `<function>lwres_getaddrinfo()</function>` is dynamically allocated: the addrinfo structures, and the socket address structures and canonical host name strings pointed to by the `<constant>addrinfo</constant>` structures. Memory allocated for the dynamically allocated structures created by a successful call to `<function>lwres_getaddrinfo()</function>` is released by `<function>lwres_freeaddrinfo()</function>`. `<parameter>ai</parameter>` is a pointer to a `<type>struct addrinfo</type>` created by a call to `<function>lwres_getaddrinfo()</function>`. returns zero on success or one of the error codes listed in `<citerefentry>`
if an error occurs.
If both
<parameter>hostname</parameter>
and
<parameter>servname</parameter>
are
<type>NULL</type>
<function>lwres_getaddrinfo()</function>
returns
<errorcode>EAI_NONAME</errorcode>.

</para>
</refsect1>

<refsect1>
<title>SEE ALSO</title>
<para>
<citerefentry>
<refentrytitle>lwres</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>lwres_getaddrinfo</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>lwres_freeaddrinfo</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>lwres_gai_strerror</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<RFC2133></citerefentry>,
<citerefentry>
<refentrytitle>getservbyname</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>bind</refentrytitle><manvolnum>2</manvolnum>
</citerefentry>,
</para>
</refsect1>
Found in path(s):
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_getaddrinfo.docbook

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/rrsig_46.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/sshfp_44.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/include/isc/stat.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/ifiter_getifaddrs.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/nsec_47.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/stdlib.h
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/bsd/strpbrk.c

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lwres_getipnodebyname() and lwres_getipnodebyaddr() are lightweight resolver nodename / address translation API. They are part of the BIND9 software.

```c
#include <lwres/netdb.h>

struct hostent *
lwres_getipnodebyname( const char *name, int af, int flags, int *error_num);
```

 lwres_getipnodebyname() takes a nodename and returns a hostent structure. If the nodename does not resolve, an error number is stored in the error_num parameter.

 lwres_getipnodebyaddr() takes an address and returns the corresponding nodename.
These functions perform thread safe, protocol independent
nodename-to-address and address-to-nodename
translation as defined in RFC2553.

They use a

```
struct  hostent {
    char    *h_name;        /* official name of host */
    char    **h_aliases;    /* alias list */
    int     h_addrtype;     /* host address type */
    int     h_length;       /* length of address */
    char    **h_addr_list;  /* list of addresses from name server */
};
#define h_addr  h_addr_list[0]  /* address, for backward compatibility */
```

The members of this structure are:
<listitem>
<para>The official (canonical) name of the host.</para>
</listitem>

<varlistentry><term><constant>h_aliases</constant></term>
<listitem>
<para>A NULL-terminated array of alternate names (nicknames) for the host.</para>
</listitem></varlistentry>

<varlistentry><term><constant>h_addrtype</constant></term>
<listitem>
<para>The type of address being returned - usually 
<type>PF_INET</type> or 
<type>PF_INET6</type>.  
</para>
</listitem></varlistentry>

<varlistentry><term><constant>h_length</constant></term>
<listitem>
<para>The length of the address in bytes.</para>
</listitem></varlistentry>

<varlistentry><term><constant>h_addr_list</constant></term>
<listitem>
<para>A 
<type>NULL</type> terminated array of network addresses for the host.  
Host addresses are returned in network byte order.</para>
</listitem></varlistentry>

</varlistlist>

<para>
<function>lwres_getipnodebyname()</function> looks up addresses of protocol family 
<parameter>af</parameter> 
for the hostname 
<parameter>name</parameter>.  
</para>

The 
<parameter>flags</parameter>
parameter contains ORed flag bits to
specify the types of addresses that are searched
for, and the types of addresses that are returned.
The flag bits are:

<variablelist>
<varlistentry>
<term><constant>AI_V4MAPPED</constant></term>
</varlistentry>
<listitem>
This is used with an
<parameter>af</parameter>
of AF_INET6, and causes IPv4 addresses to be returned as IPv4-mapped
IPv6 addresses.
</listitem></varlistentry>
<varlistentry>
<term><constant>AI_ALL</constant></term>
</varlistentry>
<listitem>
This is used with an
<parameter>af</parameter>
of AF_INET6, and causes all known addresses (IPv6 and IPv4) to be returned.
If AI_V4MAPPED is also set, the IPv4 addresses are return as mapped
IPv6 addresses.
</listitem></varlistentry>
<varlistentry>
<term><constant>AI_ADDRCONFIG</constant></term>
</varlistentry>
<listitem>
Only return an IPv6 or IPv4 address if there is an active network
interface of that type. This is not currently implemented
in the BIND 9 lightweight resolver, and the flag is ignored.
</listitem></varlistentry>
<varlistentry>
<term><constant>AI_DEFAULT</constant></term>
</varlistentry>
<listitem>
This default sets the
<constant>AI_V4MAPPED</constant>
and
<constant>AI_ADDRCONFIG</constant> flag bits.
</listitem></varlistentry>
</variablelist>

<function>lwres_getipnodebyaddr()</function>
performs a reverse lookup
of address
which is \texttt{len} bytes long. \texttt{af} denotes the protocol family, typically \texttt{PF_INET} or \texttt{PF_INET6}.

\texttt{lwres_freehostent()} releases all the memory associated with the \texttt{struct hostent} pointer \texttt{he}.

Any memory allocated for the \texttt{h_name}, \texttt{h_addr_list} and \texttt{h_aliases} is freed, as is the memory for the \texttt{hostent} structure itself.

If an error occurs, \texttt{lwres_getipnodebyname()} and \texttt{lwres_getipnodebyaddr()} set \texttt{*error_num} to an appropriate error code and the function returns a \texttt{NULL} pointer.

The error codes and their meanings are defined in \texttt{lwres/netdb.h}:

\begin{verbatim}
&\lt;lwres/netdb.h\gt;
\end{verbatim}
No such host is known.
</para>
</listitem></varlistentry>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_RECOVERY</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>NO_RECOVERY</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>

/varlistentry><term><constant>NO_ADDRESS</constant></term></listitem>

/varlistentry><term><constant>TRY_AGAIN</constant></term></listitem>
<refentrytitle>lwres_gethostent</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,

<citerefentry>
<refentrytitle>lwres_getaddrinfo</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,

<citerefentry>
<refentrytitle>lwres_getnameinfo</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,

<citerefentry>
<refentrytitle>lwres_hstrerror</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>.
</para>
</refsect1>
</refentry>

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_gnba.docbook
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_gethostent.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_hstrerror.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_getnameinfo.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_noop.docbook
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_getipnode.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_noop.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_packet.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_gai_strerror.docbook
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_gai_strerror.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_inetntop.docbook
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_resutil.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_buffer.docbook
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_config.html
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_packet.docbook
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"
$Id: lwres_getnameinfo.3,v 1.1 2004/11/03 01:39:06 abstine Exp $

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<!-- $Id: lwres_config.docbook,v 1.1 2004/11/03 01:39:06 abstine Exp $ -->
<refentry>
<refentryinfo>
<date>Jun 30, 2000</date>
</refentryinfo>

<refmeta>
<refentrytitle>lwres_config</refentrytitle>
<manvolnum>3</manvolnum>
<refmiscinfo>BIND9</refmiscinfo>
</refmeta>

<refnamediv>
<refname>lwres_conf_init</refname>
<refname>lwres_conf_clear</refname>
<refname>lwres_conf_parse</refname>
<refname>lwres_conf_print</refname>
<refname>lwres_conf_get</refname>
<refpurpose>lightweight resolver configuration</refpurpose>
</refnamediv>

<refsynopsisdiv>
<funcsynopsis>
#include &lt;lwres/lwres.h&gt;</funcsynopsis>
</funcsynopsis>
<funcdef>
void
<function>lwres_conf_init</function>

<paramdef>lwres_context_t *ctx</paramdef>
</funcprototype>
</funcdef>

void
<function>lwres_conf_clear</function>

<paramdef>lwres_context_t *ctx</paramdef>
</funcprototype>
</funcdef>

lwres_result_t
<function>lwres_conf_parse</function>

<paramdef>lwres_context_t *ctx</paramdef>
<paramdef>const char *filename</paramdef>
</funcprototype>
</funcdef>

lwres_result_t
<function>lwres_conf_print</function>
</funcdef>
lwres_conf_t *
<function>lwres_conf_get</function></funcdef>
<paramdef>lwres_context_t *ctx</paramdef>
</funcprototype>
</funcsynopsis>
</refsynopsisdiv>

<refsect1>
<title>DESCRIPTION</title>
<para>
<function>lwres_conf_init()</function>
creates an empty
<type>lwres_conf_t</type>
structure for lightweight resolver context
<parameter>ctx</parameter>.
</para>
<para>
<function>lwres_conf_clear()</function>
frees up all the internal memory used by that
<type>lwres_conf_t</type>
structure in resolver context
<parameter>ctx</parameter>.
</para>
<para>
<function>lwres_conf_parse()</function>
opens the file
<parameter>filename</parameter>
and parses it to initialise the resolver context
<parameter>ctx</parameter>’s
<type>lwres_conf_t</type>
structure.
</para>
<para>
<function>lwres_conf_print()</function>
prints the
<type>lwres_conf_t</type>
structure for resolver context
<parameter>ctx</parameter> to the
<type>FILE</type>
<parameter>fp</parameter>.
</para>
<title>RETURN VALUES</title>
<para>
<function>lwres_conf_parse()</function> returns 
<errorcode>LWRES_R_SUCCESS</errorcode> if it successfully read and parsed 
<parameter>filename</parameter>. 
It returns 
<errorcode>LWRES_R_FAILURE</errorcode> if 
<parameter>filename</parameter> could not be opened or contained incorrect resolver statements. 
</para>
<para>
<function>lwres_conf_print()</function> returns 
<errorcode>LWRES_R_SUCCESS</errorcode> unless an error occurred when converting the network addresses to a numeric host address string. 
If this happens, the function returns 
<errorcode>LWRES_R_FAILURE</errorcode>. 
</para>
</refsect1>
<refsect1>
<title>SEE ALSO</title>
<para>
<citerefentry>
<refentrytitle>stdio</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>resolver</refentrytitle><manvolnum>5</manvolnum>
</citerefentry>. 
</para>
</refsect1>
<refsect1>
<title>FILES</title>
<para>
<filename>/etc/resolv.conf</filename> 
</para>
</refsect1>
</refentry>

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 * This code implements the MD5 message-digest algorithm.
 * The algorithm is due to Ron Rivest. This code was
 * written by Colin Plumb in 1993, no copyright is claimed.
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 *
 * Equivalent code is available from RSA Data Security, Inc.
 * This code has been tested against that, and is equivalent,
 * except that you don't need to include two pages of legalese
 * with every copy.
 *
 * To compute the message digest of a chunk of bytes, declare an
 * MD5Context structure, pass it to MD5Init, call MD5Update as
 * needed on buffers full of bytes, and then call MD5Final, which
 * will fill a supplied 16-byte array with the digest.
 */

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-->

<!-- $Id: lwres_gethostent.docbook,v 1.1 2004/11/03 01:39:06 abstine Exp $ -->

<refentry>
  <refentryinfo>
    <date>Jun 30, 2000</date>
    </refentryinfo>

  <refmeta>
    <refentrytitle>lwres_gethostent</refentrytitle>
    <manvolnum>3</manvolnum>
    <refmiscinfo>BIND9</refmiscinfo>
  </refmeta>

  <refnamediv>
    <refname>lwres_gethostbyname</refname>
    <refname>lwres_gethostbyname2</refname>
    <refname>lwres_gethostbyaddr</refname>
    <refname>lwres_gethostent</refname>
    <refname>lwres_sethostent</refname>
    <refname>lwres_endhostent</refname>
    <refname>lwres_gethostbyname_r</refname>
    <refname>lwres_gethostbyaddr_r</refname>
    <refname>lwres_gethostent_r</refname>
    <refname>lwres_sethostent_r</refname>
    <refname>lwres_endhostent_r</refname>
    <refpurpose>lightweight resolver get network host entry</refpurpose>
  </refnamediv>

  <refsynopsisdiv>
    <funcsynopsis>
      #include &lt;lwres/netdb.h&gt;
    </funcsynopsisinfo>
    <funcprototype>
      struct hostent *
    </funcdef>
    <function>lwres_gethostbyname</function>
  </funcprototype>

  <funcprototype>
    struct hostent *
  </funcdef>
    <function>lwres_gethostbyname2</function>

  <paramdef>const char *name</paramdef>
</funcprototype>

  <funcprototype>
    struct hostent *
  </funcdef>
    <function>lwres_gethostbyaddr</function>

  <funcprototype>
    struct hostent *
  </funcdef>
    <function>lwres_sethostent</function>

  <funcprototype>
    struct hostent *
  </funcdef>
    <function>lwres_endhostent</function>

</refentry>
<paramdef>const char *name</paramdef>
<paramdef>int af</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
struct hostent *
<function>lwres_gethostbyaddr</function></funcdef>
<paramdef>const char *addr</paramdef>
<paramdef>int len</paramdef>
<paramdef>int type</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
struct hostent *
<function>lwres_gethostent</function></funcdef>
<paramdef>void</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
void
<function>lwres_sethostent</function></funcdef>
<paramdef>int stayopen</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
void
<function>lwres_endhostent</function></funcdef>
<paramdef>void</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
struct hostent *
<function>lwres_gethostbyname_r</function></funcdef>
<paramdef>const char *name</paramdef>
<paramdef>struct hostent *resbuf</paramdef>
<paramdef>char *buf</paramdef>
<paramdef>int buflen</paramdef>
<paramdef>int *error</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
struct hostent *
<function>lwres_gethostbyaddr_r</function></funcdef>
<paramdef>const char *addr</paramdef>
<paramdef>int len</paramdef>
<paramdef>int type</paramdef>
<paramdef>struct hostent *resbuf</paramdef>
<paramdef>char *buf</paramdef>
These functions provide hostname-to-address and address-to-hostname lookups by means of the lightweight resolver. They are similar to the standard functions provided by most operating systems. They use a

```
struct hostent {
    char *h_name; /* official name of host */
    char **h_aliases; /* alias list */
    int h_addrtype; /* host address type */
```
int  h_length;    /* length of address */
char **h_addr_list; /* list of addresses from name server */
};
#define h_addr  h_addr_list[0]  /* address, for backward compatibility */
</programlisting>
</para>
</para>
The members of this structure are:
<variablelist>
<varlistentry><term><constant>h_name</constant></term>
<li> The official (canonical) name of the host.
</li>
</varlistentry>
<varlistentry><term><constant>h_aliases</constant></term>
<li> A NULL-terminated array of alternate names (nicknames) for the host.
</li>
</varlistentry>
<varlistentry><term><constant>h_addrtype</constant></term>
<li> The type of address being returned — <type>PF_INET</type> or <type>PF_INET6</type>.
</li>
</varlistentry>
<varlistentry><term><constant>h_length</constant></term>
<li> The length of the address in bytes.
</li>
</varlistentry>
<varlistentry><term><constant>h_addr_list</constant></term>
<li> A <type>NULL</type>-terminated array of network addresses for the host.
Host addresses are returned in network byte order.
</li>
</varlistentry>
</variablelist>
For backward compatibility with very old software,
<constant>h_addr</constant> is the first address in <constant>h_addr_list.</constant>

<para>
<function>lwres_gethostent()</function>, <function>lwres_sethostent()</function>, <function>lwres_endhostent()</function>, <function>lwres_gethostent_r()</function>, <function>lwres_sethostent_r()</function> and <function>lwres_endhostent_r()</function> provide iteration over the known host entries on systems that provide such functionality through facilities like <filename>/etc/hosts</filename> or NIS. The lightweight resolver does not currently implement these functions; it only provides them as stub functions that always return failure.

<para>
<function>lwres_gethostbyname()</function> and <function>lwres_gethostbyname2()</function> look up the hostname <parameter>name</parameter>. <function>lwres_gethostbyname()</function> always looks for an IPv4 address while <function>lwres_gethostbyname2()</function> looks for an address of protocol family <parameter>af</parameter>: either <type>PF_INET</type> or <type>PF_INET6</type> &mdash; IPv4 or IPV6 addresses respectively. Successful calls of the functions return a <type>struct hostent</type> for the name that was looked up. <type>NULL</type> is returned if the lookups by <function>lwres_gethostbyname()</function> or <function>lwres_gethostbyname2()</function> fail.

<para>
Reverse lookups of addresses are performed by <function>lwres_gethostbyaddr()</function>. <parameter>addr</parameter> is an address of length <parameter>len</parameter> bytes and protocol family <parameter>type</parameter> &mdash; <type>PF_INET</type> or <type>PF_INET6</type>. <function>lwres_gethostbyname_r()</function> is a thread-safe function for forward lookups. If an error occurs, an error code is returned in <parameter>*error</parameter>. <parameter>resbuf</parameter> is a pointer to a <type>struct hostent</type> which is initialised by a successful call to <function>lwres_gethostbyname_r()</function>.

---

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<parameter>buf</parameter> is a buffer of length <parameter>len</parameter> bytes which is used to store the <constant>h_name</constant>, <constant>h_aliases</constant>, and <constant>h_addr_list</constant> elements of the <type>struct hostent</type> returned in <parameter>resbuf</parameter>. Successful calls to <function>lwres_gethostbyname_r()</function> return <parameter>resbuf</parameter>, which is a pointer to the <type>struct hostent</type> it created.

<para>

<function>lwres_gethostbyaddr_r()</function> is a thread-safe function that performs a reverse lookup of address <parameter>addr</parameter> which is <parameter>len</parameter> bytes long and is of protocol family <parameter>type</parameter> &mdash; <type>PF_INET</type> or <type>PF_INET6</type>. If an error occurs, the error code is returned in <parameter>*error</parameter>. The other function parameters are identical to those in <function>lwres_gethostbyname_r()</function>. <parameter>resbuf</parameter> is a pointer to a <type>struct hostent</type> which is initialised by a successful call to <function>lwres_gethostbyaddr_r()</function>. <parameter>buf</parameter> is a buffer of length <parameter>len</parameter> bytes which is used to store the <constant>h_name</constant>, <constant>h_aliases</constant>, and <constant>h_addr_list</constant> elements of the <type>struct hostent</type> returned in <parameter>resbuf</parameter>. Successful calls to <function>lwres_gethostbyaddr_r()</function> return <parameter>resbuf</parameter>, which is a pointer to the <function>struct hostent()</function> it created.

<para>

</refsect1>

<refsect1>
<title>RETURN VALUES</title>
<para>
The functions <function>lwres_gethostbyname()</function>, <function>lwres_gethostbyname2()</function>, <function>lwres_gethostbyaddr()</function>, and <function>lwres_gethostent()</function> return NULL to indicate an error. In this case the global variable <type>lwres_h_errno</type> will contain one of the following error codes defined in <filename>&lt;lwres/netdb.h&gt;</filename>:

<variablelist>
The host or address was not found.

A recoverable error occurred, e.g., a timeout. Retrying the lookup may succeed.

A non-recoverable error occurred.

The name exists, but has no address information associated with it (or vice versa in the case of a reverse lookup). The code NO_ADDRESS is accepted as a synonym for NO_DATA for backwards compatibility.

translates these error codes to suitable error messages.

and always return

O
Successful calls to `<function>lwres_gethostbyname_r()</function>` and `<function>lwres_gethostbyaddr_r()</function>` return `<parameter>resbuf</parameter>`, a pointer to the `<type>struct hostent</type>` that was initialised by these functions. They return `<type>NULL</type>` if the lookups fail or if `<parameter>buf</parameter>` was too small to hold the list of addresses and names referenced by the `<constant>h_name</constant>`, `<constant>h_aliases</constant>`, and `<constant>h_addr_list</constant>` elements of the `<type>struct hostent</type>`. If `<parameter>buf</parameter>` was too small, both `<function>lwres_gethostbyname_r()</function>` and `<function>lwres_gethostbyaddr_r()</function>` set the global variable `<type>errno</type>` to `<errorcode>ERANGE</errorcode>`.

<para>

</refsect1>
<refsect1>
<title>SEE ALSO</title>
<para>
<citerefentry>
<refentrytitle>gethostent</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>lwres_getipnode</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
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<refentrytitle>lwres_hstrerror</refentrytitle><manvolnum>3</manvolnum>
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</citerefentry>,
<citerefentry>
<refentrytitle>lwres_hstrerror</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
</refsect1>
<refsect1>
<title>BUGS</title>
<para>
<function>lwres_gethostbyname()</function>,
<function>lwres_gethostbyname2()</function>,
<function>lwres_gethostbyaddr()</function>
and
<function>lwres_endhostent()</function>
are not thread safe; they return pointers to static data and provide error codes through a global variable. Thread-safe versions for name and address lookup are provided by
<function>lwres_gethostbyname_r()</function>,
and
<function>lwres_gethostbyaddr_r()</function>
respectively.
</para>
</para>
The resolver daemon does not currently support any non-DNS
name services such as
<filename>/etc/hosts</filename>
or
<type>NIS</type>,
consequently the above functions don't, either.
</para>
</refsect1>
</refentry>

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/condition.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/include/isc/time.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/pthreads/include/isc/thread.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/version.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/pthreads/include/isc/condition.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isccc/version.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/win32/version.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/include/isc/time.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/rdatatype.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/win32/version.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/eventclass.h
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind9/getaddresses.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/strerror.c
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/irp_pw.c

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/* */
lwres_result_t
<function>lwres_context_create</function></funcdef>
<paramdef>lwres_context_t **contextp</paramdef>
<paramdef>void *arg</paramdef>
<paramdef>lwres_malloc_t malloc_function</paramdef>
<paramdef>lwres_free_t free_function</paramdef>
</funcPrototype>
<funcPrototype>
<funcdef>
lwres_result_t
<function>lwres_context_destroy</function></funcdef>
<paramdef>lwres_context_t **contextp</paramdef>
</funcPrototype>
<funcPrototype>
<funcdef>
void
<function>lwres_context_initserial</function></funcdef>
<paramdef>lwres_context_t *ctx</paramdef>
<paramdef>lwres_uint32_t serial</paramdef>
</funcPrototype>
<funcPrototype>
<funcdef>
lwres_uint32_t
<function>lwres_context_nextserial</function></funcdef>
<paramdef>lwres_context_t *ctx</paramdef>
</funcPrototype>
<funcPrototype>
<funcdef>
void
<function>lwres_context_freemem</function><funcdef>
<paramdef>lwres_context_t *ctx</paramdef>
<paramdef>void *mem</paramdef>
<paramdef>size_t len</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
void
<function>lwres_context_allocmem</function></funcdef>
<paramdef>lwres_context_t *ctx</paramdef>
<paramdef>size_t len</paramdef>
</funcprototype>
<funcprototype>
<funcdef>
void *
<function>lwres_context_sendrecv</function></funcdef>
<paramdef>lwres_context_t *ctx</paramdef>
<paramdef>void *sendbase</paramdef>
<paramdef>int sendlen</paramdef>
<paramdef>void *recvbase</paramdef>
<paramdef>int recvlen</paramdef>
<paramdef>int *recvd_len</paramdef>
</funcprototype>
</funcsynopsis>
</refsynopsisdiv>
<refsect1>
<title>DESCRIPTION</title>
<para>
<function>lwres_context_create()</function> creates a
<type>lwres_context_t</type> structure for use in lightweight resolver operations.
It holds a socket and other data needed for communicating
with a resolver daemon.
The new
<type>lwres_context_t</type> is returned through
<parameter>contextp</parameter>, a pointer to a
<type>lwres_context_t</type> pointer. This
<type>lwres_context_t</type> pointer must initially be NULL, and is modified
to point to the newly created
<type>lwres_context_t</type>.
</para>
When the lightweight resolver needs to perform dynamic memory allocation, it will call `malloc_function` to allocate memory and `free_function` to free it. If `malloc_function` and `free_function` are NULL, memory is allocated using `.Xr malloc 3` and `free`.

It is not permitted to have a NULL `malloc_function` and a non-NULL `free_function` or vice versa. `arg` is passed as the first parameter to the memory allocation functions. If `malloc_function` and `free_function` are NULL, `arg` is unused and should be passed as NULL.

Once memory for the structure has been allocated, it is initialized using `lwres_conf_init` and returned via `contextp`.

```c
lwres_alloc(lwres_conf_init, &contextp);
```
<function>lwres_context_destroy()</function> destroys a
<type>lwres_context_t</type>,
closing its socket.

<parameter>contextp</parameter> is a pointer to a pointer to the context that is to be destroyed.
The pointer will be set to NULL when the context has been destroyed.
<para>
The context holds a serial number that is used to identify resolver
request packets and associate responses with the corresponding requests.
This serial number is controlled using
<function>lwres_context_initserial()</function> and
<function>lwres_context_nextserial()</function>. 
<function>lwres_context_initserial()</function> sets the serial number for context
<parameter>*ctx</parameter> to
<parameter>serial</parameter>.

<function>lwres_context_nextserial()</function> increments the serial number and returns the previous value.
<para>
Memory for a lightweight resolver context is allocated and freed using
<function>lwres_context_allocmem()</function> and
<function>lwres_context_freemem()</function>. These use whatever allocations were defined when the context was
created with
<function>lwres_context_create()</function>. 
<function>lwres_context_allocmem()</function> allocates
<parameter>len</parameter> bytes of memory and if successful returns a pointer to the allocated
storage.
<function>lwres_context_freemem()</function> frees
<parameter>len</parameter> bytes of space starting at location
<parameter>mem</parameter>.

<para>
<para>
<function>lwres_context_sendrecv()</function> performs I/O for the context
Data are read and written from the context’s socket. It writes data from `sendbase`—typically a lightweight resolver query packet—and waits for a reply which is copied to the receive buffer at `recvbase`.

The number of bytes that were written to this receive buffer is returned in `recvd_len`.

---

### RETURN VALUES

- `<function>lwres_context_create()</function>` returns `<errorcode>LWRES_R_NOMEMORY</errorcode>` if memory for the `struct lwres_context` could not be allocated, `<errorcode>LWRES_R_SUCCESS</errorcode>` otherwise.

Successful calls to the memory allocator `<function>lwres_context_allocmem()</function>` return a pointer to the start of the allocated space. It returns NULL if memory could not be allocated.

- `<errorcode>LWRES_R_SUCCESS</errorcode>` is returned when `<function>lwres_context_sendrecv()</function>` completes successfully.

- `<errorcode>LWRES_R_IOERROR</errorcode>` is returned if an I/O error occurs and `<errorcode>LWRES_R_TIMEOUT</errorcode>` is returned if `<function>lwres_context_sendrecv()</function>` times out waiting for a response.
<para>
<citerefentry>
<refentrytitle>lwres_conf_init</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
</cite>
<citerefentry>
<refentrytitle>malloc</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>,
<citerefentry>
<refentrytitle>free</refentrytitle><manvolnum>3</manvolnum>
</citerefentry>.
</para>
</refsect1>
</refentry>

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/*
* Get the response to 'request' by filling in 'message'.
*
* 'options' is passed to dns_message_parse().  See dns_message_parse()
* for more details.
*
* Requires:
*
* 'request' is a valid request for which the caller has received the
* completion event.
*
* The result code of the completion event was ISC_R_SUCCESS.
*
* Returns:
*
* ISC_R_SUCCESS
*
* Any result that dns_message_parse() can return.
*/

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/timer.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/fsaccess.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/keyboard.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/lwres_gabn.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/win32/include/lwres/int.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/hmacmd5.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/nothreads/include/isc/once.h
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/win32/include/isc/ntpaths.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/include/isc/keyboard.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/include/lwres/netdb.h.in
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/lookup.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/win32/include/win32/netdb.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/include/isc/offset.h
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/win32/unistd.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/nothreads/include/isc/condition.h
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/stdio.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/gethost.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/win32/resource.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/diff.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/win32/stdio.c
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* "abc"
* A9993E36 4706816A BA3E2571 7850C26C 9CD0D89D
* "abcdedcdefdefgefgfhghijijkklmklmnmnopnopq"
* 84983E44 1C3BD26E BAAE4AA1 F95129E5 E54670F1
* A million repetitions of "a"
* 34AA973C D4C4DAA4 F61EEB2B DBAD2731 6534016F
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.Sh FILES
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tprintf/ofstream type diagnostics)
.Sh DIAGNOSTICS

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 and signal handling only.
.Sh STANDARDS
.Sh HISTORY
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#
# $Id: includes.in,v 1.1 2004/11/03 01:39:04 abstine Exp $

# Search for machine-generated header files in the build tree,
# and for normal headers in the source tree (${top_srcdir}).
# We only need to look in OS-specific subdirectories for the
# latter case, because there are no machine-generated OS-specific
# headers.

ISC_INCLUDES = @BIND9_ISC_BUILDINCLUDE@ \
-1${top_srcdir}/lib/isc \
-1${top_srcdir}/lib/isc/include \
-1${top_srcdir}/lib/isc/unix/include \
-1${top_srcdir}/lib/isc/@ISC_THREAD_DIR@/include

ISCCFG_INCLUDES = @BIND9_ISCCFG_BUILDINCLUDE@ \
-1${top_srcdir}/lib/isccfg/include

DNS_INCLUDES = @BIND9_DNS_BUILDINCLUDE@ \
-1${top_srcdir}/lib/dns/include \
-1${top_srcdir}/lib/dns/sec/dst/include

OMAPI_INCLUDES = @BIND9_OMAPI_BUILDINCLUDE@ \

-I$\{\text{top\_srcdir}/lib/omapi/include$

LWRES_INCLUDES = @BIND9\_LWRES\_BUILDINCLUDE@ \ 
-İ$\{\text{top\_srcdir}/lib/lwres/include$

TEST_INCLUDES = \ 
-İ$\{\text{top\_srcdir}/lib/tests/include$

Found in path(s):
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/make/includes.in

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind9/check.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/parseint.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/syslog.c

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MessageIdTypedef=DWORD

LanguageNames = (English=0x409:MSG00409)

OutputBase = 16

MessageId=0x1
Severity=Error
Facility=Application
SymbolicName=BIND_ERR_MSG
Language=English
%1
.

MessageId=0x2
Severity=Warning
Facility=Application
SymbolicName=BIND_WARN_MSG
Language=English
%1
.

MessageId=0x3
Severity=Informational
Facility=Application
SymbolicName=BIND_INFO_MSG
Language=English
%1
.

Found in path(s):
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/win32/bindevt/bindevt.mc
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/iscfg/include/isccfg/namedconf.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/netscope.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/win32/lwconfig.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/region.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/ds_43.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/order.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/order.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/ds.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/opcode.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/include/isc/win32os.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/netscope.h

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`" $Id: lwres_gai_strerror.3,v 1.1 2004/11/03 01:39:06 abstine Exp $
Found in path(s):
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_gai_strerror.3
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/assertions.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/heap.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/mem.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/heap.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/include/lwres/list.h
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/symtab.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/inet_ntop.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/symtab.h
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/base64.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/base64c.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/alist.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/util.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/events.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/lib.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/ccmsg.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/lib.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/sexpr.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/alist.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/symtype.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/symtab.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/sexpr.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/include/ccc/ccmsg.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/ccc/symtab.c
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/time.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/result.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/mx_15.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/task.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/include/isc/result.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/time.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/base64.c

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*/opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isccc/include/isccc/result.h

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/dns.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/inet/asnaddr.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/gen.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/include/isc/logging.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/lcl-ng.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/dns_gr.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/inet/inet_ntop.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/resolv/res_update.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/getgrent.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/lcl.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/resolv/res_mkupdate.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/gen_gr.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/nameser/nsprint.c
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/isc/logging.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/dns_p.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/bind/irs/gethostent.c

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/* $Id: platform.h.in,v 1.1 2004/11/03 01:39:06 abstine Exp $ */

ifndef LWRES_PLATFORM_H
define LWRES_PLATFORM_H 1

*****
***** Platform-dependent defines.
****

/*** Network. ***/

/*
 * Define if this system needs the <netinet/in6.h> header file for IPv6.
 */
#define @LWRES_PLATFORM_NEEDINETINETIN6H@

/*
 * Define if this system needs the <netinet6/in6.h> header file for IPv6.
 */
#define @LWRES_PLATFORM_NEEDINETINET6IN6H@

/*
 * If sockaddr on this system have an sa_len field, LWRES_PLATFORM_HAVESALEN
 * will be defined.
 */
#define @LWRES_PLATFORM_HAVESALEN@

/*
 * If this system has the IPv6 structure definitions, LWRES_PLATFORM_HAVEIPV6
 * will be defined.
 */
#define @LWRES_PLATFORM_HAVEIPV6@

/*
 * If this system is missing in6addr_any, LWRES_PLATFORM_NEEDIN6ADDRANY will
 * be defined.
 */
#define @LWRES_PLATFORM_NEEDIN6ADDRANY@

/*
 * If this system is missing in6addr_loopback,
 * LWRES_PLATFORM_NEEDIN6ADDRLOOPBACK will be defined.
 */
#define @LWRES_PLATFORM_NEEDIN6ADDRLOOPBACK@

/*
 * If this system has in_addr6, rather than in6_addr,
 * LWRES_PLATFORM_HAVEINADDR6 will be defined.
 */
#define @LWRES_PLATFORM_HAVEINADDR6@

/*
 * Defined if unistd.h does not cause fd_set to be delared.
 */
/*
 @LWRES_PLATFORM_NEEDSYSSELECTH@

/*
 * Used to control how extern data is linked; needed for Win32 platforms.
 *@
 @LWRES_PLATFORM_USEDECLSPEC@

/*
 * Defined this system needs vsnprintf() and snprintf().
 *@
 @LWRES_PLATFORM_NEEDVSNPRINTF@

/*
 * If this system need a modern sprintf() that returns (int) not (char*).
 *@
 @LWRES_PLATFORM_NEEDPRINTF@

 ifndef LWRES_PLATFORM_USEDECLSPEC
 define LIBLWRES_EXTERNAL_DATA
 else
 ifdef LIBLWRES_EXPORTS
 define LIBLWRES_EXTERNAL_DATA __declspec(dllexport)
 else
 define LIBLWRES_EXTERNAL_DATA __declspec(dllimport)
 endif
 endif
 endif /* LWRES_PLATFORM_H */

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* SHA-1 in C
* By Steve Reid <steve@edmweb.com>
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/sec/dst/dst_parse.c
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/inet/inet_ntoa.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/inet/inet_makeaddr.c

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/port/solaris/include/sys/cdefs.h
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* eventlib definitions specific to binos
* 
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Os OPERATING_SYSTEM [version/release]
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Os for sections 2 and 3 function return values only.
Os This next request is for sections 1, 6, 7 & 8 only
Os .Sh ENVIRONMENT
Os .Sh EXAMPLES
Os This next request is for sections 1, 6, 7 & 8 only
Os (command return values (to shell) and
Os fprintf/stdout type diagnostics)
Os The next request is for sections 2 and 3 error
Os and signal handling only.
Os .Sh STANDARDS
Os .Sh HISTORY
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 * msg_eventlib.c - Error messages for evlib
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/lcl_gr.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/irs_gr.c
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/getprotoent_r.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/gethostent_r.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/getnetgrent_r.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/getservent_r.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/getgrent_r.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/getnetent_r.c

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/include/isc/ipv6.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/unix/include/lwres/net.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isccfg/include/isccfg/cfg.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/pthreads/mutex.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/errno2result.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/sec/dst/include/dst/dst.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/errno2result.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/fsaccess.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/os.c
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$Id: lwres_gnba.3,v 1.1 2004/11/03 01:39:06 abstine Exp$

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<!-- $Id: lwres_gabn.docbook,v 1.1 2004/11/03 01:39:06 abstine Exp $ -->

<refentry>
<refentryinfo>

<date>Jun 30, 2000</date>
</refentryinfo>

<refmeta>

<refentrytitle>lwres_gabn</refentrytitle>
<manvolnum>3</manvolnum>
<refmiscinfo>BIND9</refmiscinfo>
</refmeta>

<refnamediv>

<refname>lwres_gabnrequest_render</refname>
<refname>lwres_gabnresponse_render</refname>
<refname>lwres_gabnrequest_parse</refname>
<refname>lwres_gabnresponse_parse</refname>
<refname>lwres_gabnresponse_free</refname>
<refname>lwres_gabnrequest_free</refname>

<refpurpose>lightweight resolver getaddrbyname message handling</refpurpose>
</refnamediv>

<refsynopsisdiv>

<funcsynopsis>

#include &lt;lwres/lwres.h&gt;
</funcsynopsis>

<funcprototype>

lwres_result_t
<function>lwres_gabnrequest_render</function>

@paramdef lwres_context_t *ctx
@paramdef lwres_gabnrequest_t *req
@paramdef lwres_lwpacket_t *pkt
@paramdef lwres_buffer_t *b
</funcprototype>

lwres_result_t
<function>lwres_gabnresponse_render</function>

@paramdef lwres_context_t *ctx
@paramdef lwres_gabnresponse_t *req
@paramdef lwres_lwpacket_t *pkt
@paramdef lwres_buffer_t *b
</funcprototype>

lwres_result_t
<function>lwres_gabnrequest_parse</function>

@paramdef lwres_context_t *ctx
@paramdef lwres_buffer_t *b
</funcprototype>

lwres_result_t
<function>lwres_gabnresponse_parse</function>

@paramdef lwres_lwpacket_t *pkt
</funcprototype>

lwres_gabnrequest_t **structp
</funcprototype>

These are low-level routines for creating and parsing lightweight resolver name-to-address lookup request and response messages.

There are four main functions for the getaddrbyname opcode. One render function converts a getaddrbyname request structure \texttt{lwres\_gabnrequest\_t} to the lightweight resolver's canonical format. It is complemented by a parse function that converts a packet in this canonical format to a getaddrbyname request structure. Another render function converts the getaddrbyname response structure \texttt{lwres\_gabnresponse\_t} to the canonical format. This is complemented by a parse function which converts a packet in canonical format to a getaddrbyname response structure.

These structures are defined in \texttt{lwres/lwres.h}. 

\begin{verbatim}
</funcprototype>
</funcprototype>
</funcdef>
lwres_result_t
</funcprototype>
</funcdef>
lwres_gabnresponse_free
void
</funcprototype>
</funcdef>
void
</funcprototype>
</funcdef>
</refsynopsisdiv>
</refsect1>
<title>DESCRIPTION</title>
<para>
These are low-level routines for creating and parsing lightweight resolver name-to-address lookup request and response messages.
</para>
<para>
There are four main functions for the getaddrbyname opcode. One render function converts a getaddrbyname request structure \texttt{lwres\_gabnrequest\_t} to the lightweight resolver's canonical format. It is complemented by a parse function that converts a packet in this canonical format to a getaddrbyname request structure. Another render function converts the getaddrbyname response structure \texttt{lwres\_gabnresponse\_t} to the canonical format. This is complemented by a parse function which converts a packet in canonical format to a getaddrbyname response structure.
</para>
<para>
These structures are defined in \texttt{lwres/lwres.h}.
\end{verbatim}
They are shown below.

```
#define LWRES_OPCODE_GETADDRSBYNAME 0x00010001U
```

typedef struct lwres_addr lwres_addr_t;
typedef LWRES_LIST(lwres_addr_t) lwres_addrlist_t;

typedef struct {
    lwres_uint32_t  flags;
    lwres_uint32_t  addrtypes;
    lwres_uint16_t  namelen;
    char           *name;
} lwres_gabnrequest_t;

typedef struct {
    lwres_uint32_t          flags;
    lwres_uint16_t          naliases;
    lwres_uint16_t          naddrs;
    char                   *realname;
    char                  **aliases;
    lwres_uint16_t          realnamelen;
    lwres_uint16_t         *aliaslen;
    lwres_addrlist_t        addrs;
    void                   *base;
    size_t                  baselen;
} lwres_gabnresponse_t;

```
</programlisting>
</para>

<para>
<function>lwres_gabnrequest_render()</function>
uses resolver context
<parameter>ctx</parameter>
to convert getaddrbyname request structure
<parameter>req</parameter>
to canonical format.
The packet header structure
<parameter>pkt</parameter>
is initialised and transferred to
buffer
<parameter>b</parameter>.

The contents of
<parameter>*req</parameter>
are then appended to the buffer in canonical format.
<function>lwres_gabnresponse_render()</function>
performs the same task, except it converts a getaddrbyname response structure
<type>lwres_gabnresponse_t</type>
to the lightweight resolver's canonical format.
<para>
<function>lwres_gabnrequest_parse()</function>
uses context
<parameter>ctx</parameter>
to convert the contents of packet
<parameter>pkt</parameter>
to a
<type>lwres_gabnrequest_t</type>
structure.
Buffer
<parameter>b</parameter>
provides space to be used for storing this structure.
When the function succeeds, the resulting
<type>lwres_gabnrequest_t</type>
is made available through
<parameter>*structp</parameter>.

<function>lwres_gabnresponse_parse()</function>
offers the same semantics as
<function>lwres_gabnrequest_parse()</function>
except it yields a
<type>lwres_gabnresponse_t</type>
structure.

<para>
<para>
<function>lwres_gabnresponse_free()</function>
and
<function>lwres_gabnrequest_free()</function>
release the memory in resolver context
<parameter>ctx</parameter>
that was allocated to the
<type>lwres_gabnresponse_t</type>
or
<type>lwres_gabnrequest_t</type>
structures referenced via
<parameter>*structp</parameter>.

Any memory associated with ancillary buffers and strings for those
structures is also discarded.

<para>
</refsect1>
<refsect1>
<title>RETURN VALUES</title>
<para>
The getaddrbyname opcode functions
<function>lwres_gabnrequest_render()</function>,
<function>lwres_gabnresponse_render()</function>
<function>lwres_gabnrequest_parse()</function>
and
<function>lwres_gabnresponse_parse()</function>
all return
<errorcode>LWRES_R_SUCCESS</errorcode>
on success.
They return
<errorcode>LWRES_R_NOMEMORY</errorcode>
if memory allocation fails.
<errorcode>LWRES_R_UNEXPECTEDEND</errorcode>
is returned if the available space in the buffer
<parameter>b</parameter>
is too small to accommodate the packet header or the
<type>lwres_gabnrequest_t</type>
and
<type>lwres_gabnresponse_t</type>
structures.
<function>lwres_gabnrequest_parse()</function>
and
<function>lwres_gabnresponse_parse()</function>
will return
<errorcode>LWRES_R_UNEXPECTEDEND</errorcode>
if the buffer is not empty after decoding the received packet.
These functions will return
<errorcode>LWRES_R_FAILURE</errorcode>
if
<structfield>pktflags</structfield>
in the packet header structure
<type>lwres_lwpacket_t</type>
indicate that the packet is not a response to an earlier query.
"/para"
"/refsect1"
"/title">SEE ALSO</title>
"/para"
"/citerefentry"
"/refentrytitle">lwres_packet</refentrytitle>
"<refentrytitle>lwres_packet</refentrytitle>
"<manvolnum>3</manvolnum>
"<manvolnum>
"/citerefentry"
"/para"
"/refsect1"
"/refentry"

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*/
/
/*
* This is the header file for the MD5 message-digest algorithm.
* The algorithm is due to Ron Rivest. This code was
* written by Colin Plumb in 1993, no copyright is claimed.
* This code is in the public domain; do with it what you wish.
*
* Equivalent code is available from RSA Data Security, Inc.
* This code has been tested against that, and is equivalent,
* except that you don't need to include two pages of legalese
* with every copy.
*
* To compute the message digest of a chunk of bytes, declare an
* MD5Context structure, pass it to MD5Init, call MD5Update as
* needed on buffers full of bytes, and then call MD5Final, which
* will fill a supplied 16-byte array with the digest.
* 
* Changed so as no longer to depend on Colin Plumb's `usual.h'
* header definitions; now uses stuff from dpkg's config.h
* - Ian Jackson <ijackson@nyx.cs.du.edu>.
* Still in the public domain.
*/

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/* $Id: platform.h.in,v 1.1 2004/11/03 01:39:05 abstine Exp $ */

#ifndef ISC_PLATFORM_H
#define ISC_PLATFORM_H 1

/*****
***** Platform-dependent defines.
*****/

/***
*** Network.
***/
/*
 * Define if this system needs the <netinet/in6.h> header file included
 * for full IPv6 support (pretty much only UnixWare).
 */
@ISC_PLATFORM_NEEDINETINET6H@

/*
 * Define if this system needs the <netinet6/in6.h> header file included
 * to support in6_pinfo (pretty much only BSD/OS).
 */
@ISC_PLATFORM_NEEDINETINET6IN6H@

/*
 * If sockaddr on this system have an sa_len field, ISC_PLATFORM_HAVESALEN
 * will be defined.
 */
@ISC_PLATFORM_HAVESALEN@

/*
 * If this system has the IPv6 structure definitions, ISC_PLATFORM_HAVEIPV6
 * will be defined.
 */
@ISC_PLATFORM_HAVEIPV6@

/*
 * If this system is missing in6addr_any, ISC_PLATFORM_NEEDIN6ADDRANY will
 * be defined.
 */
@ISC_PLATFORM_NEEDIN6ADDRANY@

/*
 * If this system is missing in6addr_loopback, ISC_PLATFORM_NEEDIN6ADDRLOOPBACK
 * will be defined.
 */
@ISC_PLATFORM_NEEDIN6ADDRLOOPBACK@

/*
 * If this system has in6_pktinfo, ISC_PLATFORM_HAVEIN6PKTINFO will be
 * defined.
 */
@ISC_PLATFORM_HAVEIN6PKTINFO@

/*
 * If this system has in6_addr6, rather than in6_addr, ISC_PLATFORM_HAVEINADDR6
 * will be defined.
 */
@ISC_PLATFORM_HAVEINADDR6@
/*
 * If this system has sin6_scope_id, ISC_PLATFORM_HAVESCOPEID will be defined.
 */
@ISC_PLATFORM_HAVESCOPEID@

/*
 * If this system needs inet_ntop(), ISC_PLATFORM_NEEDNTOP will be defined.
 */
@ISC_PLATFORM_NEEDNTOP@

/*
 * If this system needs inet_pton(), ISC_PLATFORM_NEEDPTON will be defined.
 */
@ISC_PLATFORM_NEEDPTON@

/*
 * If this system needs inet_aton(), ISC_PLATFORM_NEEDATON will be defined.
 */
@ISC_PLATFORM_NEEDATON@

/*
 * If this system needs in_port_t, ISC_PLATFORM_NEEDPORTT will be defined.
 */
@ISC_PLATFORM_NEEDPORTT@

/*
 * If the system needs strsep(), ISC_PLATFORM_NEEDSTRSEP will be defined.
 */
@ISC_PLATFORM_NEEDSTRSEP@

/*
 * If the system needs strlcpy(), ISC_PLATFORM_NEEDSTRLCPY will be defined.
 */
@ISC_PLATFORM_NEEDSTRLCPY@

/*
 * If the system needs strlcat(), ISC_PLATFORM_NEEDSTRLCAT will be defined.
 */
@ISC_PLATFORM_NEEDSTRLCAT@

/*
 * Define either ISC_PLATFORM_BSD44MSGHDR or ISC_PLATFORM_BSD43MSGHDR.
 */
@ISC_PLATFORM_MSGHDRFLAVOR@

/*
 * Define if PTHREAD_ONCE_INIT should be surrounded by braces to
 * prevent compiler warnings (such as with gcc on Solaris 2.8).
 */
/*
@ISC_PLATFORM_BRACEPTHREADONCEINIT@

/*
* Define on some UnixWare systems to fix erroneous definitions of various
* IN6_IS_ADDR_* macros.
*/
@ISC_PLATFORM_FIXIN6ISADDR@

/***
*** Printing.
***/

/*
* If this system needs vsnprintf() and snprintf(), ISC_PLATFORM_NEEDVSNPRINTF
* will be defined.
*/
@ISC_PLATFORM_NEEDVSNPRINTF@

/*
* If this system need a modern sprintf() that returns (int) not (char*).
*/
@ISC_PLATFORM_NEEDSPRINTF@

/*
* The printf format string modifier to use with isc_uint64_t values.
*/
@ISC_PLATFORM_QUADFORMAT@

/*
* Defined if we are using threads.
*/
@ISC_PLATFORM_USETHREADS@

/*
* Defined if unistd.h does not cause fd_set to be declared.
*/
@ISC_PLATFORM_NEEDSYSSELECTH@

/*
* Type used for resource limits.
*/
@ISC_PLATFORM_RLIMITTYPE@

/*
* Define if your compiler supports "long long int".
*/
@ISC_PLATFORM_HAVELONGLONG@
/*
 * Define if the system has struct lifconf which is a extended struct ifconf
 * for IPv6.
 */
@ISC_PLATFORM_HAVELIFCONF@

/*
 * Define if the system has struct if_laddrconf which is a extended struct
 * ifconf for IPv6.
 */
@ISC_PLATFORM_HAVEIF_LADDRCONF@

/*
 * Define if the system has struct if_laddrreq.
 */
@ISC_PLATFORM_HAVEIF_LADDRREQ@

/*
 * Used to control how extern data is linked; needed for Win32 platforms.
 */
@ISC_PLATFORM_USEDECLSPEC@

/*
 * Define if the system supports if_nametoindex.
 */
@ISC_PLATFORM_HAVEIFNAMETOINDEX@

/*
 * Define if this system needs strtoul.
 */
@ISC_PLATFORM_NEEDSTRTOUL@

/*
 * Define if this system needs memmove.
 */
@ISC_PLATFORM_NEEDMEMMOVE@

#ifndef ISC_PLATFORM_USEDECLSPEC
#define LIBISC_EXTERNAL_DATA
#define LIBDNS_EXTERNAL_DATA
#define LIBISCCC_EXTERNAL_DATA
#define LIBISCCFG_EXTERNAL_DATA
#define LIBBIND9_EXTERNAL_DATA
#else /* ISC_PLATFORM_USEDECLSPEC */
#ifdef LIBISC_EXPORTS
#define LIBISC_EXTERNAL_DATA __declspec(dllexport)
#else
#endif
#endif
#define LIBISC_EXTERNAL_DATA __declspec(dllimport)
#endif
#ifdef LIBDNS_EXPORTS
#define LIBDNS_EXTERNAL_DATA __declspec(dllexport)
#else
#define LIBDNS_EXTERNAL_DATA __declspec(dllimport)
#endif
ifdef LIBISCCC_EXPORTS
#define LIBISCCC_EXTERNAL_DATA __declspec(dllexport)
#else
#define LIBISCCC_EXTERNAL_DATA __declspec(dllimport)
#endif
ifdef LIBISCCFG_EXPORTS
#define LIBISCCFG_EXTERNAL_DATA __declspec(dllexport)
#else
#define LIBISCCFG_EXTERNAL_DATA __declspec(dllimport)
#endif
ifdef LIBBIND9_EXPORTS
#define LIBBIND9_EXTERNAL_DATA __declspec(dllexport)
#else
#define LIBBIND9_EXTERNAL_DATA __declspec(dllimport)
#endif
#endif /* ISC_PLATFORM_USEDECLSPEC */

/*
 * Tell emacs to use C mode for this file.
 *
 * Local Variables:
 * mode: c
 * End:
 */
#endif /* ISC_PLATFORM_H */

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 * eventlib.em
 *
 * Eventlib error message compiler input file
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* All rights reserved
*/

/*
* The file basename is the facility name, the name is made
* uppercase. This file defines facility EVENTLIB
*/

module {
    description "EVENTLIB system messages"
}

errmsg HISTSUMM {
    severity err;
    category software;
    cdets_component iosxe-binos-utils;

    format "dispatch start: %llums elapsed time: %llums detected hog: %u set count: %u ";
    arg {
        "int" dispatch_time "event dispatch time";
        "int" elapased_time "event elapsed time";
        "int" hog_detected "event hog detected";
        "int" set_count "event set count since dispatch"
    }
    explanation
        "Eventlib historical summary for detected hog."
}

action
    "This event summary is part of a CPUHOG or TIMEHOG error, ",
    "providing diagnostic details useful to engineering. ",
    "Save this summary message along with the HOG error. ";

    tac_details
        "Eventlib historical summary for detected hog."
}

errmsg HISTELEM {
    severity err;
    category software;
    cdets_component iosxe-binos-utils;

    format "elem[%u] event: %s %s set: %llums unset: %llums hog check: %d caller: %p app-info: %s";

    arg {
        "int" set_count "element set count";
        "char *" position_string "event call type";
        "char *" position_string "event condition"
    }
"int" set_time "element set time";
"int" unset_time "element unset time";
"int" hog_check "element hog check result";
"int" caller "caller builtin return address";
"char *" any_string "element callback render buffer";
}

explanation

"Eventlib historical element for detected hog."

action

"This event element is part of a CPUHOG or TIMEHOG error, "
"providing diagnostic details useful to engineering. "
"Save all element messages along with the HOG error. ";

tac_details

"Eventlib historical element for detected hog."

}
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/irp_nw.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/irp_sv.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/irp_ho.c

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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/port/aix32/include/sys/bitypes.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/gen_pr.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/nis_ng.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/getnetent.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/p.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/nw.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/port/sco42/include/sys/bitypes.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/port/netbsd/include/sys/bitypes.h
* /opt/ cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/nameser/ns_name.c
* /opt/ cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/bsdos2/include/sys/bitypes.h
* /opt/ cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/irs/pw.c
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/context.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/peer.h
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* March 2014, Aswin Kuppusami
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* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdatasetslab.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/nxt_30.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/any_255/tsig_250.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/sig_24.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/zone.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/key_25.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/view.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/adb.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/tkey_249.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/dnssec.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdataset.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/rdata/generic/loc_29.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/resolver.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/masterdump.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/ncache.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/tests/t_api.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/cache.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/dispatch.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/include/dns/view.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/win32/net.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/random.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/interfaceiter.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/isc/unix/include/isc/net.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/xfrin.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/dns/message.c
*/
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 * The implementation was written so as to conform with Netscape's SSL.
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Found in path(s):
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/dst/md5_dgst.c
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/dst/md5_locl.h
* /opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/dst/md5.h
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```

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```
Found in path(s):
*/opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/lwres/man/lwres_context.3
```

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```
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*/opt/cola/permits/1130450060_1615189005.74/0/lib-tar/lib/bind/make/mkdep.in
```

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AC_REVISION($Revision: 1.1 $)

AC_INIT(resolv/herror.c)
AC_PREREQ(2.13)

AC_CONFIG_HEADER(config.h)

AC_CANONICAL_HOST

AC_PROG_MAKE_SET
AC_PROG_RANLIB
AC_PROG_INSTALL

AC_SUBST(STD_CINCLUDES)
AC_SUBST(STD_CDEFINES)
AC_SUBST(STD_CWARNINGS)
AC_SUBST(CCOPT)

AC_PATH_PROG(AR, ar)
ARFLAGS="cruv"
AC_SUBST(AR)
AC_SUBST(ARFLAGS)

# The POSIX ln(1) program. Non-POSIX systems may substitute
# "copy" or something.
LN=ln
AC_SUBST(LN)

case "$AR" in
"")
AC_MSG_ERROR([ar program not found. Please fix your PATH to include the directory in
which ar resides, or set AR in the environment with the full path to ar.])
"
::
esac

# # Etags.
# # AC_PATH_PROGS(ETAGS, etags emacs-etcode)

# # Some systems, e.g. RH7, have the Exuberant Ctags etags instead of
# GNU emacs etags, and it requires the -L flag.
#
if test "X$ETAGS" != "X"; then
AC_MSG_CHECKING(for Exuberant Ctags etags)
if $ETAGS --version 2>&1 | grep 'Exuberant Ctags' >/dev/null 2>&1; then
AC_MSG_RESULT(yes)
ETAGS="$ETAGS -L"
else
AC_MSG_RESULT(no)
fi
fi
AC_SUBST(ETAGS)
#
# Perl is optional; it is used only by some of the system test scripts.
#
AC_PATH_PROGS(PERL, perl5 perl)
AC_SUBST(PERL)
#
# isc/list.h and others clash with the rest of BIND 9
#
case "$includedir" in
'${prefix}/include')
includedir='${prefix}/bind/include'
;;
esac
case "$libdir" in
'${prefix}/lib')
libdir='${prefix}/bind/lib'
;;
esac
#
# Make sure INSTALL uses an absolute path, else it will be wrong in all
# Makefiles, since they use make/rules.in and INSTALL will be adjusted by
# configure based on the location of the file where it is substituted.
# Since in BIND9 INSTALL is only substituted into make/rules.in, an immediate
# subdirectory of install-sh, This relative path will be wrong for all
# directories more than one level down from install-sh.
#
case "$INSTALL" in
/*)
;;
*)
#
# Not all systems have dirname.
#
changequote({, })
ac_dir=""echo $INSTALL | sed 's%/*%\*%g'"
ac_prog=""echo $INSTALL | sed 's%/.*%/%%'"

test "$ac_dir" = "$ac_prog" && ac_dir=.
test -d "$ac_dir" && ac_dir=""(cd \"$ac_dir\" && pwd)"
INSTALL="$ac_dir/$ac_prog"
;;
esac

#
# On these hosts, we really want to use cc, not gcc, even if it is
# found. The gcc that these systems have will not correctly handle
# pthreads.
#
# However, if the user sets $CC to be something, let that override
# our change.
#
if test "X$CC" = "X" ; then
case "$host" in
  -*dec-osf*)
  CC="cc"
  ;;
  -*solaris*)
     # Use Sun's cc if it is available, but watch
     # out for /usr/ucb/cc; it will never be the right
     # compiler to use.
     #
     # If setting CC here fails, the AC_PROG_CC done
     # below might still find gcc.
     IFS="${IFS=}"; ac_save_ifs="IFS"; IFS="":"" 
    for ac_dir in $PATH; do
      test -z "$ac_dir" && ac_dir=.
      case "$ac_dir" in
        /usr/ucb)
          # exclude
          ;;
          *)
            if test -f "$ac_dir/cc"; then
              CC="$ac_dir/cc"
              break
            fi
            ;;
esac
done
    IFS="$ac_save_ifs"
    ;;
  -*hp-hpux*)
  CC="cc"
AC_PROG_CC

AC_HEADER_STDC

AC_CHECK_HEADERS(fcntl.h db.h paths.h sys/time.h unistd.h sys/sockio.h sys/select.h sys/timers.h)

AC_C_CONST
AC_C_INLINE
AC_TYPE_SIZE_T
AC_HEADER_TIME
#
# check if we need to #include sys/select.h explicitly
#
case $ac_cv_header_unistd_h in
  yes)
  AC_MSG_CHECKING(if unistd.h defines fd_set)
  AC_TRY_COMPILE(
    #include <unistd.h>],
    [fd_set read_set; return (0)];,
    [AC_MSG_RESULT(yes)
      ISC_PLATFORM_NEEDSYSSELECTH="#undef ISC_PLATFORM_NEEDSYSSELECTH"
    ],
    [AC_MSG_RESULT(no)
      case ac_cv_header_sys_select_h in
        yes)
          ISC_PLATFORM_NEEDSYSSELECTH="#define ISC_PLATFORM_NEEDSYSSELECTH 1"
        ;;
        no)
          AC_MSG_ERROR([need either working unistd.h or sys/select.h])
        ;;
        esac
      ])
    ;;
    esac
  case ac_cv_header_sys_select_h in
    yes)
      ISC_PLATFORM_NEEDSYSSELECTH="#define ISC_PLATFORM_NEEDSYSSELECTH 1"
    ;;
    no)
      AC_MSG_ERROR([need either working unistd.h or sys/select.h])
    ;;
    esac
  esac
  esac
)
AC_MSG_ERROR([need either unistd.h or sys/select.h])
;;
esac
;;
esac
AC_SUBST(ISC_PLATFORM_NEEDSYSSELECTH)

#
# Find the machine's endian flavor.
#
AC_C_BIGENDIAN

AC_ARG_WITH(irs-gr,[ --with-irs-grBuild ....],
want_irs_gr="$withval", want_irs_gr="no")

case "$want_irs_gr" in
  yes) WANT_IRS_GR="#define WANT_IRS_GR 1"
       WANT_IRS_GR_OBJS="\${WANT_IRS_GR_OBJS}";;
 *) WANT_IRS_GR="#undef WANT_IRS_GR" WANT_IRS_GR_OBJS="";;
esac
AC_SUBST(WANT_IRS_GR)
AC_SUBST(WANT_IRS_GR_OBJS)

AC_ARG_WITH(irs-pw,[ --with-irs-pwBuild ....],
want_irs_pw="$withval", want_irs_pw="no")

case "$want_irs_pw" in
  yes) WANT_IRS_PW="#define WANT_IRS_PW 1"
       WANT_IRS_PW_OBJS="\${WANT_IRS_PW_OBJS}";;
 *) WANT_IRS_PW="#undef WANT_IRS_PW" WANT_IRS_PW_OBJS="";;
esac
AC_SUBST(WANT_IRS_PW)
AC_SUBST(WANT_IRS_PW_OBJS)

AC_ARG_WITH(irs-nis,[ --with-irs-nisBuild ....],
want_irs_nis="$withval", want_irs_nis="no")

case "$want_irs_nis" in
  yes)
    WANT_IRS_NIS="#define WANT_IRS_NIS 1"
    WANT_IRS_NIS_OBJS="\${WANT_IRS_NIS_OBJS}";
  *)
    WANT_IRS_NISGR_OBJS="";;
esac

case "$want_irs_pw" in
  yes)
WANT_IRS_NISPW_OBJS="\${WANT_IRS_NISPW_OBJS}";;
*)
WANT_IRS_NISPW_OBJS="";;
esac
;;
*)
WANT_IRS_NIS="#undef WANT_IRS_NIS"
WANT_IRS_NIS_OBJS=""
WANT_IRS_NISGR_OBJS=""
WANT_IRS_NISPW_OBJS="";;
esac
AC_SUBST(WANT_IRS_NIS)
AC_SUBST(WANT_IRS_NIS_OBJS)
AC_SUBST(WANT_IRS_NISGR_OBJS)
AC_SUBST(WANT_IRS_NISPW_OBJS)
AC_TRY_RUN(
#endif
int have_db_h = 1;
#else
int have_db_h = 0;
#endif
main() { return(!have_db_h); }
],
WANT_IRS_DBPW_OBJS="\${WANT_IRS_DBPW_OBJS}"
,
WANT_IRS_DBPW_OBJS=""
,
WANT_IRS_DBPW_OBJS=""
)
AC_SUBST(WANT_IRS_DBPW_OBJS)
#
# was --with-randomdev specified?
#
AC_MSG_CHECKING(for random device)
AC_ARG_WITH(randomdev,
[ --with-randomdev=PATH Specify path for random device],
  use_randomdev="$withval", use_randomdev="unspec")

  case "$use_randomdev" in
    unspec)
    case "$host" in
      *-openbsd*)
      devrandom=/dev/srandom
    ;;
      *)
      devrandom=/dev/random
    ;;
esac
AC_MSG_RESULT($devrandom)
AC_CHECK_FILE($devrandom,
    AC_DEFINE_UNQUOTED(PATH_RANDOMDEV, "$devrandom"),)
;;
yes)
AC_MSG_ERROR([--with-randomdev must specify a path])
;; *
AC_DEFINE_UNQUOTED(PATH_RANDOMDEV, "$use_randomdev")
AC_MSG_RESULT(using "$use_randomdev")
;;
esac

#
# Begin pthreads checking.
#
# First, decide whether to use multithreading or not.
#
AC_MSG_CHECKING(whether to look for thread support)
AC_ARG_ENABLE(threads,
    [  --disable-threads	disable multithreading]
    case "$enable_threads" in
    yes")
AC_MSG_RESULT(yes)
use_threads=true
;;
no)
AC_MSG_RESULT(no)
use_threads=false
;;
*)
    AC_MSG_ERROR([--enable-threads takes yes or no])
;;
esac

if $use_threads
then
#
# Search for / configure pthreads in a system-dependent fashion.
#
    case "$host" in
    *-netbsd*)
    # NetBSD has multiple pthreads implementations. The
    # recommended one to use is "unproven-pthreads". The
    # older "mit-pthreads" may also work on some NetBSD
    # versions. The PTL2 thread library does not

# currently work with bind9, but can be chosen with
# the --with-ptl2 option for those who wish to
# experiment with it.
CC="gcc"

AC_MSG_CHECKING(which NetBSD thread library to use)

AC_ARG_WITH(ptl2,
[  --with-ptl2		\on NetBSD, use the ptl2 thread library (experimental)],
  use_ptl2="$withval", use_ptl2="no")

: ${LOCALBASE:="/usr/pkg"}

if test "X$use_ptl2" = "Xyes" then
  AC_MSG_RESULT(PTL2)
  AC_MSG_WARN([linking with PTL2 is highly experimental and not expected to work])
  CC=ptlgcc
else
  if test ! -d $LOCALBASE/pthreads then
    AC_MSG_RESULT(none)
    use_threads=false
  fi

  if $use_threads then
    AC_MSG_RESULT(mit-pthreads/unproven-pthreads)
    pkg="$LOCALBASE/pthreads"
    lib1="-L$pkg/lib -Wl,-R$pkg/lib"
    lib2="-lpthread -lm -lgcc -lpthread"
    LIBS="$lib1 $lib2 $LIBS"
    CPPFLAGS="$CPPFLAGS -I$pkg/include"
    STD_CINCLUDES="$STD_CINCLUDES -I$pkg/include"
    fi
    fi
  ::
  *)
  AC_CHECK_LIB(pthread, pthread_create,)
  AC_CHECK_LIB(pthread, _pthread_create,)
  AC_CHECK_LIB(pthread, __pthread_create_system,)
  AC_CHECK_LIB(c_r, pthread_create,)
  AC_CHECK_LIB(c, pthread_create,)
  use_threads=false)))))
  ::
  esac
fi
if $use_threads
then
#
# We'd like to use sigwait() too
#
AC_CHECK_LIB(c, sigwait,
    AC_DEFINE(HAVE_SIGWAIT),
AC_CHECK_LIB(pthread, sigwait,
    AC_DEFINE(HAVE_SIGWAIT),
AC_CHECK_LIB(pthread, _Psigwait,
    AC_DEFINE(HAVE_SIGWAIT),))
)

AC_CHECK_FUNC(pthread_attr_getstacksize,
    AC_DEFINE(HAVE_PTHREAD_ATTR_GETSTACKSIZE),)
#
# Additional OS-specific issues related to pthreads and sigwait.
#
case "$host" in
#
# One more place to look for sigwait.
#
# -*freebsd*)
AC_CHECK_LIB(c_r, sigwait, AC_DEFINE(HAVE_SIGWAIT),)
;;
#
# BSDI 3.0 through 4.0.1 needs pthread_init() to be
# called before certain pthreads calls. This is deprecated
# in BSD/OS 4.1.
#
# -*bsd3.0*-bsd4.0*)
AC_DEFINE(NEED_PTHREAD_INIT)
;;
#
# LinuxThreads requires some changes to the way we
# deal with signals.
#
# -*linux*)
AC_DEFINE(HAVE_LINUXTHREADS)
;;
#
# Ensure the right sigwait() semantics on Solaris and make
# sure we call pthread_setconcurrency.
#
# -*solaris*)
AC_DEFINE(_POSIX_PTHREAD_SEMANTICS)
AC_CHECK_FUNC(pthread_setconcurrency,
AC_DEFINE(CALL_PTHREAD_SETCONCURRENCY))
AC_DEFINE(POSIX_GETPWNAM_R)
AC_DEFINE(POSIX_GETGRGID_R)
AC_DEFINE(POSIX_GETGRNAM_R)
::
  # hpux11*)
AC_DEFINE(_PTHREADS_DRAFT4)
::
# UnixWare does things its own way.
#
  *)-UnixWare*)
AC_DEFINE(HAVE_UNIXWARE_SIGWAIT)
::
esac
#
# Look for sysconf to allow detection of the number of processors.
#
AC_CHECK_FUNC(sysconf, AC_DEFINE(HAVE_SYSCONF),)

if test "$GCC" = "Yyes"; then
case "$host" in
  -*freebsd*)
    CC="$CC -pthread"
    CCOPT="$CCOPT -pthread"
    STD_CDEFINES="$STD_CDEFINES -D_THREAD_SAFE"
    ::
  -*openbsd*)
    CC="$CC -pthread"
    CCOPT="$CCOPT -pthread"
    ::
  -*solaris*)
    LIBS="$LIBS -lthread"
    ::
  -*ibm-aix*)
    STD_CDEFINES="$STD_CDEFINES -D_THREAD_SAFE"
    ::
esac
else
case $host in
  -*dec-osf*)
    CC="$CC -pthread"
    CCOPT="$CCOPT -pthread"
    ::
  -*solaris*)
    CC="$CC -mt"
CCOPT="$CCOPT -mt"
::
-ibm-aix*)
STD_CDEFINES="$STD_CDEFINES -D_THREAD_SAFE"
::
-UnixWare*)
CC="$CC -Kthread"
CCOPT="$CCOPT -Kthread"
::
esac
fi
ALWAYS_DEFINES="-D_REENTRANT"
DO_PTHREADS="#define DO_PTHREADS 1"
WANT_IRS_THREADSGR_OBJS="$WANT_IRS_THREADSGR_OBJS"
WANT_IRS_THREADSPW_OBJS="$WANT_IRS_THREADSPW_OBJS"
WANT_IRS_THREADS_OBJS="$WANT_IRS_THREADS_OBJS"
thread_dir=pthreads
else
ALWAYS_DEFINES=""
DO_PTHREADS="#undef DO_PTHREADS"
WANT_IRS_THREADSGR_OBJS=""
WANT_IRS_THREADSPW_OBJS=""
WANT_IRS_THREADS_OBJS=""
thread_dir=nothreads
fi

AC_CHECK_FUNC(strlcat, AC_DEFINE(HAVE_STRLCAT))

AC_SUBST(ALWAYS_DEFINES)
AC_SUBST(DO_PTHREADS)
AC_SUBST(WANT_IRS_THREADSGR_OBJS)
AC_SUBST(WANT_IRS_THREADSPW_OBJS)
AC_SUBST(WANT_IRS_THREADS_OBJS)

AC_CHECK_FUNC(if_nametoindex,
[USE_IFNAMELINKID="#define USE_IFNAMELINKID 1"],
[USE_IFNAMELINKID="#undef USE_IFNAMELINKID"])
AC_SUBST(USE_IFNAMELINKID)

ISC_THREAD_DIR=$thread_dir
AC_SUBST(ISC_THREAD_DIR)

AC_CHECK_FUNC(daemon,
[DAEMON_OBJS="" NEED_DAEMON="#undef NEED_DAEMON"]
,
[DAEMON_OBJS=""$[DAEMON_OBJS] NEED_DAEMON="#define NEED_DAEMON 1"]
)
AC_SUBST(DAEMON_OBJS)
AC_SUBST(NEED_DAEMON)

AC_CHECK_FUNC(strsep,
[STRSEP_OBJS="" NEED_STRSEP=""#undef NEED_STRSEP"]
, [STRSEP_OBJS="$\{STRSEP_OBJS\}" NEED_STRSEP="#define NEED_STRSEP 1"]
)
AC_SUBST(STRSEP_OBJS)
AC_SUBST(NEED_STRSEP)

AC_CHECK_FUNC(strerror,[NEED_STRERROR=""#undef NEED_STRERROR"]
[NEED_STRERROR="#define NEED_STRERROR 1"]
AC_SUBST(NEED_STRERROR)

#
# flockfile is usually provided by pthreads, but we may want to use it
# even if compiled with --disable-threads.
#
AC_CHECK_FUNC(flockfile, AC_DEFINE(HAVE_FLOCKFILE),)

#
# Indicate what the final decision was regarding threads.
#
AC_MSG_CHECKING(whether to build with threads)
if $use_threads; then
AC_MSG_RESULT(yes)
else
AC_MSG_RESULT(no)
fi

#
# End of pthreads stuff.
#

#
# Additional compiler settings.
#
MKDEPCC="$CC"
MKDEPCFLAGS="-M"
IRIX_DNSSEC_WARNINGS_HACK=""

if test "X$GCC" = "Xyes"; then
STD_CWARNINGS="SSTD_CWARNINGS -W -Wall -Wmissing-prototypes -Wcast-qual -Wwrite-strings"
else
case $host in
  *-dec-osf*)
  CC="$CC -std"
  CCOPT="$CCOPT -std"
  MKDEPCC="$CC -std"
  MKDEPCFLAGS="-M"
  IRIX_DNSSEC_WARNINGS_HACK=""
MKDEPCC=""$CC"
::
*-hp-hpux*)
CC="$CC -Ae -z"
# The version of the C compiler that constantly warns about
    # 'const' as well as alignment issues is unfortunately not
    # able to be discerned via the version of the operating
    # system, nor does cc have a version flag.
case ""$CC +W 123 2>&1"" in
    *Unknown?option*)
STD_CWARNINGS="+w1"
::
*)
# Turn off the pointlessly noisy warnings.
STD_CWARNINGS="+w1 +W 474,530"
::
esac
CCOPT=""$CCOPT -Ae -z"
LIBS="-W1,+vnocompatwarnings $LIBS"
MKDEPPROG='cc -Ae -E -Wp,-M </dev/null 2>&1 | awk """"BEGIN {colon=0; rec="""";} { for (i = 0 ; i < NF; i++)
    { if (colon && a[$i]) continue; if ($i == "\") continue; if (!colon) { rec =  $i continue; }
    if ($i == ":") { rec = rec " ";
        colon = 1 continue; }
    if (length(rec $i) > 76) { print rec " \"; rec = "\" $i; a[$i] = 1; } else { rec = rec " " $i a[$i] = 1;
    } } } END {print rec}"
""' >>$TMP'
MKDEPPROG='cc -Ae -E -Wp,-M </dev/null 2>>$TMP'
::*-sgi-irix*)
STD_CWARNINGS="-fullwarn -woff 1209"
#
# Silence more than 250 instances of
# "prototyped function redeclared without prototype"
# and 11 instances of
# "variable ... was set but never used"
# from lib/dns/sec/openssl.
#
IRIX_DNSSEC_WARNINGS_HACK="-woff 1692,1552"
::*-solaris*)
MKDEPCFLAGS="-xM"
::*-UnixWare*)
CC="$CC -w"
::
esac
fi
#
# _GNU_SOURCE is needed to access the fd_bits field of struct fd_set, which
# is supposed to be opaque.
case $host in
  *linux*)
  STD_CDEFINES="$STD_CDEFINES -D_GNU_SOURCE"
  
  esac

AC_SUBST(MKDEPCC)
AC_SUBST(MKDEPCFLAGS)
AC_SUBST(MKDEPPROG)
AC_SUBST(IRIX_DNSSEC_WARNINGS_HACK)

#
# NLS
#

AC_CHECK_FUNC(catgets, AC_DEFINE(HAVE_CATGETS),)

#
# -lxnet buys us one big porting headache... standards, gotta love 'em.
#
# AC_CHECK_LIB(xnet, socket, ,
#    AC_CHECK_LIB(socket, socket)
#    AC_CHECK_LIB(nsl, inet_ntoa)
# )
#
# Use this for now, instead:
#
# case "$host" in
# mips-sgi-irix*)
#  ;;
# *)
# AC_CHECK_LIB(d4r, gethostbyname_r)
# AC_CHECK_LIB(socket, socket)
# AC_CHECK_LIB(nsl, inet_ntoa)
# ;;
# esac

#
# Purify support
#
AC_MSG_CHECKING(whether to use purify)
AC_ARG_WITH(purify, [  --with-purify[=PATH]use Rational purify],
  use_purify="$withval", use_purify="no")

  case "$use_purify" in
    no)
      ;;

yes)
AC_PATH_PROG(purify_path, purify, purify)
;;
*)
purify_path="$use_purify"
;;
esac

case "$use_purify" in
  no)
  AC_MSG_RESULT(no)
  PURIFY=""
  ;;
  *)
  if test -f "$purify_path" || test "$purify_path" = purify; then
  AC_MSG_RESULT("$purify_path")
  PURIFYFLAGS="`echo "$PURIFYOPTIONS"`"
  PURIFY="$purify_path $PURIFYFLAGS"
  else
  AC_MSG_ERROR(["$purify_path not found.

Please choose the proper path with the following command:

    configure --with-purify=PATH

])
fi
;;
esac

AC_SUBST(PURIFY)

#
# GNU libtool support
#
AC_ARG_WITH(libtool,
    [ --with-libtool use GNU libtool (following indented options supported),
      use_libtool="$withval", use_libtool="no" ]

case $use_libtool in
  yes)
    AM_PROG_LIBTOOL
    L=lo
    A=la
    LIBTOOL_MKDEP_SED='s;\o;\o;'
    LIBTOOL_MODE_COMPILE='--mode=compile'
    LIBTOOL_MODE_INSTALL='--mode=install'
    LIBTOOL_MODE_LINK='--mode=link'
  ;;
*)
O=o
A=a
LIBTOOL=
AC_SUBST(LIBTOOL)
LIBTOOL_MKDEP_SED=
LIBTOOL_MODE_COMPILE=
LIBTOOL_MODE_INSTALL=
LIBTOOL_MODE_LINK=
;;
esac

#
# File name extension for static archive files, for those few places
# where they are treated differently from dynamic ones.
#
SA=a

AC_SUBST(O)
AC_SUBST(A)
AC_SUBST(SA)
AC_SUBST(LIBTOOL_MKDEP_SED)
AC_SUBST(LIBTOOL_MODE_COMPILE)
AC_SUBST(LIBTOOL_MODE_INSTALL)
AC_SUBST(LIBTOOL_MODE_LINK)

#
# Here begins a very long section to determine the system's networking
# capabilities. The order of the tests is significant.
#

# IPv6
#
AC_ARG_ENABLE(ipv6,
[  --enable-ipv6		use IPv6 [default=autodetect]]

case "$enable_ipv6" in
  yes|''|autodetect)
AC_DEFINE(WANT_IPV6)
;;
no)
;;
esac

#
# We do the IPv6 compilation checking after libtool so that we can put
# the right suffix on the files.
# AC_MSG_CHECKING(for IPv6 structures)
AC_TRY_COMPILE({
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
[struct sockaddr_in6 sin6; return (0);],
[AC_MSG_RESULT(yes)
  found_ipv6=yes],
[AC_MSG_RESULT(no)
  found_ipv6=no])

#
# See whether IPv6 support is provided via a Kame add-on.
# This is done before other IPv6 linking tests to LIBS is properly set.
#
AC_MSG_CHECKING(for Kame IPv6 support)
AC_ARG_WITH(kame,
  [ --with-kame[=PATH] use Kame IPv6 [default path /usr/local/v6],
  use_kame="$withval", use_kame="no"])

  case "$use_kame" in
    no)
      ;;
    yes)
      kame_path=/usr/local/v6
      ;;
    *)
      kame_path="$use_kame"
      ;;
    esac
  esac

  case "$use_kame" in
    no)
    AC_MSG_RESULT(no)
    ;;
    *)
    if test -f $kame_path/lib/libinet6.a; then
      AC_MSG_RESULT($kame_path/lib/libinet6.a)
      LIBS="-L$kame_path/lib -linet6 $LIBS"
    else
      AC_MSG_ERROR([$kame_path/lib/libinet6.a not found.
    fi

Please choose the proper path with the following command:

    configure --with-kame=PATH

)}}
# Whether netinet6/in6.h is needed has to be defined in isc/platform.h.
# Including it on Kame-using platforms is very bad, though, because
# Kame uses #error against direct inclusion. So include it on only
# the platform that is otherwise broken without it -- BSD/OS 4.0 through 4.1.
# This is done before the in6_pktinfo check because that's what
# netinet6/in6.h is needed for.

changequote({, })
case "$host" in
  *-bsdi4.[01]*)
  ISC_PLATFORM_NEEDNETINET6IN6H="#define ISC_PLATFORM_NEEDNETINET6IN6H 1"
  isc_netinet6in6_hack="#include <netinet6/in6.h>"
  ;;
  *)
  ISC_PLATFORM_NEEDNETINET6IN6H="#undef ISC_PLATFORM_NEEDNETINET6IN6H"
  isc_netinet6in6_hack=""
  ;;
  esac
changequote([, ])

# This is similar to the netinet6/in6.h issue.

case "$host" in
  *-UnixWare*)
  ISC_PLATFORM_NEEDNETINETIN6H="#define ISC_PLATFORM_NEEDNETINETIN6H 1"
  ISC_PLATFORM_FIXIN6ISADDR="#define ISC_PLATFORM_FIXIN6ISADDR 1"
  isc_netinetin6_hack="#include <netinet/in6.h>"
  ;;
  *)
  ISC_PLATFORM_NEEDNETINETIN6H="#undef ISC_PLATFORM_NEEDNETINETIN6H"
  ISC_PLATFORM_FIXIN6ISADDR="#undef ISC_PLATFORM_FIXIN6ISADDR"
  isc_netinetin6_hack=""
  ;;
  esac

# Now delve deeper into the suitability of the IPv6 support.

case "$found_ipv6" in
  yes)
  HAS_INET6_STRUCTS="#define HAS_INET6_STRUCTS 1"
  AC_MSG_CHECKING(for in6_addr)
AC_TRY_COMPILE({
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
$isc_netinetin6_hack
$isc_netinet6in6_hack
},
[struct in6_addr in6; return (0);],
[AC_MSG_RESULT(yes)
HAS_IN_ADDR6="#undef HAS_IN_ADDR6"
isc_in_addr6_hack=""],
[AC_MSG_RESULT(no)
HAS_IN_ADDR6="#define HAS_IN_ADDR6 1"
isc_in_addr6_hack="#define in6_addr in_addr6"])

AC_MSG_CHECKING(for in6addr_any)
AC_TRY_LINK({
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
$isc_netinetin6_hack
$isc_netinet6in6_hack
$isc_in_addr6_hack
},
[struct in6_addr in6; in6 = in6addr_any; return (0);],
[AC_MSG_RESULT(yes)
NEED_IN6ADDR_ANY="#undef NEED_IN6ADDR_ANY"],
[AC_MSG_RESULT(no)
NEED_IN6ADDR_ANY="#define NEED_IN6ADDR_ANY 1"])

AC_MSG_CHECKING(for sin6_scope_id in struct sockaddr_in6)
AC_TRY_COMPILE({
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
$isc_netinetin6_hack
$isc_netinet6in6_hack
},
[struct sockaddr_in6 xyzzy; xyzzy.sin6_scope_id = 0; return (0);],
[AC_MSG_RESULT(yes)
result="#define HAVE_SIN6 SCOPE_ID 1"],
[AC_MSG_RESULT(no)
result="#undef HAVE_SIN6 SCOPE_ID"])

HAVE_SIN6 SCOPE_ID="$result"

AC_MSG_CHECKING(for in6_pktinfo)
AC_TRY_COMPILE({
#include <sys/types.h>
#include <netinet/in.h>
#include <netinet/sockarg.h>
#include <net/sockarg.in6.h>
#include <netinet/ip6.h>
#include <netinet/ip6MP.h>
#include <netinet/in6.h>
$isc_netinetin6_hack
$isc_netinet6in6_hack
},
[struct in6_pktinfo in6_pktinfo; return (0);],
[AC_MSG_RESULT(yes)
NEED_PKTINFO="#undef NEED_PKTINFO"],
[AC_MSG_RESULT(no)
NEED_PKTINFO="#define NEED_PKTINFO 1"])

NEED_PKTINFO="#define NEED_PKTINFO 1"
#include <sys/socket.h>
#include <netinet/in.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>

[struct in6_pktinfo xyzzy; return (0);],
[AC_MSG_RESULT(yes)]
ISC_PLATFORM_HAVEIN6PKTINFO="#define ISC_PLATFORM_HAVEIN6PKTINFO 1"]),
[AC_MSG_RESULT(no -- disabling runtime ipv6 support)]
ISC_PLATFORM_HAVEIN6PKTINFO="#undef ISC_PLATFORM_HAVEIN6PKTINFO"]

AC_MSG_CHECKING(for sockaddr_storage)
AC_TRY_COMPILE(
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>

[struct sockaddr_storage xyzzy; return (0);],
[AC_MSG_RESULT(yes)]
HAVE_SOCKADDR_STORAGE="#define HAVE_SOCKADDR_STORAGE 1"]
[AC_MSG_RESULT(no)]
HAVE_SOCKADDR_STORAGE="#undef HAVE_SOCKADDR_STORAGE"]

;;
no)
HAS_INET6_STRUCTS="#undef HAS_INET6_STRUCTS"
NEED_IN6ADDR_ANY="#undef NEED_IN6ADDR_ANY"
ISC_PLATFORM_HAVEIN6PKTINFO="#undef ISC_PLATFORM_HAVEIN6PKTINFO"
HAVE_SIN6_SCOPE_ID="#define HAVE_SIN6_SCOPE_ID 1"
HAVE_SOCKADDR_STORAGE="#undef HAVE_SOCKADDR_STORAGE"
ISC_IPV6_H="ipv6.h"
ISC_IPV6_O="ipv6.$O"
ISC_ISCIPV6_O="unix/ipv6.$O"
ISC_IPV6_C="ipv6.c"

;

esac

AC_SUBST(HAS_INET6_STRUCTS)
AC_SUBST(ISC_PLATFORM_NEEDINETINETIN6H)
AC_SUBST(ISC_PLATFORM_NEEDINETINET6IN6H)
AC_SUBST(HAS_IN_ADDR6)
AC_SUBST(NEED_IN6ADDR_ANY)
AC_SUBST(ISC_PLATFORM_HAVEIN6PKTINFO)
AC_SUBST(ISC_PLATFORM_FIXIN6ISADDR)
AC_SUBST(ISC_IPV6_H)
AC_SUBST(ISC_IPV6_O)
AC_SUBST(ISC_ISCIPV6_O)
AC_SUBST(ISC_IPV6_C)
AC_SUBST(Have_SIN6_SCOPE_ID)
AC_SUBST(Have_SOCKADDR_STORAGE)

#
# Check for network functions that are often missing. We do this
# after the libtool checking, so we can put the right suffix on
# the files. It also needs to come after checking for a Kame add-on,
# which provides some (all?) of the desired functions.
#
AC_MSG_CHECKING([for inet_ntop])
AC_TRY_LINK([
#include <sys/types.h>
#include <netinet/in.h>
#include <arpa/inet.h>

[inet_ntop(0, 0, 0, 0); return (0);],
[AC_MSG_RESULT(yes)
ISC_PLATFORM_NEEDNTOP="#undef ISC_PLATFORM_NEEDNTOP"].

[AC_MSG_RESULT(no)
ISC_EXTRA_OBJS="$ISC_EXTRA_OBJS inet_ntop.$O"
ISC_EXTRA_SRCS="$ISC_EXTRA_SRCS inet_ntop.c"
ISC_PLATFORM_NEEDNTOP="#define ISC_PLATFORM_NEEDNTOP 1"]
AC_MSG_CHECKING([for inet_pton])
AC_TRY_LINK([
#include <sys/types.h>
#include <netinet/in.h>
#include <arpa/inet.h>

[inet_pton(0, 0, 0); return (0);],
[AC_MSG_RESULT(yes)
ISC_PLATFORM_NEEDPTON="#undef ISC_PLATFORM_NEEDPTON"].

[AC_MSG_RESULT(no)
ISC_EXTRA_OBJS="$ISC_EXTRA_OBJS inet_pton.$O"
ISC_EXTRA_SRCS="$ISC_EXTRA_SRCS inet_pton.c"
ISC_PLATFORM_NEEDPTON="#define ISC_PLATFORM_NEEDPTON 1"]
AC_MSG_CHECKING([for inet_aton])
AC_TRY_LINK([
#include <sys/types.h>
#include <netinet/in.h>
#include <arpa/inet.h>

[struct in_addr in; inet_aton(0, &in); return (0);],
[AC_MSG_RESULT(yes)
ISC_PLATFORM_NEEDATON="#undef ISC_PLATFORM_NEEDATON"].

[AC_MSG_RESULT(no)
ISC_EXTRA_OBJS="$ISC_EXTRA_OBJS inet_aton.$O"
ISC_EXTRA_SRCS="$ISC_EXTRA_SRCS inet_aton.c"
ISC_PLATFORM_NEEDATON="#define ISC_PLATFORM_NEEDATON 1")

AC_SUBST(ISC_PLATFORM_NEEDNTOP)
AC_SUBST(ISC_PLATFORM_NEEDPTON)
AC_SUBST(ISC_PLATFORM_NEEDATON)

#
# Look for a 4.4BSD-style sa_len member in struct sockaddr.
#
case "$host" in
  *-dec-osf*)
# Turn on 4.4BSD style sa_len support.
AC_DEFINE(_SOCKADDR_LEN)
;;
esac

AC_MSG_CHECKING(for sa_len in struct sockaddr)
AC_TRY_COMPILE({
#include <sys/types.h>
#include <sys/socket.h>,
[struct sockaddr sa; sa.sa_len = 0; return (0);],
[AC_MSG_RESULT(yes)
HAVE_SA_LEN="#define HAVE_SA_LEN 1"],
[AC_MSG_RESULT(no)
HAVE_SA_LEN="#undef HAVE_SA_LEN"])
AC_SUBST(HAVE_SA_LEN)

# HAVE_MINIMUM_IFREQ

case "$host" in
  *
*bsd[2345]*)have_minimum_ifreq=yes;;
*.-darwin]*)have_minimum_ifreq=yes;;
*.-freebsd*)have_minimum_ifreq=yes;;
*.-lynxos*)have_minimum_ifreq=yes;;
*.-netbsd*)have_minimum_ifreq=yes;;
*.-next*)have_minimum_ifreq=yes;;
*.-openbsd*)have_minimum_ifreq=yes;;
*.-rhapsody*)have_minimum_ifreq=yes;;
esac

case "$have_minimum_ifreq" in
  yes)
HAVE_MINIMUM_IFREQ="#define HAVE_MINIMUM_IFREQ 1";;
no)
HAVE_MINIMUM_IFREQ="#undef HAVE_MINIMUM_IFREQ";;
*)
HAVE_MINIMUM_IFREQ="#undef HAVE_MINIMUM_IFREQ";;
esac
# PORT_DIR
PORT_DIR=port/unknown

SOLARIS_BITTYPES="#undef NEED_SOLARIS_BITTYPES"

BSD_COMP="#undef BSD_COMP"

USE_FIONBIO_IOCTL="#undef USE_FIONBIO_IOCTL"

case "$host" in
  *aix3.2*) PORT_DIR="port/aix32";;
  *aix4*) PORT_DIR="port/aix4";;
  *aux3*) PORT_DIR="port/aux3";;
  *bsd2*) PORT_DIR="port/bsdos2";;
  *.bsd*) PORT_DIR="port/bsdos";;
  *-cygwin*) PORT_DIR="port/cygwin";;
  *-darwin*) PORT_DIR="port/darwin";;
  *-osf*) PORT_DIR="port/decunix";;
  *-freebsd*) PORT_DIR="port/freebsd";;
  *-hpux9*) PORT_DIR="port/hpux9";;
  *-hpux10*) PORT_DIR="port/hpux10";;
  *-hpux11*) PORT_DIR="port/hpux";;
  *-irix*) PORT_DIR="port/irix";;
  *-linux*) PORT_DIR="port/linux";;
  *-lynxos*) PORT_DIR="port/lynxos";;
  *-mpe*) PORT_DIR="port/mpe";;
  *-netbsd*) PORT_DIR="port/netbsd";;
  *-next*) PORT_DIR="port/next";;
  *-openbsd*) PORT_DIR="port/openbsd";;
  *-qnx*) PORT_DIR="port/qnx";;
  *-rhapsody*) PORT_DIR="port/rhapsody";;
  *-solaris2.[01234]i*)
  BSD_COMP="#define BSD_COMP 1"
  SOLARIS_BITTYPES="#define NEED_SOLARIS_BITTYPES 1"
  USE_FIONBIO_IOCTL="#define USE_FIONBIO_IOCTL 1"
  PORT_DIR="port/solaris";;
  *.solaris2.5*)
  BSD_COMP="#define BSD_COMP 1"
  SOLARIS_BITTYPES="#define NEED_SOLARIS_BITTYPES 1"
  PORT_DIR="port/solaris";;
  *.solaris2.*)
  BSD_COMP="#define BSD_COMP 1"
  PORT_DIR="port/solaris";;
  *.ultrix*) PORT_DIR="port/ultrix";;
  *.sco-sysv*uw2.0*) PORT_DIR="port/unixware20";;
  *.sco-sysv*uw2.1.2*) PORT_DIR="port/unixware212";;
  *.sco-sysv*uw7*) PORT_DIR="port/unixware7";;
esac

AC_SUBST(BSD_COMP)
AC_SUBST(SOLARIS_BITTYPES)
AC_SUBST(USE_FIONBIO_IOCTL)
AC_SUBST(PORT_DIR)
PORT_INCLUDE=${PORT_DIR}/include
AC_SUBST(PORT_INCLUDE)

# # Look for a 4.4BSD or 4.3BSD struct msghdr
#
AC_MSG_CHECKING(for struct msghdr flavor)
AC_TRY_COMPILE([
#include <sys/types.h>
#include <sys/socket.h>
[struct msghdr msg; msg.msg_flags = 0; return (0);],
[AC_MSG_RESULT(4.4BSD)
ISC_PLATFORM_MSGHDRFLAVOR="#define ISC_NET_BSD44MSGHDR 1"],
[AC_MSG_RESULT(4.3BSD)
ISC_PLATFORM_MSGHDRFLAVOR="#define ISC_NET_BSD43MSGHDR 1"])
AC_SUBST(ISC_PLATFORM_MSGHDRFLAVOR)

#
# Look for in_port_t.
#
AC_MSG_CHECKING(for type in_port_t)
AC_TRY_COMPILE([
#include <sys/types.h>
#include <netinet/in.h>
[in_port_t port = 25; return (0);],
[AC_MSG_RESULT(yes)
ISC_PLATFORM_NEEDPORTT="#undef ISC_PLATFORM_NEEDPORTT"],
[AC_MSG_RESULT(no)
ISC_PLATFORM_NEEDPORTT="#define ISC_PLATFORM_NEEDPORTT 1"])
AC_SUBST(ISC_PLATFORM_NEEDPORTT)

#
# Check for addrinfo
#
AC_MSG_CHECKING(for struct addrinfo)
AC_TRY_COMPILE([
#include <netdb.h>
[struct addrinfo a; return (0);],
[AC_MSG_RESULT(yes)
AC_DEFINE(HAVE_ADDRINFO)],
[AC_MSG_RESULT(no)])

AC_MSG_CHECKING(for int sethostent)
AC_TRY_COMPILE([
#include <netdb.h>
[int i = sethostent(0); return(0);],
AC_MSG_RESULT(yes),
AC_MSG_RESULT(no))

AC_MSG_CHECKING(for int endhostent)
AC_TRY_COMPILE(
#include <netdb.h>,
[int i = endhostent(); return(0);],
[AC_MSG_RESULT(yes)
ISC_LWRES_ENDHOSTENTINT="#define ISC_LWRES_ENDHOSTENTINT 1"],
[AC_MSG_RESULT(no)
ISC_LWRES_ENDHOSTENTINT="#undef ISC_LWRES_ENDHOSTENTINT"])
AC_SUBST(ISC_LWRES_ENDHOSTENTINT)

AC_MSG_CHECKING(for int setnetent)
AC_TRY_COMPILE(
#include <netdb.h>,
[int i = setnetent(0); return(0);],
[AC_MSG_RESULT(yes)
ISC_LWRES_SETNETENTINT="#define ISC_LWRES_SETNETENTINT 1"],
[AC_MSG_RESULT(no)
ISC_LWRES_SETNETENTINT="#undef ISC_LWRES_SETNETENTINT"])
AC_SUBST(ISC_LWRES_SETNETENTINT)

AC_MSG_CHECKING(for int endnetent)
AC_TRY_COMPILE(
#include <netdb.h>,
[int i = endnetent(); return(0);],
[AC_MSG_RESULT(yes)
ISC_LWRES_ENDNETENTINT="#define ISC_LWRES_ENDNETENTINT 1"],
[AC_MSG_RESULT(no)
ISC_LWRES_ENDNETENTINT="#undef ISC_LWRES_ENDNETENTINT"])
AC_SUBST(ISC_LWRES_ENDNETENTINT)

AC_MSG_CHECKING(for gethostbyaddr(const void *, size_t, ...))
AC_TRY_COMPILE(
#include <netdb.h>
struct hostent *gethostbyaddr(const void *, size_t, int);,
[return(0);],
[AC_MSG_RESULT(yes)
ISC_LWRES_GETHOSTBYADDRVOID="#define ISC_LWRES_GETHOSTBYADDRVOID 1"],
[AC_MSG_RESULT(no)
ISC_LWRES_GETHOSTBYADDRVOID="#undef ISC_LWRES_GETHOSTBYADDRVOID"])
AC_SUBST(ISC_LWRES_GETHOSTBYADDRVOID)

AC_MSG_CHECKING(for h_errno in netdb.h)
AC_TRY_COMPILE(
#include <netdb.h>,
[h_errno = 1; return(0);],

[AC_MSG_RESULT(yes)
ISC_LWRES_NEEDHERRNO="#undef ISC_LWRES_NEEDHERRNO"],
[AC_MSG_RESULT(no)
ISC_LWRES_NEEDHERRNO="#define ISC_LWRES_NEEDHERRNO 1"]
AC_SUBST(ISC_LWRES_NEEDHERRNO)

AC_CHECK_FUNC(getipnodebyname,
    [ISC_LWRES_GETIPNODEPROTO="#undef ISC_LWRES_GETIPNODEPROTO"],
    [ISC_LWRES_GETIPNODEPROTO="#define ISC_LWRES_GETIPNODEPROTO 1"])
AC_SUBST(ISC_LWRES_GETIPNODEPROTO)

AC_CHECK_FUNC(getnameinfo,
    [ISC_LWRES_GETNAMEINFOPROTO="#undef ISC_LWRES_GETNAMEINFOPROTO"],
    [ISC_LWRES_GETNAMEINFOPROTO="#define ISC_LWRES_GETNAMEINFOPROTO 1"])
AC_SUBST(ISC_LWRES_GETNAMEINFOPROTO)

AC_CHECK_FUNC(getaddrinfo,
    [ISC_LWRES_GETADDRINFOPROTO="#undef ISC_LWRES_GETADDRINFOPROTO"],
    [ISC_LWRES_GETADDRINFOPROTO="#define ISC_LWRES_GETADDRINFOPROTO 1"])
AC_DEFINE(HAVE_GETADDRINFO)
AC_SUBST(ISC_LWRES_GETADDRINFOPROTO)
AC_SUBST(ISC_LWRES_GETNAMEINFOPROTO)

AC_CHECK_FUNC(gai_strerror, AC_DEFINE(HAVE_GAIISTRERROR))
AC_SUBST(ISC_LWRES_GETADDRINFOPROTO)

AC_CHECK_FUNC(pselect,
    [NEED_PSELECT="#undef NEED_PSELECT"],
    [NEED_PSELECT="#define NEED_PSELECT 1"])
AC_SUBST(NEED_PSELECT)

AC_CHECK_FUNC(gettimeofday,
    [NEED_GETTIMEOFDAY="#undef NEED_GETTIMEOFDAY"],
    [NEED_GETTIMEOFDAY="#define NEED_GETTIMEOFDAY 1"])
AC_SUBST(NEED_GETTIMEOFDAY)

AC_CHECK_FUNC(strndup,
    [HAVE_STRNDUP="#define HAVE_STRNDUP 1"],
    [HAVE_STRNDUP="#undef HAVE_STRNDUP"])
AC_SUBST(HAVE_STRNDUP)

#
# Look for a sysctl call to get the list of network interfaces.
#
AC_MSG_CHECKING(for interface list sysctl)
AC_EGREP_CPP(found_rt_iflist, [
    #include <sys/param.h>
    #include <sys/sysctl.h>
    #include <sys/socket.h>
    #ifdef NET_RT_IFLIST
    found_rt_iflist
    #endif
],
[AC_MSG_RESULT(yes)
    AC_DEFINE(HAVE_IFLIST_SYSCTL)],
[AC_MSG_RESULT(no)])
# Check for some other useful functions that are not ever-present.

AC_CHECK_FUNC(strsep,
[ISC_PLATFORM_NEEDSTRSEP="#undef ISC_PLATFORM_NEEDSTRSEP"],
[ISC_PLATFORM_NEEDSTRSEP="#define ISC_PLATFORM_NEEDSTRSEP 1"])
AC_CHECK_FUNC(vsnprintf,
[ISC_PLATFORM_NEEDVSNPRINTF="#undef ISC_PLATFORM_NEEDVSNPRINTF"],
[ISC_PLATFORM_NEEDVSNPRINTF="#define ISC_PLATFORM_NEEDVSNPRINTF 1"])
AC_SUBST(ISC_PLATFORM_NEEDSTRSEP)
AC_SUBST(ISC_PLATFORM_NEEDVSNPRINTF)

AC_SUBST(ISC_EXTRA_OBJS)
AC_SUBST(ISC_EXTRA_SRCS)
AC_CHECK_FUNC(strerror,
[USE_SYSERROR_LIST="#undef USE_SYSERROR_LIST"],
[USE_SYSERROR_LIST="#define USE_SYSERROR_LIST 1"])
AC_SUBST(USE_SYSERROR_LIST)

# Determine the printf format characters to use when printing
# values of type isc_int64_t. We make the assumption that platforms
# where a "long long" is the same size as a "long" (e.g., Alpha/OSF1)
# want "%ld" and everyone else can use "%lld". Win32 uses "%I64d",
# but that's defined elsewhere since we don't use configure on Win32.
#
AC_MSG_CHECKING(printf format modifier for 64-bit integers)
AC_TRY_RUN([main() { exit(!(sizeof(long long int) == sizeof(long int))); }],
[AC_MSG_RESULT(l)
ISC_PLATFORM_QUADFORMAT='#define ISC_PLATFORM_QUADFORMAT "l"'],
[AC_MSG_RESULT(ll)
ISC_PLATFORM_QUADFORMAT='#define ISC_PLATFORM_QUADFORMAT "ll"'],
[AC_MSG_RESULT(default ll)
ISC_PLATFORM_QUADFORMAT='#define ISC_PLATFORM_QUADFORMAT "ll"'])
AC_SUBST(ISC_PLATFORM_QUADFORMAT)

# Security Stuff
#
AC_CHECK_FUNC(chroot, AC_DEFINE(HAVE_CHROOT))

# for accept, recvfrom, getpeername etc.
#
AC_MSG_CHECKING(for socket length type)
AC_TRY_COMPILE([
#include <sys/types.h>
#include <sys/socket.h>
int accept(int, struct sockaddr *, socklen_t *);
],[],
[ISC_SOCKLEN_T="#define ISC_SOCKLEN_T socklen_t"
AC_MSG_RESULT(socklen_t)]
).
AC_TRY_COMPILE([
#include <sys/types.h>
#include <sys/socket.h>
int accept(int, struct sockaddr *, unsigned int *);
],[],
[ISC_SOCKLEN_T="#define ISC_SOCKLEN_T unsigned int"
AC_MSG_RESULT(unsigned int)]
).
AC_TRY_COMPILE([
#include <sys/types.h>
#include <sys/socket.h>
int accept(int, struct sockaddr *, unsigned long *);
],[],
[ISC_SOCKLEN_T="#define ISC_SOCKLEN_T unsigned long"
AC_MSG_RESULT(unsigned long)]
).
AC_TRY_COMPILE([
#include <sys/types.h>
#include <sys/socket.h>
int accept(int, struct sockaddr *, long *);
],[],
[ISC_SOCKLEN_T="#define ISC_SOCKLEN_T long"
AC_MSG_RESULT(long)]
),
ISC_SOCKLEN_T="#define ISC_SOCKLEN_T int"
AC_MSG_RESULT(int)
)))
AC_SUBST(ISC_SOCKLEN_T)

AC_CHECK_FUNC(getgrouplist,
AC_TRY_COMPILE(
[#include <unistd.h>
int
getgrouplist(const char *name, int basegid, int *groups, int *ngroups) {
}
],[],
[return (0);],
GETGROUPLIST_ARGS="#define GETGROUPLIST_ARGS const char *name, int basegid, int *groups, int
*ngroups"
).

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 3955
GETGROUPLIST_ARGS="#define GETGROUPLIST_ARGS const char *name, gid_t basegid, gid_t *groups, int *ngroups"
",
GETGROUPLIST_ARGS="#define GETGROUPLIST_ARGS const char *name, gid_t basegid, gid_t *groups, int *ngroups"
AC_DEFINE(NEED_GETGROUPLIST)
"
AC_SUBST(GETGROUPLIST_ARGS)

AC_CHECK_FUNC(setgroupent,,AC_DEFINE(NEED_SETGROUPENT))

AC_CHECK_FUNC(getnetbyaddr_r,
AC_TRY_COMPILE(
[
 #undef _REENTRANT
#define _REENTRANT
#define _OSF_SOURCE
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
struct netent *
getnetbyaddr_r(long net, int type, struct netent *result, char *buffer,
int buflen) {}
],
[return (0)],
[ NET_R_ARGS="#define NET_R_ARGS char *buf, int buflen"
NET_R_BAD="#define NET_R_BAD NULL"
NET_R_COPY="#define NET_R_COPY buf, buflen"
NET_R_COPY_ARGS="#define NET_R_COPY_ARGS NET_R_ARGS"
NET_R_OK="#define NET_R_OK nptr"
NET_R_SETANSWER="#undef NET_R_SETANSWER"
NET_R_RETURN="#define NET_R_RETURN struct netent *"
GETNETBYADDR_ADDR_T="#define GETNETBYADDR_ADDR_T long"
NETENT_DATA="#undef NETENT_DATA"
],
AC_TRY_COMPILE(
[
 #undef _REENTRANT
#define _REENTRANT
#define _OSF_SOURCE
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
int getnetbyaddr_r (unsigned long int, int, struct netent *,
char *, size_t, struct netent **, int *);
],
[return (0)],

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 3956
NET_R_ARGS="#define NET_R_ARGS char *buf, size_t buflen, struct netent **answerp, int *h_errno"
NET_R_BAD="#define NET_R_BAD ERANGE"
NET_R_COPY="#define NET_R_COPY buf, buflen"
NET_R_COPY_ARGS="#define NET_R_COPY_ARGS char *buf, size_t buflen"
NET_R_OK="#define NET_R_OK 0"
NET_R_SETANSWER="#define NET_R_SETANSWER 1"
NET_R_RETURN="#define NET_R_RETURN int"
GETNETBYADDR_ADDR_T="#define GETNETBYADDR_ADDR_T int"
NETENT_DATA="#define NETENT_DATA"
",
AC_TRY_COMPILE(
[
    #undef __USE_MISC
    #define __USE_MISC
    #include <netdb.h>
    extern int getnetbyaddr_r(int, int, struct netent *, struct netent_data *);
],
[return (0)],
[
    NET_R_ARGS="#define NET_R_ARGS struct netent_data *ndptr"
    NET_R_BAD="#define NET_R_BAD (-1)"
    NET_R_COPY="#define NET_R_COPY ndptr"
    NET_R_COPY_ARGS="#define NET_R_COPY_ARGS struct netent_data *ndptr"
    NET_R_OK="#define NET_R_OK 0"
    NET_R_SETANSWER="#define NET_R_SETANSWER"
    NET_R_RETURN="#define NET_R_RETURN int"
    GETNETBYADDR_ADDR_T="#define GETNETBYADDR_ADDR_T int"
    NETENT_DATA="#define NETENT_DATA 1"
],
AC_TRY_COMPILE(
    #undef __USE_MISC
    #define __USE_MISC
    [#include <netdb.h>]
    int getnetbyaddr_r (long, int, struct netent *, struct netent_data *);
],
[return (0)],
[
    NET_R_ARGS="#define NET_R_ARGS struct netent_data *ndptr"
    NET_R_BAD="#define NET_R_BAD (-1)"
    NET_R_COPY="#define NET_R_COPY ndptr"
    NET_R_COPY_ARGS="#define NET_R_COPY_ARGS struct netent_data *ndptr"
    NET_R_OK="#define NET_R_OK 0"
    NET_R_SETANSWER="#define NET_R_SETANSWER"
    NET_R_RETURN="#define NET_R_RETURN int"
GETNETBYADDR_ADDR_T="#define GETNETBYADDR_ADDR_T long"
NETENT_DATA="#define NETENT_DATA 1"
,
)
)
)
)
)
.
NET_R_ARGS="#define NET_R_ARGS char *buf, int buflen"
NET_R_BAD="#define NET_R_BAD NULL"
NET_R_COPY="#define NET_R_COPY buf, buflen"
NET_R_COPY_ARGS="#define NET_R_COPY_ARGS NET_R_ARGS"
NET_R_OK="#define NET_R_OK nptr"
NET_R_SETANSWER="#undef NET_R_SETANSWER"
NET_R_RETURN="#define NET_R_RETURN struct netent *
GETNETBYADDR_ADDR_T="#define GETNETBYADDR_ADDR_T long"
NETENT_DATA="#undef NETENT_DATA"
) case "$host" in
*dec-osf*) GETNETBYADDR_ADDR_T="#define GETNETBYADDR_ADDR_T int" ;; esac
AC_SUBST(NET_R_ARGS)
AC_SUBST(NET_R_BAD)
AC_SUBST(NET_R_COPY)
AC_SUBST(NET_R_COPY_ARGS)
AC_SUBST(NET_R_OK)
AC_SUBST(NET_R_SETANSWER)
AC_SUBST(NET_R_RETURN)
AC_SUBST(GETNETBYADDR_ADDR_T)
AC_SUBST(NETENT_DATA)

AC_CHECK_FUNC(setnetent_r,
AC_TRY_COMPILE(
[
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
void setnetent_r (int);
], [return (0);], [
NET_R_ENT_ARGS="#undef NET_R_ENT_ARGS /*empty*/"
NET_R_SET_RESULT="#undef NET_R_SET_RESULT /*empty*/"
NET_R_SET_RETURN="#define NET_R_SET_RETURN void"
],
AC_TRY_COMPILE(
[
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 3958
#include <netdb.h>
extern int setnetent_r(int, struct netent_data *);
] , [return (0);], [
NET_R_ENT_ARGS="#define NET_R_ENT_ARGS struct netent_data *ndptr"
NET_R_SET_RESULT="#define NET_R_SET_RESULT NET_R_OK"
NET_R_SET_RETURN="#define NET_R_SET_RETURN int"
],
)
)
)
,
NET_R_ENT_ARGS="#undef NET_R_ENT_ARGS /*empty*/"
NET_R_SET_RESULT="#undef NET_R_SET_RESULT /*empty*/"
NET_R_SET_RETURN="#define NET_R_SET_RETURN void"
)
AC_SUBST(NET_R_ENT_ARGS)
AC_SUBST(NET_R_SET_RESULT)
AC_SUBST(NET_R_SET_RETURN)

AC_CHECK_FUNC(endnetent_r,
AC_TRY_COMPILE(
[
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
void  endnetent_r (void);
] , [return (0);], [
NET_R_END_RESULT="#define NET_R_END_RESULT(x) /*empty*/"
NET_R_END_RETURN="#define NET_R_END_RETURN void"
],
AC_TRY_COMPILE(
[
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
extern int endnetent_r(struct netent_data *);
] , [return (0);], [
NET_R_END_RESULT="#define NET_R_END_RESULT(x) return (x)"
NET_R_END_RETURN="#define NET_R_END_RETURN int"
],
AC_TRY_COMPILE(
[
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
extern int endnetent_r(struct netent_data *);
] , [return (0);], [
NET_R_END_RESULT="#define NET_R_END_RESULT(x) return (x)"
NET_R_END_RETURN="#define NET_R_END_RETURN int"
#define __USE_MISC
#include <netdb.h>
extern void endnetent_r(struct netent_data *);
)

#define NET_R_END_RESULT="#define NET_R_END_RESULT(x) /*empty*/"
#define NET_R_END_RETURN="#define NET_R_END_RETURN void"


#define GROUP_R_ARGS="#define GROUP_R_ARGS char *buf, int buflen"
#define GROUP_R_BAD="#define GROUP_R_BAD NULL"
#define GROUP_R_OK="#define GROUP_R_OK gptr"
#define GROUP_R_END_RESULT="#define GROUP_R_END_RESULT(x) /*empty*/"
#define GROUP_R_END_RETURN="#define GROUP_R_END_RETURN struct group *

#define AC_SUBST(GROUP_R_ARGS)
#define AC_SUBST(GROUP_R_BAD)
#define AC_SUBST(GROUP_R_OK)
#define AC_SUBST(GROUP_R_END_RESULT)
#define AC_SUBST(GROUP_R_END_RETURN)

AC_CHECK_FUNC(getgrnam_r,,AC_DEFINE(NEED_GETGRNAM_R))
AC_CHECK_FUNC(getgrgid_r,,AC_DEFINE(NEED_GETGRGID_R))

AC_CHECK_FUNC(getgrent_r,

#include <grp.h>
struct group *getgrent_r(struct group *grp, char *buffer,
    int buflen) {}
)

#define AC_TRY_COMPILE(

#define GROUP_R_ARGS="#define GROUP_R_ARGS char *buf, int buflen"
#define GROUP_R_BAD="#define GROUP_R_BAD NULL"
#define GROUP_R_OK="#define GROUP_R_OK gptr"
#define GROUP_R_END_RESULT="#define GROUP_R_END_RESULT(x) /*empty*/"

#define AC_SUBST(GROUP_R_ARGS)
#define AC_SUBST(GROUP_R_BAD)
#define AC_SUBST(GROUP_R_OK)
#define AC_SUBST(GROUP_R_END_RESULT)

AC_CHECK_FUNC(endgrent_r,

,}
GROUP_R_END_RETURN="#define GROUP_R_END_RETURN void"
GROUP_R_ENT_ARGS="#define GROUP_R_ENT_ARGS void"
ACDEFINE(NEED_ENDGRENT_R)
)
ACSUBST(GROUP_R_END_RESULT)
ACSUBST(GROUP_R_END_RETURN)
ACSUBST(GROUP_R_ENT_ARGS)

ACCHECK_FUNC(setgrent_r,
,
GROUP_R_SET_RESULT="#undef GROUP_R_SET_RESULT /*empty*/"
GROUP_R_SET_RETURN="#define GROUP_R_SET_RETURN void"
ACDEFINE(NEED_SETGRENT_R)
)
ACSUBST(GROUP_R_SET_RESULT)
ACSUBST(GROUP_R_SET_RETURN)

ACCHECK_FUNC(gethostbyname_r,
ACTRY_COMPILE(
[
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
struct hostent  *gethostbyname_r
(const char *name, struct hostent *hp, char *buf, int len, int *h_errnop) {}
],
{return (0);},
[
HOST_R_ARGS="#define HOST_R_ARGS char *buf, int buflen, int *h_errnop"
HOST_R_BAD="#define HOST_R_BAD NULL"
HOST_R_COPY="#define HOST_R_COPY buf, buflen"
HOST_R_COPY_ARGS="#define HOST_R_COPY_ARGS char *buf, int buflen"
HOST_R_ERRNO="#define HOST_R_ERRNO *h_errnop = h_errno"
HOST_R_OK="#define HOST_R_OK hptr"
HOST_R_RETURN="#define HOST_R_RETURN struct hostent *"
HOST_R_SETANSWER="#undef HOST_R_SETANSWER"
HOSTENT_DATA="#undef HOSTENT_DATA"
]
]
ACTRY_COMPILE(
[
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
int gethostbyname_r(const char *name,
    struct hostent *result,
    struct hostent_data *hdptr);
],[]}
HOST_R_ARGS="#define HOST_R_ARGS struct hostent_data *hdptr"
HOST_R_BAD="#define HOST_R_BAD (-1)"
HOST_R_COPY="#define HOST_R_COPY hdptr"
HOST_R_COPY_ARGS="#define HOST_R_COPY_ARGS HOST_R_ARGS"
HOST_R_ERRNO="#define HOST_R_ERRNO NULL"
HOST_R_OK="#define HOST_R_OK 0"
HOST_R_RETURN="#define HOST_R_RETURN int"
HOST_R_SETANSWER="#undef HOST_R_SETANSWER"
HOSTENT_DATA="#define HOSTENT_DATA 1"
],
AC_TRY_COMPILE({
#define __USE_MISC
#include <netdb.h>
extern int gethostbyname_r (const char *,
    struct hostent *,
    char *, size_t,
    struct hostent **,
    int *);
].
}
HOST_R_ARGS="#define HOST_R_ARGS char *buf, size_t buflen, struct hostent **answerp, int *h_errnop"
HOST_R_BAD="#define HOST_R_BAD ERANGE"
HOST_R_COPY="#define HOST_R_COPY buf, buflen"
HOST_R_COPY_ARGS="#define HOST_R_COPY_ARGS char *buf, int buflen"
HOST_R_ERRNO="#define HOST_R_ERRNO *h_errnop = h_errno"
HOST_R_OK="#define HOST_R_OK 0"
HOST_R_RETURN="#define HOST_R_RETURN int"
HOST_R_SETANSWER="#define HOST_R_SETANSWER 1"
HOSTENT_DATA="#define HOSTENT_DATA 1"
],
}))
,
HOST_R_ARGS="#define HOST_R_ARGS char *buf, int buflen, int *h_errnop"
HOST_R_BAD="#define HOST_R_BAD NULL"
HOST_R_COPY="#define HOST_R_COPY buf, buflen"
HOST_R_COPY_ARGS="#define HOST_R_COPY_ARGS char *buf, int buflen"
HOST_R_ERRNO="#define HOST_R_ERRNO *h_errnop = h_errno"
HOST_R_OK="#define HOST_R_OK hdptr"
HOST_R_RETURN="#define HOST_R_RETURN struct hostent **"
HOST_R_SETANSWER="#undef HOST_R_SETANSWER"
HOSTENT_DATA="#undef HOSTENT_DATA"
)
AC_SUBST(HOST_R_ARGS)
AC_SUBST(HOST_R_BAD)
AC_SUBST(HOST_R_COPY)
AC_SUBST(HOST_R_COPY_ARGS)
AC_SUBST(HOST_R_ERRNO)
AC_SUBST(HOST_R_OK)
AC_SUBST(HOST_R_RETURN)
AC_SUBST(HOST_R_SETANSWER)
AC_SUBST(HOSTENT_DATA)

AC_CHECK_FUNC(endhostent_r,
AC_TRY_COMPILE(
#define __REENTRANT
#define __USE_MISC
#include <netdb.h>
int endhostent_r(struct hostent_data *buffer);
},
HOST_R_END_RESULT="#define HOST_R_END_RESULT(x) return (x)"
HOST_R_END_RETURN="#define HOST_R_END_RETURN int"
HOST_R_ENT_ARGS="#define HOST_R_ENT_ARGS struct hostent_data *hdptr"
,
AC_TRY_COMPILE(
#define __REENTRANT
#define __USE_MISC
#include <netdb.h>
extern void endhostent_r(struct hostent_data *ht_data);
},
HOST_R_END_RESULT="#define HOST_R_END_RESULT(x)"
HOST_R_END_RETURN="#define HOST_R_END_RETURN void"
HOST_R_ENT_ARGS="#define HOST_R_ENT_ARGS struct hostent_data *hdptr"
,
AC_TRY_COMPILE(
#define __REENTRANT
#define __USE_MISC
#include <netdb.h>
extern void endhostent_r(void);
},
HOST_R_END_RESULT="#define HOST_R_END_RESULT(x) /*empty*/"
HOST_R_END_RETURN="#define HOST_R_END_RETURN void"
HOST_R_ENT_ARGS="#undef HOST_R_ENT_ARGS /*empty*/"
)
AC_SUBST(HOST_R_END_RESULT)
AC_SUBST(HOST_R_END_RETURN)
AC_SUBST(HOST_R_ENT_ARGS)

AC_CHECK_FUNC(sethostent_r,
AC_TRY_COMPILE({
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
extern void sethostent_r(int flag, struct hostent_data *ht_data);,[],
[HOST_R_SET_RESULT="#undef HOST_R_SET_RESULT /*empty*/"
HOST_R_SET_RETURN="#define HOST_R_SET_RETURN void"]
AC_TRY_COMPILE({
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
extern int sethostent_r(int flag, struct hostent_data *ht_data);,[],
[HOST_R_SET_RESULT="#define HOST_R_SET_RESULT 0"
HOST_R_SET_RETURN="#define HOST_R_SET_RETURN int"]
AC_TRY_COMPILE({
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
void sethostent_r (int);,[],
[HOST_R_SET_RESULT="#undef HOST_R_SET_RESULT"
HOST_R_SET_RETURN="#define HOST_R_SET_RETURN void"]
}
)
)
)
.

HOST_R_SET_RESULT="#undef HOST_R_SET_RESULT"
HOST_R_SET_RETURN="#define HOST_R_SET_RETURN void"
) )
AC_SUBST(HOST_R_SET_RESULT)
AC_SUBST(HOST_R_SET_RETURN)

AC_MSG_CHECKING(struct passwd element pw_class)
AC_TRY_COMPILE({
#include <sys/types.h>
#include <pwd.h>


AC_MSG_RESULT(no)
)

AC_TRY_COMPILE({
#include <sys/types.h>
#include <pwd.h>
void
setpwent(void) {}
},
[return (0);],
SETPWENT_VOID="#define SETPWENT_VOID 1"
,
SETPWENT_VOID="#undef SETPWENT_VOID"
)
AC_SUBST(SETPWENT_VOID)

AC_TRY_COMPILE({
#include <sys/types.h>
#include <grp.h>
void
setgrent(void) {}
},
[return (0);],
SETGRENT_VOID="#define SETGRENT_VOID 1"
,
SETGRENT_VOID="#undef SETGRENT_VOID"
)
AC_SUBST(SETGRENT_VOID)

AC_CHECK_FUNC(getnetgrent_r,
AC_TRY_COMPILE(  
[  
#undef __USE_MISC  
#define __USE_MISC  
#include <netdb.h>
int getnetgrent_r(char **m, char **u, char **d, char *b, int l) {}
]  
]
,
,  
NGR_R_ARGS="#define NGR_R_ARGS char *buf, int buflen"
NGR_R_BAD="#define NGR_R_BAD (0)"
NGR_R_COPY="#define NGR_R_COPY buf, buflen"
NGR_R_COPY_ARGS="#define NGR_R_COPY_ARGS NGR_R_ARGS NGR_R_ARGS"
NGR_R_OK="#define NGR_R_OK 1"
NGR_R_RETURN="#define NGR_R_RETURN int"
]
.
AC_TRY_COMPILE(
[
#define __USE_MISC
#include <netdb.h>
int getnetgrent_r(char **m, char **u, char **d, char *b, size_t l) {}
]
).
[return (0);],
[
NGR_R_ARGS="#define NGR_R_ARGS char *buf, size_t buflen"
NGR_R_BAD="#define NGR_R_BAD (0)"
NGR_R_COPY="#define NGR_R_COPY buf, buflen"
NGR_R_COPY_ARGS="#define NGR_R_COPY_ARGS NGR_R_ARGS"
NGR_R_OK="#define NGR_R_OK 1"
NGR_R_RETURN="#define NGR_R_RETURN int"
]
.
AC_TRY_COMPILE(
[
#undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
extern int getnetgrent_r( char **, char **, char **, void **);
]
).
[return (0);],
[
NGR_R_ARGS="#define NGR_R_ARGS void **buf"
NGR_R_BAD="#define NGR_R_BAD (0)"
NGR_R_COPY="#define NGR_R_COPY buf"
NGR_R_COPY_ARGS="#define NGR_R_COPY_ARGS NGR_R_ARGS"
NGR_R_OK="#define NGR_R_OK 1"
NGR_R_RETURN="#define NGR_R_RETURN int"
NGR_R_PRIVATE="#define NGR_R_PRIVATE 1"
]
.
)
NGR_R_COPY_ARGS="#define NGR_R_COPY_ARGS NGR_R_ARGS"
NGR_R_OK="#define NGR_R_OK 1"
NGR_R_RETURN="#define NGR_R_RETURN int"

AC_SUBST(NGR_R_ARGS)
AC_SUBST(NGR_R_BAD)
AC_SUBST(NGR_R_COPY)
AC_SUBST(NGR_R_COPY_ARGS)
AC_SUBST(NGR_R_OK)
AC_SUBST(NGR_R_RETURN)
AC_SUBST(NGR_R_PRIVATE)

AC_CHECK_FUNC(endnetgrent_r,
NGR_R_END_RESULT="#define NGR_R_END_RESULT(x) return (x)"
NGR_R_END_RETURN="#define NGR_R_END_RETURN int"
NGR_R_ENT_ARGS="#define NGR_R_ENT_ARGS NGR_R_ARGS"

NGR_R_END_RESULT="#define NGR_R_END_RESULT(x) /*empty*/"
NGR_R_END_RETURN="#define NGR_R_END_RETURN void"
NGR_R_ENT_ARGS="#undef NGR_R_ENT_ARGS /*empty*/"
AC_DEFINE(NEED_ENDNETGRENT_R)
)
AC_SUBST(NGR_R_END_RESULT)
AC_SUBST(NGR_R_END_RETURN)
AC_SUBST(NGR_R_ENT_ARGS)

AC_CHECK_FUNC(setnetgrent_r,
[
  case "$host" in
    *bsd*)
    NGR_R_SET_RESULT="#undef NGR_R_SET_RESULT /*empty*/"
    NGR_R_SET_RETURN="#define NGR_R_SET_RETURN void"
    ;;
    *)
    NGR_R_SET_RESULT="#define NGR_R_SET_RESULT NGR_R_OK"
    NGR_R_SET_RETURN="#define NGR_R_SET_RETURN int"
    ;;
    esac
  ]
  ,
NGR_R_SET_RESULT="#undef NGR_R_SET_RESULT /*empty*/"
NGR_R_SET_RETURN="#define NGR_R_SET_RETURN void"
)
AC_SUBST(NGR_R_SET_RESULT)
AC_SUBST(NGR_R_SET_RETURN)

AC_CHECK_FUNC(innetgr_r,,AC_DEFINE(NEED_INNETGR_R))
AC_CHECK_FUNC(getprotoent_r, 
AC_TRY_COMPILE( 
[ 
#undef __USE_MISC 
#define __USE_MISC 
#include <netdb.h> 
struct protoent *getprotoent_r(struct protoent *result, 
    char *buffer, int buflen) {} 
] 
, 
[return (0);] 
, 
[ 
PROTO_R_ARGS="#define PROTO_R_ARGS char *buf, int buflen" 
PROTO_R_BAD="#define PROTO_R_BAD NULL" 
PROTO_R_COPY="#define PROTO_R_COPY buf, buflen" 
PROTO_R_COPY_ARGS="#define PROTO_R_COPY_ARGS PROTO_R_ARGS" 
PROTO_R_OK="#define PROTO_R_OK pptr" 
PROTO_R_SETANSWER="#undef PROTO_R_SETANSWER" 
PROTO_R_RETURN="#define PROTO_R_RETURN struct protoent *" 
] 
, 
AC_TRY_COMPILE( 
[ 
#undef __USE_MISC 
#define __USE_MISC 
#include <netdb.h> 
int getprotoent_r (struct protoent *, char *, size_t, struct protoent **); 
] 
, 
[return (0);] 
, 
[ 
PROTO_R_ARGS="#define PROTO_R_ARGS char *buf, size_t buflen, struct protoent **answerp" 
PROTO_R_BAD="#define PROTO_R_BAD ERANGE" 
PROTO_R_COPY="#define PROTO_R_COPY buf, buflen" 
PROTO_R_COPY_ARGS="#define PROTO_R_COPY_ARGS char *buf, size_t buflen" 
PROTO_R_OK="#define PROTO_R_OK 0" 
PROTO_R_SETANSWER="#define PROTO_R_SETANSWER 1" 
PROTO_R_RETURN="#define PROTO_R_RETURN int" 
] 
, 
) 
) 
) 
.
PROTO_R_ARGS="#define PROTO_R_ARGS char *buf, int buflen" 
PROTO_R_BAD="#define PROTO_R_BAD NULL"
PROTO_R_COPY="#define PROTO_R_COPY buf, buflen"
PROTO_R_COPY_ARGS="#define PROTO_R_COPY_ARGS PROTO_R_ARGS"
PROTO_R_OK="#define PROTO_R_OK pptr"
PROTO_R_SETANSWER="#undef PROTO_R_SETANSWER"
PROTO_R_RETURN="#define PROTO_R_RETURN struct protoent *

) AC_SUBST(PROTO_R_ARGS)
AC_SUBST(PROTO_R_BAD)
AC_SUBST(PROTO_R_COPY)
AC_SUBST(PROTO_R_COPY_ARGS)
AC_SUBST(PROTO_R_OK)
AC_SUBST(PROTO_R_SETANSWER)
AC_SUBST(PROTO_R_RETURN)

AC_CHECK_FUNC(endprotoent_r,
AC_TRY_COMPILE(
[
 #undef _REENTRANT
#define _REENTRANT
 #undef __USE_MISC
#define __USE_MISC
#include <netdb.h>
void endprotoent_r(void);
]
,,
[
 PROTO_R_END_RESULT="#define PROTO_R_END_RESULT(x) /*empty*/"
 PROTO_R_END_RETURN="#define PROTO_R_END_RETURN void"
 PROTO_R_ENT_ARGS="#undef PROTO_R_ENT_ARGS"
]
,

, PROTO_R_END_RESULT="#define PROTO_R_END_RESULT(x) /*empty*/"
 PROTO_R_END_RETURN="#define PROTO_R_END_RETURN void"
 PROTO_R_ENT_ARGS="#undef PROTO_R_ENT_ARGS /*empty*/"
 )
AC_SUBST(PROTO_R_END_RESULT)
AC_SUBST(PROTO_R_END_RETURN)
AC_SUBST(PROTO_R_ENT_ARGS)

AC_CHECK_FUNC(setprotoent_r,
AC_TRY_COMPILE(
[
 #undef _REENTRANT
#define _REENTRANT
 #undef __USE_MISC
#define __USE_MISC


```c
#include <netdb.h>
void setprotoent_r __P((int));
]
]

PROTO_R_SET_RESULT="#undef PROTO_R_SET_RESULT"
PROTO_R_SET_RETURN="#define PROTO_R_SET_RETURN void"

AC_SUBST(PROTO_R_SET_RESULT)
AC_SUBST(PROTO_R_SET_RETURN)

AC_CHECK_FUNC(getpwent_r,
AC_TRY_COMPILE(
 |
 #include <sys/types.h>
 #include <pwd.h>
 struct passwd *
 getpwent_r(struct passwd *pwptr, char *buf, int buflen) {} 
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AC_CHECK_FUNC(endpwent_r,
ACTRY_COMPILE(
[
#include <pwd.h>
void endpwent_r(FILE **pwfp);
],
PASS_R_END_RESULT="#define PASS_R_END_RESULT(x) /*empty*/"
PASS_R_END_RETURN="#define PASS_R_END_RETURN void"
PASS_R_ENT_ARGS="#define PASS_R_ENT_ARGS FILE **pwptr"
,
),
,
PASS_R_END_RESULT="#define PASS_R_END_RESULT(x) /*empty*/"
PASS_R_END_RETURN="#define PASS_R_END_RETURN void"
PASS_R_ENT_ARGS="#undef PASS_R_ENT_ARGS"
AC_DEFINE(NEED_ENDPWENT_R)
)
AC_SUBST(PASS_R_END_RESULT)
AC_SUBST(PASS_R_END_RETURN)
AC_SUBST(PASS_R_ENT_ARGS)
AC_CHECK_FUNC(setpassent_r,,AC_DEFINE(NEED_SETPASSENT_R))
AC_CHECK_FUNC(setpassent,,AC_DEFINE(NEED_SETPASSENT))

AC_CHECK_FUNC(setpwent_r,
AC_TRY_COMPILE(
[
#include <pwd.h>
void setpwent_r(FILE **pwfp);
],
PASS_R_SET_RESULT="#undef PASS_R_SET_RESULT /* empty */"
PASS_R_SET_RETURN="#define PASS_R_SET_RETURN int"
,
AC_TRY_COMPILE(
[
#include <pwd.h>
int setpwent_r(FILE **pwfp);
],
PASS_R_SET_RESULT="#define PASS_R_SET_RESULT 0"
PASS_R_SET_RETURN="#define PASS_R_SET_RETURN int"
,
)
)
AC_SUBST(PASS_R_SET_RESULT)
AC_SUBST(PASS_R_SET_RETURN)
AC_CHECK_FUNC(getpwnam_r,,AC_DEFINE(NEED_GETPWNAM_R))
AC_CHECK_FUNC(getpwuid_r,,AC_DEFINE(NEED_GETPWUID_R))

AC_CHECK_FUNC(getservent_r,
AC_TRY_COMPILE(
#define __USE_MISC
#include <netdb.h>
struct servent *
ggetservent_r(struct servent *result, char *buffer, int buflen) {}
},[return (0);],
[SERV_R_ARGS="#define SERV_R_ARGS char *buf, int buflen"
SERV_R_BAD="#define SERV_R_BAD NULL"
SERV_R_COPY="#define SERV_R_COPY buf, buflen"
SERV_R_COPY_ARGS="#define SERV_R_COPY_ARGS SERV_R_ARGS"
SERV_R_OK="#define SERV_R_OK sptr"
SERV_R_SETANSWER="#undef SERV_R_SETANSWER"
SERV_R_RETURN="#define SERV_R_RETURN struct servent *"
]
,
AC_TRY_COMPILE(
#define __USE_MISC
#include <netdb.h>
int
getservent_r (struct servent *, char *, size_t, struct servent **);
},[return (0);],
[SERV_R_ARGS="#define SERV_R_ARGS char *buf, size_t buflen, struct servent **answerp"
SERV_R_BAD="#define SERV_R_BAD ERANGE"
SERV_R_COPY="#define SERV_R_COPY buf, buflen"
SERV_R_COPY_ARGS="#define SERV_R_COPY_ARGS SERV_R_ARGS char *buf, size_t buflen"
SERV_R_OK="#define SERV_R_OK (0)"
SERV_R_SETANSWER="#define SERV_R_SETANSWER 1"
SERV_R_RETURN="#define SERV_R_RETURN int"
]
,
) )
)
,SERV_R_ARGS="#define SERV_R_ARGS char *buf, int buflen"
SERV_R_BAD="#define SERV_R_BAD NULL"
SERV_R_COPY="#define SERV_R_COPY buf, buflen"
SERV_R_COPY_ARGS="#define SERV_R_COPY_ARGS SERV_R_ARGS"
SERV_R_OK="#define SERV_R_OK sptr"
SERV_R_SETANSWER="#undef SERV_R_SETANSWER"
SERV_R_RETURN="#define SERV_R_RETURN struct servent *"

) AC_SUBST(SERV_R_ARGS) AC_SUBST(SERV_R_BAD) AC_SUBST(SERV_R_COPY) AC_SUBST(SERV_R_COPY_ARGS) AC_SUBST(SERV_R_OK) AC_SUBST(SERV_R_SETANSWER) AC_SUBST(SERV_R_RETURN)

AC_CHECK_FUNC(endservent_r, AC_TRY_COMPILE(
[ undef _REENTRANT define _REENTRANT undef __USE_MISC define __USE_MISC
#include <netdb.h>
void endservent_r(void);
]
.
.
.
SERV_R_END_RESULT="#define SERV_R_END_RESULT(x) /*empty*/"
SERV_R_END_RETURN="#define SERV_R_END_RETURN void "
SERV_R_ENT_ARGS="#undef SERV_R_ENT_ARGS /*empty*/"
]
.
)
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.
SERV_R_END_RESULT="#define SERV_R_END_RESULT(x) /*empty*/"
SERV_R_END_RETURN="#define SERV_R_END_RETURN void "
SERV_R_ENT_ARGS="#undef SERV_R_ENT_ARGS /*empty*/"
)
AC_SUBST(SERV_R_END_RESULT) AC_SUBST(SERV_R_END_RETURN) AC_SUBST(SERV_R_ENT_ARGS)

AC_CHECK_FUNC(setservent_r, AC_TRY_COMPILE(
[ undef _REENTRANT define _REENTRANT undef __USE_MISC define __USE_MISC
#include <netdb.h>
void        setservent_r(int);
]
)
AC_TRY_COMPILE(
[ 
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <unistd.h>
#include <netdb.h>
int innetgr(const char *netgroup, const char *host, const char *user, const char *domain);
]
.. 
[ INNETGR_ARGS="#undef INNETGR_ARGS"
]
. 
AC_TRY_COMPILE(
[ 
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <unistd.h>
#include <netdb.h>
int innetgr(char *netgroup, char *host, char *user, char *domain);
]
.. 
[ INNETGR_ARGS="#define INNETGR_ARGS char *netgroup, char *host, char *user, char *domain"
]
. 
})

AC_TRY_COMPILE(
[ ]

SERV_R_SET_RESULT="#undef SERV_R_SET_RESULT"
SERV_R_SET_RETURN="#define SERV_R_SET_RETURN void"
] 
,
) 
, 
SERV_R_SET_RESULT="#undef SERV_R_SET_RESULT"
SERV_R_SET_RETURN="#define SERV_R_SET_RETURN void"
) 
AC_SUBST(SERV_R_SET_RESULT)
AC_SUBST(SERV_R_SET_RETURN)
#undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <unistd.h>
#include <netdb.h>
void setnetgrent(const char *);
]
,
[ SETNETGRENT_ARGS="#undef SETNETGRENT_ARGS"
]
,
AC_TRY_COMPILE(
[ #undef _REENTRANT
#define _REENTRANT
#undef __USE_MISC
#define __USE_MISC
#include <unistd.h>
#include <netdb.h>
void setnetgrent(char *);
]
,
[ SETNETGRENT_ARGS="#define SETNETGRENT_ARGS char *netgroup"
]
,
))
AC_SUBST(SETNETGRENT_ARGS)
AC_SUBST(INNETGR_ARGS)
#
# Random remaining OS-specific issues involving compiler warnings.
# XXXDCL print messages to indicate some compensation is being done?
#
AC_SUBST(ISC_PLATFORM_BRACEPTHREADONCEINIT)
ISC_PLATFORM_BRACEPTHREADONCEINIT="#undef ISC_PLATFORM_BRACEPTHREADONCEINIT"
BROKEN_IN6ADDR_INIT_MACROS="#undef BROKEN_IN6ADDRL_INIT_MACROS"
case "$host" in
  *-bsd3.1*)
  hack_shutup_sputaux=yes
  ;;
  *-bsd4.0*)
  hack_shutup_sigwait=yes
  hack_shutup_sputaux=yes
  hack_shutup_in6addr_init_macros=yes
case "hack_shutup_pthreadonceinit" in
  yes)
  #
  # Shut up PTHREAD_ONCE_INIT unbraced initializer warnings.
  #
  ISC_PLATFORM_BRACEPTHREADONCEINIT="#define ISC_PLATFORM_BRACEPTHREADONCEINIT 1"
  ;;
  esac

  case "hack_shutup_sigwait" in
  yes)
  #
  # Shut up a -Wmissing-prototypes warning for sigwait().
  #
  AC_DEFINE(SHUTUP_SIGWAIT)
  ;;
  esac

  case "hack_shutup_sputaux" in
  yes)
  #
  # Shut up a -Wmissing-prototypes warning from <stdio.h>.
  #
  AC_DEFINE(SHUTUP_SPUTAUX)
  ;;
  esac

  case "hack_shutup_stdargcast" in
  yes)
  #
  # Shut up a -Wcast-qual warning from va_start().
  #
  AC_DEFINE(SHUTUP_STDARG_CAST)
  ;;
  esac

  case "hack_shutup_in6addr_init Macros" in
  yes)
AC_DEFINE(BROKEN_IN6ADDR_INIT_MACROS)
::
esac

#
#
# Substitutions
#
AC_SUBST(BIND9_TOP_BUILDDIR)
BIND9_TOP_BUILDDIR=`pwd`

AC_SUBST_FILE(BIND9_INCLUDES)
BIND9_INCLUDES=$BIND9_TOP_BUILDDIR/make/includes

AC_SUBST_FILE(BIND9_MAKE_RULES)
BIND9_MAKE_RULES=$BIND9_TOP_BUILDDIR/make/rules

. $srcdir/../../version
BIND9_VERSION="VERSION=${MAJORVER}.${MINORVER}.${PATCHVER}${RELEASETYPE}${RELEASEVER}"
AC_SUBST(BIND9_VERSION)

AC_SUBST_FILE(LIBBIND_API)
LIBBIND_API=$srcdir/api

AC_OUTPUT(
    make/rules
    make/mkdep
    make/includes
    Makefile
    bsd/Makefile
    dst/Makefile
    include/Makefile
    inet/Makefile
    irs/Makefile
    isc/Makefile
    nameser/Makefile
    port_after.h
    port_before.h
    resolv/Makefile
    port/Makefile
    ${PORT_DIR}/Makefile
    ${PORT_INCLUDE}/Makefile
)

# Tell Emacs to edit this file in shell mode.
# Local Variables:
# mode: sh
# End:
**1.275 nimbus-jose-jwt 9.10**

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```
Found in path(s):
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/Ed25519Verifier.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/Ed25519Signer.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/util/Base64Codec.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jwk/JWKSet.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/X25519Decrypter.java

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* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/RSASSASigner.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/bc/BouncyCastleProviderSingleton.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jca/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jwk/JWEProvider.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jwk/JWSPartner.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jwk/source/ImmutableSecret.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jwk/JWKMetadata.java
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jar/com/nimbusds/jose/jwk/RSAKey.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/KeySourceException.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/crypto/RSAEncrypter.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/PlainObject.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/JWSObject.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/crypto/RSASSAVerifier.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jwt/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/source/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JWSKeySelector java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/crypto/factories/DefaultJWEDecrypterFactory.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/crypto/DirectDecrypter.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/crypto/ECDHDecrypter.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jca/JCAContext.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/ThumbprintUtils.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/KeyType.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jwt/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/source/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JWTParser.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jca/JCAContext.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/ThumbprintUtils.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/KeyType.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jwt/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/ThumbprintUtils.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JWTParser.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jca/JCAContext.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/ThumbprintUtils.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/KeyType.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jwt/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/JWEAlgorithm.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/crypto/ECDSSigner.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JWEKeySelector.java
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* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JOSEProcessorConfiguration.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/crypto/ECDHEncrypter.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JWSVerificationKeySelector.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jwt/proc/DefaultJWTProcessor.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/jwk/JWKMatcher.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JWSAlgorithmFamilyJWSKeySelector.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/DefaultJOSEProcessor.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
jar/com/nimbusds/jose/proc/JWEDecryptionKeySelector.java
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  jar/com/nimbusds/jose/util/KeyUtils.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/utils/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/PasswordBasedCryptoProvider.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/AuthenticatedCipherText.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/AES CBC.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/PBKDF2.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/RS A1_5.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/jwk/JWKException.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/ECDH.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/jwk/PasswordLookup.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/CompositeKey.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/opts/AllowWeakRSAKey.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/AESEncrypter.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/util/IntegerOverflowException.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/ContentCryptoProvider.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/jwk/source/DefaultJWKSetCache.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/crypto/impl/AlgorithmParametersHelper.java
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* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/proc/JOSEObjectTypeVerifier.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jwk/source/JWKSecurityContextJWKSet.java

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* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/factories/DefaultJWSSignerFactory.java

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/*
* nimbus-jose-jwt
* 
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* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
    jar/com/nimbusds/jose/crypto/bc/package-info.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
    jar/com/nimbusds/jose/crypto/bc/BouncyCastleFIPSProviderSingleton.java

1.276 openjdk-jre 1.8.0u322

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Send patches to sysvinit-devel@nongnu.org

The of the start-stop-daemon

* A rewrite of the original Debian's start-stop-daemon Perl script
* in C (faster - it is executed many times during system startup).
* Written by Marek Michalkiewicz <marekm@i17linuxb.ists.pwr.wroc.pl>,
* public domain.

1.278 pax-utils 1.2.6-r1
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A. HISTORY OF THE SOFTWARE

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

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

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

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

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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

org.eclipse.jetty.toolchain.jetty-schemas

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Assorted

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2.module_el8.0.0+39+6a9b6e22

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This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:
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### *.makefile*.

---

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**Commands to generate dependency files**

```
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)
```

**Flags for position independent code**

```
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC
```

**Additional flags when building libraries and with threads**

```
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =
```

**Compiler switch to embed a runtime search path**

```
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,
```

**Compiler switch to embed a library name**

---
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS = -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.c) $< \ 
| sed '"s/(\"[^\"]\")\.o\[ :\]*/\1.o $@ : /g\" > $@; \ 
[ -s $@ ] || rm -f $@"'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.cc) $< \ 
| sed '"s/(\"[^\"]\")\.o\[ :\]*/\1.o $@ : /g\" > $@; \ 
[ -s $@ ] || rm -f $@"'

## Versioned libraries rules
%.$(SO),$(SO_TARGET_VERSION_MAJOR): %.$(SO),$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO),$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s {*F}.$(SO),$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS = -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

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 */
```

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* /opt/cola/permits/1257847088_1643019261.83/0/jcip-Annotations-1-0-1-sources-jar/net/jcip/annotations/Immutable.java
* /opt/cola/permits/1257847088_1643019261.83/0/jcip-Annotations-1-0-1-sources-jar/net/jcip/annotations/NotThreadSafe.java
* /opt/cola/permits/1257847088_1643019261.83/0/jcip-Annotations-1-0-1-sources-jar/net/jcip/annotations/ThreadSafe.java
* /opt/cola/permits/1257847088_1643019261.83/0/jcip-Annotations-1-0-1-sources-jar/net/jcip/annotations/GuardedBy.java

### 1.293 logrus 1.6.0

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jar/com/vaadin/osgi/push/PushResourcesContribution.java

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1.298 kerberos 1.19

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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
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include/GL/wglxext.h

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One of the key reasons we got delayed on the CentOS-6 release was lack of suitable build resources, especially when we had to repeatedly build large chunks of code. Norwood S came forward and worked with me to setup a large build machine, then tune the build process and help improve the overall build, test and validate process we were using. This build machine he donated to the project was about 5 times more capable than the entire buildsystem we had. And he did this out of his own pocket, from his own time, and has since upgraded the machine as well. It's now a 128GB, 48 core machine, with 4 SSD's and 4 sata disks : but the key metric is that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix, AZ, USA for his continued support for the project.

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* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/Row12.java

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<td>*/opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/iml/DropSchemaImpl.java</td>
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</tr>
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<td>*/opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/iml/ArrayAggOrderByStep.java</td>
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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 4296
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/SQLDialect.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/types/DayToSecond.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/jdbc/MockResultSet.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/ClobBinding.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/InsertSetStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/DeleteLimitStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/RevokeFromStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/BindingSetSQLOutputContext.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/DefaultTransactionProvider.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/exception/MockFileDatabaseException.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/jdbc/MockResultSetMetaData.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/CreateIndexIncludeStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/ParsingStatement.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/JSONArray.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/Record21.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/Record9.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/UDTRecordImpl.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/Nvl2.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/Record21.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/ConstraintForeignKeysReferencesStep7.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/CustomCondition.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/ConvertedDataType.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/Unwrapper.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/CreateTableColumnStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/SelectFieldOrAsterisk.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/BindingGetResultSetContext.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/Row20.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/FalseCondition.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/exception/MappingException.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/DeclarationImpl.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/DerivedColumnList18.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/AlterSchemaStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/DerivedColumnList12.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/FlowToReactiveStreamsSubscriberBridge.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/DerivedColumnList14.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/DefaultConnectionProvider.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/DAO.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/AlterViewImpl.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/Record17.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/ExecuteListener.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/RTrim.java

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* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/DefaultBinding.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/SelectQualifyConditionStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/ConstraintForeignKeyReferencesStep10.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/LoaderLoadStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/UnwrapperProvider.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/WindowPartitionByStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/JSONEntry.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/MergeMatchedSetMoreStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/InsertFinalStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/WindowPartitionByStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/SelectSeekStep11.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/SelectSeekStep20.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/DefaultDiagnosticsContext.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/Keyword.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/SelectJoinStep.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/MetaDataFieldProvider.java
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* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/types/UInteger.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/types/ULong.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/reflect/package-info.java
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/**
 * The <code>org.jooq.tools.reflect</code> package contains parts of jOOR.
 * 
 * jOOQ has no external dependencies. Nevertheless, some libraries that are
 * compatible with jOOR's Apache License 2.0 are embedded into jOOQ. See the
 * jOOR website for more details about jOOR:
 * 
 */

Found in path(s):
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/reflect/package-info.java
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/**
 * The <code>org.jooq.tools.csv</code> package contains parts of OpenCSV.
 * 
 * jOOQ has no external dependencies. Nevertheless, some libraries that are
* compatible with jOOQ's Apache License 2.0 are embedded into jOOQ. See the
* OpenCSV website for more details about OpenCSV:
* <p>
*/

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* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/csv/package-info.java
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/**
* The <code>org.jooq.tools.json</code> package contains parts of JSON Simple.
* <p>
* jOOQ has no external dependencies. Nevertheless, some libraries that are
* compatible with jOOQ's Apache License 2.0 are embedded into jOOQ. See the
* JSON Simple website for more details about JSON Simple:
* <p>
*/

Found in path(s):
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/json/package-info.java
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*/
/**
* A very simple CSV reader released under a commercial-friendly license.
* 
* @author Glen Smith
*/

Found in path(s):
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/csv/CSVReader.java
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* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/Ints.java
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/Longs.java

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 *
* Clean up blobs, clobes and the local configuration.
* <p>
* <h5>BLOBS and CLOBS</h5>
* <p>
* [#1326] This is necessary in those dialects that have long-lived
* temporary lob objects, which can cause memory leaks in certain contexts,
* where the lob's underlying session / connection is long-lived as well.
* Specifically, Oracle and ojdbc have some trouble when streaming temporary
* lobs to UDTs:
* <ol>
* <li>The lob cannot have a call-scoped life time with UDTs</li>
* <li>Freeing the lob after binding will cause an ORA-22275</li>
* <li>Not freeing the lob after execution will cause an
*    { @link OutOfMemoryError }</li>
* </ol>
* <p>
* <h5>Local configuration</h5>
* <p>
* [#1544] There exist some corner-cases regarding the { @link SQLOutput}
* API, used for UDT serialisation / deserialisation, which have no elegant
* solutions of obtaining a { @link Configuration } and thus a JDBC
* { @link Connection } object short of:
* <ul>
* <li>Making assumptions about the JDBC driver and using proprietary API,
*    e.g. that of ojdbc</li>
* <li>Dealing with this problem globally by using such a local
*    configuration</li>
* </ul>
* @see <a href="http://stackoverflow.com/q/11439543/521799">http://stackoverflow.com/q/11439543/521799</a>
* /

Found in path(s):
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/DefaultExecuteContext.java
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 */

/**
 * A very simple CSV parser released under a commercial-friendly license. This
 * just implements splitting a single line into fields.
 *
 * @author Glen Smith
 * @author Rainer Pruy
 */

Found in path(s):
* /opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/tools/csv/CSVParser.java

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* A PlainSQLField is a field that can contain user-defined plain SQL,
* because sometimes it is easier to express things directly in SQL, for
* instance complex proprietary functions. There must not be any binding
* variables contained in the SQL.

* Example:

```java
String sql = "DECODE(MY_FIELD, 1, 100, 200)";
```

* **NOTE**: When inserting plain SQL into jOOQ objects, you must
* guarantee syntax integrity. You may also create the possibility of
* malicious SQL injection. Be sure to properly use bind variables and/or
* escape literals when concatenated into SQL clauses!

* @param sql The SQL
* @return A field wrapping the plain SQL
* @see SQL
*/

/**
 * Create a "plain SQL" field.
 * <p>
 * A PlainSQLField is a field that can contain user-defined plain SQL,
 * because sometimes it is easier to express things directly in SQL, for
 * instance complex proprietary functions. There must not be any binding
 * variables contained in the SQL.
 * <p>
 * Example:
 * <p>
 * <code><pre>
 * String sql = "DECODE(MY_FIELD, 1, 100, 200)"
 * </pre></code>
 * </p>
 * <b>NOTE</b>: When inserting plain SQL into jOOQ objects, you must
 * guarantee syntax integrity. You may also create the possibility of
 * malicious SQL injection. Be sure to properly use bind variables and/or
 * escape literals when concatenated into SQL clauses!
 * <p>
 * @param sql The SQL
 * @return A field wrapping the plain SQL
 * @see SQL
 */

/*
 * Create a "plain SQL" field.
 * <p>
 * A PlainSQLField is a field that can contain user-defined plain SQL,
 * because sometimes it is easier to express things directly in SQL, for
 * instance complex proprietary functions. There must not be any binding
 * variables contained in the SQL, as passed in the bindings parameter
*/
Example:

```java
String sql = "DECODE(MY_FIELD, ?, ?, ?);
Object[] bindings = new Object[] { 1, 100, 200 };</pre></code>

NOTE: When inserting plain SQL into jOOQ objects, you must guarantee syntax integrity. You may also create the possibility of malicious SQL injection. Be sure to properly use bind variables and/or escape literals when concatenated into SQL clauses!

@see SQL
@see DSL#sql(String, Object...)
*/

Found in path(s):
*/opt/cola/permits/1274596235_1645218610.05/0/jooq-3-12-3-sources-jar/org/jooq/impl/DSL.java

1.304 poi 3.17.0.wso2v1

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Eclipse  

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

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

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

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jettyschemas

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Assorted

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1.306 Pango 1.42.4 6.el8

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

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

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        x = "The following are other community resources that may be helpful:<br><br><a href=https://tldrlegal.com/license/common-development-and-distribution-license-%28cddl-1.0%29-explained style='font-weight: bold;'>Common Development and Distribution License (CDDL-1.0) on TLDRLegal<br><a href=http://www.gnu.org/licenses/license-list.en.html>GNU License List<br><a href=https://en.wikipedia.org/wiki/Comparison_of_free_and_open-source_software_licenses>Wikipedia License List<br><a href=http://oss-watch.ac.uk/apps/licdiff/>OSSWatch License Diff<br><a href=choosealicense.com>Choosealicense";
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    }
    document.getElementById("demo").innerHTML = x;
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1.339 perl-http-tiny 0.074 1.el8

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The End
1.340 wso2-carbon-ndatasource-common
4.4.35

1.341 hdrhistogram 2.1.10

1.342 gobject-introspection 1.56.1-1.el7
1.342.1 Available under license:

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1.343 nghttp2 1.33.0 3.el8_2.1
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set yrange [0:]
set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
set style fill solid border -1
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1.344 python 3.9.7-r4

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

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

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1.346 spring-expression 4.1.6.RELEASE

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* /opt/cola/permits/1136508406_1613775524.89/0/spring-expression-4-1-6-release-sources-1-jar/org/springframework/expression/spel/support/ReflectiveMethodResolver.java
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jar/org/springframework/expression/spel/support/StandardTypeLocator.java

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1.355 postgresql-11-pgextwlist 1.11-4.pgdg100+1

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1.357 maven-surefire-plugin 2.12.4

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1.359 curl 7.29.0 57.el7
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1.361 fdisk 2.29.2

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table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
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application-supplied function or table used by this function must
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If such an object file uses only numerical parameters, data
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Otherwise, if the work is a derivative of the Library, you may
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 */

size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

---

#1: 32 7648 0x83
#2: 7680 8704 0xa5
#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)

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    <signature of Ty Coon>, 1 April 1989
    Ty Coon, President of Vice

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The complete text of the license is available at the Documentation/licenses/COPYING.BSD-3 file. Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2d055067c18f2cf9 bsd.img

---layout---------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

<table>
<thead>
<tr>
<th>Device</th>
<th>Boot</th>
<th>Start</th>
<th>End</th>
<th>Blocks</th>
<th>Id</th>
<th>System</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

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</tr>
</thead>
<tbody>
<tr>
<td>__ts_dev__1</td>
<td>2048</td>
<td>4095</td>
<td>1024</td>
<td>83</td>
<td>Linux</td>
</tr>
</tbody>
</table>

Create 2st primary partition
1beb87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

<table>
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<th>Id</th>
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<td>__ts_dev__1</td>
<td>2048</td>
<td>4095</td>
<td>1024</td>
<td>83</td>
<td>Linux</td>
</tr>
<tr>
<td>__ts_dev__2</td>
<td>4096</td>
<td>20479</td>
<td>8192</td>
<td>a5</td>
<td>FreeBSD</td>
</tr>
</tbody>
</table>

Create default BSD
2e1cee529cb59e9341afe0443f196a1 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them. Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
# start   end  size  fstype  [fsizer bsize  cpg]
c: 4096   20479 16384  unused  0   0
d: 0 16064 16065 unused 0 0

BSD disklabel command (m for help):
Command (m for help):
-------------------

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#   start   end     size   fstype   [fsize bsize  cpg]
  a: 4096   6144   2049     4.2BSD     0     0     0
  c: 4096   20479  16384     unused     0     0
  d: 0 16064   16065     unused     0     0

BSD disklabel command (m for help):
Command (m for help):
-------------------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0 unused    5  4.1BSD    9  4.4LFS    d boot
1 swap       6  Eighth Edition  a unknown    e ADOS
2 Version 6   7  4.2BSD    b HPFS    f HFS
3 Version 7   8  MS-DOS    c ISO-9660   10 AdvFS
4 System V

BSD disklabel command (m for help):

1.376 pgbackrest 2.32-1.pgdg100+1
1.376.1 Available under license:

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1.377 jetty-security 9.4.42.v20210604

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

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

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

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https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.378 iconv 2.17

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1.380 libffi 3.4.2-r1

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/** The entry point into Scala runtime reflection.
   *
   * To use Scala runtime reflection, simply use or import `scala.reflect.runtime.universe._`
   *
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   * for more details.
   */

Found in path(s):
* /opt/cola/permits/1135959082_1613641379.79/0/scala-reflect-2-11-12-sources-4-jar/scala/reflect/runtime/package.scala

1.382 selinux 2.9
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* Create a new <code>LSParser</code>. The newly constructed parser may
* then be configured by means of its <code>DOMConfiguration</code>
* object, and used to parse documents by means of its <code>parse</code>
* method.
* @param mode  The <code>mode</code> argument is either
*   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
*   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
*   <code>LSParser</code> that is created will operate in synchronous
*   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
*   <code>LSParser</code> that is created will operate in asynchronous
*   mode.
* @param schemaType  An absolute URI representing the type of the schema
*   language used during the load of a <code>Document</code> using the
*   newly created <code>LSParser</code>. Note that no lexical checking
*   is done on the absolute URI. In order to create a
*   <code>LSParser</code> for any kind of schema types (i.e. the
*   LSParser will be free to use any schema found), use the value
*   <code>null</code>.
* @return  The newly created <code>LSParser</code> object. This
*   <code>LSParser</code> is either synchronous or asynchronous
*   depending on the value of the <code>mode</code> argument.
* <p>Note: For W3C XML Schema [<a href='http://www.w3.org/TR/2001/REC-xmlschema-1-20010502'>XML Schema Part 1</a>]
*   , applications must use the value
*   <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>],
*   applications must use the value
*   <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
* are outside the scope of the W3C and therefore should recommend an
* absolute URI in order to use this method.
* @return  The newly created <code>LSParser</code> object. This
* <code>LSParser</code> is either synchronous or asynchronous
* depending on the value of the <code>mode</code> argument.
* <p>Note: By default, the newly created <code>LSParser</code>
* does not contain a <code>DOMErrorHandler</code>, i.e. the value of
* the "error-handler" configuration parameter is <code>null</code>. However, implementations
* may provide a default error handler at creation time. In that case,
* the initial value of the `<code>`error-handler`</code>` configuration
* parameter on the new created `<code>`LSParse`</code>` contains a
* reference to the default error handler.
* @exception DOMException
* NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
* not supported.
*/

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* `/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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*/
/**
 * used to check the 3 constraints against each complex type
 * (should be each model group):
 * Unique Particle Attribution, Particle Derivation (Restriction),
 * Element Declarations Consistent.
 */

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  jar/org/apache/xerces/impl/xs/traversers/XSDocumentInfo.java
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  jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
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  jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
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  jar/org/apache/html/dom/HTMLFrameElementImpl.java
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  jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/util/ShadowedSymbolTable.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xs/XSException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLMetaElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLQuoteElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/util/EncodingMap.java
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jar/org/apache/xerces/xinclude/XIncludeTextReader.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/DOMInputImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/ObjectFactory.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xpointer/XPointerHandler.java
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jar/org/apache/xerces/util/XMLCatalogResolver.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/TeeXMLDocumentFilterImpl.java
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jar/org/apache/html/dom/HTMLTableSectionElementImpl.java
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jar/org/apache/xerces/impl/dtd/models/CMStateSet.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/Base64BinaryDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/validation/DraconianErrorHandler.java
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jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
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jar/org/apache/html/dom/HTMLTitleElementImpl.java
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jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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jar/org/apache/html/dom/HTMLLabelElementImpl.java
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- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/parsers/XPointerParserConfiguration.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/jaxp/datatype/SerializedDuration.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/XMLSchemaException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/dtd/XMLAttributeDecl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xml/ValidationManager.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/XSNamedMap.java
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1.385 python3-requests-oauthlib 1.0.0-0.1

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Advancing_front_surface_reconstruction Advancing Front Surface Reconstruction
Alpha_shapes_2 2D Alpha Shapes
Alpha_shapes_3 3D Alpha Shapes
Apollonius_graph_2 2D Apollonius Graphs (Delaunay Graphs of Disks)
Arrangement_on_surface_2 2D Arrangements
Barycentric_coordinates_2 2D Generalized Barycentric Coordinates
Boolean_set_operations_2 2D Regularized Boolean Set-Operations
Bounding_volumes Bounding Volumes
Box_intersection_d Intersecting Sequences of dD Iso-oriented Boxes
Circular_kernel_2 2D Circular Geometry Kernel
Circular_kernel_3 3D Spherical Geometry Kernel
Classification Classification
Cone_spanners_2 Cone-Based Spanners
Scale_space_reconstruction_3 Scale-Space Surface Reconstruction
SearchStructures dD Range and Segment Trees
Segment_Delaunay_graph_2D Segment Delaunay Graphs
Segment_Delaunay_graph_Linf_2L Infinity Segment Delaunay Graphs
Set_movable_separability_2D Movable Separability of Sets
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Straight_skeleton_2D Straight Skeleton and Polygon Offsetting
Stream_lines_2D Placement of Streamlines
Surface_mesh_deformation Triangulated Surface Mesh Deformation
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TDS_3D Triangulation Data Structure
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        l=`licensecheck -r $p/include $p/src | awk -F': ' '{print $2}' | grep -v BSL | sed -e 's/ *GENERATED FILE//' | sort -u`
        if [ "x`echo $l | wc -l`" = "x1" ]; then
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        elif [ -z `echo $l | grep -Ev '^L?GPL \(v3 or later\) *$'` ]; then
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GeometryFactory (france)

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**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 5068**
### Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

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1.389 maven-surefire-plugin 3.0.0-M4

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1.390 vertx-jooq-generate 4.2.0

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1.400 pkgconf-pkg-config 1.4.2-1.el8

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1.401 jetty-servlet 9.4.31.v20200723

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-impl

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/Datatypes.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableSortedMap.java 
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableAsList.java 
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/RegularImmutableSortedSet.java 
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableTable.java 
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableSetMultimap.java 
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/SingletonImmutableList.java 
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/RegularImmutableList.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/BoundType.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/CacheLoader.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/ImmutableRangeMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/reflect/Invokable.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/reflect/ClassPath.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/reflect/TypeParameter.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/primitives/UnsignedLongs.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/base/StandardSystemProperty.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/ImmutableRangeMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/reflect/Invokable.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/reflect/TypeParameter.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/Queues.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/util/concurrent/AtomicLongMap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/base/StandardSystemProperty.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/Closer.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/reflect/package-info.java

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/ *
* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/hash/MacHashFunction.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ReaderInputStream.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/hash/LittleEndianByteArray.java
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jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/MoreObjects.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/package-info.java
jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/Preconditions.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/Predicates.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ExecutionList.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/package-info.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/Lists.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/CountingInputStream.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/Closeables.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ByteStreams.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/CharStreams.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/package-info.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/LineBuffer.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ByteStreams.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ByteStreams.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/package-info.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ByteStreams.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/package-info.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/ForwardingSetMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/RowSortedTable.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/SortedMapDifference.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/ForwardingImmutableCollection.java

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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/RegularImmutableTable.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/CacheBuilder.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/MapMaker.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ByteProcessor.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ByteArrayDataInput.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/primitives/SignedBytes.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/Service.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/Callables.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/DenseImmutableTable.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/annotations/GwtIncompatible.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/primitives/UnsignedBytes.java
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/*
 * This following method is a modified version of one found in
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* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/CharSequenceReader.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/ForwardingSet.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/Futures.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/annotations/VisibleForTesting.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/AppendableWriter.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/PatternFilenameFilter.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/GraphConstants.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/SingletonImmutableBiMap.java
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/**
* Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
* [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
* under GWT but with a slightly different signature.
*
* &lt;p&gt;We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
* it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap class.
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1.407 jetty-continuation 9.4.18.v20190429

1.408 netty-codec 4.1.68.Final

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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
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 * /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-
jar/io/netty/handler/codec/compression/DeflateOptions.java
 * /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-
jar/io/netty/handler/codec/compression/BrotliEncoder.java
 * /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-
jar/io/netty/handler/codec/compression/CompressionOptions.java
 * /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-
jar/io/netty/handler/codec/compression/BrotliDecoder.java
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jar/io/netty/handler/codec/compression/ZstdConstants.java
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jar/io/netty/handler/codec/compression/Zstd.java

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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codecs/string/LineEncoder.java
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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codecs/DatagramPacketEncoder.java
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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codecs/compression/ByteBufChecksum.java
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*/
/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
* The encoding and decoding algorithm in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/

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jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-
jar/io/netty/handler/codec/xml/XmlFrameDecoder.java

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 */
* Enumeration of supported Base64 dialects.

* <p>
* The internal lookup tables in this class have been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
* */

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* jar/io/netty/handler/codec/base64/Base64Dialect.java

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/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
* *
* [{@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
* *
* <h3>2 bytes length field at offset 0, do not strip header</h3>
* *
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* *
* <b>lengthFieldOffset</b> = <b>0</b>
* <b>lengthFieldLength</b> = <b>2</b>
* lengthAdjustment = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +---------------+  +---------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +---------------+  +---------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@[link ByteBuf#readableBytes()]} , you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
* </pre>
*
* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +---------------+  +---------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +---------------+  +---------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of the Length field)
* <b>initialBytesToStrip</b> = 0
* </pre>
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +---------------+  +---------------+
The following message is a simple variation of the first example. An extra header value is prepended to the message. `<tt>lengthAdjustment</tt>` is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.

```
<tt>lengthFieldOffset</tt>   = <tt>2</tt> (= the length of Header 1)
<tt>lengthFieldLength</tt>   = <tt>3</tt>
lengthAdjustment    = 0
initialBytesToStrip = 0
```

```
BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
+----------+----------+----------------+      +----------+----------+----------------+
| Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
| 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
```

This is an advanced example that shows the case where there is an extra header between the length field and the message body. You have to specify a positive `<tt>lengthAdjustment</tt>` so that the decoder counts the extra header into the frame length calculation.

```
lengthFieldOffset   = 0
lengthFieldLength   = 3
<tt>lengthAdjustment</tt>    = <tt>2</tt> (= the length of Header 1)
initialBytesToStrip = 0
```

```
BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
+----------+----------+----------------+      +----------+----------+----------------+
|  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
| 0x00000C | 0xCAFE   | "HELLO, WORLD" |      | 0x00000C | 0xCAFE   | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
```

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field.
* The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra
* header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero
* header from the frame. If you don’t want to strip the prepended header, you
* could specify `<tt>0</tt>` for `<tt>initialBytesToStrip</tt>`.

* `<pre>`
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* `<pre>`
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* ++++++----------------+      +--------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* ++++++----------------+      +--------+----------------+
* `<pre>`

* `<h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>`

* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into `<tt>lengthAdjustment</tt>`.
* Please note that we don’t need to take the length of HDR2 into account
* because the length field already includes the whole header length.

* `<pre>`
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
* `<pre>`
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* ++++++----------------+      +--------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* ++++++----------------+      +--------+----------------+
* `<pre>`
* @see LengthFieldPrepender
*/

Found in path(s):
* /opt/cola/permits/1208967415_1632975990.81/io/netty-codec-4-1-68-final-sources-
  jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/ValueConverter.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java
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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
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jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/compression/IJZlibEncoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/compression/IJZlibEncoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/compression/IJZlibEncoder.java
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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/EncoderException.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java

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* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java
* /opt/cola/permits/1208967415_1632975990.81/0/netty-codec-4-1-68-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java

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Eclipse

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

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

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

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.418 libfontenc 1.1.3 8.el8

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1.423 libthai 0.1.26 1
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1.429 apt 1.8.2

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1.431 free-type 2.8 14.el7

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file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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

1.437 zstd-jni 1.4.9-1
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Manifest-Version: 1.0
Automatic-ModuleName: com.github.luben.zstd_jni
Bnd-LastModified: 1615191527618
Bundle-Description: JNI bindings for Zstd native library that provides
fast and high compression lossless algorithm for Java and all JVM la
guages.
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;descripti
don=BSD 2-Clause License
Bundle-ManifestVersion: 2
Bundle-Name: zstd-jni
Bundle-NativeCode: aix/ppc64/libzstd-jni.so;osname=AIX;processor=ppc64
, darwin/x86_64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processo
r=x86_64, darwin/arcch64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX
;processor=arcch64, freebsd/amd64/libzstd-jni.so;osname=FreeBSD;proces
sor=amd64, freebsd/i386/libzstd-jni.so;osname=FreeBSD;processor=i386
, linux/arch64/libzstd-jni.so;osname=Linux;processor=arcch64, linux/
amd64/libzstd-jni.so;osname=Linux;processor=amd64, linux/arm/libzstd-
jni.so;osname=Linux;processor=arm, linux/i386/libzstd-jni.so;osname=L
inux;processor=i386, linux/mips64/libzstd-jni.so;osname=Linux;processor=mips64
, linux/ppc64/libzstd-jni.so;osname=Linux;processor=ppc64, linux/ppc64le/libzstd-jni.so;osname=Linux;processor=ppc64le, linux/s39
0/libzstd-jni.so;osname=Linux;processor=s390x, win/amd64/libzstd-jni.
dll;osname=Win32;processor=amd64, win/x86/libzstd-jni.dll;osname=Win
32;processor=x86
Bundle-SymbolicName: com.github.luben.zstd-jni
Bundle-Vendor: com.github.luben
Bundle-Version: 1.4.9.1
1.438 wso2-carbon-mediation-transport-handlers 4.6.105

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bzip2/libbzip2 version 1.0.6 of 6 September 2010

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DRuntime: Runtime Library for the D Programming Language

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* /opt/cola/permits/1269695498_1644574643.25/0/classgraph-4-8-117-sources-jar/nonapi/io/github/classgraph/fileslice/RandomAccessArrayReader.java
* /opt/cola/permits/1269695498_1644574643.25/0/classgraph-4-8-117-sources-jar/nonapi/io/github/classgraph/fileslice/RandomAccessByteBufferReader.java
* /opt/cola/permits/1269695498_1644574643.25/0/classgraph-4-8-117-sources-jar/nonapi/io/github/classgraph/fileslice/RandomAccessArrayChannelReader.java
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* /opt/cola/permits/1269695498_1644574643.25/0/classgraph-4-8-117-sources-jar/nonapi/io/github/classgraph/utils/ReflectionUtils.java
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python’s principal author, although it includes many contributions from others.

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

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

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* /opt/cola/permits/1258887684_1643118225.45/0/jetty-util-9-4-11-v20180605-sources-jar/org/eclipse/jetty/util/package-info.java

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/**
 * @param c Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &amp;
 * 2=DC_CONFIDENTIAL
 */
/**
 * @return Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &amp;
 * 2=DC_CONFIDENTIAL
 */

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/**
 * Utf8 Appendable abstract base class
 *
 * This abstract class wraps a standard { @link java.lang.Appendable } and provides methods to append UTF-8
 * encoded bytes, that are converted into characters.
 *
 * This class is stateful and up to 4 calls to { @link #append(byte) } may be needed before state a character is
 * appended to the string buffer.
 *
 * The UTF-8 decoding is done by this class and no additional buffers or Readers are used. The UTF-8 code was
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jar/org/eclipse/jetty/util/Utf8Appendable.java

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* /opt/cola/permits/1258617767_1643096298.49/0/netty-transport-native-unix-common-4-1-71-final-sources-jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /opt/cola/permits/1258617767_1643096298.49/0/netty-transport-native-unix-common-4-1-71-final-sources-jar/io/netty/channel/unix/Buffer.java

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jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml

1.481 kafka-init 0.27.1

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= Contributing to the documentation

This section shows you how to contribute to the Strimzi documentation and contains important guidelines for creating accessible content.

== Getting started

Before you begin you need to:

. xref:setting-up-git[Install and set up Git]

== Accessibility guidelines

Strimzi aims to make its content accessible.
When contributing to the documentation, ensure that your content adheres to the following guidelines:

* Images:
** Include a caption
** Provide alternative text
** Are described in the surrounding text
* Images of text are not used (such as with code fragments)
* Links provide descriptive text about the target (not _click here_)
* Tables:
  ** Include a caption
  ** Contain headings
  ** Provide a logical reading order
  ** Don’t contain empty cells
  * Color is not used as the only visual means to convey information (not _check the green text_)

.. Example image caption and description

[source,asciidoc]

----

.. Operators within the Strimzi architecture

image:operators.png[Operators within the Strimzi architecture]

----

.. Example table headings

[source,asciidoc]

----

.. File connectors

[cols="2*",options="header"]

|---

| File Connector         |
| Description            |

|FileStreamSourceConnector |
| Transfers data to your Kafka cluster from a file (the source). |

|---

[[contributing]]

== Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

.. Procedure

. Open your terminal
. `cd` to the directory where your documentation resides
. Checkout the main branch

[source]

```
$ git checkout main
```
. Update your local repository and fork with the upstream content

$ git pull upstream main
$ git push origin main --force

. Create a new branch for your work (using the issue number is helpful)

$ git checkout -b <branch-name>

. Make your edits in the editor of your choice
. Save your changes locally
. Build your documentation to verify that there are no build errors and that everything looks right
. This can be done with the xref:make-tooling[Make tooling]
. If you are creating new files, add the files to the repository

$ git status
$ git add <file-name>

. Commit your changes

$ git commit -a -s -m "<message>"

Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the link:https://developercertificate.org/[developer certificate of origin (DCO)].

. Push your changes to your fork

$ git push origin HEAD

. If the update is rejected because the commit is behind, merge your changes

$ git pull upstream main
$ git push -f origin HEAD
Visit your fork on GitHub
Click *Compare & pull request*
If a SME review is needed:
Add *SME Review Needed* label.
When SME review is complete, remove *SME Review Completed* label and go to step 16.
Add *Peer Review Needed* label and assign a Reviewer.
When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.
When *Peer Review Done* label has been added:
If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.
If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Peer Review Done* label.
If you want an additional review on the updated content, add the *Peer Review Needed* label and ask for another review in a comment.

1.482 netty-codec 4.1.42.Final
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/string/LineSeparator.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/CodecOutputList.java
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/ValueConverter.java

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/ValueConverter.java

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/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
* <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is 12 (0x0C) which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* </pre>
*
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +-----------------+-----------------+
* | Length | Actual Content |---|--| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" | | 0x000C | "HELLO, WORLD" |
* +-----------------+-----------------+
* </pre>
*
* 2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* [link ByteBuf#readableBytes()], you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>
*
* 2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +-----------------+-----------------+
* | Length | Actual Content |---|--| Length | Actual Content |
*
The following message is a simple variation of the first example. An extra header value is prepended to the message. <tt>lengthAdjustment</tt> is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.

```
<b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
<b>lengthFieldLength</b>   = <b>3</b>
lengthAdjustment    = 0
initialBytesToStrip = 0
```

```
BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
+----------+----------+----------------+      +----------+----------+----------------+
| Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
|  0xCAFE  | 0x00000C | "HELLO, WORLD" |      |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
```

This is an advanced example that shows the case where there is an extra header between the length field and the message body. You have to specify a positive <tt>lengthAdjustment</tt> so that the decoder counts the extra header into the frame length calculation.

```
lengthFieldOffset   = 0
lengthFieldLength   = 3
<b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
initialBytesToStrip = 0
```

```
BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
+----------+----------+----------------+      +----------+----------+----------------+
|  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
| 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
```

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the <tt>lengthFieldOffset</tt> and the extra...
* header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero
* `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.

* `<pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* `<b>`lengthAdjustment</b> = `<b>`1</b> (= the length of HDR2)
* `<b>`initialBytesToStrip</b> = `<b>`3</b> (= the length of HDR1 + LEN)
* 
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +-------------------+-------------------+
* | HDR1 | Length | HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD"|
* +-------------------+-------------------+
* </pre>
*

* `<h3>`2 bytes length field at offset 1 in the middle of 4 bytes header,<h3>
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>

* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into `<tt>lengthAdjustment</tt>`.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.

* `<pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* `<b>`lengthAdjustment</b> = `<b>`-3</b> (= the length of HDR1 + LEN, negative)
* `<b>`initialBytesToStrip</b> = `<b>`3</b>
* 
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +-------------------+-------------------+
* | HDR1 | Length | HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD"|
* +-------------------+-------------------+
* </pre>

* @see LengthFieldPrepender

*Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/HeadersUtils.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
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/**
* Enumeration of supported Base64 dialects.
* </p>
* The internal lookup tables in this class has been derived from
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  jar/io/netty/handler/codec/compression/FastLzFrameDecoder java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/compression/DecoderResultProvider.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/MessageAggregationException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io.netty.handler.codec.compression/Bzip2HuffmanAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Bzip2Encoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/LzmaFrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Bzip2Rand.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Crc32.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Lz4FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Lz4FrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Lz4FrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Lz4FrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/SnappyFramedDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Bzip2BlockDecompressor.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Bzip2MoveToFrontTable.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/LzfEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/LzfDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io.netty.handler.codec.compression/Lz4Constants.java
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/*
 * Utility class for { @link ByteBuf} that encodes and decodes to and from
 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.484 gnupg 2.2.27-2

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

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

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

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

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

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

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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Subsequently modified by:

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1987 James A. Woods ames!jaw
1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <sewald@perforce.com>
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* org.eclipse.jetty.orbit:javax.security.auth.message

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* /opt/cola/permits/1271134366_1644878043.77/0/hazelcast-client-3-5-4-sources-jar/com/hazelcast/client/spi/impl/ClusterAuthenticatorServiceImpl.java
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1.488 libjbig 2.1-3.1+b2

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MySQL Connector/J 8.0

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1.497 netty-transport-native-epoll 4.1.68.Final

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 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
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* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-
  jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-
  jar/io/netty/channel/epoll/EpollEventArray.java
* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-
  jar/io/netty/channel/epoll/EpollMode.java
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* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-
  jar/io/netty/channel/epoll/EpollServerChannelConfig.java
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  jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-
  jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-
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* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-jar/io/netty/channel/epoll/LinuxSocket.java
* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-jar/netty_epoll_linuxsocket.h
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* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-jar/io/netty/channel/epoll/EpollChannelOption.java
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* /opt/cola/permits/1208967452_1632975979.09/0/netty-transport-native-epoll-4-1-68-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java

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  * Set the [@code TCP_MD5SIG] option on the socket. See [@code linux/tcp.h] for more details.
  * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
  * Allowing them being read would mean anyone with access to the channel could get them.
  */
/**
  * Set the [@code TCP_QUICKACK] option on the socket.
  * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a> for more details.
  */

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1.498 python-requests 2.25.1
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduce.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriberSafe.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFromCallable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCollect.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeConcatMap.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeUsing.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeTakeLastOne.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeConcatMap.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/ExceptionsUtils.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCollect.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnSubscribeUsing.java
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jar/rx/internal/operators/SingleOperatorOnErrorResumeNext.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeReduceSeed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribePublishMulticast.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOperatorCast.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/ConnectableObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableOnSubscribeMergeArray.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/MissingBackpressureException.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorAsObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorToObservableSortedList.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorElementAt.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/BufferUntilSubscriber.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/producers/SingleProducer.java
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* /opt/cola/permits/1199767188_1630583074.70/rxjava-1-3-8-sources-4-jar/rx/observables/AsyncOnSubscribe.java
* /opt/cola/permits/1199767188_1630583074.70/rxjava-1-3-8-sources-4-jar/rx/internal/util/BlockingUtils.java
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This package contains code that relies on sun.misc.Unsafe. Before using it you MUST assert
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Much of the code in this package comes from or is inspired by the JCTools project:
https://github.com/JCTools/JCTools

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

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

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/SingleEmitter.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableFromEmitter.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/Emitter.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTakeUntilObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/SafeCompletableSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeThrow.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleTakeUntilCompletable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableFlatMapSingleToCompletable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/annotations/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/InternalObservableUtils.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaCompletableExecutionHook.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/BackpressureOverflow.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaCompletableExecutionHook.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoOnUnsubscribe.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/subscriptions/Unsubscribed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeLift.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleLiftObservableOperator.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/plugins/RxJavaSingleExecutionHook.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleOnErrorReturn.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeOnAssembly.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromObservable.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromEmitter.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCreate.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ActionNotificationObserver.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/subscriptions/CancellableSubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleObserveOn.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/GenericScheduledExecutorServiceFactory.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/AssertableSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/RxJavaSingleExecutionHookDefault.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/observers/AssertableSubscriberObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromCallable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/ObserverSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/plugins/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/package-info.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/exceptions/AssemblyStackTraceException.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleFromFuture.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subjects/Cancellable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/EmptyObservableHolder.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleToObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SchedulerWhen.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/NeveobservableHolder.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observers/AsyncCompletableSubscriber.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/schedulers/SchedulePeriodicHelper.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeFlattenIterable.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/subscriptions/package-info.java
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  core/src/main/java/org/jcertools/queues/SpscUnboundedArrayQueue.java
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/**
 * This plugin class provides 2 ways to customize [Scheduler] functionality
 * 1. You may redefine entire schedulers, if you so choose. To do so, override
 * the 3 methods that return Scheduler (io(), computation(), newThread()).
 * 2. You may wrap/decorate an [Action0], before it is handed off to a Scheduler. The system-
 * supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,
 * Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to
 * modify Scheduler functionality without redefining Schedulers wholesale.
 *
 * Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.
 * <p>
 * See [RxJavaPlugins] or the RxJava GitHub Wiki for information on configuring plugins:
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4.jar/rx/internal/operators/OperatorEagerConcatMap.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4.jar/rx/internal/util/RxThreadFactory.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4.jar/rx/internal/operators/OnSubscribeDelaySubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4.jar/rx/internal/operators/OperatorWindowWithObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4.jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4.jar/rx/internal/operators/OnSubscribeSkipTimed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4.jar/rx/internal/operators/OperatorSkipUntil.java
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1.516 mpfr 4.0.2-1

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c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Programs

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possible use to the public, the best way to achieve this is to make it
free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest
to attach them to the start of each source file to most effectively
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If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) 19yy name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

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

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.
```

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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

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

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

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

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

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.
In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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

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

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

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

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

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

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

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

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

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2)
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e) Verify that the user has already received a copy of these
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For an executable, the required form of the "work that uses the
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1.520 github.com/go-kit/log 0.1.0

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1.521 kerberos 1.19.2-r4

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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1.522 python-defaults 3.7.3-1
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This package was put together by Klee Dienes <klee@debian.org> from sources from ftp.python.org:/pub/python, based on the Debianization by the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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```
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```

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a
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py3compile, py3clean and debpython module:

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay
The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.531 keyutils 1.5.9-9

1.531.1 Available under license :

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

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

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Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

------

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.
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1.536 python-setuptools 56.0.0

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1.537 scala-reflect 2.13.6

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<li>Type mapping behavior may be customized by providing a {@link com.sun.jna.TypeMapper} for the {@link com.sun.jna.Library#OPTION_TYPE_MAPPER} option when initializing a library interface. See {@link com.sun.jna.win32.W32APITypeMapper} for an example which provides custom conversion of boolean and String types. You are free to use whatever types are convenient in your defined interfaces, but all custom types <em>must</em> provide a mapping to one of the basic or derived types listed above.

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* /opt/cola/permits/1252774624_1641970131.11/0/jna-5-10-0-sources-jar/com/sun/jna/IntegerType.java
* /opt/cola/permits/1252774624_1641970131.11/0/jna-5-10-0-sources-jar/com/sun/jna/NativeLong.java
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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message
The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.540 surefire-api 3.0.0-M4
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1.543 coreutils 8.26-3

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This debian package was first created by Michael Stone <mstone@debian.org>, from coreutils 4.5.1.

Changes:
* added Debian GNU/Linux package maintenance system files
* at times, bug fixes awaiting inclusion in the upstream source
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* org.eclipse.jetty.orbit:javax.security.auth.message

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

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**Oracle**

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

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

-----

**Oracle OpenJDK**

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

* java.sun.security.ssl

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

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**OW2**

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

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

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Apache

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Full name: James Strachan
E-Mail: jstrachan@apache.org
Mailing Address: 1A Leigh Road, London, UK, N5 1ST

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Mailing Address: 37 TwinHill St., New Manila Rolling Hills, Q.C., Philippines

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Mailing Address: 4676 Admiralty Way, Suite 520
              Marina Del Rey, CA 90292

Point of Contact:
Full name: Gordon King
E-Mail:    gordon.king@simulalabs.com
Fax:       +1 800 822 0471

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<th>Date added</th>
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<td>12 September 2006</td>
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Full name: Julian Anthony Fox Gosnell
E-Mail: jules@coredevelopers.net
Mailing Address: 2, Tannery Cottages, Tannery Lane, Bramley, Surrey, GU5 0AB, UK.

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1.557 wso2-carbon-event-output-adapter-soap 5.1.42

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

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* org.eclipse.jetty.orbit:javax.mail.glassfish
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The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.559 python3-policycoreutils 2.9-14.el8

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1.561 apk-tools 2.10.5-r2

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

HISTORY -

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

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

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

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1.564 libcap-ng 0.7.9 2.2+b1

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1.566 gawk 4.0.2 4.el7_3.1

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Whether this is true is especially significant if the work can be
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functions (ten lines or less in length), then the use of the object
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with the Library, with the complete machine-readable `"work that
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However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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

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

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline
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Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

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

That's all there is to it!
commit ef7344f09c5ce00eb519ed14598b2a8e39c68387
Author: Joseph Myers <joseph@codesourcery.com>
Date:   Sun Dec 22 14:49:48 2013 +0000

Flatten sysdeps/unix/bsd/bsd4.4 into sysdeps/unix/bsd.
As discussed in
<https://sourceware.org/ml/libc-alpha/2012-04/msg00840.html> and
<https://sourceware.org/ml/libc-alpha/2012-04/msg00989.html>, it seems
appropriate to flatten sysdeps/unix/bsd/bsd4.4 into sysdeps/unix/bsd.

The bulk of the patch is just moving files. The only other changes
are: update paths in sysdeps/mach/hurd/Implies and
sysdeps/unix/sysv/linux/wait3.c; merge the two syscall.list files,
with the removal of syscall that were in
sysdeps/unix/bsd/syscall.list but overridden in the bsd4.4 directory
by .c files there.

Tested x86_64. The installed shared libraries are identical before
and after the patch except for libc.so where the move of wait3.c
(included by sysdeps/unix/sysv/linux/wait3.c) affects debug info, but
the disassembly is unchanged.

* sysdeps/mach/hurd/Implies: Change unix/bsd/bsd4.4 to unix/bsd.
* sysdeps/unix/bsd/syscall.list (chflags): Add entry from
  sysdeps/unix/bsd/bsd4.4/syscall.list.
  (fchflags): Likewise.
  (revoke): Likewise.
  (setlogin): Likewise.
  (sigaltstack): Likewise.
  (wait4): Likewise.
  (sigblock): Remove.
  (sigsetmask): Likewise.
  (wait3): Likewise.
  (waitpid): Likewise.
* sysdeps/unix/bsd/bsd4.4/syscall.list: Remove file.
* sysdeps/unix/sysv/linux/wait3.c: Update directory of included
  file.
* sysdeps/unix/bsd/bsd4.4/Makefile: Move to ...
* sysdeps/unix/bsd/Makefile: ... here.
* sysdeps/unix/bsd/bsd4.4/Version: Move to ...
* sysdeps/unix/bsd/Version: ... here.
* sysdeps/unix/bsd/bsd4.4/bits/socketaddr.h: Move to ...
* sysdeps/unix/bsd/bits/socketaddr.h: ... here.
* sysdeps/unix/bsd/bsd4.4/cmsg_nxtargr.c: Move to ...
* sysdeps/unix/bsd/cmsg_nxtargr.c: ... here.
* sysdeps/unix/bsd/bsd4.4/sigblock.c: Move to ...
* sysdeps/unix/bsd/sigblock.c: ... here.
* sysdeps/unix/bsd/bsd4.4/sigsetmask.c: Move to ...
* sysdeps/unix/bsd/sigsetmask.c: ... here.
* sysdeps/unix/bsd/bsd4.4/sigvec.c: Move to ...
* sysdeps/unix/bsd/sigvec.c: ... here.
* sysdeps/unix/bsd/bsd4.4/tcdrain.c: Move to ...
* sysdeps/unix/bsd/tcdrain.c: ... here.
* sysdeps/unix/bsd/bsd4.4/tcgetattr.c: Move to ...
* sysdeps/unix/bsd/tcgetattr.c: ... here.
* sysdeps/unix/bsd/bsd4.4/tcsetattr.c: Move to ...
* sysdeps/unix/bsd/tcsetattr.c: ... here.
* sysdeps/unix/bsd/bsd4.4/wait.c: Move to ...
* sysdeps/unix/bsd/wait.c: ... here.
* sysdeps/unix/bsd/bsd4.4/wait3.c: Move to ...
* sysdeps/unix/bsd/wait3.c: ... here.
* sysdeps/unix/bsd/bsd4.4/waitpid.c: Move to ...
* sysdeps/unix/bsd/waitpid.c: ... here.

diff --git a/sysdeps/mach/hurd/Implies b/sysdeps/mach/hurd/Implies
index b6063463ce34f3b7..d2d5234c1f1522 100644
--- a/sysdeps/mach/hurd/Implies
+++ b/sysdeps/mach/hurd/Implies
@@ -2,4 +2,4 @@
# Hurd-based GNU systems.
gnu
# The Hurd provides a rough superset of the functionality of 4.4 BSD.
-unix/bsd/bsd4.4
+unix/bsd

diff --git a/sysdeps/unix/bsd/bsd4.4/Makefile b/sysdeps/unix/bsd/Makefile
similarity index 100%
rename from sysdeps/unix/bsd/bsd4.4/Makefile
rename to sysdeps/unix/bsd/Makefile
diff --git a/sysdeps/unix/bsd/bsd4.4/Versions b/sysdeps/unix/bsd/Versions
similarity index 100%
rename from sysdeps/unix/bsd/bsd4.4/Versions
rename to sysdeps/unix/bsd/Versions
diff --git a/sysdeps/unix/bsd/bsd4.4/bits/sockaddr.h b/sysdeps/unix/bsd/bits/sockaddr.h
similarity index 100%
rename from sysdeps/unix/bsd/bsd4.4/bits/sockaddr.h
rename to sysdeps/unix/bsd/bits/sockaddr.h
diff --git a/sysdeps/unix/bsd/bsd4.4/syscalls.list b/sysdeps/unix/bsd/bsd4.4/syscalls.list
deleted file mode 100644
index a4d354685424ac61..0000000000000000
--- a/sysdeps/unix/bsd/bsd4.4/syscalls.list
+++ /dev/null
@@ -1,8 +0,0 @@
-# File nameCallerSyscall name# argsStrong nameWeak names
-
-chflags-chflags2chflags
-fchflags-fchflags2fchflags
-revoke-revoke1revoke
-setlogin-setlogin2setlogin
-sigaltstack-sigaltstack2__sigaltstacksigaltstack
-wait4-wait44__wait4wait4
rename to sysdeps/unix/bsd/tcgetattr.c

diff --git a/sysdeps/unix/bsd/bsd4.4/tcgetattr.c b/sysdeps/unix/bsd/tcgetattr.c
similarity index 100%
rename from sysdeps/unix/bsd/bsd4.4/tcgetattr.c
rename to sysdeps/unix/bsd/tcgetattr.c

diff --git a/sysdeps/unix/bsd/bsd4.4/wait.c b/sysdeps/unix/bsd/wait.c
similarity index 100%
rename from sysdeps/unix/bsd/bsd4.4/wait.c
rename to sysdeps/unix/bsd/wait.c

diff --git a/sysdeps/unix/bsd/bsd4.4/wait3.c b/sysdeps/unix/bsd/wait3.c
similarity index 100%
rename from sysdeps/unix/bsd/bsd4.4/wait3.c
rename to sysdeps/unix/bsd/wait3.c

diff --git a/sysdeps/unix/bsd/bsd4.4/waitpid.c b/sysdeps/unix/bsd/waitpid.c
similarity index 100%
rename from sysdeps/unix/bsd/bsd4.4/waitpid.c
rename to sysdeps/unix/bsd/waitpid.c

diff --git a/sysdeps/unix/sysv/linux/wait3.c b/sysdeps/unix/sysv/linux/wait3.c
index 0b3bdee771782b7b..2ff027f0e1d83eb2 100644
--- a/sysdeps/unix/sysv/linux/wait3.c
+++ b/sysdeps/unix/sysv/linux/wait3.c
@@ -1 +1 @@
-#include <sysdeps/unix/bsd4.4/wait3.c>
+#include <sysdeps/unix/bsd/wait3.c>

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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/BinExpr.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/SymbolTable.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/BadBytecode.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/web/Webserver.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/NestMembersAttribute.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/convert/TransformBefore.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/Proxy.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/Analyzer/SubroutineScanner.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/Callback.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/runtime/Inner.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/CtNewWrappedConstructor.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/util/proxy/DefineClassHelper.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/ExceptionTable.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/reflect/ClassMetaobject.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/ObjectImporter.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/stackmap/TypedBlock.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ProceedHandler.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/ByteStream.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/stackmap/MapMaker.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/util/proxy/MethodFilter.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/Expr.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/reflect/CannotCreateException.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/KeywordTable.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/Loader.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/DoubleConst.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/AppletServer.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/AccessFlag.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/CodeAttribute.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/AnnotationsAttribute.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/Frame.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/ExprEditor.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/Analysis/Analyzer.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/AnnotationsAttribute.java
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jar/javassist/compiler/ast/Declarator.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/.CtArray.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/Util.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/ControlFlow.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/Sample.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/CodeIterator.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/CodeConverter.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/Stmt.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/annotation/NoSuchClassError.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/ClassClassPath.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/convert/TransformNewClass.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/JvstCodeGen.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/LineNumberAttribute.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/Visitor.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/ByteArray.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/framedump.java
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* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/Executor.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/MultiType.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/compiler/ast/MethodDecl.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/ClassFile.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/analysis/MultiArrayType.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/CannotCompileException.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/util/proxy/RuntimeSupport.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/AttributeInfo.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/bytecode/FieldInfo.java
* /opt/cola/permits/1135880377_1613624050.66/0/javassist-3-24-0-ga-sources-5-jar/javassist/tools/rmi/ObjectNotFoundException.java

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* /opt/cola/permits/1274596075_1645218496.24/0/vertx-web-3-9-1-sources-jar/io/vertx/ext/web/handler/sockjs/impl/SockJSHandlerImpl.java
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* /opt/cola/permits/1274596075_1645218496.24/0/vertx-web-3-9-1-sources-jar/io/vertx/ext/web/handler/sockjs/impl/JsonPTransport.java
* /opt/cola/permits/1274596075_1645218496.24/0/vertx-web-3-9-1-sources-jar/io/vertx/ext/web/handler/sockjs/impl/EventSourceTransport.java
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* /opt/cola/permits/1274596075_1645218496.24/0/vertx-web-3-9-1-sources-jar/io/vertx/ext/web/handler/sockjs/impl/TransportListener.java
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* /opt/cola/permits/1274596075_1645218496.24/0/vertx-web-3-9-1-sources-jar/io/vertx/ext/web/handler/sockjs/impl/SockJSSocketBase.java
* /opt/cola/permits/1274596075_1645218496.24/0/vertx-web-3-9-1-sources-jar/io/vertx/ext/web/handler/sockjs/SockJSSocket.java

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* /opt/cola/permits/1274596075_1645218496.24/0/vertx-web-3-9-1-sources-jar/io/vertx/ext/web/handler/VertxHandler.java
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* configure.ac, Makefile.am: The original versions were derived from the
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* atf-c/ui.c: The format_paragraph and format_text functions were
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  3a0982da308228d796df35f98d787c5cfff2bb5b6.

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* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp:
  These files were derived from the file_handle, systembuf, pipe and pistream
classes and tests found in the Boost.Process library.

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* admin/check-style.sh, admin/check-style-common.awk,
  admin/check-style-cpp.awk, admin/check-style-shell.awk: These files,
except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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1.591 ncurses 6.0+20161126 1+deb9u2

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1.592 debianutils 4.8.6.1
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Manifest-Version: 1.0
Implementation-Title: Netty/Codec
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.codec
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec
Implementation-Version: 4.1.62.Final
Built-By: norman
Bnd-LastModified: 1617128255368
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.google.protobuf;version="[2.6,3)";resolution=optional,com.google.protobuf.nano;resolution=optional,com.jcraft.jzlib;resolution=optional,com.ning.compress;version="[1.0,2)";resolution=optional,com.ning.compress.lzf;version="[1.0,2)";resolution=optional,com.ning.compress.lzf.util;version="[1.0,2)";resolution=optional,io.netty.buffer;version="[4.1,5)";io.netty.channel;version="[4.1,5)";io.netty.channel.socket;version="[4.1,5)";io.netty.util;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.internal.logging;version="[4.1,5)";lzma.sdk;resolution=optional,lzma.sdk.lzma;resolution=optional,net.jpountz.lz4;resolution=optional,net.jpountz.xxhash;resolution=optional
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.org.jboss.marshalling;resolution:=optional,sun.nio.ch;resolution:=optional.org
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Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Codec
Bundle-Version: 4.1.62.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-codec/

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[This is the first released version of the library GPL. It is
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Preamble

The licenses for most software are designed to take away your
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with the library, after making changes to the library and recompiling
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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.
Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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

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

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

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

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

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

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

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In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of
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This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

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

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

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

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

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

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

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

c) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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

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

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

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Appendix: How to Apply These Terms to Your New Libraries

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

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

<one line to give the library's name and a brief idea of what it does.>
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That's all there is to it!
use Cancellable;
use Error;
use ffi;
use glib;
use glib::object::Downcast;
use glib::object::IsA;
use glib::signal::SignalHandlerId;
use glib::signal::connect;
use glib::translate::*;
use glib ffi;
use gobject ffi;
use std::boxed::Box as Box;
use std::mem;
use std::mem::transmute;
use std::ptr;

glib_wrapper! {
    pub struct Permission(Object<ffi::GPermission, ffi::GPermissionClass>);

    match fn {
        get_type => || ffi::g_permission_get_type(),
    }
}

pub trait PermissionExt {
    fn acquire<'a, P: Into<Option<&'a Cancellable>>>(&self, cancellable: P) -> Result<(), Error>;

    fn acquire_async<'a, P: Into<Option<&'a Cancellable>>, Q: FnOnce(Result<(), Error>) + Send + 'static>(&self, cancellable: P, callback: Q);

    fn get_allowed(&self) -> bool;

    fn get_can_acquire(&self) -> bool;

    fn get_can_release(&self) -> bool;

    fn impl_update(&self, allowed: bool, can_acquire: bool, can_release: bool);

    fn release<'a, P: Into<Option<&'a Cancellable>>>(&self, cancellable: P) -> Result<(), Error>;

    fn release_async<'a, P: Into<Option<&'a Cancellable>>, Q: FnOnce(Result<(), Error>) + Send + 'static>(&self, cancellable: P, callback: Q);

    fn connect_property_allowed_notify<F: Fn(&Self) + 'static>(&self, f: F) -> SignalHandlerId;
fn connect_property_can_acquire_notify<F: Fn(&Self) + 'static>(&self, f: F) -> SignalHandlerId;

fn connect_property_can_release_notify<F: Fn(&Self) + 'static>(&self, f: F) -> SignalHandlerId;

impl<O: IsA<Permission> + IsA<glib::object::Object>> PermissionExt for O {

fn acquire<'a, P: Into<Option<&'a Cancellable>>(&self, cancellable: P) -> Result<(), Error> {
    let cancellable = cancellable.into();
    let cancellable = cancellable.to_glib_none();
    unsafe {
        let mut error = ptr::null_mut();
        let _ = ffi::g_permission_acquire(self.to_glib_none().0, cancellable.0, &mut error);
        if error.is_null() { Ok(()) } else { Err(from_glib_full(error)) }
    }
}

fn acquire_async<'a, P: Into<Option<&'a Cancellable>>, Q: FnOnce(Result<(), Error>) + Send + 'static>(&self, cancellable: P, callback: Q) {
    let cancellable = cancellable.into();
    let cancellable = cancellable.to_glib_none();
    let user_data: Box<Box<Q>> = Box::new(Box::new(callback));
    unsafe extern "C" fn acquire_async_trampoline<Q: FnOnce(Result<(), Error>) + Send + 'static>(_source_object: *mut gobject_ffi::GObject, res: *mut ffi::GAsyncResult, user_data: glib_ffi::gpointer) {
        callback_guard!();
        let mut error = ptr::null_mut();
        let _ = ffi::g_permission_acquire_finish(_source_object as *mut _, res, &mut error);
        let result = if error.is_null() { Ok(()) } else { Err(from_glib_full(error)) };
        let callback: Box<Box<Q>> = Box::from_raw(user_data as *mut _);
        callback(result);
    }
    let callback = acquire_async_trampoline::<Q>;
    unsafe {
        ffi::g_permission_acquire_async(self.to_glib_none().0, cancellable.0, Some(callback), Box::into_raw(user_data) as *mut _);
    }
}

fn get_allowed(&self) -> bool {
    unsafe {
        from_glib(ffi::g_permission_get_allowed(self.to_glib_none().0))
    }
}

fn get_can_acquire(&self) -> bool {
    unsafe {
        from_glib(ffi::g_permission_get_can_acquire(self.to_glib_none().0))
    }
}
fn get_can_release(&self) -> bool {
    unsafe {
        from_glib(ffi::g_permission_get_can_release(self.to_glib_none().0))
    }
}

fn impl_update(&self, allowed: bool, can_acquire: bool, can_release: bool) {
    unsafe {
        ffi::g_permission_impl_update(self.to_glib_none().0, allowed.to_glib(),
        can_acquire.to_glib(),
        can_release.to_glib());
    }
}

fn release<'a, P: Into<Option<&'a Cancellable>>>(&self, cancellable: P) -> Result<(), Error> {
    let cancellable = cancellable.into();
    let cancellable = cancellable.to_glib_none();
    unsafe {
        let mut error = ptr::null_mut();
        let _ = ffi::g_permission_release(self.to_glib_none().0, cancellable.0, &mut error);
        if error.is_null() { Ok(()) } else { Err(from_glib_full(error)) }
    }
}

fn release_async<'a, P: Into<Option<&'a Cancellable>>, Q: FnOnce(Result<(), Error>) + Send + 'static>(&self,
    cancellable: P, callback: Q) {
    let cancellable = cancellable.into();
    let cancellable = cancellable.to_glib_none();
    let user_data: Box<Box<Box<Q>>> = Box::new(Box::new(callback));
    unsafe extern "C" fn release_async_trampoline<Q: FnOnce(Result<(), Error>) + Send + 'static>(
        _source_object: *mut gobject_ffi::GObject, res: *mut ffi::GAsyncResult,
        user_data: glib_ffi::gpointer) {
        callback_guard!();
        let mut error = ptr::null_mut();
        let _ = ffi::g_permission_release_finish(_source_object as *mut _, res, &mut error);
        let result = if error.is_null() { Ok(()) } else { Err(from_glib_full(error)) };
        let callback: Box<Box<Box<Q>>> = Box::from_raw(user_data as *mut _);
        callback(result);
    }
    let callback = release_async_trampoline::<Q>;
    unsafe {
        ffi::g_permission_release_async(self.to_glib_none().0, cancellable.0, Some(callback),
        Box::into_raw(user_data) as *mut _);
    }
}
fn connect_property_allowed_notify<F: Fn(&Self) + 'static>(&self, f: F) -> SignalHandlerId {
    unsafe {
        let f: Box<_<Box<_<Fn(&Self) + 'static>>> = Box::new(Box::new(f));
        connect(self.to_glib_none().0, "notify::allowed",
                transmute(notify_allowed_trampoline::<Self> as usize), Box::into_raw(f) as *mut _)
    }
}

fn connect_property_can_acquire_notify<F: Fn(&Self) + 'static>(&self, f: F) -> SignalHandlerId {
    unsafe {
        let f: Box<_<Box<_<Fn(&Self) + 'static>>> = Box::new(Box::new(f));
        connect(self.to_glib_none().0, "notify::can-acquire",
                transmute(notify_can_acquire_trampoline::<Self> as usize), Box::into_raw(f) as *mut _)
    }
}

fn connect_property_can_release_notify<F: Fn(&Self) + 'static>(&self, f: F) -> SignalHandlerId {
    unsafe {
        let f: Box<_<Box<_<Fn(&Self) + 'static>>> = Box::new(Box::new(f));
        connect(self.to_glib_none().0, "notify::can-release",
                transmute(notify_can_release_trampoline::<Self> as usize), Box::into_raw(f) as *mut _)
    }
}

unsafe extern "C" fn notify_allowed_trampoline<P>(this: *mut ffi::GPermission, _param_spec: glib_ffi::gpointer, f: glib_ffi::gpointer)
where P: IsA<Permission> {
    callback_guard!();
    let f: &&(Fn(&P) + 'static) = transmute(f);
    f:&Permission::from_glib_borrow(this).downcast_unchecked()}

unsafe extern "C" fn notify_can_acquire_trampoline<P>(this: *mut ffi::GPermission, _param_spec: glib_ffi::gpointer, f: glib_ffi::gpointer)
where P: IsA<Permission> {
    callback_guard!();
    let f: &&(Fn(&P) + 'static) = transmute(f);
    f:&Permission::from_glib_borrow(this).downcast_unchecked()}

unsafe extern "C" fn notify_can_release_trampoline<P>(this: *mut ffi::GPermission, _param_spec: glib_ffi::gpointer, f: glib_ffi::gpointer)
where P: IsA<Permission> {
    callback_guard!();
    let f: &&(Fn(&P) + 'static) = transmute(f);
    f:&Permission::from_glib_borrow(this).downcast_unchecked()}


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* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/handler/package-info.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/ByteBufferQueuedHttpInput.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/AsyncDelayHandler.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/MovedContextHandler.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/package-info.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/CookieCutter.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/HttpChannelState.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/nio/NetworkTrafficSelectChannelConnector.java
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* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/Utf8HttpWriter.java
* /opt/cola/permits/1126029407_1611547403.92/0/jetty-server-9-2-22-v20170606-sources-jar/org/eclipse/jetty/server/HomeBaseWarning.java
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/** Set the TCP/IP port used for CONFIDENTIAL and INTEGRAL redirections.
 * @param securePort the secure port to redirect to.
 */
/** Set the URI scheme used for CONFIDENTIAL and INTEGRAL redirections.
 * @param secureScheme A scheme string like "https"
 */
1.601 slf4j-log4j 1.7.25

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1.602 postgresql-client-11 11.11-1.pgdg100+1

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1.604 maven-resolver-util 1.1.1

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== Contributing to the documentation

This section shows you how to contribute to the Strimzi documentation and contains important guidelines for creating accessible content.

== Getting started

Before you begin you need to:

- [Install and set up Git](#)

== Accessibility guidelines

Strimzi aims to make its content accessible. When contributing to the documentation, ensure that your content adheres to the following guidelines:

* Images:
  ** Include a caption
  ** Provide alternative text
  ** Are described in the surrounding text
  * Images of text are not used (such as with code fragments)
  * Links provide descriptive text about the target (not _click here_)
  * Tables:
    ** Include a caption
    ** Contain headings
    ** Provide a logical reading order
    ** Don't contain empty cells
  * Color is not used as the only visual means to convey information (not _check the green text_)

.Example image caption and description
[source,asciidoc]

```
Operators within the Strimzi architecture
```

image:operators.png[Operators within the Strimzi architecture]

.Example table headings
[source,asciidoc]

```
| File connectors |
[- “2”, options=“header”]
```
**FileStreamSourceConnector**

Transfers data to your Kafka cluster from a file (the source).

---

### Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

Procedure

1. Open your terminal
2. `cd` to the directory where your documentation resides
3. Checkout the main branch
   ```bash
   $ git checkout main
   ```
4. Update your local repository and fork with the upstream content
   ```bash
   $ git pull upstream main
   $ git push origin main --force
   ```
5. Create a new branch for your work (using the issue number is helpful)
   ```bash
   $ git checkout -b <branch-name>
   ```
6. Make your edits in the editor of your choice
7. Save your changes locally
8. Build your documentation to verify that there are no build errors and that everything looks right
   ```bash
   $ git status
   $ git add <file-name>
   ```
9. If you are creating new files, add the files to the repository
   ```bash
   $ git status
   $ git add <file-name>
   ```
Commit your changes

$ git commit -a -s -m "<message>"

Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the [developer certificate of origin (DCO)].

Push your changes to your fork

$ git push origin HEAD

If the update is rejected because the commit is behind, merge your changes

$ git pull upstream main
$ git push -f origin HEAD

Visit your fork on GitHub.

Click *Compare & pull request*.

If a SME review is needed:

Add *SME Review Needed* label.

When SME review is complete, remove *SME Review Completed* label and go to step 16.

Add *Peer Review Needed* label and assign a Reviewer.

When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.

When *Peer Review Done* label has been added:

If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.

If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Ready for Merge* label.

If you want an additional review on the updated content, add the *Peer Review Needed* label and ask for another review in a comment.

1.606 idna 3.3

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1.607 x-text 0.3.6
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1.609 siddhi-query-compiler 3.2.3

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*/
package com.jayway.jsonpath.internal.filter;
import com.jayway.jsonpath.spi.JsonProvider;
import java.util.List;
import java.util.Map;
/**
* @author Kalle Stenflo
*/
public class HasFieldFilter extends PathTokenFilter {
public HasFieldFilter(String condition) {
super(condition);
}
@Override
public Object filter(Object obj, JsonProvider jsonProvider) {
//[?(@.isbn)]
List<Object> src = jsonProvider.toList(obj);
List<Object> result = jsonProvider.createList();
String trimmedCondition = condition;
if(condition.contains("['")){
trimmedCondition = trimmedCondition.replace("['", ".");
trimmedCondition = trimmedCondition.replace("']", "");
}
trimmedCondition = trim(trimmedCondition, 5, 2);
for (Object item : src) {
if(jsonProvider.isMap(item)){
Map<String, Object> map = jsonProvider.toMap(item);
if(map.containsKey(trimmedCondition)){
result.add(map);
}
}

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1.612 wso2-carbon-andes-core 3.2.44

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1.613 urllib3 1.22

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# Contributions to the urllib3 project

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* NTLM-authenticated HTTPSConnectionPool
* Basic-authenticated HTTPSConnectionPool (merged into make_headers)

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

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  * Support for TLS SNI
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  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

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

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

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

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

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

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

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

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

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

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

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

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

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

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

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

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

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

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

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

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

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

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

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

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

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

* Alex Gaynor <alex.gaynor@gmail.com>
* Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
* Implemented generator for getting chunks from chunked responses.

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

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

* Jon Wayne Parrott <jonwayne@google.com>
* App Engine environment tests.

* John Krauss <https://github.com/talos>
* Clues to debugging problems with `cryptography` dependency in docs
* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

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

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

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

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

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

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

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

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

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

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

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

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

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

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

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

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

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

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

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

Erik Rose <erik@mozilla.com>
Bugfix to `pyopenssl` vendoring

[Your name or handle] <[email or website]>
[Brief summary of your changes]
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1.614 acl 2.2.53 1.el8

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However, linking a "work that uses the Library" with the Library
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Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data
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functions (ten lines or less in length), then the use of the object
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Otherwise, if the work is a derivative of the Library, you may
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@item
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@page
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Ty Coon, President of Vice
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That's all there is to it!
(This file is under construction.)-*- text -*.

If you've contributed to gas and your name isn't listed here, it is not meant as a slight. I just don't know about it. Email me, nickc@redhat.com and I'll correct the situation.

This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

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

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

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

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

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

Steve Chamberlain made gas able to generate listings.

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

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

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

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

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

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

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

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

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

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

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* /opt/cola/permits/1282478543_1646511363.05/0/websocket-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/websocket/client/io/soap/SoapPart.java

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1.630 dbus-python 1.2.4 15.el8

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4.1.38.Final
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* /opt/cola/permits/1262703819_1643432799.85/0/netty-transport-native-unix-common-4-1-38-final-sources-jar/io/netty/channel/unix/DatagramSocketAddress.java
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* /opt/cola/permits/1262703819_1643432799.85/0/netty-transport-native-unix-common-4-1-38-final-sources-jar/io/netty/channel/unix/LimitsStaticallyReferencedJniMethods.java
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* /opt/cola/permits/1262703819_1643432799.85/0/netty-transport-native-unix-common-4-1-38-final-sources-jar/io/netty/channel/unix/PeerCredentials.java
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1.635 python 3.7.3 2+deb10u3

1.635.1 Available under license:

This is the Debian GNU/Linux prepackaged version of the Python programming
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This package was put together by Klee Dienes <klee@debian.org> from
sources from ftp.python.org:/pub/python, based on the Debianization by
the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and
Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final
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====================================================================
Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

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

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

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1.636 python 3.6.8-41.el8

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

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  jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-
  jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-
  jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-
  jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-
  jar/io/netty/channel/DefaultSelectStrategy.java
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  jar/io/netty/channel/SelectStrategyFactory.java
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  jar/io/netty/channel/ChannelInboundInvoker.java
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/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its { @link Channel Pipeline}. 
 *
 * <h3>Sub-types</h3>
 * <p>
 * { @link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>{ @link ChannelInboundHandler} to handle inbound I/O events, and</li>
 * <li>{ @link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * </ul>
 * </p>
 * <p>
 * Alternatively, the following adapter classes are provided for your convenience:
 * <ul>
 * <li>{ @link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
 * <li>{ @link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
 * <li>{ @link ChannelDuplexHandler} to handle both inbound and outbound events</li>
 * </ul>
 * </p>
 * <p>
 * For more information, please refer to the documentation of each subtype.
 * </p>
 * 
 * <h3>The context object</h3>
* <p>
* A { @link ChannelHandler} is provided with a { @link ChannelHandlerContext}
* object. A { @link ChannelHandler} is supposed to interact with the
* { @link ChannelPipeline} it belongs to via a context object. Using the
* context object, the { @link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using { @link AttributeKey}s) which is specific to the handler.
* 
* <h3>State management</h3>
* 
* A { @link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* 
* <pre>
* public interface Message {
*     // your methods here
* }
* </pre>
* 
* public class DataServerHandler extends { @link SimpleChannelInboundHandler}&lt;Message&gt; {
* 
*     private boolean loggedIn;
* 
*     @Override
*     public void channelRead0({ @link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             loggedIn = true;
*         } else (message instanceof GetDataMessage) {
*             if (loggedIn) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
*     }
* 
*     </pre>
*     Because the handler instance has a state variable which is dedicated to
*     one connection, you have to create a new handler instance for each new
*     channel to avoid a race condition where a unauthenticated client can get
*     the confidential information:
* 
*     // Create a new handler instance per channel.
*     // See { @link ChannelInitializer#initChannel(Channel)}.
*     public class DataServerInitializer extends { @link ChannelInitializer}&lt;Channel&gt; {
*     
*         @Override
*         public void initChannel({ @link Channel} channel) {
*             channel.pipeline().addLast("handler", new DataServerHandler());
*         }
*     }
* 
* </pre>
* } 
* } 
* }
* </pre>
* 
* <h4>Using [@link AttributeKey]s</h4>
* 
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use [@link AttributeKey]s which is provided by
* [@link ChannelHandlerContext]:
* <pre>
* public interface Message {
* // your methods here
* }
*
* { @code @Sharable }
* public class DataServerHandler extends [@link SimpleChannelInboundHandler]&lt;Message&gt; {
* private final [@link AttributeKey]&lt;@link Boolean&gt; auth =
* { @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
* { @code @Override }
* public void channelRead([@link ChannelHandlerContext] ctx, Message message) {
* [ @link Attribute]&lt;@link Boolean&gt; attr = ctx.attr(auth);
* if (message instanceof LoginMessage) {
* authenticate((LoginMessage) o);
* &lt;b&gt;attr.set(true)&lt;/b&gt;;
* } else (message instanceof GetDataMessage) {
* if (&lt;b&gt;Boolean.TRUE.equals(attr.get())&lt;/b&gt;) {
* ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
* } else {
* fail();
* }
* ...
* }
* </pre>
* Now that the state of the handler is attached to the [@link ChannelHandlerContext], you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends [@link ChannelInitializer]&lt;@link Channel&gt; {
* 
* private static final DataServerHandler &lt;b&gt;SHARED&lt;/b&gt; = new DataServerHandler();
*
* { @code @Override }
* public void initChannel([@link Channel] channel) {
* channel.pipeline().addLast("handler", &lt;b&gt;SHARED&lt;/b&gt;;
* 

The `@Sharable` annotation

In the example above which used an `@link AttributeKey`, you might have noticed the `@code @Sharable` annotation.

If a `@link ChannelHandler` is annotated with the `@code @Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `@link ChannelPipeline`s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.

Additional resources worth reading

Please refer to the `@link ChannelHandler`, and `@link ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-jar/io/netty/channel/pool/package-info.java
* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-jar/io/netty/channel/pool/DefaultMaxBytesRecvByteBufAllocator.java
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* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
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* /opt/cola/permits/1258059269_1643027241.06/0/netty-transport-4-1-33-final-sources-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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  jar/io/netty/channel/socket/nio/NioChannelOption.java

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1.650 maven-shared-utils 3.0.0

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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4.1.42-final-sources-3-
jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml
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jar/io/netty/channel/unix/package-info.java
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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/io/netty/channel/unix/IovArray.java
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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-jar/netty_unix_socket.h
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  * /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4.1.42-final-sources-3.jar/netty_unix_buffer.c

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  jar/io/netty/channel/unix/UnixChannelUtil.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/netty_unix_jni.h

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

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

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

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1.662 curl 7.64.0 4+deb10u1

1.662.1 Available under license:
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License Mixing

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

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## libressl

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## c-ares

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

## zlib

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

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1.663 base-passwd 3.5.46

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Maintainer: Colin Watson <cjwatson@debian.org>

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That's all there is to it!
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lib/csharp/src/Protocol/TMessage.cs
lib/csharp/src/Protocol/TMessageType.cs
lib/csharp/src/Protocol/TProtocol.cs
lib/csharp/src/Protocol/TProtocolException.cs
lib/csharp/src/Protocol/TProtocolFactory.cs
lib/csharp/src/Protocol/TProtocolUtil.cs
lib/csharp/src/Protocol/TSet.cs
lib/csharp/src/Protocol/TStruct.cs
lib/csharp/src/Protocol/TTtype.cs
lib/csharp/src/Server/TServer.cs
lib/csharp/src/Server/TSimpleServer.cs
lib/csharp/src/Server/TThreadPoolServer.cs
lib/csharp/src/TApplicationException.cs
lib/csharp/src/Thrift.csproj
lib/csharp/src/Thrift.sln
lib/csharp/src/TProcessor.cs
lib/csharp/src/Transport/TServerSocket.cs
lib/csharp/src/Transport/TServerTransport.cs
lib/csharp/src/Transport/TSocket.cs
lib/csharp/src/Transport/TStreamTransport.cs
lib/csharp/src/Transport/TTTransport.cs
lib/csharp/src/Transport/TTTransportException.cs
lib/csharp/src/Transport/TTTransportFactory.cs
lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj
lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
test/OptionalRequiredTest.cpp
test/OptionalRequiredTest.thrift
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compiler/cpp/src/generate/t_erl_generator.cc
compiler/cpp/src/generate/t_hs_generator.cc
compiler/cpp/src/generate/t_java_generator.cc
compiler/cpp/src/generate/t_ocaml_generator.cc
compiler/cpp/src/generate/t_perl_generator.cc
compiler/cpp/src/generate/t_php_generator.cc
compiler/cpp/src/generate/t_py_generator.cc
compiler/cpp/src/generate/t_rb_generator.cc
compiler/cpp/src/generate/t_st_generator.cc
compiler/cpp/src/generate/t_xsd_generator.cc
compiler/cpp/src/main.cc
compiler/cpp/src/parse/t_field.h
compiler/cpp/src/parse/t_program.h
compiler/cpp/src/platform.h
compiler/cpp/src/thriftl.ll
compiler/cpp/src/thrifty.yy
lib/csharp/src/Protocol/TBinaryProtocol.cs
lib/csharp/src/Protocol/TFIELD.cs
lib/csharp/src/Protocol/TList.cs
lib/csharp/src/Protocol/TMap.cs
lib/csharp/src/Protocol/TMessage.cs
lib/csharp/src/Protocol/TMessageType.cs
lib/csharp/src/Protocol/TProtocol.cs
lib/csharp/src/Protocol/TProtocolException.cs
lib/csharp/src/Protocol/TProtocolFactory.cs
lib/csharp/src/Protocol/TProtocolUtil.cs
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Chad Walters <chad@powerset.com>
   -TJSONProtocol for C++ and Java

Nitay <nitayj@gmail.com>
   -Support for "make check"

William Morgan <w@adap.tv>
   -Miscellaneous Ruby improvements

Ben Maurer <bmaurer@andrew.cmu.edu>
   -Restructuring the way Autoconf is used

Patrick Collison <patrick@collison.ie>
   -Smalltalk bindings

Dave Simpson <dave@powerset.com>
   -Better support for connection tracking in the C++ server
   -Miscellaneous fixes

Igor Afanasyev <afan@evernote.com>
   -Perl HttpClient and bugfixes

Todd Berman <tberman@imeem.com>
   -MinGW port of the compiler
   -C# bindings
   -MS build task
Release 20070917

Dave Engberg <engberg@gmail.com>
-JavaBean/JavaDoc enhancements

Andrew McGeachie <geechorama@gmail.com>
-Cocoa/Objective-C support

Ben Maurer <bmaurer@andrew.cmu.edu>
-Python performance enhancements, fastbinary support

Andrew Lutomirski <andy@luto.us>
-Added optional/required keywords for C++ objects
-Added comparison operators for C++ structs

Johan Oskarsson <johan@oksarsson.nu>
-Java findbugs compliance fixes

Paul Saab <ps@powerset.com>
-IPv6 support for TSocket in C++/Python

Kevin Clark <kevin@powerset.com>
-Significant overhaul of Ruby code generation and servers

Simon Forman <sforman@gmail.com>
-TProcessorFactory abstraction for Java servers

Jake Luciani <jakers@gmail.com>
-Perl code generation, libraries, test code

David Reiss <dreiss@stanford.edu>
-strings.h include fix for bzero
-endianness fixes on TBinaryProtocol double serialization
-improved ntohl, htonl implementation

Dan Li <dto@dev.java.net>
-Java TestServer and Tutorial Fixes

Kevin Ko <kevin.s.ko@gmail.com>
-Fix for unnecessary std::string copy construction in Protocol/Exception

Paul Querna <pquerna@apache.org>
-Autoconf error message fix for libevent detection
-clock_gettime implementation for OSX

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  jar/com.vaadin/external/org/slf4j/ILoggerFactory.java
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- gcd.pod
- invmod.pod
- isprime.pod
- lap.pod
- mpi-test.pod
- prime.txt
- prng.pod
- # This file contains a list of people who've made non-trivial
- # contribution to the Google C++ Testing Framework project. People
- # who commit code to the project are encouraged to add their names
- # here. Please keep the list sorted by first names.

Ajay Joshi <jaj@google.com>
Balazs Dn <balazs.dan@gmail.com>
Bharat Mediratta <bharat@menalto.com>
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Keir Mierle <mierle@gmail.com>
Keith Ray <keithray@gmail.com>
Kenton Varda <kenton@google.com>
Manuel Klimek <klimek@google.com>
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Mika Raento <mikie@iki.fi>
Mikls Fazekas <mfazekas@szemafor.com>
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Preston Jackson <preston.a.jackson@gmail.com>
Rainer Klaffenboeck <rainer.klaffenboeck@dynatrace.com>
1.682 libxml2-python 2.9.1-6.el7.4

1.682.1 Available under license:

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1.683 netbase 5.6

1.683.1 Available under license:

This package was created by Peter Tobias tobias@et-inf.fho-emden.de on Wed, 24 Aug 1994 21:33:28 +0200 and maintained by Anthony Towns <ajt@debian.org> until 2001.
It is currently maintained by Marco d'Itri <md@linux.it>.

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1.684 libssh 1.8.0-2.1

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1.685 libjpeg 6b

1.685.1 Notifications:

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1.685.2 Available under license:

The Independent JPEG Group's JPEG software

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

README for release 6b of 27-Mar-1998

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

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

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

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

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

DOCUMENTATION ROADMAP

This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.doc  How to configure and install the IJG software.
usage.doc   Usage instructions for cjpegs, djpegs, jpegs, rdjpgcom, and wrjpgcom.
*.1         Unix-style man pages for programs (same info as usage.doc).
wizard.doc  Advanced usage instructions for JPEG wizards only.
change.log  Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.doc How to use the JPEG library in your own programs.
ex ample.c    Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW

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

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

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpegs" and "djpegs", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.
In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

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

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

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

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(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

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We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

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

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.
The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that

"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

REFERENCES

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

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

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

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

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

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314
A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

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

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

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

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

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

RELATED SOFTWARE

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

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

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

FILE FORMAT WARS

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

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

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

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

TO DO

The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be
very good at low Q values. We also intend to investigate block boundary

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

As always, speeding things up is of great interest.

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

1.686 perl-pathtools 3.74-1.el8

1.686.1 Available under license:
No license file was found, but licenses were detected in source scan.

=head1 NAME
File::Spec::Functions - portably perform operations on file names

=head1 SYNOPSIS
use File::Spec::Functions;
$x = catfile('a','b');

=head1 DESCRIPTION
This module exports convenience functions for all of the class methods provided by File::Spec.

For a reference of available functions, please consult L<File::Spec::Unix>, which contains the entire set, and which is inherited by the modules for other platforms. For further information, please see L<File::Spec::Mac>, L<File::Spec::OS2>, L<File::Spec::Win32>, or L<File::Spec::VMS>.

=head2 Exports
The following functions are exported by default.

canonpath
catdir
catfile
curdir
rootdir
updir
no_upwards
file_name_is_absolute
The following functions are exported only by request.

deun Hull
tmpdir
splitpath
splitdir
catpath
abs2rel
rel2abs
case_tolerant

All the functions may be imported using the C<:ALL> tag.

=head1 COPYRIGHT

Copyright (c) 2004 by the Perl 5 Porters. All rights reserved.

This program is free software; you can redistribute it and/or modify
it under the same terms as Perl itself.

=head1 SEE ALSO

File::Spec, File::Spec::Unix, File::Spec::Mac, File::Spec::OS2,
File::Spec::Win32, File::Spec::VMS, ExtUtils::MakeMaker

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/lib/File/Spec/Functions.pm
No license file was found, but licenses were detected in source scan.

/* See
* for the details of why the BSD license is compatible with the
* AL/GPL standard perl license.
*/
/*
*/
/* Copyright (c) 2003 Constantin S. Svinsoff <kostik@iclub.nsu.ru>
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*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/Cwd.xs

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

/*

ppport.h -- Perl/Pollution/Portability Version 3.39

Automatically created by Devel::PPPort running under perl 5.027009.

Do NOT edit this file directly! -- Edit PPPort_pm.PL and the
includes in parts/inc/ instead.

Use 'perldoc ppport.h' to view the documentation below.

----------------------------------------------------------------------

SKIP

=pod

=head1 NAME

ppport.h - Perl/Pollution/Portability version 3.39
=head1 SYNOPSIS

perl ppport.h [options] [source files]

Searches current directory for files if no [source files] are given

--help show short help

--version show version

--patch=file write one patch file with changes
--copy=suffix write changed copies with suffix
--diff=program use diff program and options

--compat-version=version provide compatibility with Perl version
--cplusplus accept C++ comments

--quiet don't output anything except fatal errors
--nodiag don't show diagnostics
--nohints don't show hints
--nochanges don't suggest changes
--nofilter don't filter input files

--strip strip all script and doc functionality from ppport.h

--list-provided list provided API
--list-unsupported list unsupported API
--api-info=name show Perl API portability information

=head1 COMPATIBILITY

This version of F<ppport.h> is designed to support operation with Perl installations back to 5.003, and has been tested up to 5.20.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.

=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=file

If this option is given, a single patch file will be created if
any changes are suggested. This requires a working diff program to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automagically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither C<--patch> or C<--copy> are given, the default is to simply print the diffs for each file. This requires either C<Text::Diff> or a C<diff> program to be installed.

=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet

Be quiet. Don't print anything except fatal errors.

=head2 --nodia

Don't output any diagnostic messages. Only portability alerts will be printed.

=head2 --nohints


Don't output any hints. Hints often contain useful portability
notes. Warnings will still be displayed.

=head2 --nochanges

Don't suggest any changes. Only give diagnostic output and hints
unless these are also deactivated.

=head2 --nofilter

Don't filter the list of input files. By default, files not looking
like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

=head2 --strip

Strip all script and documentation functionality from F<ppport.h>.
This reduces the size of F<ppport.h> dramatically and may be useful
if you want to include F<ppport.h> in smaller modules without
increasing their distribution size too much.

The stripped F<ppport.h> will have a C<--unstrip> option that allows
you to undo the stripping, but only if an appropriate C<Devel::PPPort>
module is installed.

=head2 --list-provided

Lists the API elements for which compatibility is provided by
F<ppport.h>. Also lists if it must be explicitly requested,
if it has dependencies, and if there are hints or warnings for it.

=head2 --list-unsupported

Lists the API elements that are known not to be supported by
F<ppport.h> and below which version of Perl they probably
won't be available or work.

=head2 --api-info=I<name>

Show portability information for API elements matching I<name>.
If I<name> is surrounded by slashes, it is interpreted as a regular
expression.

=head1 DESCRIPTION

In order for a Perl extension (XS) module to be as portable as possible
across differing versions of Perl itself, certain steps need to be taken.
Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

```
perl ppport.h --list-provided
```

to see which API elements are provided by ppport.h.

You should avoid using deprecated parts of the API. For example, using global Perl variables without the C<PL_> prefix is deprecated. Also, some API functions used to have a C<perl_> prefix. Using this form is also deprecated. You can safely use the supported API, as F<ppport.h> will provide wrappers for older Perl versions.

If you use one of a few functions or variables that were not present in earlier versions of Perl, and that can't be provided using a macro, you have to explicitly request support for these functions by adding one or more C<#define>s in your source code before the inclusion of F<ppport.h>.

These functions or variables will be marked C<explicit> in the list shown by C<--list-provided>.

Depending on whether you module has a single or multiple files that use such functions or variables, you want either C<static> or global variants.

For a C<static> function or variable (used only in a single source file), use:

```
#define NEED_function
#define NEED_variable
```

For a global function or variable (used in multiple source files), use:

```
#define NEED_function_GLOBAL
#define NEED_variable_GLOBAL
```

Note that you mustn't have more than one global request for the same function or variable in your project.
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<tr>
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<th>Global Request</th>
</tr>
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<td>NEED_grok_bin</td>
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<td>grok_hex()</td>
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<td>NEED_sv_setpvf_nocontext</td>
<td>NEED_sv_setpvf_nocontext_GLOBAL</td>
</tr>
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<td>vnewSVpvn()</td>
<td>NEED_vnewSVpvn</td>
<td>NEED_vnewSVpvn_GLOBAL</td>
</tr>
<tr>
<td>warner()</td>
<td>NEED_warner</td>
<td>NEED_warner_GLOBAL</td>
</tr>
</tbody>
</table>

To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C<DPPP_NAMESPACE> macro. Just C<#define> the macro before including C<ppport.h>:
```c
#define DPPP_NAMESPACEMyOwnNamespace_
#include "ppport.h"
```

The default namespace is C\<DPPP\>_.

=back

The good thing is that most of the above can be checked by running
\texttt{F<ppport.h>} on your source code. See the next section for
details.

=head1 EXAMPLES

To verify whether \texttt{F<ppport.h>} is needed for your module, whether you
should make any changes to your code, and whether any special defines
should be used, \texttt{F<ppport.h>} can be run as a Perl script to check your
source code. Simply say:

perl ppport.h

The result will usually be a list of patches suggesting changes
that should at least be acceptable, if not necessarily the most
efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in
newer Perl releases, if you're aware that it uses C++ comments,
and if you want all suggestions as a single patch file, you could
use something like this:

perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff

If you only want your code to be scanned without any suggestions
for changes, use:

perl ppport.h --nochanges

You can specify a different C\<diff\> program or options, using
the C\<--diff\> option:

perl ppport.h --diff='diff -C 10'

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

perl ppport.h --copy=.new
To display portability information for the C<newSVpvn> function, use:

    perl ppport.h --api-info=newSVpvn

Since the argument to C<--api-info> can be a regular expression, you can use

    perl ppport.h --api-info=/_nomg$/

to display portability information for all C<_nomg> functions or

    perl ppport.h --api-info=/./

to display information for all known API elements.

=head1 BUGS

If this version of F<ppport.h> is causing failure during the compilation of this module, please check if newer versions of either this module or C<Devel::PPPort> are available on CPAN before sending a bug report.

If F<ppport.h> was generated using the latest version of C<Devel::PPPort> and is causing failure of this module, please file a bug report here: L<https://github.com/mhx/Devel-PPPort/issues/>

Please include the following information:

=over 4

=item 1.

The complete output from running "perl -V"

=item 2.

This file.

=item 3.

The name and version of the module you were trying to build.

=item 4.

A full log of the build that failed.

=item 5.
Any other information that you think could be relevant.

For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

=head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2013, Marcus Holland-Moritz.

Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

=head1 SEE ALSO

See L<Devel::PPPort>.

=cut

use strict;

# Disable broken TRIE-optimization
BEGIN { eval '{^RE_TRIE_MAXBUF} = -1' if $] >= 5.009004 && $] <= 5.009005 }  

my $VERSION = 3.39;

my %opt = (quiet => 0, diag => 1, hints => 1, changes => 1, cplusplus => 0, filter => 1, strip => 0, version => 0,);

my($ppport) = $0 =~ /\[\w.]+$/;

my $LF = '(?:\r\n|\[\r\n\])';  # line feed
my $HS = '[ \t]';             # horizontal whitespace

# Never use C comments in this file!
my $ccs = '/.*';
my $ccce = '*\./';
my $rccs = quotemeta $ccs;
my $rcce = quotemeta $ccce;

eval {
    require Getopt::Long;
    Getopt::Long::GetOptions(%opt, qw(
        help quiet diag! filter! hints! changes! cplusplus strip version
        patch=s copy=s diff=s compat-version=s
        list-provided list-unsupported api-info=s
    )) or usage();
};

if ($@ and grep /^-/, @ARGV) {
    usage() if "@ARGV" =~ /^--?h(?:elp)?$/;
    die "Getopt::Long not found. Please don't use any options.
    
    
    
    
    
    
    }

if ($opt{version}) {
    print "This is $0 $VERSION.
    exit 0;
}

usage() if $opt{help};
strip() if $opt{strip};

if (exists $opt{'compat-version'}) {
    my($r,$v,$s) = eval { parse_version($opt{'compat-version'}) };
    if ($@) {
        die "Invalid version number format: "$opt{'compat-version'}"
    }
    die "Only Perl 5 is supported
    if $r != 5;
    die "Invalid version number: $opt{'compat-version'}"
    if $v >= 1000 || $s >= 1000;
    $opt{'compat-version'} = sprintf "%d.%03d%03d", $r, $v, $s;
}
else {
    $opt{'compat-version'} = 5;
}

my %API = map { /^(\w+)\|([^\|]*)\|([^\|]*)\|([^\|]*)$/
    ? ( $1 => { ($2       ? ( base     => $2 ) : () ),
        ($3       ? ( todo     => $3 ) : () ),
        (index($4, 'v') >= 0 ? ( varargs => 1 ) : () ),
        (index($4, 'p') >= 0 ? ( provided => 1 ) : () ),
        (index($4, 'n') >= 0 ? ( nothxarg => 1 ) : () )
    )
    ,


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isGCB
isGRAPH
isIDCONT
isIDFIRST_lazy
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isSB
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yylex|||
yyparse|||
yyunlex|||
yywarn|||
);
if (exists $opt{'list-unsupported'}) {
my $f;
for $f (sort { lc $a cmp lc $b } keys %API) {
next unless $API{$f}{todo};
print "$f ", '.'x(40-length($f)), " ", format_version($API{$f}{todo}), "\n";
}
exit 0;
}
# Scan for possible replacement candidates
my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";
}
}

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else { undef $hint }
}

$hint = [[S1, [split /,?\s+/, $2]]
   if m{"s*srccs+([Hint|Warning]):\s+\(\w+,(?:\w+(?:,?\w+){})\)?s*\}$];

if ($define) {
   if ($define->[1] =~ /\$/) {
      $define->[1] = $_;
   }
else {
   if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_/) {
      my @n = find_api($define->[1]);
      push @{$depends{$define->[0]}}, @n if @n
   }
   undef $define;
}
}

$define = [S1, $2] if m{"s*\#s*define:\s+(\w+)(?:\([^)+]*\))?s*\(.*\)};

if ($function) {
   if (/\$/) {
      if (exists $API{$function->[0]} ) {
         my @n = find_api($function->[1]);
         push @{$depends{$function->[0]}}, @n if @n
      }
      undef $function;
   }
else {
   $function->[1] .= $_;
   } if m{^DPPP_(my_(\w+))};
}

$function = [S1, ] if m{"s*#s*define:\s+(\w+)(?:\([^)+]*\))?s*\(.*\)};

$replace     = S1 if m{"s*srccs+Replace:\s+\(\w+\)\s+srccs\s*\}$;
$replace{S2} = S1 if $replace and m{"s*#s*define:\s+(\w+)(?:\([^)+]*\))?s+\(\w+\)};
$replace{S2} = S1 if m{"s*#s*define:\s+(\w+)(?:\([^)+]*\))?s+\(\w+\).srccs+Replace\s+srccs\};
$replace{S1} = S2 if m{"s*srccs+Replace \(\w+\) with \(\w+\)srccs\s*\}$;

if (m{"srccs+\(\w++(\w+.*\w+)\)*srccs+on\(\w++(\w+.*\w+)\)*srccs\s*\}) {
   my @deps = map { s/\s+//g; S_ } split /, S3;
   my $d;
   for $d (map { s/\s+//g; S_ } split /, S1) {
      push @{$depends{$d}}, @deps;
   }
   }
$need{$1} = 1 if m{%if\s*defined\(NEED_\w+_GLOBAL\)\}?
}

for (values %depends) {
    my %s;
    $s_ = [sort grep !$s{$_}++, @$_]
}

if (exists $opt{'api-info'}) {
    my $f;
    my $count = 0;
    my $match = $opt{'api-info'} =~ m!\^/(.*?)\? $1 : "^Q$opt{'api-info'}\E\\$";
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $f =~ /$match/;
        print "\n=== $f ===
\n";
        my $info = 0;
        if ($API{$f}{base} || $API{$f}{todo}) {
            my $base = format_version($API{$f}{base} || $API{$f}{todo});
            print "Supported at least starting from perl-$base:\n";
            $info++;
        }
        if ($API{$f}{provided}) {
            my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
            print "Support by $ppport provided back to perl-$todo:\n";
            print "Support needs to be explicitly requested by NEED_$f:\n" if exists $need{$f};
            print "Depends on: \', join(', ', @{$depends{$f}}), \'\n" if exists $depends{$f};
            print \nShints\{$f\}" if exists $hints{$f};
            print "\nWARNING: \n$warnings{$f}" if exists $warnings{$f};
            $info++;
        }
        print "No portability information available:\n" unless $info;
        $count++;
    }
    $count or print "Found no API matching '$opt{'api-info'}'.";
    print \n";
    exit 0;
}

if (exists $opt{'list-provided'}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{provided};
        my @flags;
        push @flags, 'explicit' if exists $need{$f};
        push @flags, 'depend' if exists $depends{$f};
        push @flags, 'hint' if exists $hints{$f};
        push @flags, 'warning' if exists $warnings{$f};
    }

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my $flags = @flags ? ' ['.join(', ', @flags).']' : '';
print "$f$flags\n";
}
exit 0;
}
my @files;
my @srcext = qw( .xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;
if (@ARGV) {
my %seen;
for (@ARGV) {
if (-e) {
if (-f) {
push @files, $_ unless $seen{$_}++;
}
else { warn "'$_' is not a file.\n" }
}
else {
my @new = grep { -f } glob $_
or warn "'$_' does not exist.\n";
push @files, grep { !$seen{$_}++ } @new;
}
}
}
else {
eval {
require File::Find;
File::Find::find(sub {
$File::Find::name =~ /($srcext)$/i
and push @files, $File::Find::name;
}, '.');
};
if ($@) {
@files = map { glob "*$_" } @srcext;
}
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}
if (@ARGV && @out) {
warning("Skipping the following files (use --nofilter to avoid this):\n| ", join "\n| ", @out);

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}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;
my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}
info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);
# Temporarily remove C/XS comments and strings from the code
my @ccom;
$c =~ s{
( ^$HS*\#$HS*include\b[^\r\n]+\b(?:\Q$ppport\E|XSUB\.h)\b[^\r\n]*
| ^$HS*\#$HS*(?:define|elif|if(?:def)?)\b[^\r\n]* )
| ( ^$HS*\#[^\r\n]*
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*'
| / (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]* ) )
}{ defined $2 and push @ccom, $2;
defined $1 ? $1 : "$ccs$#ccom$cce" }mgsex;
$file{ccom} = \@ccom;
$file{code} = $c;
$file{has_inc_ppport} = $c =~ /^$HS*#$HS*include[^\r\n]+\b\Q$ppport\E\b/m;
my $func;
for $func (keys %API) {
my $match = $func;
$match .= "|$revreplace{$func}" if exists $revreplace{$func};
if ($c =~ /\b(?:Perl_)?($match)\b/) {
$file{uses_replace}{$1}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};

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@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;
my $c = $file{code};
my $warnings = 0;
for $func (sort keys %{$file{uses_Perl}}) {
if ($API{$func}{varargs}) {
unless ($API{$func}{nothxarg}) {
my $changes = ($c =~ s{\b(Perl_$func\s*\(\s*)(?!aTHX_?)(\)|[^\s)]*\))}
{ $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_ ') . $2 }ge);
if ($changes) {
warning("Doesn't pass interpreter argument aTHX to Perl_$func");
$file{changes} += $changes;
}
}
}
else {
warning("Uses Perl_$func instead of $func");
$file{changes} += ($c =~ s{\bPerl_$func(\s*)\((\s*aTHX_?)?\s*}
{$func$1(}g);
}
}
for $func (sort keys %{$file{uses_replace}}) {
warning("Uses $func instead of $replace{$func}");
$file{changes} += ($c =~ s/\b$func\b/$replace{$func}/g);
}
for $func (sort keys %{$file{uses_provided}}) {
if ($file{uses}{$func}) {
if (exists $file{uses_deps}{$func}) {
diag("Uses $func, which depends on ", join(', ', @{$file{uses_deps}{$func}}));
}

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else {
    diag("Uses $func");
}

$warnings += hint($func);

unless ($opt{quiet}) {
    for $func (sort keys %{$file{uses_todo}}) {
        print "*** WARNING: Uses $func, which may not be portable below perl ",
             format_version($API{$func}{todo}), ", even with \'$ppport\'\n";
        $warnings++;
    }
}

for $func (sort keys %{$file{needed_static}}) {
    my $message = "";
    if (not exists $file{uses}[$func]) {
        $message = "No need to define NEED_$func if $func is never used";
    } elsif (exists $file{needs}[$func] && $file{needs}[$func] ne \'static\') {
        $message = "No need to define NEED_$func when already needed globally";
    } if ($message) {
        diag($message);
        $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_$func\b.*$LF//mg);
    }
}

for $func (sort keys %{$file{needed_global}}) {
    my $message = "";
    if (not exists $global{uses}[$func]) {
        $message = "No need to define NEED_${func}_GLOBAL if $func is never used";
    } elsif (exists $file{needs}[$func]) {
        if ($file{needs}[$func] eq \'extern\') {
            $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
        } elsif ($file{needs}[$func] eq \'static\') {
            $message = "No need to define NEED_${func}_GLOBAL when only used in this file";
        } if ($message) {
            diag($message);
            $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_$funcGLOBAL\b.*$LF//mg);
        }
    }
}
}
$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
    my $pp = ";

    for $func (sort keys %{$file{needs}}) {
        my $type = $file{needs}{$func};
        next if $type eq 'extern';
        my $suffix = $type eq 'global' ? '_GLOBAL' : "";
        unless (exists $file{"needed_$type"}){
            if ($type eq 'global') {
                diag("Files @{$global{needs}{$func}} need $func, adding global request");
            } else {
                diag("File needs $func, adding static request");
            }
            $pp .= "#define NEED_$func$suffix\n";
        }
    }

    if ($pp && ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+)/$pp/m)) {
        $pp = ";
        $file{changes}++;
    }

    unless ($file{has_inc_ppport}) {
        diag("Needs to include '$ppport'");
        $pp .= qq(#include "$ppport\n")
    }

    if ($pp) {
        $file{changes} += ($c =~ s/^($HS*#$HS*define$HS+NEED_\w+.*?)/$1$pp/ms) || ($c =~ s/^(?=$HS*#$HS*include.*$ppport\E)/$pp/m) || ($c =~ s/^($HS*#$HS*include.*XSUB.*\s*?)/$1$pp/m) || ($c =~ s/^/$pp/);
    } else {
        if ($file{has_inc_ppport}) {
            diag("No need to include '$ppport'");
            $file{changes} += ($c =~ s/^($HS*#$HS*include.*$ppport\E.*?SLF//m);
        }
    }

    # put back in our C comments
    my $six;
    my $cppc = 0;
    my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcce/$ccs$ccom[$ix] $cce/;
    } else {
        $c =~ s/$rccs$ix$rcce/$ccom[$ix]/;
    }
}

if ($cppc) {
    my $s = $cppc != 1 ? 's' : ';
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : ';
my $warn = $warnings ? "$warnings warning$s" : "
info("Analysis completed$warn");

if ($file{changes}) {
    if (exists $opt{copy}) {
        my $newfile = "$filename$opt{copy}";
        if (-e $newfile) {
            error("$newfile' already exists, refusing to write copy of "$filename"");
        } else {
            local *F;
            if (open F, ">$newfile") {
                info("Writing copy of "$filename' with changes to "$newfile");
                print F $c;
                close F;
            } else {
                error("Cannot open "$newfile' for writing: "$!");
            }
    } else {
    }
} elsif (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {
        unless ($patch_opened) {
            if (open PATCH, ">$opt{patch}") {
                $patch_opened = 1;
            } else {
                error("Cannot open "$opt{patch}' for writing: "$!");
            }
        } else {
        }
    } else {
        error("Cannot open "$opt{patch}' for writing: "$!");
        delete $opt{patch};
        $opt{changes} = 1;
        goto fallback;
    }
}
mydiff(\*PATCH, $filename, $c);
else {
    fallback:
      info("Suggested changes: ");
      mydiff(\*STDOUT, $filename, $c);
  }
}
else {
my $s = $file{changes} == 1 ? '' : 's';
info("$file{changes} potentially required change$s detected");
}
}
else {
  info("Looks good");
}
}

close PATCH if $patch_opened;

exit 0;

sub try_use { eval "use @_;"; return $@ eq ""
}

sub mydiff
{
  local *F = shift;
  my($file, $str) = @_;;
  my $diff;

  if (exists $opt{diff}) {
    $diff = run_diff($opt{diff}, $file, $str);
  }
  if (!defined $diff and try_use('Text::Diff')) {
    $diff = Text::Diff::diff($file, $str, { STYLE => 'Unified' });
    $diff = <<HEADER . $diff;
--- $file
+++ $file.patched
HEADER
  }
  if (!defined $diff) {
    $diff = run_diff('diff -u', $file, $str);
  }
}
if (!defined $diff) {
    $diff = run_diff('diff', $file, $str);
}

if (!defined $diff) {
    error("Cannot generate a diff. Please install Text::Diff or use --copy.");
    return;
}

print F $diff;
}

sub run_diff
{
    my($prog, $file, $str) = @_;  
    my $tmp = 'dppptemp';
    my $suf = 'aaa';
    my $diff = ";
    local *F;

    while (-e "$tmp.$suf") { $suf++ }
    $tmp = "$tmp.$suf";

    if (open F, ">$tmp") {
        print F $str;
        close F;

        if (open F, "$prog $file $tmp |") {
            while (<F>) {
                s/$tmp/E/$file.patched/;
                $diff .= $_;
            }
            close F;
            unlink $tmp;
        return $diff;
        } else {
            error("Cannot open '$tmp' for writing: $!");
        }
    }

    unlink $tmp;
}

sub rec_depend
{
    my($func, $seen) = @_
    return () unless exists $depends{$func};
    $seen = {%{$seen||{}}};
    return () if $seen->{$func}++;
    my %s;
    grep !$s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}}; @{$depends{$func}};
}

sub parse_version
{
    my $ver = shift;
    if ($ver =~ /^\d+(\d+)(\d+)$/) {
        return ($1, $2, $3);
    } elsif ($ver !~ /^\d+\.[\d_]+$/) {
        die "cannot parse version '$ver'\n";
    }
    $ver =~ s/_//g;
    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /\d+(\d)\d{3}(\d{3})/;
    $v = int $v;
    $s = int $s;
    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "cannot parse version '$ver'\n";
        }
    }
    return ($r, $v, $s);
}

sub format_version
{
    my $ver = shift;
    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /\d+\d{3}\d{3}$/;
    $v = int $v;
    $s = int $s;
    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "cannot parse version '$ver'\n";
        }
    }
    return ($r, $v, $s);
}
if ($s % 10) {
        die "invalid version '$ver'
";
}
$s /= 10;

$ver = sprintf "%d.%03d", $r, $v;
$s > 0 and $ver .= sprintf "_%02d", $s;

return $ver;
}

return sprintf "%d.%d.%d", $r, $v, $s;
}

sub info
{
        $opt{quiet} and return;
        print @_, "\n";
}

sub diag
{
        $opt{quiet} and return;
        $opt{diag} and print @_, "\n";
}

sub warning
{
        $opt{quiet} and return;
        print "*** ", @_, "\n";
}

sub error
{
        print "*** ERROR: ", @_, "\n";
}

my %given_hints;
my %given_warnings;
sub hint
{
        $opt{quiet} and return;
        my $func = shift;
        my $rv = 0;
        if (exists $warnings{$func} && !$given_warnings{$func}++) {
                my $warn = $warnings{$func};
                $warn =~ s!^!*** !mg;
                print "*** WARNING: $func\n", $warn;
$rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
my $hint = $hints{$func};
$hint =~ s/^/ /mg;
print " --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/^\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;
print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
exit 2;
}
sub strip
{
my $self = do { local(@ARGV,$/)=($0); <> };
my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*^(.*?)^=\w+/ms;
$copy =~ s/^(?=\S+)/ /gms;
$self =~ s/^$HS+Do NOT edit.*?(?=^-)/$copy/ms;
$self =~ s/^SKIP.*(?=^__DATA__)/SKIP
if (\@ARGV && \$ARGV[0] eq '--unstrip') {
eval { require Devel::PPPort };
\$@ and die "Cannot require Devel::PPPort, please install.\\n";
if (eval \$Devel::PPPort::VERSION < $VERSION) {
die "$0 was originally generated with Devel::PPPort $VERSION.\\n"
. "Your Devel::PPPort is only version \$Devel::PPPort::VERSION.\\n"
. "Please install a newer version, or --unstrip will not work.\\n";
}
Devel::PPPort::WriteFile(\$0);
exit 0;
}
print <<END;

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/ppport.h

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

=head1 NAME

File::Spec - portably perform operations on file names

=head1 SYNOPSIS

use File::Spec;

$x=File::Spec->catfile('a', 'b', 'c');

which returns 'a/b/c' under Unix. Or:

use File::Spec::Functions;
$x = catfile('a', 'b', 'c');

=head1 DESCRIPTION

This module is designed to support operations commonly performed on file specifications (usually called "file names", but not to be confused with the contents of a file, or Perl's file handles), such as concatenating several directory and file names into a single path, or determining whether a path is rooted. It is based on code directly taken from MakeMaker 5.17, code written by Andreas König, Andy Dougherty, Charles Bailey, Ilya Zakharevich, Paul Schinder, and others.

Since these functions are different for most operating systems, each set of OS specific routines is available in a separate module, including:

File::Spec::Unix
File::Spec::Mac
File::Spec::OS2
File::Spec::Win32
File::Spec::VMS

The module appropriate for the current OS is automatically loaded by File::Spec. Since some modules (like VMS) make use of facilities available only under that OS, it may not be possible to load all modules under all operating systems.

Since File::Spec is object oriented, subroutines should not be called directly, as in:

File::Spec::catfile('a', 'b');

but rather as class methods:

File::Spec->catfile('a', 'b');

For simple uses, L<File::Spec::Functions> provides convenient functional forms of these methods.

=head1 METHODS

=over 2

=item canonpath
X<canonpath>

No physical check on the filesystem, but a logical cleanup of a path.
$cpath = File::Spec->canonpath( $path ) ;

Note that this does *not* collapse F<x/../y> sections into F<y>. This is by design. If F</foo> on your system is a symlink to F</bar/baz>, then F</foo/..quux> is actually F</bar/quux>, not F</quux> as a naive F<x../>-removal would give you. If you want to do this kind of processing, you probably want C<Cwd>’s C<realpath()> function to actually traverse the filesystem cleaning up paths like this.

=item catdir
X<catdir>

Concatenate two or more directory names to form a complete path ending with a directory. But remove the trailing slash from the resulting string, because it doesn't look good, isn't necessary and confuses OS/2. Of course, if this is the root directory, don't cut off the trailing slash :-)

   $path = File::Spec->catdir( @directories );

=item catfile
X<catfile>

Concatenate one or more directory names and a filename to form a complete path ending with a filename

   $path = File::Spec->catfile( @directories, $filename );

=item curdir
X<curdir>

Returns a string representation of the current directory.

   $curdir = File::Spec->curdir();

=item devnull
X<devnull>

Returns a string representation of the null device.

   $devnull = File::Spec->devnull();

=item rootdir
X<rootdir>

Returns a string representation of the root directory.

   $rootdir = File::Spec->rootdir();
=item tmpdir
X<tmpdir>

Returns a string representation of the first writable directory from a list of possible temporary directories. Returns the current directory if no writable temporary directories are found. The list of directories checked depends on the platform; e.g. File::Spec::Unix checks C<$ENV{'TMPDIR'}> (unless taint is on) and F<\tmp>.

$tmpdir = File::Spec->tmpdir();

=item updir
X<updir>

Returns a string representation of the parent directory.

$updir = File::Spec->updir();

=item no_upwards

Given a list of files in a directory (such as from C<readdir()>), strip out C<\.> and C<\..>.

B<SECURITY NOTE:> This does NOT filter paths containing C<\..>, like C<\..\..\..\etc/password>, only literal matches to C<\.> and C<\..>.

@paths = File::Spec->no_upwards( readdir $dirhandle );

=item case_tolerant

Returns a true or false value indicating, respectively, that alphabetic case is not or is significant when comparing file specifications. Cygwin and Win32 accept an optional drive argument.

$case_tolerant = File::Spec->case_tolerant();

=item file_name_is_absolute

Takes as its argument a path, and returns true if it is an absolute path.

$absolute = File::Spec->file_name_is_absolute( $path );

This does not consult the local filesystem on Unix, Win32, OS/2, or Mac OS (Classic). It does consult the working environment for VMS (see L<File::Spec::VMS/file_name_is_absolute>).
Takes no argument. Returns the environment variable `C<PATH>` (or the local platform's equivalent) as a list.

```perl
@PATH = File::Spec->path();
```

`join` is the same as `catfile`.

```perl
join, path
```

Splits a path into volume, directory, and filename portions. On systems with no concept of volume, returns `"` for volume.

```perl
($volume,$directories,$file) = File::Spec->splitpath( $path );
($volume,$directories,$file) = File::Spec->splitpath( $path, $no_file );
```

For systems with no syntax differentiating filenames from directories, assumes that the last file is a path unless `C<$no_file>` is true or a trailing separator or `F<./>` or `F<../>` is present. On Unix, this means that `C<$no_file>` true makes this return `( " , $path, ")`.

The directory portion may or may not be returned with a trailing `/`.

The results can be passed to `L</catpath()>` to get back a path equivalent to (usually identical to) the original path.

```perl
splitdir, dir
```

The opposite of `L</catdir>`,

```perl
@dirs = File::Spec->splitdir( $directories );
```

`C<$directories>` must be only the directory portion of the path on systems that have the concept of a volume or that have path syntax that differentiates files from directories.

Unlike just splitting the directories on the separator, empty directory names (`C<"">`) can be returned, because these are significant on some OSes.
=item catpath()

Takes volume, directory and file portions and returns an entire path. Under Unix, C<$volume> is ignored, and directory and file are concatenated. A '/' is inserted if need be. On other OSes, C<$volume> is significant.

    $full_path = File::Spec->catpath( $volume, $directory, $file );

=item abs2rel

Takes a destination path and an optional base path returns a relative path from the base path to the destination path:

    $rel_path = File::Spec->abs2rel( $path ) ;
    $rel_path = File::Spec->abs2rel( $path, $base ) ;

If C<$base> is not present or ".", then L<Cwd::cwd()> is used. If C<$base> is relative, then it is converted to absolute form using L</rel2abs()>. This means that it is taken to be relative to L<Cwd::cwd()>.

On systems with the concept of volume, if C<$path> and C<$base> appear to be on two different volumes, we will not attempt to resolve the two paths, and we will instead simply return C<$path>. Note that previous versions of this module ignored the volume of C<$base>, which resulted in garbage results part of the time.

On systems that have a grammar that indicates filenames, this ignores the C<$base> filename as well. Otherwise all path components are assumed to be directories.

If C<$path> is relative, it is converted to absolute form using L</rel2abs()>.
This means that it is taken to be relative to L<Cwd::cwd()>.

No checks against the filesystem are made. On VMS, there is interaction with the working environment, as logicals and macros are expanded.

Based on code written by Shigio Yamaguchi.

=item rel2abs()

Takes a relative path to an absolute path.

    $abs_path = File::Spec->rel2abs( $path ) ;
    $abs_path = File::Spec->rel2abs( $path, $base ) ;
If \$base\ is not present or ", then \Cwd::cwd()\ is used. If \$base\ is relative, then it is converted to absolute form using \rel2abs(). This means that it is taken to be relative to \Cwd::cwd()\.

On systems with the concept of volume, if \$path\ and \$base\ appear to be on two different volumes, we will not attempt to resolve the two paths, and we will instead simply return \$path\. Note that previous versions of this module ignored the volume of \$base\, which resulted in garbage results part of the time.

On systems that have a grammar that indicates filenames, this ignores the \$base\ filename as well. Otherwise all path components are assumed to be directories.

If \$path\ is absolute, it is cleaned up and returned using \canonpath\.

No checks against the filesystem are made. On VMS, there is interaction with the working environment, as logicals and macros are expanded.

Based on code written by Shigio Yamaguchi.

=back

For further information, please see \File::Spec::Unix\, \File::Spec::Mac\, \File::Spec::OS2\, \File::Spec::Win32\, or \File::Spec::VMS\.

=head1 SEE ALSO

\File::Spec::Unix\, \File::Spec::Mac\, \File::Spec::OS2\, \File::Spec::Win32\, \File::Spec::VMS\, \File::Spec::Functions\, \ExtUtils::MakeMaker\.

=head1 AUTHOR

Currently maintained by Ken Williams \<KWILLIAMS@cpan.org\>.

The vast majority of the code was written by Kenneth Albanowski \<kjahds@kjahds.com\>, Andy Dougherty \<doughera@lafayette.edu\>, Andreas KE\ouml;nig \<A.Koenig@franz.ww.TU-Berlin.DE\>, Tim Bunce \<Tim.Bunce@ig.co.uk\>, VMS support by Charles Bailey \<bailey@newman.upenn.edu\>, OS/2 support by Ilya Zakharevich \<ilya@math.ohio-state.edu\>, Mac support by Paul Schinder \<schinder@pobox.com\>, and Thomas Wegner \<wegner_thomas@yahoo.com\>.
abs2rel() and rel2abs() written by Shigio Yamaguchi C<<< shigio@tamacom.com >>, modified by Barrie Slaymaker C<<< barries@slaysys.com >>.

splitpath(), splitdir(), catpath() and catdir() by Barrie Slaymaker.

=head1 COPYRIGHT

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=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/lib/File/Spec.pm
No license file was found, but licenses were detected in source scan.

---
abstract: 'Tools for working with directory and file names'
author:
- 'Perl 5 Porters'
buildRequires:
 ExtUtils::MakeMaker: '0'
configure_requires:
 ExtUtils::MakeMaker: '0'
dynamic_config: 1
genrated_by: 'ExtUtils::MakeMaker version 7.24, CPAN::Meta::Converter version 2.150010'
license: perl
meta-spec:
 url: http://module-build.sourceforge.net/META-spec-v1.4.html
 version: '1.4'
name: PathTools
no_index:
directory:
- t
- inc
requires:
 Carp: '0'
 File::Basename: '0'
 Scalar::Util: '0'
 Test::More: '0.88'
resources:
 bugtracker: https://rt.perl.org/rt3/
 homepage: http://dev.perl.org/
 repository: git://perl5.git.perl.org/perl.git
 version: '3.74'
x_serialization_backend: 'CPAN::Meta::YAML version 0.018'
=back

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Please submit bug reports and patches to perlbug@perl.org.

=head1 SEE ALSO

L<File::Spec>

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/META.yml

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

=head1 NAME

File::Spec::OS2 - methods for OS/2 file specs

=head1 SYNOPSIS

require File::Spec::OS2; # Done internally by File::Spec if needed

=head1 DESCRIPTION

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the implementation of these methods, not the semantics.

Amongst the changes made for OS/2 are...

=over 4

=item tmpdir

Modifies the list of places temp directory information is looked for.
$ENV{TMPDIR}
$ENV{TEMP}
$ENV{TMP}
/tmp
/

=item splitpath

Volumes can be drive letters or UNC sharenames (\server\share).

=back

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=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/lib/File/Spec/OS2.pm
No license file was found, but licenses were detected in source scan.

=back

=head1 AUTHORS

See the authors list in I<File::Spec>. Mac OS support by Paul Schinder <schinder@pobox.com> and Thomas Wegner <wegner_thomas@yahoo.com>.

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=head1 SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the implementation of these methods, not the semantics.

=cut
NAME

Cwd - get pathname of current working directory

SYNOPSIS

use Cwd;
my $dir = getcwd;

use Cwd 'abs_path';
my $abs_path = abs_path($file);

DESCRIPTION

This module provides functions for determining the pathname of the current working directory. It is recommended that getcwd (or another *cwd() function) be used in I<all> code to ensure portability.

By default, it exports the functions cwd(), getcwd(), fastcwd(), and fastgetcwd() (and, on Win32, getdcwd()) into the caller's namespace.

getcwd and friends

Each of these functions are called without arguments and return the absolute path of the current working directory.

getcwd

my $cwd = getcwd();

Returns the current working directory. On error returns C<undef>, with C<$!> set to indicate the error.

Exposes the POSIX function getcwd(3) or re-implements it if it's not available.

cwd

my $cwd = cwd();
The `cwd()` is the most natural form for the current architecture. For most systems it is identical to `pwd` (but without the trailing line terminator).

=item fastcwd

my $cwd = fastcwd();

A more dangerous version of `getcwd()`, but potentially faster.

It might conceivably `chdir()` you out of a directory that it can’t `chdir()` you back into. If `fastcwd` encounters a problem it will return `undef` but will probably leave you in a different directory. For a measure of extra security, if everything appears to have worked, the `fastcwd()` function will check that it leaves you in the same directory that it started in. If it has changed it will `C<die>` with the message “Unstable directory path, current directory changed unexpectedly”. That should never happen.

=item fastgetcwd

my $cwd = fastgetcwd();

The `fastgetcwd()` function is provided as a synonym for `cwd()`.

=item getdcwd

my $cwd = getdcwd();
my $cwd = getdcwd('C:');

The `getdcwd()` function is also provided on Win32 to get the current working directory on the specified drive, since Windows maintains a separate current working directory for each drive. If no drive is specified then the current drive is assumed.

This function simply calls the Microsoft C library `_getdcwd()` function.

=back

=head2 abs_path and friends

These functions are exported only on request. They each take a single argument and return the absolute pathname for it. If no argument is given they’ll use the current working directory.

=over 4
=item abs_path

my $abs_path = abs_path($file); 

Uses the same algorithm as getcwd(). Symbolic links and relative-path components ("." and ".") are resolved to return the canonical pathname, just like realpath(3). On error returns C<undef>, with C<$!> set to indicate the error.

=item realpath

my $abs_path = realpath($file); 

A synonym for abs_path().

=item fast_abs_path

my $abs_path = fast_abs_path($file); 

A more dangerous, but potentially faster version of abs_path.

=back

=head2 $ENV{PWD}

If you ask to override your chdir() built-in function,

use Cwd qw(chdir); 

then your PWD environment variable will be kept up to date. Note that it will only be kept up to date if all packages which use chdir import it from Cwd.

=head1 NOTES

=over 4

=item *

Since the path separators are different on some operating systems ('/' on Unix, ':' on MacPerl, etc...) we recommend you use the File::Spec modules wherever portability is a concern.

=item *

Actually, on Mac OS, the C<getcwd()>, C<fastgetcwd()> and C<fastcwd()> functions are all aliases for the C<cwd()> function, which, on Mac OS,
calls `pwd`. Likewise, the C<abs_path()> function is an alias for C<fast_abs_path()>.

=head1 AUTHOR

Originally by the perl5-porters.

Maintained by Ken Williams <KWILLIAMS@cpan.org>

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 Portions of the C code in this library are copyright (c) 1994 by the Regents of the University of California. All rights reserved. The license on this code is compatible with the licensing of the rest of the distribution - please see the source code in F<Cwd.xs> for the details.

=head1 SEE ALSO

L<File::chdir>

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/Cwd.pm
No license file was found, but licenses were detected in source scan.

=head2 Note For File::Spec::Win32 Maintainers

Novell NetWare inherits its File::Spec behaviour from File::Spec::Win32.

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SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the implementation of these methods, not the semantics.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/lib/File/Spec/VMS.pm
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SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the implementation of these methods, not the semantics.

An explanation of VMS file specs can be found at L<http://h71000.www7.hp.com/doc/731FINAL/4506/4506pro_014.html#apps_locating_naming_files>.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/lib/File/Spec/VMS.pm
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=head1 AUTHOR

o.flebbe@gmx.de

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=head1 SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the
implementation of these methods, not the semantics.

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548107_1591379771.91/0/perl-PathTools-3.74-1.el8.src.rpm-cosi-expand-archive-PySqImf9/PathTools-3.74.tar.gz-cosi-expand-archive-9rwxdSVg/PathTools-3.74/lib/File/Spec/Cygwin.pm
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1.687 idna 2.6

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

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

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

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

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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<one line to give the library's name and a brief idea of what it does.>
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
This package was debianized by Jean Pierre LeJacq <jplejacq@quoininc.com> on Wed, 25 Feb 1998. Martin Pitt <martin@piware.de> was the package's maintainer up to version 2.7.19-1. The current maintainer is Jan Dittberner <jandd@debian.org>.

It was downloaded from http://sourceforge.net/projects/cracklib

Copyright (c) 1993 Alec Muffett <alecm@crypto.dircon.co.uk>,

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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 7884
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Copyright (c) 2008-2009 Jan Dittberner <jan@dittberner.info>

Modifications: Added cronjob, configuration file, and man pages.

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Franklin St, Fifth Floor, Boston, MA 02110-1301, USA.

Copyright information:

CrackLib was originally licensed with a variant of the Artistic
license. In the interests of wider acceptance and more modern
licensing, it was switched with the original author's blessing to GPL
v2.

This approval was carried out in email discussions in 2005, and has
been reconfirmed as of 2007-10-01 with the following email from Alec
Muffett. Cracklib's license was changed from the GPL to the LGPL after
consensus of all previous developers in October 2008, effective with
release 2.8.15 released on 2009-11-19. See the email discussion below
for both license changes.

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EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected
in released code until Nov 2009 - slow release cycle...)

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Discussion thread from mailing list archive, with approval from everyone actively
involved or holding original licensing rights included.
Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
I understand that, and you're welcome to bring it up with Alec directly
and see if he wants to relicense his code as LGPL... but at this point,
it was enough to just get it consistent and documented as to what it was
released under. This wasn't actually a license change, just a
clarification of the licensing that was already in place.

-- Nathan

Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> On Behalf Of Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
>
> looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde=
r=20
> GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
> =20
> -mike

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML
On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.

the original license (before moving to sourceforge -- aka, 2.7) was not GPL-2 ... it was a modified artistic license ... i didn't notice the license change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless their applications are also GPL-2 which imo is just wrong. it isn't the place of a library to dictate to application writes what license they should be using. thus LGPL-2.1 enters to fill this void.

--mike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan

-----------------------------
Nathan Neulinger
EMail: nneul@um...
University of Missouri - Rolla
Phone: (573) 341-6679
UMR Information Technology
Fax: (573) 341-4216

---- Original Message ----
From: cracklib-devel-bounces@li... On Behalf Of Mike Frysinger
Sent: Monday, October 01, 2007 8:33 PM
To: Neulinger, Nathan
Cc: cracklib-devel@li...; Alec Muffett
Subject: Re: [Cracklib-devel] cracklib license

> On Monday 01 October 2007, Neulinger, Nathan wrote:
> > I understand that, and you're welcome to bring it up with Alec
directly
> > and see if he wants to relicense his code as LGPL... but at this
> point,
it was enough to just get it consistent and documented as to what it was
released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.
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thus LGPL-2.1 enters to fill this void.
-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y'all come up with is fine by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be linked with any code, not just GPL....

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone's best interests to have as secure systems as possible, and I think tainting it via GPL will just make it less likely that the library gets used, and will not usually cause companies/developers to GPL the dependent code (where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct
license in this situation.

Devin
--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
> > much other than cleaning up the packaging and patches and a small
> > bit of
> > additional code, so whatever licensing y'all come up with is fine
> > by me.
> >
> > I am sympathetic. Guys, what do you reckon?
> >
> > What I am hearing so far is that LGPL makes sense, since it can be
> > linked with any code, not just GPL....

My apologies for not chiming in in anything resembling a reasonable
timeframe.

I'd also suggest the LGPL, for the reason you noted above. Alternately,
GPLv2 with the option of using the library under a later version of the
GPL would permit applications which were released under version 3 of the
GPL to use the library, too, which would be sufficient for the packages
which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-05 21:27

Attachments: Message as HTML
On Monday 28 January 2008, Nalin Dahyabhai wrote:
> On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
much other than cleaning up the packaging and patches and a small
bit of
additional code, so whatever licensing y'all come up with is fine
by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL...

My apologies for not chiming in in anything resembling a reasonable
timeframe.

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GPLv2 with the option of using the library under a later version of the
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GPL to use the library, too, which would be sufficient for the packages
which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
the change now?

-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2008-10-05 23:18
>> In any case, I thank you both for working on sorting this out.
>
> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
> the change now?

yes, go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML

On Sunday 05 October 2008, Alec Muffett wrote:
>> In any case, I thank you both for working on sorting this out.
>>
> > looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we
> > make the change now?
> yes. go for it. thanks++

Nathan Neulinger is the only one who can actually make said change ...
-mike

--------
BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.
--------

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.

-------------------------------------
From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
   Mon, 1 Oct 2007 12:26:03 -0500
Received: from scanrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
   Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
   by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
   by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMT P id 191Gxtr020623
   for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
   by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMT P id 2C7734D311
   for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (helo=[192.168.1.3])
   by rutherford.zen.co.uk with esmtp (Exim 4.50)
   id 11OcX-0004Qt-6L
   for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

---------
EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)
---------

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML

looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries under GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists

-- Nathan

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18

I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.

-- Nathan

Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
> > looks like 2.8.11 is out and marked as "GPL-2" ... releasing
> > libraries under
> > GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
> > -mike

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML

On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
> it was enough to just get it consistent and documented as to what it was
> released under. This wasn't actually a license change, just a
clarification of the licensing that was already in place.

the original license (before moving to sourceforge -- aka, 2.7) was not GPL-2 ... it was a modified artistic license ... i didn't notice the license change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless their applications are also GPL-2 which IMO is just wrong. it isn't the place of a library to dictate to application writers what license they should be using.

thus LGPL-2.1 enters to fill this void.

Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan

Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

-----Original Message-----
From: cracklib-devel-bounces@li... [mailto:cracklib-devel-bounces@li...] On Behalf Of Mike Frysinger
Sent: Monday, October 01, 2007 8:33 PM
To: Neulinger, Nathan
Cc: cracklib-devel@li...; Alec Muffett
Subject: Re: [Cracklib-devel] cracklib license

On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec
directly
> and see if he wants to relicense his code as LGPL... but at this
point,
> it was enough to just get it consistent and documented as to what
it was
> > released under. This wasn't actually a license change, just a
> > clarification of the licensing that was already in place.
> >=20
> > the original license (before moving to sourceforge -- aka, 2.7) was
> > not
> > GPL-2 ... it was a modified artistic license ... i didn't notice the
> > license
> > change until it was mentioned in the latest notes.
> >=20
> > unlike the old license, GPL-2 prevents people from using cracklib
> > unless their
> > applications are also GPL-2 which imo is just wrong. it isn't the
> > place of a
> > library to dictact to application writes what license they should
> > be using.
> > thus LGPL-2.1 enters to fill this void.
> > -mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
> Seems like the ideal thing here would be for you and the other distro
> maintainers to get together with Alec in a conversation and come to a
decision as to what licensing scheme y'all want. I haven't really done
> much other than cleaning up the packaging and patches and a small
> bit of
> > additional code, so whatever licensing y'all come up with is fine
> > by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL....

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone's
best interests to have as secure systems as possible, and I think tainting
it via GPL will just make it less likely that the library gets used, and
will not usually cause companies/developers to GPL the dependent code
(where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct
license in this situation.
Devin
--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
> > much other than cleaning up the packaging and patches and a small
> > bit of
> > additional code, so whatever licensing y'all come up with is fine
> > by me.
> > I am sympathetic. Guys, what do you reckon?
> > What I am hearing so far is that LGPL makes sense, since it can be
> > linked with any code, not just GPL...

My apologies for not chiming in in anything resembling a reasonable
timeframe.

I'd also suggest the LGPL, for the reason you noted above. Alternately,
GPLv2 with the option of using the library under a later version of the
GPL would permit applications which were released under version 3 of the
GPL to use the library, too, which would be sufficient for the packages
which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-05 21:27

Attachments: Message as HTML
On Monday 28 January 2008, Nalin Dahyabhai wrote:
> On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
> > much other than cleaning up the packaging and patches and a small
> > bit of
> > > additional code, so whatever licensing y'all come up with is fine
> > > by me.
> > >
> > > I am sympathetic. Guys, what do you reckon?
> > >
> > > What I am hearing so far is that LGPL makes sense, since it can be
> > > linked with any code, not just GPL....
> > 
> > My apologies for not chiming in in anything resembling a reasonable
> > timeframe.
> >
> > I'd also suggest the LGPL, for the reason you noted above. Alternately,
> > GPLv2 with the option of using the library under a later version of the
> > GPL would permit applications which were released under version 3 of the
> > GPL to use the library, too, which would be sufficient for the packages
> > which are included in Fedora. FWIW, I'd personally lean toward LGPL.
> >
> > In any case, I thank you both for working on sorting this out.

looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
the change now?

-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2008-10-05 23:18
>> In any case, I thank you both for working on sorting this out.
>
> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
> the change now?

yes. go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML
On Sunday 05 October 2008, Alec Muffett wrote:
> >> In any case, I thank you both for working on sorting this out.
> >
> > looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we
> > make the change now?
> >
> > yes. go for it. thanks++
Nathan Neulinger is the only one who can actually make said change ...
-mike

---------
BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.
---------

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.

From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
  Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
  Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
  by scanin-ipv6.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
  by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id l91Gxtpr020623
  for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0000
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
  by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMTP id 2C7734D311
  for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (helo=[192.168.1.3])
  by rutherford.zen.co.uk with esmtp (Exim 4.50)
  id 1IcOX-0004Qt-6L
  for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain>
  <EC90713277D2BE41B7110CCD74E235CEF44F38@UMR-CMAIL1.umr.edu>
> ---------- Forwarded message ----------
> From: Neulinger, Nathan <nneul@umr.edu>
> Date: Sep 27, 2007 2:58 PM
> Subject: RE: cracklib license
> To: alecm@crypto.dircon.co.uk
>
> Any chance you could write me a self-contained email stating clearly
> that the license is being changed to GPL, so I could include that
> email
> in the repository and clean up the repository/tarballs? I have all the
> original discussion, but something succinct and self contained
> would be
> ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

1.696 wso2-carbon-event-input-adapter-core

5.1.42

1.696.1 Available under license :

Apache License

Version 2.0, January 2004
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1.697 debian-archive-keyring 2017.5+deb9u1
1.697.1 Available under license :
This is Debian GNU's GnuPG keyrings of archive keys.

This package was originally put together by Michael Vogt
<mvo@debian.org>

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based on the debian-keyring package maintained by James Troup

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1.698 jooq-codegen 3.12.3
1.698.1 Available under license :
No license file was found, but licenses were detected in source scan.

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

Found in path(s):
* /opt/cola/permits/1274596312_1645218574.27/0/jooq-codegen-3-12-3-sources-jar/META-INF/maven/org.jooq/jooq-codegen/pom.xml
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 *
 */

Found in path(s):
* /opt/cola/permits/1274596312_1645218574.27/0/jooq-codegen-3-12-3-sources-jar/org/jooq/codegen/Files.java
* /opt/cola/permits/1274596312_1645218574.27/0/jooq-codegen-3-12-3-sources-jar/org/jooq/codegen/KeepNamesGeneratorStrategy.java
* /opt/cola/permits/1274596312_1645218574.27/0/jooq-codegen-3-12-3-sources-jar/org/jooq/codegen/GenerationUtil.java
* /opt/cola/permits/1274596312_1645218574.27/0/jooq-codegen-3-12-3-sources-jar/org/jooq/codegen/AbstractGenerator.java
1.699 cups 1.6.3 40.el7

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<OL TYPE="a">

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</PRE>

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</PRE>

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<PRE>
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type `show w'. This is free software, and you are welcome
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</PRE>

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(which makes passes at compilers) written
by James Hacker.

VAR>signature of Ty Coon</VAR>, 1 April 1989
Ty Coon, President of Vice
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<P>Version 2, June 1991

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<OL TYPE="a">

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<P>
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Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (a, b) => ... }`
val x: ((Int, Int) => Int) = ((((a, b)) => a)
^ not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
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    Either create a single parameter accepting the Tuple2,
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val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
^ not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
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val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^ 3 errors

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Zstd-jni: JNI bindings to Zstd Library

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1.725 kotlin 1.4.0

1.725.1 Available under license:

No license file was found, but licenses were detected in source scan.
function (Kotlin) {
    var _ = Kotlin;

    insertContent();
}));

/*
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 */

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

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

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

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

Kotlin.isIntArray = function (a) {
    return a instanceof Int32Array
};

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

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

Kotlin.isArray = function (a) {
    return Array.isArray(a) && !a.$type$;
};

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

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

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

Kotlin.arrayEquals = function (a, b) {
    if (a === b) {
        return true;
    }
    if (a === null || b === null || !Kotlin.isArrayish(b) || a.length !== b.length) {
        return false;
    }

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

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

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

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

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

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 */

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

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

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

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

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

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

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

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

Kotlin.getCallableRef = function(name, f) {
    f.callableName = name;
    return f;
};

Kotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {
    getter.get = getter;
    getter.set = setter;
    getter.callableName = name;
    return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);
}

function getPropertyRefClass(obj, setter, cache) {
    obj.$metadata$ = getPropertyRefMetadata(typeof setter === "function" ? cache.mutable : cache.immutable);
    obj.constructor = obj;
    return obj;
}

function getPropertyRefMetadata(cache) {
    if (cache.value === null) {
        cache.value = {
            interfaces: [cache.implementedInterface()],
            baseClass: null,
            functions: [],
            properties: [],
            types: [],
            staticMembers: [],
        }
    }
    return cache.value;
}

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8120
ZERO, ONE, NEG_ONE, etc. are defined below the `// from*` methods on which they depend. A cache of the Long representations of small integer values.

```javascript
/**
 * A cache of the Long representations of small integer values.
 * @type {Object}
 * @private
 */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} value The 32-bit integer in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

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

/**
 * Returns a Long representing the 64-bit integer that comes by concatenating
 * the given high and low bits. Each is assumed to use 32 bits.
 * @param {number} lowBits The low 32-bits.
 * @param {number} highBits The high 32-bits.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromBits = function(lowBits, highBits) {
  return new Kotlin.Long(lowBits, highBits);
};

/**
 * Converts this number value to 'Long'. The fractional part, if any, is rounded down towards zero.
 * @param {number} value The number in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long(
        (value % Kotlin.Long.TWO_PWR_32_DBL_) | 0,
        (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }
}
```

**NOTE:** The compiler should inline these constant values below and then remove the variables, so there should be no runtime penalty for these. User number used repeated below in calculations. This must appear before the first call to any from* function below.
Kotlin.Long.fromInt(-1);\n\n/** @type {!Kotlin.Long} */
Kotlin.Long.MAX_VALUE =
Kotlin.Long.fromInt(1 << 24);\n\n/** @type {!Kotlin.Long} */
Kotlin.Long.MIN_VALUE =
Kotlin.Long.fromInt(0);\n\n/** @type {!Kotlin.Long} */
Kotlin.Long.TWO_PWR_24_ =
Kotlin.Long.fromInt(1 << 24);\n\n/**
 * @type {!Kotlin.Long}
 * @private
 */
Kotlin.Long.TWO_PWR_24_ =
Kotlin.Long.fromInt(1 << 24);\n\n/** @return {number} The value, assuming it is a 32-bit integer. */
Kotlin.Long.prototype.toInt = function() {\n  return this.high_ ^
this.low_;\n}\n\n/** @return {number} The closest floating-point representation to this value. */
Kotlin.Long.prototype.toNumber =
function() {\n  return this.high_ *
this.TWO_PWR_32_DBL_ +
this.low_;\n}\n\n/** @return {number} The 32-bit hashCode of this value. */
Kotlin.Long.prototype.hashCode =
function() {\n  return this.high_ ^
this.low_;\n}\n\n/**
 * @return {number} The high 32-bits as a signed value. */
Kotlin.Long.prototype.getHighBits =
function() {\n  return this.high_;\n}\n\n/** @return {number} The low 32-bits as an unsigned value. */
Kotlin.Long.prototype.getLowBitsUnsigned =
function() {\n  return (this.low_ >=
0) ?
this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ +
this.low_;\n}\n\n/**
 * @return {number} Returns the number of bits needed to represent the absolute
 * value of this Long. */
Kotlin.Long.prototype.getNumBitsAbs =
function() {\n  if (this.isZero()) {\n    return 64;\n  } else {\n    return (this.high_ != 0) ?
this.high_ : this.low_;\n  }\n}\n\n/** @return {boolean} Whether this value is zero. */
Kotlin.Long.prototype.isZero =
function() {\n  return this.high_ ==
0 && this.low_ == 0;\n}\n\n/** @return {boolean} Whether this value is negative. */
Kotlin.Long.prototype.isNegative =
function() {\n  return this.high_ <
0;\n}\n\n/** @return {boolean} Whether this value is odd. */
Kotlin.Long.prototype.isOdd =
function() {\n  return (this.low_ &
1) == 1;\n}\n\n/** @return {boolean} Whether this value is less than another. */
Kotlin.Long.prototype.lessThan =
function() {\n  return (this.high_ <
other.high_) \n&&
(this.low_ <
other.low_);\n}\n\n/** @return {boolean} Whether this value is less than or equal to another. */
Kotlin.Long.prototype.lessThanOrEqual =
function() {\n  return (this.high_ <=
other.high_) \n&&
(this.low_ <=
other.low_);\n}\n\n/** @return {boolean} Whether this value is greater than another. */
Kotlin.Long.prototype.greaterThan =
function() {\n  return (this.high_ >
other.high_) \n||
(this.low_ >
other.low_);\n}\n\n/** @return {Kotlin.Long} Long other to compare against. */
Kotlin.Long.prototype.equalsLong =
function(other) {\n  return (this.high_ ==
other.high_) \n&&
(this.low_ ==
other.low_);\n}\n\n/** @return {Kotlin.Long} Other Long to compare against. */
Kotlin.Long.prototype.equals =
function() {\n  return (this.high_ ==
this.high_) \n&&
(this.low_ ==
this.low_);\n}\n\n/** @return {Kotlin.Long} Other Long to compare against. */
Kotlin.Long.prototype.compare =
function() {\n  return this.compare(other) < 0;\n}\n\n/** @return {Kotlin.Long} Other Long to compare against. */
Kotlin.Long.prototype.compareOrEqual =
function() {\n  return this.compare(\nother) <= 0;\n}\n\n```
@param {Kotlin.Long} other Long to compare against.

* @return {boolean} Whether this Long is greater than or equal to the other.

* @return {long} The negation of this value.

* @param {Kotlin.Long} other Long to subtract from this one.

* @return {long} This Long divided by the given one.

* @return {number} Compares this Long with the given one.

* @return {long} The sum of this and the given Long.

* @return {long} Compares this Long with the given one.

* @return {number} Returns the difference of this and the given Long.

* @return {long} The long result of this expression.

* @return {number} Returns the result of this expression.

* @return {long} The long result of this expression.

* @return {long} Returns the result of this expression.

* @return {long} Returns the result of this expression.
by the given amount, with\n * zeros placed into the new leading bits.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount, with\n * zeros placed into the new leading bits.\n */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >>> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
    } else {
      return Kotlin.Long.fromBits(high >>> numBits, 0);
    }
  }
};

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

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

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

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

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

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

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

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
};
Int32Array(buf);\n var lowIndex = 0;\n var highIndex = 1;\n\n bufFloat64[0] = -1; // bff00000_00000000\n if
(bufInt32[lowIndex] !== 0) {\n
lowIndex = 1;\n
highIndex = 0;\n }\n\n Kotlin.doubleToBits =
function(value) {\n
return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);\n };\n\n
Kotlin.doubleToRawBits = function(value) {\n
bufFloat64[0] = value;\n
return
Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n };\n\n Kotlin.doubleFromBits =
function(value) {\n
bufInt32[lowIndex] = value.low_;\n
bufInt32[highIndex] = value.high_;\n
return
bufFloat64[0];\n };\n\n Kotlin.floatToBits = function(value) {\n
return Kotlin.floatToRawBits(isNaN(value)
? NaN : value);\n };\n\n Kotlin.floatToRawBits = function(value) {\n
bufFloat32[0] = value;\n
return
bufInt32[0];\n };\n\n Kotlin.floatFromBits = function(value) {\n
bufInt32[0] = value;\n
return
bufFloat32[0];\n };\n\n // returns zero value for number with positive sign bit and non-zero value for number
with negative sign bit.\n Kotlin.doubleSignBit = function(value) {\n
bufFloat64[0] = value;\n
return
bufInt32[highIndex] & 0x80000000;\n };\n\n Kotlin.numberHashCode = function(obj) {\n
if ((obj | 0) ===
obj) {\n
return obj | 0;\n
}\n
else {\n
bufFloat64[0] = obj;\n
return (bufInt32[highIndex]
* 31 | 0) + bufInt32[lowIndex] | 0;\n
}\n }\n})();\n\nKotlin.ensureNotNull = function(x) {\n return x != null
? x : Kotlin.throwNPE();\n};\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\nif (typeof String.prototype.startsWith === \"undefined\") {\n
Object.defineProperty(String.prototype, \"startsWith\", {\n
value: function (searchString, position) {\n
position = position || 0;\n
return this.lastIndexOf(searchString, position) === position;\n
}\n });\n}\nif
(typeof String.prototype.endsWith === \"undefined\") {\n Object.defineProperty(String.prototype, \"endsWith\",
{\n
value: function (searchString, position) {\n
var subjectString = this.toString();\n
if (position
=== undefined || position > subjectString.length) {\n
position = subjectString.length;\n
}\n
position -= searchString.length;\n
var lastIndex = subjectString.indexOf(searchString, position);\n
return lastIndex !== -1 && lastIndex === position;\n
}\n });\n}\n// ES6 Math polyfills\nif (typeof Math.sign
=== \"undefined\") {\n Math.sign = function(x) {\n
x = +x; // convert to a number\n
if (x === 0 ||
isNaN(x)) {\n
return Number(x);\n
}\n
return x > 0 ? 1 : -1;\n };\n}\nif (typeof Math.trunc ===
\"undefined\") {\n Math.trunc = function(x) {\n
if (isNaN(x)) {\n
return NaN;\n
}\n
if (x > 0)
{\n
return Math.floor(x);\n
}\n
return Math.ceil(x);\n };\n}\n\n(function() {\n var epsilon =
2.220446049250313E-16;\n var taylor_2_bound = Math.sqrt(epsilon);\n var taylor_n_bound =
Math.sqrt(taylor_2_bound);\n var upper_taylor_2_bound = 1/taylor_2_bound;\n var upper_taylor_n_bound =
1/taylor_n_bound;\n\n if (typeof Math.sinh === \"undefined\") {\n
Math.sinh = function(x) {\n
if
(Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) > taylor_2_bound) {\n
result += (x * x * x) / 6;\n
}\n
return result;\n
} else {\n
var y =
Math.exp(x);\n
var y1 = 1 / y;\n
if (!isFinite(y)) return Math.exp(x - Math.LN2);\n
if
(!isFinite(y1)) return -Math.exp(-x - Math.LN2);\n
return (y - y1) / 2;\n
}\n
};\n }\n if
(typeof Math.cosh === \"undefined\") {\n
Math.cosh = function(x) {\n
var y = Math.exp(x);\n
var
y1 = 1 / y;\n
if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);\n
return (y +
y1) / 2;\n
};\n }\n\n if (typeof Math.tanh === \"undefined\") {\n
Math.tanh = function(x){\n
if
(Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) > taylor_2_bound) {\n
result -= (x * x * x) / 3;\n
}\n
return result;\n
}\n
else {\n
var a =
Math.exp(+x), b = Math.exp(-x);\n
return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n
}\n
};\n }\n\n // Inverse hyperbolic function implementations derived from boost special math functions,\n
// Copyright Eric Ford & Hubert Holin 2001.\n\n if (typeof Math.asinh === \"undefined\") {\n
var asinh =
function(x) {\n
if (x >= +taylor_n_bound)\n
{\n
if (x > upper_taylor_n_bound)\n
{\n
if (x > upper_taylor_2_bound)\n
{\n
// approximation by laurent series in
1/x at 0+ order from -1 to 0\n
return Math.log(x) + Math.LN2;\n
}\n
else\n
{\n
// approximation by laurent series in 1/x at 0+ order from -1 to 1\n
return
Math.log(x * 2 + (1 / (x * 2)));\n
}\n
}\n
else\n
{\n
return

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Uint16Array, Int32Array, Float32Array, Float64Array

```javascript
(function() {
    var arrays = Uint16Array, Int32Array, Float32Array, Float64Array;
    for (var i = 0; i < arrays.length; ++i) {
        var TypedArray = arrays[i];
        if (typeof TypedArray.prototype.fill === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'fill', {
                value: Array.prototype.fill
            });
        }
        // Patch apply to work with TypedArrays if needed.
        try {
            (function() {}).apply(null, new Int32Array(0))
        } catch (e) {
            if (typeof TypedArray.prototype.slice === "undefined") {
                Object.defineProperty(TypedArray.prototype, 'slice', {
                    value: typedArraySlice
                });
            }
            if (typeof TypedArray.prototype.sort === "undefined") {
                Object.defineProperty(TypedArray.prototype, 'sort', {
                    value: function(compareFunction) {
                        return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);
                    }
                });
            }
        }
    }

    // Patch apply to work with TypedArrays if needed.
    try {
        (function() {}).apply(null, new Int32Array(0))
    } catch (e) {
        var apply = Function.prototype.apply;
        Object.defineProperty(Function.prototype, 'apply', {
            value: function(self, array) {
                return apply.call(this, self, [].slice.call(array));
            }
        });
    }

    // Patch sort to work with TypedArrays if needed.
    var totalOrderComparator = function (a, b) {
        if (a < b) return -1;
        if (a > b) return 1;
        if (a === b) {
            if (a !== 0) return 0;
            var ia = 1 / a;
            return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
        }
        return a !== a ? (b !== b ? 0 : 1) : -1;
    };

    for (var i = 0; i < arrays.length; ++i) {
        var TypedArray = arrays[i];
        if (typeof TypedArray.prototype.sort === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'sort', {
                value: function(compareFunction) {
                    return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);
                }
            });
        }
    }
})();

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. 
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

Kotlin.Kind = {CLASS: "class", INTERFACE: "interface", OBJECT: "object"};

Kotlin.callGetter = function (thisObject, klass, propertyName) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.get != null) {
        return propertyDescriptor.get.call(thisObject);
    }
    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        return thisObject[propertyName];
    }
    return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);
}

Kotlin.callSetter = function (thisObject, klass, propertyName, value) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.set != null) {
        propertyDescriptor.set.call(thisObject, value);
        return;
    }
    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        thisObject[propertyName] = value;
        return
    }
    Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName);
}

Kotlin.isType = function (object, klass) {
    if (klass === Object) {
        switch (typeof object) {
            case "string":
            case "number":
            case "boolean":
                return true;
            default:
                return object instanceof Object;
        }
    }
    if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
        return false;
    }
    if (typeof klass !== "function" && & object instanceof klass) {
        return true;
    }
    var proto = Object.getPrototypeOf(klass);
    if (proto != null ? Object.isPrototypeOf(proto) : null) {
        return superConstructor !== undefined && superConstructor && isInheritanceFromInterface(superConstructor, iface);
    }
}
```
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https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

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

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component1(): T {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component1(): Byte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component1(): Short {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component1(): Int {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component1(): Long {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component1(): Float {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component1(): Double {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component1(): Boolean {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component1(): Char {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component2(): T {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component2(): Byte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component2(): Short {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component2(): Int {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component2(): Long {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component2(): Float {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(): Double {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(): Boolean {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(): Char {
    return get(1)
}
*An@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n
*An@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\n
*/
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(): Double {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(): Boolean {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(): Char {
    return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component3(): T {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component3(): Byte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component3(): Short {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component3(): Int {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component3(): Long {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component3(): Float {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component3(): Double {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component3(): Boolean {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component3(): Char {
    return get(2)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component4(): T {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component4(): Byte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component4(): Short {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

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`@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component5(): T {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}
indexOf(element) >= 0

/**
 * Returns `true` if [element] is found in the array.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use `any { it == element }` instead to continue using this behavior, or `.asList().contains(element: T)` to get the same search behavior as in a list!", ReplaceWith("any { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@Suppress("DEPRECATION")
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use `any { it == element }` instead to continue using this behavior, or `.asList().contains(element: T)` to get the same search behavior as in a list!", ReplaceWith("any { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@Suppress("DEPRECATION")
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> CharArray.elementAt(index: Int): Char

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

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

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

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

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

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

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

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

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

>Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrElse

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

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

    Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrElse

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

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

    Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrElse

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

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

    Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrElse

DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

    Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrElse

BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrElse

CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrElse

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

    return this.getOrNull(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

ByteArray.elementAtOrNull(index: Int): Byte? {

    return this.getOrNull(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

ShortArray.elementAtOrNull(index: Int): Short? {

    return this.getOrNull(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

IntArray.elementAtOrNull(index: Int): Int? {

    return this.getOrNull(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

LongArray.elementAtOrNull(index: Int): Long? {

    return this.getOrNull(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

FloatArray.elementAtOrNull(index: Int): Float? {

    return this.getOrNull(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull

DoubleArray.elementAtOrNull(index: Int): Double? {

    return this.getOrNull(index)

    Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

@sample samples.collections.Collections.Elements.elementAtOrNull
**BooleanArray.elementAtOrNull(index: Int): Boolean?**

- Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

**CharArray.elementAtOrNull(index: Int): Char?**

- Returns the first element matching the given [predicate], or `null` if no such element was found.

**IntArray.find(predicate: (Int) -> Boolean): Int?**

- Returns the first element matching the given [predicate], or `null` if no such element was found.

**LongArray.findLast(predicate: (Long) -> Boolean): Long?**

- Returns the last element matching the given [predicate], or `null` if no such element was found.

**Saved examples:**

- `samples.collections.Collections.Elements[elementAtOr=2]`
FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

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

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

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

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

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

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

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

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

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

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

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

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

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
*\npublic inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.\")
}

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

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.\n */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public inline fun CharArray.firstOrNull(): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.\n */
public fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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

Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
ByteArray.lastIndexOf(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

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

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

public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.
    
    return this.lastIndex
}")
    return this.lastIndex
}

public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.
    
    return this.lastIndex
}")
    return this.lastIndex
}

public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.
    
    return this.lastIndex
}")
    return this.lastIndex
}

public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.
    
    return this.lastIndex
}")
    return this.lastIndex
}

public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.
    
    return this.lastIndex
}")
    return this.lastIndex
}

public fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.
    
    return this.lastIndex
}")
    return this.lastIndex
}

public fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.
    
    return this.lastIndex
}")
    return this.lastIndex
}

public fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}

public fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}

public fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}

public fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}

public fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}

public fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}

public fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}

public fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.
")
}
```kotlin
/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1]
}

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

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

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

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

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

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

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

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun BooleanArray.lastIndexOf(element: Boolean): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

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

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

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

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

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

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    if (element == null) {
        return index
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public fun fun ByteArray.lastIndexOf(element: Byte): Int {
    if (element == null) {
        return index
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public fun fun DoubleArray.lastIndexOf(element: Double): Int {
    if (element == null) {
        return index
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public fun fun CharArray.lastIndexOf(element: Char): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

the last element matching the given [predicate], or `null` if no such element was found.

```kotlin
/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

 /**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean {
    return random(Random)
}
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
    return random(Random())
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun <T> Array<out T>.random(random: Random): T { if (isEmpty()) throw NoSuchElementException("Array is empty.") return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ShortArray.random(random: Random): Short { if (isEmpty()) throw NoSuchElementException("Array is empty.") return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun IntArray.random(random: Random): Int { if (isEmpty()) throw NoSuchElementException("Array is empty.") return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun LongArray.random(random: Random): Long { if (isEmpty()) throw NoSuchElementException("Array is empty.") return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun FloatArray.random(random: Random): Float { if (isEmpty()) throw NoSuchElementException("Array is empty.") return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double { if (isEmpty()) throw NoSuchElementException("Array is empty.") return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun ByteArray.randomOrNull(): Byte? { if (isEmpty()) return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun ShortArray.randomOrNull(): Short? { if (isEmpty()) return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun IntArray.randomOrNull(): Int? { if (isEmpty()) return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun LongArray.randomOrNull(): Long? { if (isEmpty()) return randomOrNull(Random())
}
random element from this array, or `null` if this array is empty.

*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@kotlin.internal.InlineOnly\public inline fun FloatArray.randomOrNull(): Float? {\n    return randomOrNull(Random)\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@kotlin.internal.InlineOnly\public inline fun DoubleArray.randomOrNull(): Double? {\n    return randomOrNull(Random)\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@kotlin.internal.InlineOnly\public inline fun BooleanArray.randomOrNull(): Boolean? {\n    return randomOrNull(Random)\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@kotlin.internal.InlineOnly\public inline fun CharArray.randomOrNull(): Char? {\n    return randomOrNull(Random)\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun <T> Array<out T>.randomOrNull(random: Random): T? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun ByteArray.randomOrNull(random: Random): Byte? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun ShortArray.randomOrNull(random: Random): Short? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun IntArray.randomOrNull(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun LongArray.randomOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun FloatArray.randomOrNull(random: Random): Float? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun DoubleArray.randomOrNull(random: Random): Double? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun BooleanArray.randomOrNull(random: Random): Boolean? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun CharArray.randomOrNull(random: Random): Char? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun ByteIterable.randomOrNull(random: Random): Byte? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun ShortIterable.randomOrNull(random: Random): Short? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun IntIterable.randomOrNull(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun LongIterable.randomOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun FloatIterable.randomOrNull(random: Random): Float? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun DoubleIterable.randomOrNull(random: Random): Double? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun BooleanIterable.randomOrNull(random: Random): Boolean? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun CharIterable.randomOrNull(random: Random): Char? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun ByteArray.randomOrElse(random: Random): Byte? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun ShortArray.randomOrElse(random: Random): Short? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun IntArray.randomOrElse(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun LongArray.randomOrElse(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun FloatArray.randomOrElse(random: Random): Float? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun DoubleArray.randomOrElse(random: Random): Double? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun BooleanArray.randomOrElse(random: Random): Boolean? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\@public fun CharArray.randomOrElse(random: Random): Char? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n} \n
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has more than one element.

`*/
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw RuntimeException("Array has more than one element.")
    }
}

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {\n    var single: Long? \n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.") \n            single = element\n        \n        @Suppress("UNCHECKED_CAST") return single as Long\n    } \n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") \n    @Suppress("UNCHECKED_CAST") return single as Long\n}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {\n    var single: Float? \n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.") \n            single = element\n        \n        @Suppress("UNCHECKED_CAST") return single as Float\n    } \n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") \n    @Suppress("UNCHECKED_CAST") return single as Float\n}

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

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {\n    var single: Boolean? \n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.") \n            single = element\n        \n        @Suppress("UNCHECKED_CAST") return single as Boolean\n    } \n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") \n    @Suppress("UNCHECKED_CAST") return single as Boolean\n}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */
public fun <T> Array<out T>.singleOrNull(): T? {\n    return if (size == 1) this[0] else null\n}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */
public fun ByteArray.singleOrNull(): Byte? {\n    return if (size == 1) this[0] else null\n}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */
public fun ShortArray.singleOrNull(): Short? {\n    return if (size == 1) this[0] else null\n}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */
public fun IntArray.singleOrNull(): Int? {\n    return if (size == 1) this[0] else null\n}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */
public fun LongArray.singleOrNull(): Long? {\n    return if (size == 1) this[0] else null\n}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */
public fun FloatArray.singleOrNull(): Float? {\n    return if (size == 1) this[0] else null\n}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */
public fun DoubleArray.singleOrNull(): Double? {\n    return if (size == 1) this[0] else null\n}

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

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.
 * 
 * @sample
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8149**
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.drop(n: Int): List<Short> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.drop(n: Int): List<Int> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.drop(n: Int): List<Long> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun FloatArray.drop(n: Int): List<Float> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun DoubleArray.drop(n: Int): List<Double> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun BooleanArray.drop(n: Int): List<Boolean>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun CharArray.drop(n: Int): List<Char> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Array<out T>.dropLast(n: Int): List<T>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.dropLast(n: Int): List<Byte> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.dropLast(n: Int): List<Short> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.dropLast(n: Int): List<Int> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.dropLast(n: Int): List<Long> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -

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n).coerceAtLeast(0))\n|\n|n/*n*/n* Returns a list containing all elements except last [n] elements.\n|n* \n|n* @throws IllegalArgumentException if [n] is negative.\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun FloatArray.dropLast(n: Int): List<Float> {\n|n require(n >= 0) \n|\n|n return take((size - n).coerceAtLeast(0))\n|\n|n/*n*/n* Returns a list containing all elements except last [n] elements.\n|n* \n|n* @throws IllegalArgumentException if [n] is negative.\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun DoubleArray.dropLast(n: Int: Int): List<Double> {\n|n require(n >= 0) \n|\n|n return take((size - n).coerceAtLeast(0))\n|\n|n/*n*/n* Returns a list containing all elements except last [n] elements.\n|n* \n|n* @throws IllegalArgumentException if [n] is negative.\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun BooleanArray.dropLast(n: Int): List<Boolean> {\n|n require(n >= 0) \n|\n|n return take((size - n).coerceAtLeast(0))\n|\n|n/*n*/n* Returns a list containing all elements except last [n] elements.\n|n* \n|n* @throws IllegalArgumentException if [n] is negative.\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun CharArray.dropLast(n: Int): List<Char> {\n|n require(n >= 0) \n|\n|n return take((size - n).coerceAtLeast(0))\n|\n|n/*n*/n* Returns a list containing all elements except last [n] elements that satisfy the given [predicate].\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun byteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n|n for (index in lastIndex downTo 0) \n|\n|n if (!predicate(this[index])) {\n|n return take(index + 1)\n|\n|n return emptyList()\n|\n|n/*n*/n* Returns a list containing all elements except last elements that satisfy the given [predicate].\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {\n|n for (index in lastIndex downTo 0) \n|\n|n if (!predicate(this[index])) {\n|n return take(index + 1)\n|\n|n return emptyList()\n|\n|n/*n*/n* Returns a list containing all elements except last elements that satisfy the given [predicate].\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {\n|n for (index in lastIndex downTo 0) \n|\n|n if (!predicate(this[index])) {\n|n return take(index + 1)\n|\n|n return emptyList()\n|\n|n/*n*/n* Returns a list containing all elements except last elements that satisfy the given [predicate].\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {\n|n for (index in lastIndex downTo 0) \n|\n|n if (!predicate(this[index])) {\n|n return take(index + 1)\n|\n|n return emptyList()\n|\n|n/*n*/n* Returns a list containing all elements except last elements that satisfy the given [predicate].\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {\n|n for (index in lastIndex downTo 0) \n|\n|n if (!predicate(this[index])) {\n|n return take(index + 1)\n|\n|n return emptyList()\n|\n|n/*n*/n* Returns a list containing all elements except last elements that satisfy the given [predicate].\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {\n|n for (index in lastIndex downTo 0) \n|\n|n if (!predicate(this[index])) {\n|n return take(index + 1)\n|\n|n return emptyList()\n|\n|n/*n*/n* Returns a list containing all elements except last elements that satisfy the given [predicate].\n|n* \n|n* @sample
samples.collections.Collections.Transformations.drop\n*/\n|\n|n*public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n|n for (index in lastIndex downTo 0) \n|\n|n if (!predicate(this[index])) {\n|n return take(index + 1)\n|\n|n return
samples.collections.Collections.Filtering.filter

```kotlin
public inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {
    return filterTo(ArrayList<Byte>(), predicate)
}

public inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {
    return filterTo(ArrayList<Short>(), predicate)
}

public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return filterTo(ArrayList<Int>(), predicate)
}

public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return filterTo(ArrayList<Long>(), predicate)
}

public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return filterTo(ArrayList<Float>(), predicate)
}

public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return filterTo(ArrayList<Double>(), predicate)
}

public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)
}

public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)
}
```

```kotlin
public inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}
```

```kotlin
public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}

public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)
}

public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)
}

public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}
```

```kotlin
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}
```

```kotlin
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}
```

```kotlin
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}
```

returns the result of predicate evaluation on the element.

```kotlin
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}
```

```kotlin
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}
```

```kotlin
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}
```

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

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

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

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

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

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

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

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * @param [destination] the destination to which elements matching the given predicate will be appended.
 * @return a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <R : Any> Array<out R>.filterIsInstance(): List<R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * @param [destination] the destination to which elements matching the given predicate will be appended.
 * @return a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <R : Any, C : MutableCollection<in R>> Array<out R>.filterIsInstanceTo(destination: C, predicate: (Int, R) -> Boolean): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are not `null`.
 * @return a list containing all elements that are not `null`.
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Returns a list containing all elements that are not `null`.
 * @return a list containing all elements that are not `null`.
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public inline fun <T : Any> Array<out T?>.filterNotNullTo(destination: T): T {
    for (element in this) if (element is T) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are not `null`.
 * @return a list containing all elements that are not `null`.
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public inline fun <T : Any> Array<out T?>.filterNullTo(destination: T): T {
    for (element in this) if (element is T) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are not `null`.
 * @return a list containing all elements that are not `null`.
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public fun <T : Any> Array<out T?>.filterNull(): List<T> {
    return filterNullTo(ArrayList<T>())
}

/**
 * Returns a list containing all elements that are not `null`.
 * @return a list containing all elements that are not `null`.
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public inline fun <T : Any> Array<out T?>.filterNullTo(destination: T): T {
    for (element in this) if (element is T) destination.add(element)
    return destination
}
Appends all elements that are not `null` to the given [destination].

```kotlin
@sample samples.collections.Collections.Filtering.filterNotNullTo

public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Byte> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Short> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Int> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Long> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Float> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Double> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Boolean> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Char> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Byte> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Char> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Byte> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Short> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Int> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Long> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Float> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Double> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Boolean> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Char> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public inline fun <Byte> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```
Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n
//**
// * Appends all elements matching the given [predicate] to the given [destination].\n// * \n// * @sample samples.collections.Collections.Filtering.filterTo
// */
public inline fun <T>咸阳.filterTo(destination: C, predicate: (T) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableList<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableList<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableList<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun <T>咸阳.slice(indices: IntRange): List<T> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun ByteArray.slice(indices: IntRange): List<Byte> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun ShortArray.slice(indices: IntRange): List<Short> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun IntArray.slice(indices: IntRange): List<Int> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun LongArray.slice(indices: IntRange): List<Long> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun FloatArray.slice(indices: IntRange): List<Float> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun DoubleArray.slice(indices: IntRange): List<Double> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun CharArray.slice(indices: IntRange): List<Char> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n
/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
public fun <T>咸阳.slice(indices: Iterable<Int>): List<T> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<T>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8157
```kotlin
var targetIndex = 0
for (sourceIndex in indices) {
    result[targetIndex++] = this[sourceIndex]
}

BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    val result = BooleanArray(indices.size)
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {
    val result = DoubleArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

LongArray.sliceArray(indices: Collection<Int>): LongArray {
    val result = LongArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    val result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

CharArray.sliceArray(indices: Collection<Int>): CharArray {
    val result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
```

The above code snippet demonstrates how to slice arrays in Kotlin. It includes the necessary import statements and uses custom functions to slice various types of arrays (BooleanArray, DoubleArray, IntArray, LongArray, and ByteArray) based on specified indices.
public fun LongArray.take(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Long>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @param indices List of Int elements indicating the start and end indices.
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 * ```kotlin
 * ```
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 */
public fun IntArray.take(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Int>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @param indices List of Int elements indicating the start and end indices.
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 * ```kotlin
 * ```
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 */
public fun ShortArray.take(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Short>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @param indices List of Int elements indicating the start and end indices.
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 * ```kotlin
 * ```
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 */
public fun ByteArray.take(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Byte>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @param indices List of Int elements indicating the start and end indices.
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 * ```kotlin
 * ```
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
 */
public fun <T> Array<out T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

* @throws IllegalArgumentException if [n] is negative.
* 
* @throws IllegalArgumentExcep*
require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<Long>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun FloatArray.takeLast(n: Int): List<Float> {\n    require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<Float>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun BooleanArray.take(n: Int): List<Boolean> {\n    require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<Boolean>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun CharArray.take(n: Int): List<Char> {\n    require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<Char>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun DoubleArray.take(n: Int): List<Double> {\n    require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<Double>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun ShortArray.take(n: Int): List<Short> {\n    require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<Short>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun ByteArray.take(n: Int): List<Byte> {\n    require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<Byte>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun <T> Array<out T>.takeLast(n: Int): List<T> {\n    require(n >= 0) { `\'Requested element count $n is less than zero.\'` }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listIfOf(this[0])\n    var count = 0\n    val list = ArrayList<T>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n) break\n    }\n    return list

fun List<@sample samples.collections.Collections.Transformations.take \n    @throws IllegalArgument { \n    return list

fun List<@sample samples.collections.Collections.Transformations.take \n    @throws IllegalArgument { \n    return list

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fun List<@sample samples.collections.Collections.Transformations.take \n    @throws IllegalArgument { \n    return list

fun List<@sample samples.collections.Collections.Transformations.take \n    @throws IllegalArgument { \n    return list

fun List<@sample samples.collections.Collections.Transformations.take \n    @throws IllegalArgument { \n    return list
Returns a list containing first elements satisfying the given [predicate].

```kotlin
/**
 * Returns a list containing first elements satisfying the given [predicate].
 */
public fun <T> Array<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public fun ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
```

You can find the complete code snippet at the following URL:

[Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma](https://github.com/merck/connected-pharma)
0..midPoint) { val tmp = this[index] this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun CharArray.reverse(): Unit { val midPoint = (size / 2) - 1
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}

/**
 * Reverses elements in the array in-place.
 */
public fun BooleanArray.reverse(): Unit { val midPoint = (size / 2) - 1
  if (midPoint < 0) return
  var reverseIndex = lastIndex
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse(): Unit { val midPoint = (size / 2) - 1
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit { val midPoint = (size / 2) - 1
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): Unit { val midPoint = (size / 2) - 1
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}

/**
 * Reverses elements in the array in-place.
 */
public fun DoubleArray.reverse(): Unit { val midPoint = (size / 2) - 1
  if (midPoint < 0) return
  var reverseIndex = lastIndex
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}

/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit { val midPoint = (size / 2) - 1
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit { val midPoint = (size / 2) - 1
  for (index in 0..midPoint) { val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
  }
}
this[reverseIndex]\n  this[reverseIndex] = tmp\n  reverseIndex--\n\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIntIndex] is greater than the size of this.array\n@throws IllegalArgumentException if [fromIndex] is greater than [toIntIndex].

LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n    this[reverseIndex] = tmp\n  }\n}

FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n    this[reverseIndex] = tmp\n  }\n}

DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n    this[reverseIndex] = tmp\n  }\n}

BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n    this[reverseIndex] = tmp\n  }\n}

CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  val midPoint = (fromIndex + toIndex) / 2\n  if (fromIndex == midPoint) return\n  var reverseIndex = toIndex - 1\n  for (index in fromIndex until midPoint) {\n    val tmp = this[index]\n    this[index] = this[reverseIndex]\n    this[reverseIndex] = tmp\n  }\n}

ByteArray.reversed(): List<Byte> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list
}

ShortArray.reversed(): List<Short> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list
}

IntArray.reversed(): List<Int> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list
}

CharArray.reversed(): List<Char> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list
}
```kotlin
list.reverse()  // Returns a list with elements in reversed order.

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun <T> Array<T>.reversedArray(): Array<T> {
    if (isEmpty()) return this
    val result = arrayOfNulls(this, size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ByteArray.reversedArray(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ShortArray.reversedArray(): ShortArray {
    if (isEmpty()) return this
    val result = IntArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun IntArray.reversedArray(): IntArray {
    if (isEmpty()) return this
    val result = IntArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun LongArray.reversedArray(): LongArray {
    if (isEmpty()) return this
    val result = LongArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun FloatArray.reversedArray(): FloatArray {
    if (isEmpty()) return this
    val result = FloatArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun DoubleArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = DoubleArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun BooleanArray.reversedArray(): BooleanArray {
    if (isEmpty()) return this
    val result = BooleanArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun ByteArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun ShortArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun IntArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun LongArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun CharArray.shuffle(): Unit
{
    shuffle(Random)
}
```

---

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shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun <T> Array<T>.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun ByteArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun ShortArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun IntArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun LongArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified \[random\] instance as the 
 * source of randomness.
 */
@SinceKotlin("1.4")
public fun CharArray.shuffle(random: Random): Unit {
    for (i in lastIndexOfDownTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified 
 * \[selector\] function.
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -
**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma**

```java
/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
private fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public inline fun DoubleArray.sortDescending(): Unit {
    if (size > 1) sortWith(reverseOrder())
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}
```

The above code snippet demonstrates how to sort various data types in an array, including floats, longs, ints, shorts, and bytes, as well as how to sort elements in an array in-place according to their natural sort order, ensuring a stable sort where equal elements preserve their order relative to each other after sorting. It also includes methods for sorting elements of the array in descending order.
this array sorted according to their natural sort order.

```kotlin
//public fun DoubleArray.sortedArray(): DoubleArray {
if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun <T : Comparable<T>>
Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified 
 * [comparator].
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified 
 * [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>>
Array<out T>.sortedBy(selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedBy(selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedBy(selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}
```
sortedWith(compareBy(selector)) * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy

public inline fun <R : Comparable<R>>

FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <T, R : Comparable<R>>

Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>

CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sortedDescending():

List<T> {
    return sortedWith(reverseOrder())
}
public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun FloatArray.sortedDescending(): List<Float> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun DoubleArray.sortedDescending(): List<Double> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun BooleanArray.sortedDescending(): List<Boolean> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun CharArray.sortedDescending(): List<Char> {
    return copyOf().apply { sort() }.reversed().toList()
}

public fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {
    return sortedArrayWith(comparator).asList()
}

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

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

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

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

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

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

public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

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

public fun <T> Array<out T>.asList(): List<T> {
    return this.toList()
}

public fun ByteArray.asList(): List<Byte> {
    return this.toList()
}

public fun ShortArray.asList(): List<Short> {
    return this.toList()
}

public fun IntArray.asList(): List<Int> {
    return this.toList()
}

public fun LongArray.asList(): List<Long> {
    return this.toList()
}

public fun FloatArray.asList(): List<Float> {
    return this.toList()
}

public fun DoubleArray.asList(): List<Double> {
    return this.toList()
}

public fun BooleanArray.asList(): List<Boolean> {
    return this.toList()
}

public fun CharArray.asList(): List<Char> {
    return this.toList()
}
equal to `0.0`. \n *@SinceKotlin("1.1")@\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect infix fun <T> Array\<out T\>.contentDeepEquals(other: Array\<out T\>): Boolean\n*\n\n* Returns `true` if the two specified arrays are *deeply* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* \n* The specified arrays are also considered deeply equal if both are `null`.\n* \n* If two corresponding elements are nested arrays, they are also compared deeply.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n* \n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* This function takes into account the deep equality of nested arrays.\n
@SinceKotlin("1.4")\npublic expect infix fun <T> Array\<out T\>?.contentDeepHashCode(): Int\n*\n\n* Returns a hash code based on the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* The elements of other types are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n* \n* Therefore, compare two floating point numbers for deep equality using the DeepEquals function.\n* \n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* This function takes into account the deep equality of nested arrays.\n
@SinceKotlin("1.4")\npublic expect infix fun <T> Array\<out T\>?.contentDeepToString(): String\n*\n\n* Returns a string representation of the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* This function takes into account the deep equality of nested arrays.\n
@SinceKotlin("1.4")\npublic expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean\n*\n\n* Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n* \n* Therefore, compare two floating point numbers for deep equality using the DeepEquals function.\n* \n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* This function takes into account the deep equality of nested arrays.\n
@SinceKotlin("1.4")\npublic expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean\n*\n\n* Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n* \n* Therefore, compare two floating point numbers for deep equality using the DeepEquals function.\n* \n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* This function takes into account the deep equality of nested arrays.\n
@SinceKotlin("1.4")\npublic expect infix fun IntArray.contentEquals(other: IntArray): Boolean\n*\n\n* Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* \n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n* \n* Therefore, compare two floating point numbers for deep equality using the DeepEquals function.\n* \n* If any of arrays contains itself on any nesting level that behavior is undefined.\n* \n* This function takes into account the deep equality of nested arrays.
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecationSinceKotlin(hiddenSince = \"1.4\")
public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
 * Returns `true` if the two specified arrays are
 * *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * *\n * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that \`NaN\` is equal to itself and \`-0.0\` is not equal to \`0.0\`.\n * *\n * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that \`NaN\` is equal to itself and \`-0.0\` is not equal to \`0.0\`.\n */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecationSinceKotlin(hiddenSince = \"1.4\")
public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
 * Returns `true` if the two specified arrays are
 * *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * *\n * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that \`NaN\` is equal to itself and \`-0.0\` is not equal to \`0.0\`.\n * *\n * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that \`NaN\` is equal to itself and \`-0.0\` is not equal to \`0.0\`.\n */
@SinceKotlin("1.4")
public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns `true` if the two specified arrays are
 * *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * *\n * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that \`NaN\` is equal to itself and \`-0.0\` is not equal to \`0.0\`.\n * *\n * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that \`NaN\` is equal to itself and \`-0.0\` is not equal to \`0.0\`.\n */
@SinceKotlin("1.4")
public expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean
Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `equals` function. For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0. See SinceKotlin("1.4")\public expect infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean

Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `equals` function. For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0. See SinceKotlin("1.4")\public expect infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean

Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `equals` function. For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0. See SinceKotlin("1.4")\public expect infix fun CharArray?.contentEquals(other: CharArray?): Boolean

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.

Boolean

/**
 * Returns a hash code based on the contents of this array as if it is List. See SinceKotlin("1.1")\@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.
FloatArray?.contentHashCode(): Int

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is
 * [List].
 */
@SinceKotlin("1.4")
public expect fun DoubleArray?.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is
 * [List].
 */
@SinceKotlin("1.4")
public expect fun BooleanArray?.contentHashCode(): Int

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun StringArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun ByteArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun ShortArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun IntArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun BooleanArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
public expect fun CharArray?.contentToString(): String

@SinceKotlin("1.4")
public expect fun <T>: contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun <T>: contentToString(): String
```

---

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representation of the contents of the specified array as if it is [List].

```kotlin
@Sample
samples.collections.Arrays.ContentOperations.contentToString

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
@SinceKotlin("1.4")
private fun IntArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
@SinceKotlin("1.4")
private fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
@SinceKotlin("1.4")
private fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
@SinceKotlin("1.4")
private fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
@SinceKotlin("1.4")
private fun BooleanArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array
 * as if it is [List].
 */
@SinceKotlin("1.4")
private fun CharArray?.contentToString(): String

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endInIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startInIndex] or [endInIndex] is out of range of this array indices or when `startInIndex > endInIndex`.
 * @returns IndexOutOfBoundsException.
 * @returns IndexOutOfBoundsException.
 */
@SinceKotlin("1.3")
private fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startInIndex: Int = 0, endInIndex: Int = size): Array<T>

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endInIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startInIndex] or [endInIndex] is out of range of this array indices or when `startInIndex > endInIndex`.
 * @returns IndexOutOfBoundsException.
 * @returns IndexOutOfBoundsException.
 */
@SinceKotlin("1.3")
private fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startInIndex: Int = 0, endInIndex: Int = size): ByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endInIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startInIndex] or [endInIndex] is out of range of this array indices or when `startInIndex > endInIndex`.
 * @returns IndexOutOfBoundsException.
 * @returns IndexOutOfBoundsException.
 */
@SinceKotlin("1.3")
private fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startInIndex: Int = 0, endInIndex: Int = size): ShortArray
```
destination.

* ln * @param destination the array to copy to.*\n
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.*\n
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.*\n
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.*\n
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.*\n
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],*\n
 * or when that index is out of the [destination] array indices range.*\n
 * @return the [destination] array.*

 */
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.*\n
 * @param destination the array to copy to.*\n
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.*\n
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.*\n
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.*\n
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.*\n
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],*\n
 * or when that index is out of the [destination] array indices range.*\n
 * @return the [destination] array.*

 */
@SinceKotlin("1.3")
public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.*\n
 * @param destination the array to copy to.*\n
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.*\n
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.*\n
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.*\n
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.*\n
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],*\n
 * or when that index is out of the [destination] array indices range.*\n
 * @return the [destination] array.*

 */
@SinceKotlin("1.3")
public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.*\n
 * @param destination the array to copy to.*\n
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.*\n
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.*\n
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.*\n
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.*\n
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],*\n
 * or when that index is out of the [destination] array indices range.*\n
 * @return the [destination] array.*

 */
@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.*\n
 * @param destination the array to copy to.*\n
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.*\n
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.*\n
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.*\n
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.*\n
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],*\n
 * or when that index is out of the [destination] array indices range.*\n
 * @return the [destination] array.*

 */
@SinceKotlin("1.3")
public expect fun
out of the [destination] array indices range.

* *
@return the [destination] array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun BooleanArray.copyOf(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

* Copies this array or its subrange into the [destination] array and returns that array.

* \n\n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* \n\n* @param destination the array to copy to.

* \n\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* \n\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* \n\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* \n\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* \n\n* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* \n\n* @return the [destination] array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

* Copies this array or its subrange into the [destination] array and returns that array.

* \n\n* @param destination the array to copy to.

* \n\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* \n\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* \n\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* \n\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* \n\n* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* \n\n* @return the [destination] array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun ByteArray.copyOf(newSize: Int): ByteArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* \n\n* @param newSize the size to which the array should be resized.

* \n\n* @return the resized array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun ShortArray.copyOf(newSize: Int): ShortArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* \n\n* @param newSize the size to which the array should be resized.

* \n\n* @return the resized array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun IntArray.copyOf(newSize: Int): IntArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* \n\n* @param newSize the size to which the array should be resized.

* \n\n* @return the resized array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun LongArray.copyOf(newSize: Int): LongArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* \n\n* @param newSize the size to which the array should be resized.

* \n\n* @return the resized array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun FloatArray.copyOf(newSize: Int): FloatArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* \n\n* @param newSize the size to which the array should be resized.

* \n\n* @return the resized array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun DoubleArray.copyOf(newSize: Int): DoubleArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* \n\n* @param newSize the size to which the array should be resized.

* \n\n* @return the resized array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun BooleanArray.copyOf(): BooleanArray

* Returns new array which is a copy of the original array.

* \n\n* @return the array.

*\n\a\n\@SinceKotlin("1.3\")\n\n\npublic expect fun CharArray.copyOf(): CharArray

* Returns new array which is a copy of the original array.

* \n\n* @return the array.
original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with zero values.

* The copy is either truncated or padded at the end with null values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with null values.

* The copy is either truncated or padded at the end with `false` values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with `false` values.

* The copy is either truncated or padded at the end with `false` values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with `false` values.

* The copy is either truncated or padded at the end with null char (\u0000) values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with null char (\u0000) values.

* The copy is either truncated or padded at the end with `null` values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with `null` values.

* The copy is either truncated or padded at the end with `null` values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are

* filled with `null` values.
@param toIndex the end of the range (exclusive) to copy.
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

ByteArray

ShortArray

CharArray

Array<T>
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@kotlin.internal.InlineOnly
public inline fun <T> ByteArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the array.
 */
public val <T> Array<out T>.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val CharArray.lastIndex: Int
    get() = size - 1

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ByteArray.plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ShortArray.plus(element: Short): ShortArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun IntArray.plus(element: Int): IntArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun LongArray.plus(element: Long): LongArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun FloatArray.plus(element: Float): FloatArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator function CharArray.plus(element: Char): CharArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Byte>.plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [elements].
 */
public expect operator function Collection<T>.plus(elements: Collection<T>): Array<T>

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<CharArray>.plus(elements: Collection<CharArray>): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<DoubleArray>.plus(elements: Collection<DoubleArray>): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<ByteArray>.plus(elements: Collection<ByteArray>): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<ShortArray>.plus(elements: Collection<ShortArray>): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<IntArray>.plus(elements: Collection<IntArray>): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<LongArray>.plus(elements: Collection<LongArray>): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<FloatArray>.plus(elements: Collection<FloatArray>): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<DoubleArray>.plus(elements: Collection<DoubleArray>): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<ByteArray>.plus(elements: Collection<ByteArray>): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<ShortArray>.plus(elements: Collection<ShortArray>): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements].
 */
public expect operator function Collection<IntArray>.plus(elements: Collection<IntArray>): IntArray
ShortArray.plus(elements: Collection<Short>): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ByteArray.plus(elements: ByteArray): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ShortArray.plus(elements: ShortArray): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun IntArray.plus(elements: IntArray): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun LongArray.plus(elements: LongArray): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun CharArray.plus(elements: CharArray): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plusElement(element: T): Array<T>

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun IntArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun LongArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ByteArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ShortArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun FloatArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.c...
(exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n */
@SinceKotlin("1.4")
public expect fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n@sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n
/**
 * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */
@SinceKotlin("1.4")
public expect fun shortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n@sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
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this array.

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

*\@SinceKotlin("1.4")\public fun <T : Comparable<T>> Array<out T>.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sortWith(reverseOrder(), fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

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

*\@SinceKotlin("1.4")\public fun ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

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

*\@SinceKotlin("1.4")\public fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

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

*\@SinceKotlin("1.4")\public fun FloatArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

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

*\@SinceKotlin("1.4")\public fun DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

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

*\@SinceKotlin("1.4")\public fun IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

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

*\@SinceKotlin("1.4")\public fun LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

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

*\@SinceKotlin("1.4")\public fun ShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n
*\@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

```kotlin
@Throws(IndexOutOfBoundsException::class)
public expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit

@Throws(IllegalArgumentException::class)
public expect fun ByteArray.toTypedArray(): Array<Byte>

@Throws(IllegalArgumentException::class)
public expect fun ShortArray.toTypedArray(): Array<Short>

@Throws(IllegalArgumentException::class)
public expect fun IntArray.toTypedArray(): Array<Int>

@Throws(IllegalArgumentException::class)
public expect fun LongArray.toTypedArray(): Array<Long>

@Throws(IllegalArgumentException::class)
public expect fun FloatArray.toTypedArray(): Array<Float>

@Throws(IllegalArgumentException::class)
public expect fun DoubleArray.toTypedArray(): Array<Double>

@Throws(IllegalArgumentException::class)
public expect fun BooleanArray.toBooleanArray(): BooleanArray
```

```kotlin
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param transform function applied to elements of the given array.
 * @return a Map containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public inline fun <K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```
ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> |
\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),\n  transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * If any of two pairs would have the same key the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n * @param capacity the capacity to use.\n */
public inline fun <K, V, T> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> |
\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),\n  transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * If any of two pairs would have the same key the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n * @param capacity the capacity to use.\n */
public inline fun <K, V, T> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> |
\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),\n  transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * If any of two pairs would have the same key the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n * @param capacity the capacity to use.\n */
public inline fun <K, V, T> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> |
\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),\n  transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * If any of two pairs would have the same key the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n * @param capacity the capacity to use.\n */
public inline fun <K, V, T> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> |
\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateTo(LinkedHashMap<K, V>(capacity),\n  transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n * @param keySelector the selector to use.\n */
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> |
\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, T>(capacity),\n  keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n * @param keySelector the selector to use.\n */
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> |
\n  val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, T>(capacity),\n  keySelector)\n}\n
ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)
}

ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)
}

IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)
}

LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)
}

FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity), keySelector)
}

DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)
}

BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}
returned by [keySelector] the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n*/\n\n\n\n\n\npublic inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n    val capacity =\n    mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Char>(capacity),\n    keySelector)\n}\n
\n\n\n\n\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/\n\n\n\n\n\npublic inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n    val capacity =\n    mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity),\n    keySelector, valueTransform)\n}\n
\n\n\n\n\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/\n\n\n\n\n\npublic inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {\n    val capacity =\n    mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity),\n    keySelector, valueTransform)\n}\n
\n\n\n\n\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/\n\n\n\n\n\npublic inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {\n    val capacity =\n    mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity),\n    keySelector, valueTransform)\n}\n
\n\n\n\n\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/\n\n\n\n\n\npublic inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {\n    val capacity =\n    mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity),\n    keySelector, valueTransform)\n}\n
\n\n\n\n\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/\n\n\n\n\n\npublic inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {\n    val capacity =\n    mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity),\n    keySelector, valueTransform)\n}\n
\n\n\n\n\n\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/\n\n\n\n\n\npublic inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {\n    val capacity =\n    mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity),\n    keySelector, valueTransform)\n}
and indexed by [keySelector] functions applied to elements of the given array.

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

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

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

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

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

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.

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

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

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

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.

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

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

fun <K, V> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

/** * Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array * and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * */

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

/** * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * */

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

/** * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * */

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

/** * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * */

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

/** * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * */

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

/** * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */

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

/** * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */

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

/** * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */

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

    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<K, V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: ValueTransform): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<K, V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: ValueTransform): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<K, V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: ValueTransform): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * provided by [transform] function applied to each element of the given array.
 * If any two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, V, M : MutableMap<T, V>> Array<out T>.associateTo(destination: M, transform: Transform): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * provided by [transform] function applied to each element of the given array.
 * If any two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, V, M : MutableList<T, V>> Array<out T>.associateTo(destination: M, transform: Transform): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * provided by [transform] function applied to each element of the given array.
 * If any two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, V, M : MutableList<T, V>> IntArray.associateTo(destination: M, transform: Transform): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
*destination*[\n]\n\n/* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.*}

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

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

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

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

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

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline
```
fun <K, V> Array<out K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)/* Returns a [Map] where keys are elements from the given array and values are
    produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.*/
}

fun <K, V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
    val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)/* Returns a [Map] where keys are elements from the given array and values are
    produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.*/
}

fun <K, V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
    val result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)/* Returns a [Map] where keys are elements from the given array and values are
    produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.*/
}

fun <K, V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
    val result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)/* Returns a [Map] where keys are elements from the given array and values are
    produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.*/
}

fun <K, V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
    val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)/* Returns a [Map] where keys are elements from the given array and values are
    produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.*/
}

fun <K, V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
    val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)/* Returns a [Map] where keys are elements from the given array and values are
    produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.*/
}

fun <K, V> DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {
    val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)/* Returns a [Map] where keys are elements from the given array and values are
    produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.*/
}
BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {  
    val result = 
    LinkedHashMap<
        Boolean,
        V>
    (mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result,
        valueSelector)
}

CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {  
    val result = 
    LinkedHashMap<
        Char,
        V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result,
        valueSelector)
}

Array<out K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {  
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {  
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {  
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {  
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {  
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * * * * sample
 * * * * samples.collections.Collections.Transformations.associateWithTo
 */

*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * * * * sample
 * * * * samples.collections.Collections.Transformations.associateWithTo
 */

*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Boolean, in V>>
BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * * * * sample
 * * * * samples.collections.Collections.Transformations.associateWithTo
 */

*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Char, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

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

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

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

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

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

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

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

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

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

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

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

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

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

/**
 * Returns a new [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet<Char> {
    return
toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

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

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

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

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

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

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

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

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

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

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun <T> Array<out T>.toMutableList(): MutableList<T> {
    return ArrayList(this.asCollection())
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    return ArrayList(this)
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    return ArrayList(this)
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    return ArrayList(this)
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    return ArrayList(this)
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    return ArrayList(this)
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    return ArrayList(this)
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    return ArrayList(this)
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    return ArrayList(this)
}
MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [Set] of all elements. Returns a [Set] of all elements.
 */
public fun <T> Array<T>.toSet(): Set<T> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements. Returns a [Set] of all elements.
 */
public fun <T> ByteArray.toSet(): Set<T> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun ShortArray.toSet(): Set<Short> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun IntArray.toSet(): Set<Int> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun LongArray.toSet(): Set<Long> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 */
public fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

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

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

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

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

* @sample samples.collections.Collections.Transformations.FlatMap

FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> { un return flatMapTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* @sample samples.collections.Collections.Transformations.FlatMap

DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> { un return flatMapTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* @sample samples.collections.Collections.Transformations.FlatMap

BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> { un return flatMapTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* @sample samples.collections.Collections.Transformations.FlatMap

CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> { un return flatMapTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* @sample samples.collections.Collections.Transformations.FlatMap

Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> { return flatMapTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* @sample samples.collections.Collections.Transformations.FlatMap

ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.

* @sample samples.collections.Collections.Transformations.FlatMap

ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.

* @sample samples.collections.Collections.Transformations.FlatMap

IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.

* @sample samples.collections.Collections.Transformations.FlatMap

IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.

* @sample samples.collections.Collections.Transformations.FlatMap

IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.

* @sample samples.collections.Collections.Transformations.FlatMap

IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.

* @sample samples.collections.Collections.Transformations.FlatMap

IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) }. Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R>
{
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R>
{
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R>
{
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R>
{
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R>
{
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): List<R>
{
    var index = 0
    for (element in this)
    {
        val list = transform(index++,
        element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C
{
    var index = 0
    for (element in this)
    {
        val list = transform(index++,
        element)
        destination.addAll(list)
    }
    return destination
}
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int, Float) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}
results of [transform] function being invoked on each element
* and its index in the original array, to the given [destination].
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
Function<
     Int, T>
     -> Sequence<R>
     C {
     var index = 0;
     for (element in this) {
         val list = transform(index++, element);
         destination.addAll(list);
     }
     return destination;
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated with a list of
corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
@sample samples.collections.Collections.Transformations.groupBy
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector) // Groups elements of the original array by the key returned by the given keySelector function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
}
```

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

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

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

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

```kotlin
FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector) // Groups elements of the original array by the key returned by the given keySelector function and applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
}
```

```kotlin
DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector) // Groups elements of the original array by the key returned by the given keySelector function and applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
}
```

```kotlin
CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector) // Groups elements of the original array by the key returned by the given keySelector function and applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
}
```
MutableList<Char>>()

Groups values returned by the [valueTransform] function applied to each element of the original array
by the key returned by the given [keySelector] function applied to the element
and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.

Array<out T> groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>

Groups values returned by the [valueTransform] function applied to each element of the original array
by the key returned by the given [keySelector] function applied to the element
and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>>/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues/* *\n
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)/* * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. */ return The returned map preserves the entry iteration order of the keys produced from the original array.
*/\public inline fun <K, M : MutableMap&lt;in K, MutableList&lt;Float&gt;&gt;, FloatArray.&gt;To(destination: M, keySelector: (Float) -&gt; K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;Float&gt;() }\n        list.add(element)\n    }\n    return destination\n}/**
* Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.*
*/

*/\public inline fun <K, M : MutableMap&lt;in K, MutableList&lt;Double&gt;&gt;, DoubleArray.&gt;To(destination: M, keySelector: (Double) -&gt; K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;Double&gt;() }\n        list.add(element)\n    }\n    return destination\n}/**
* Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.*
*/

*/\public inline fun <K, M : MutableMap&lt;in K, MutableList&lt;Boolean&gt;&gt;, BooleanArray.&gt;To(destination: M, keySelector: (Boolean) -&gt; K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;Boolean&gt;() }\n        list.add(element)\n    }\n    return destination\n}/**
* Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.*
*/

*/\public inline fun <K, M : MutableMap&lt;in K, MutableList&lt;Char&gt;&gt;, CharArray.&gt;To(destination: M, keySelector: (Char) -&gt; K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;Char&gt;() }\n        list.add(element)\n    }\n    return destination\n}/**
* Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.*
*/

*/\public inline fun <T, K, V, M : MutableMap&lt;in K, MutableList&lt;T&gt;&gt;, Array.&gt;To(destination: M, keySelector: (T) -&gt; K, valueTransform: (T) -&gt; V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;V&gt;() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.*
*/

*/\public inline fun <K, V, M : MutableMap&lt;in K, MutableList&lt;Byte&gt;&gt;, ByteArray.&gt;To(destination: M, keySelector: (Byte) -&gt; K, valueTransform: (Byte) -&gt; V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;V&gt;() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.*
*/

*/\public inline fun <K, V, M : MutableMap&lt;in K, MutableList&lt;Short&gt;&gt;, ShortArray.&gt;To(destination: M, keySelector: (Short) -&gt; K, valueTransform: (Short) -&gt; V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;V&gt;() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.*
*/

*/\public inline fun <K, V, M : MutableMap&lt;in K, MutableList&lt;Int&gt;&gt;, IntArray.&gt;To(destination: M, keySelector: (Int) -&gt; K, valueTransform: (Int) -&gt; V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList&lt;V&gt;() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.*
*/
(Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

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

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

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

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

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

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function
 * to each element in the original array.
 * @return a list containing the results of applying
 * the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <T, R> Array<out T>.mapIndexedTo(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> ByteArray.mapIndexedTo(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> ShortArray.mapIndexedTo(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> IntArray.mapIndexedTo(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> LongArray.mapIndexedTo(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> FloatArray.mapIndexedTo(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> DoubleArray.mapIndexedTo(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> BooleanArray.mapIndexedTo(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> CharArray.mapIndexedTo(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
the results of applying the given \[transform\] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<R\> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<\<R\>> {\n    return mapIndexedTo(ArrayList<\<R\>>(size), transform)\n}

* Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<R\> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<\<R\>> {\n    return mapIndexedTo(ArrayList<\<R\>>(size), transform)\n}

* Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<R\> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<\<R\>> {\n    return mapIndexedTo(ArrayList<\<R\>>(size), transform)\n}

* Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<T, R : Any\> Array<\<T\>>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}

* Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<T, R : Any\> Array<\<T\>>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n    return destination\n}

* Appends only the non-null results to the given [destination].\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<R, C : MutableCollection<in R>> Array<\<T\>>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return destination\n}

* Appends the results to the given [destination].\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<T, R : Any\> Array<\<T\>>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return destination\n}

* Appends the results to the given [destination].\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<T, R : Any\> Array<\<T\>>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return destination\n}

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* Appends the results to the given [destination].\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun \<T, R : Any\> Array<\<T\>>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return destination\n}
[transform] function to each element and its index in the original array * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<in R>>
FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<in R>>
DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<in R>>
BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>>
CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function * to each element in the original array.
 */
public inline fun <T, R : Any>
Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element in the original array
 * and appends only the non-null results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>>
Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach {
        element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <T, R : Any, C :


for (item in this)
    destination.add(transform(item))
return destination

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a list containing only distinct elements from the given array.
 * Among equal elements of the given array, only the first one will be present in
 * the resulting list. The elements in the resulting list are in the same
 * order as they were in the source array.
 */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}
LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * @param array The array to use.
 * @return A list containing only distinct elements.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * @param array The array to use.
 * @return A list containing only distinct elements.
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * @param array The array to use.
 * @return A list containing only distinct elements.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * @param array The array to use.
 * @return A list containing only distinct elements.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * @param array The array to use.
 * @param selector The selector function.
 * @return A list containing only distinct elements.
 */
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * @param array The array to use.
 * @param selector The selector function.
 * @return A list containing only distinct elements.
 */
public inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * @param array The array to use.
 * @param selector The selector function.
 * @return A list containing only distinct elements.
 */
public inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * @param array The array to use.
 * @param selector The selector function.
 * @return A list containing only distinct elements.
 */
public inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * @param array The array to use.
 * @param selector The selector function.
 * @return A list containing only distinct elements.
 */
public inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * @param array The array to use.
 * @param selector The selector function.
 * @return A list containing only distinct elements.
 */
public inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list =
ArrayList<Float>() for (e in this) {
    val key = selector(e)
    if (set.add(key))
        list.add(e)
}

return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */

samples.collections.Collections.Transformations.distinctAndDistinctBy

DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list =
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list =
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list =
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

samples.collections.Collections.Transformations.distinctAndDistinctBy

Array<out T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
public infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 * To get a set containing all elements that are contained at least in one of these collections use [union].
 */
public infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 * To get a set containing all elements that are contained at least in one of these collections use [union].
 */
public infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun <T> Array<out T>.toMutableSet(): MutableSet<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun ByteArray.toMutableSet(): MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun ShortArray.toMutableSet(): MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun BooleanArray.toMutableSet(): MutableSet<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun CharArray.toMutableSet(): MutableSet<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun ByteArray.toMutableSet(): MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun ShortArray.toMutableSet(): MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun BooleanArray.toMutableSet(): MutableSet<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 */
public fun CharArray.toMutableSet(): MutableSet<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size)))
}
toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toMutableSet(): MutableSet<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size.coerceAtMost(128))))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun CharArray.toMutableSet(): MutableSet<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
this.toMutableSet().
  set.addAll(other)
  return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * The returned set preserves the element iteration order of the original array.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * The returned set preserves the element iteration order of the original array.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    return size
}
Returns the specified [initial] value if the array is empty.

@param [operation] function that takes current accumulator value and a number of elements matching the specified [initial] value if the array is empty.

@returns the number of elements matching the specified [initial] value if the array is empty.

@returns the number of elements matching the specified [initial] value if the array is empty.

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@returns the number of elements matching the specified [initial] value if the array is empty.
current accumulator value and an element, and calculates the next accumulator value.

```java
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> FloatArray.foldIndexed(initial: R, @param operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <T> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> TArray.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.
Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.

`@param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

`<R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

`<R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

`<R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

`<R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

`<R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

For each element, the element itself and current accumulator value, and calculates the next accumulator value.

`<R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

For each element, the element itself and current accumulator value, and calculates the next accumulator value.

`<R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

For each element, the element itself and current accumulator value, and calculates the next accumulator value.

`<R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

For each element, the element itself and current accumulator value, and calculates the next accumulator value.

`<R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

For each element, the element itself and current accumulator value, and calculates the next accumulator value.

`<R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

For each element, the element itself and current accumulator value, and calculates the next accumulator value.

`<R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R { var index = lastIndex

var accumulator = initial while (index >= 0) { accumulator = operation(index, get(index), accumulator)

--index
} return accumulator

For each element, the element itself and current accumulator value, and calculates the next accumulator value.
public inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Float>.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Array<out T>.max(): T? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.max(): Double? {
    return maxOrNull()
}
ReplaceWith("maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {
    return maxByOrNull(selector)
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    return maxByOrNull(selector)
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {
    return maxByOrNull(selector)
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {
    return maxByOrNull(selector)
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

ReplaceWith("maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R):
    return selector[this[0]]

fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R):
    return selector[this[0]]

fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R):
    return selector[this[0]]

fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R):
    return selector[this[0]]

fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R):
    return selector[this[0]]

fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R):
    return selector[this[0]]
(i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n}\nreturn \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return \nmaxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOf(selector: (Char) ->
Double): Double {
  if (isEmpty()) throw NoSuchElementException()
  var maxValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxValue = maxOf(maxValue, v)
  }
  return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each element in the array. @n * @n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T> LambdaReturnType<T>@kotlin.internal.InlineOnly
@public inline fun <T> Array<T>.maxOf(selector: (T) -> Float): Float {
  if (isEmpty()) throw NoSuchElementException()
  var maxValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxValue = maxOf(maxValue, v)
  }
  return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each element in the array. @n * @n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun ByteArray.maxOf(selector: (Byte) -> Float): Float {
  if (isEmpty()) throw NoSuchElementException()
  var maxValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxValue = maxOf(maxValue, v)
  }
  return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each element in the array. @n * @n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun ShortArray.maxOf(selector: (Short) -> Float): Float {
  if (isEmpty()) throw NoSuchElementException()
  var maxValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxValue = maxOf(maxValue, v)
  }
  return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each element in the array. @n * @n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun IntArray.maxOf(selector: (Int) -> Float): Float {
  if (isEmpty()) throw NoSuchElementException()
  var maxValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxValue = maxOf(maxValue, v)
  }
  return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each element in the array. @n * @n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun LongArray.maxOf(selector: (Long) -> Float): Float {
  if (isEmpty()) throw NoSuchElementException()
  var maxValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxValue = maxOf(maxValue, v)
  }
  return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each element in the array. @n * @n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun FloatArray.maxOf(selector: (Float) -> Float): Float {
  if (isEmpty()) throw NoSuchElementException()
  var maxValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxValue = maxOf(maxValue, v)
  }
  return maxValue
}
ByLambdaReturnType

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`@kotlin.internal.InlineOnly`

`public inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

`public inline fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

`public inline fun CharArray.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

`public inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

`public inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

`public inline fun <R : Comparable<R>> ShortArray.maxOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

`public inline fun <R : Comparable<R>> IntArray.maxOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

`Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8227`
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.maxOf(selector: (Long) -> R): R {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        if (maxValue < selector(this[i]))
            maxValue = selector(this[i])
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <R : Comparable<R>>
FloatArray.maxOf(selector: (Float) -> R): R {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        if (maxValue < selector(this[i]))
            maxValue = selector(this[i])
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        if (maxValue < selector(this[i]))
            maxValue = selector(this[i])
    }
    return maxValue
}
*\@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n@public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Double?):
| \n| {\n| \n| if (isEmpty()) return null\n| \n| var maxValue = selector(this[0])\n| \n| for (i in 1..lastIndex) {\n| \n| var v = selector(this[i])\n| \n| maxValue = maxOf(maxValue, v)\n| \n| }\n| \n| return maxValue\n| \n| }\n| \n| */

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n@public inline fun IntArray.maxOfOrNull(selector: (Int) -> Double?):
| \n| {\n| \n| if (isEmpty()) return null\n| \n| var maxValue = selector(this[0])\n| \n| for (i in 1..lastIndex) {\n| \n| var v = selector(this[i])\n| \n| maxValue = maxOf(maxValue, v)\n| \n| }\n| \n| return maxValue\n| \n| }\n| \n| */

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n@public inline fun LongArray.maxOfOrNull(selector: (Long) -> Double?):
| \n| {\n| \n| if (isEmpty()) return null\n| \n| var maxValue = selector(this[0])\n| \n| for (i in 1..lastIndex) {\n| \n| var v = selector(this[i])\n| \n| maxValue = maxOf(maxValue, v)\n| \n| }\n| \n| return maxValue\n| \n| }\n| \n| */

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n@public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Double?):
| \n| {\n| \n| if (isEmpty()) return null\n| \n| var maxValue = selector(this[0])\n| \n| for (i in 1..lastIndex) {\n| \n| var v = selector(this[i])\n| \n| maxValue = maxOf(maxValue, v)\n| \n| }\n| \n| return maxValue\n| \n| }\n| \n| */

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n@public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Double?):
| \n| {\n| \n| if (isEmpty()) return null\n| \n| var maxValue = selector(this[0])\n| \n| for (i in 1..lastIndex) {\n| \n| var v = selector(this[i])\n| \n| maxValue = maxOf(maxValue, v)\n| \n| }\n| \n| return maxValue\n| \n| }\n| \n| */

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n@public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Double?):
| \n| {\n| \n| if (isEmpty()) return null\n| \n| var maxValue = selector(this[0])\n| \n| for (i in 1..lastIndex) {\n| \n| var v = selector(this[i])\n| \n| maxValue = maxOf(maxValue, v)\n| \n| }\n| \n| return maxValue\n| \n| }\n| \n| */

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n@public inline fun CharArray.maxOfOrNull(selector: (Char) -> Double?):
| \n| {\n| \n| if (isEmpty()) return null\n| \n| var maxValue = selector(this[0])\n| \n| for (i in 1..lastIndex) {\n| \n| var v = selector(this[i])\n| \n| maxValue = maxOf(maxValue, v)\n| \n| }\n| \n| return maxValue\n| \n| }\n| \n| */

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`NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
each element in the array or `null` if there are no elements.\n
If any of values produced by `[selector]` function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var max Value = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        max Value = maxOf(maxValue, v)
    }
    return max Value
}

/**
 * Returns the largest value among all values produced by [selector] function if applied to each element in the array or `null` if there are no elements.\n
if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var max Value = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        max Value = maxOf(maxValue, v)
    }
    return max Value
}

/**
 * Returns the largest value among all values produced by [selector] function if applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var max Value = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            max Value = v
        }
    }
    return max Value
}

/**
 * Returns the largest value among all values produced by [selector] function if applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var max Value = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            max Value = v
        }
    }
    return max Value
}

/**
 * Returns the largest value among all values produced by [selector] function if applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var max Value = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            max Value = v
        }
    }
    return max Value
}

/**
 * Returns the largest value among all values produced by [selector] function if applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> IntArray.maxOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var max Value = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            max Value = v
        }
    }
    return max Value
}

/**
 * Returns the largest value among all values produced by [selector] function if applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> LongArray.maxOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var max Value = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            max Value = v
        }
    }
    return max Value
}

/**
 * Returns the largest value among all values produced by [selector] function if applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.maxOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var max Value =
selector(this[0]) for (i in 1..lastIndex) 
    val v = selector(this[i]) 
    if (maxValue < v) 
        maxValue = v 
    return maxValue 

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution 
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>> 
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? 
{ 
    if (isEmpty()) return null 
    var maxValue = selector(this[0]) 
    for (i in 1..lastIndex) 
        val v = selector(this[i]) 
        if (maxValue < v) 
            maxValue = v 
    return maxValue 
}

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution 
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>> 
BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? 
{ 
    if (isEmpty()) return null 
    var maxValue = selector(this[0]) 
    for (i in 1..lastIndex) 
        val v = selector(this[i]) 
        if (maxValue < v) 
            maxValue = v 
    return maxValue 
}

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution 
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>> 
CharArray.maxOfOrNull(selector: (Char) -> R): R? 
{ 
    if (isEmpty()) return null 
    var maxValue = selector(this[0]) 
    for (i in 1..lastIndex) 
        val v = selector(this[i]) 
        if (maxValue < v) 
            maxValue = v 
    return maxValue 
}

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution 
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R 
{ 
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1..lastIndex) 
        val v = selector(this[i]) 
        if (comparator.compare(maxValue, v) < 0) 
            maxValue = v 
    return maxValue 
}

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution 
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R> ByteArray.maxOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R 
{ 
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1..lastIndex) 
        val v = selector(this[i]) 
        if (comparator.compare(maxValue, v) < 0) 
            maxValue = v 
    return maxValue 
}

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution 
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R> ShortArray.maxOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R 
{ 
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1..lastIndex) 
        val v = selector(this[i]) 
        if (comparator.compare(maxValue, v) < 0) 
            maxValue = v 
    return maxValue 
}

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution 
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R> IntArray.maxOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R 
{ 
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1..lastIndex) 
        val v = selector(this[i]) 
        if (comparator.compare(maxValue, v) < 0) 
            maxValue = v 
    return maxValue 
}
(comparator.compare(maxValue, v) < 0) {\n    maxValue = v
    }\n\n}\n\nreturn maxValue\n}

* Returns the largest value according to the provided \[comparator\] among all values produced by \[selector\] function applied to each element in the array.\n\n* @throws NoSuchElementException if the array is empty.\n
*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> LongArray.maxOfWith\n(\n\ncomparator: Comparator<R>, \n\nselector: (Long) -> R):\n\n\nR \n\n{\n\n\nif (isNullOrEmpty()) throw NoSuchElementException()\n\n\nvar maxValue = \n\nselect\nthis[0])\n\nfor (i in 1..lastIndex) {\n    val v = \n\n\nselector(this[i])\n\nif (comparator.compare(maxValue, v) < 0) {\n    maxValue = v
    }\n\n}\n\nreturn maxValue
}

/**
 * Returns the largest value according to the provided \[comparator\] among all values produced by \[selector\] function applied to each element in the array.\n\n* @throws NoSuchElementException if the array is empty.\n
*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> FloatArray.maxOfWith\n(\ncomparator: Comparator<R>, \nselector: (Float) -> R):\nR \n\n{|\n\nif (isNullOrEmpty()) throw NoSuchElementException()\n\n\nvar maxValue = selector(this[0])\n\nfor (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (comparator.compare(maxValue, v) < 0) {\n        maxValue = v
    }
}
\nreturn maxValue
}

/**
 * Returns the largest value according to the provided \[comparator\] among all values produced by \[selector\] function applied to each element in the array.\n\n* @throws NoSuchElementException if the array is empty.\n
*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> DoubleArray.maxOfWith\n(\ncomparator: Comparator<R>, \nselector: (Double) -> R):\nR \n\n{|\n\nif (isNullOrEmpty()) throw NoSuchElementException()\n\n\nvar maxValue = selector(this[0])\n\nfor (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (comparator.compare(maxValue, v) < 0) {\n        maxValue = v
    }
}
\nreturn maxValue
}

/**
 * Returns the largest value according to the provided \[comparator\] among all values produced by \[selector\] function applied to each element in the array or `null` if there are no elements.\n
* @throws NoSuchElementException if the array is empty.\n
*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <T, R> Array<out T>.maxOfWithOrNull\n(\ncomparator: Comparator<R>, \nselector: (T) -> R): R? \n\n{|\n\nif (isNullOrEmpty()) throw NoSuchElementException()\n\n\nvar maxValue = selector(this[0])\n\nfor (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (comparator.compare(maxValue, v) < 0) {\n        maxValue = v
    }
}
\nreturn maxValue
}
null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) { maxValue = v } } return maxValue

Returns the largest value according to the provided comparator among all values produced by selector.

function applied to each element in the array or 'null' if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@inline fun <R>

ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? { if (isEmpty()) return null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) { maxValue = v } } return maxValue

Returns the largest value according to the provided comparator among all values produced by selector.

function applied to each element in the array or 'null' if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@inline fun <R>

IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? { if (isEmpty()) return null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) { maxValue = v } } return maxValue

Returns the largest value according to the provided comparator among all values produced by selector.

function applied to each element in the array or 'null' if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@inline fun <R>

LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? { if (isEmpty()) return null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) { maxValue = v } } return maxValue

Returns the largest value according to the provided comparator among all values produced by selector.

function applied to each element in the array or 'null' if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@inline fun <R>

FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? { if (isEmpty()) return null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) { maxValue = v } } return maxValue

Returns the largest value according to the provided comparator among all values produced by selector.

function applied to each element in the array or 'null' if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@inline fun <R>

DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? { if (isEmpty()) return null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) { maxValue = v } } return maxValue

Returns the largest value according to the provided comparator among all values produced by selector.

function applied to each element in the array or 'null' if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@inline fun <R>

BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? { if (isEmpty()) return null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) { maxValue = v } } return maxValue

Returns the largest value according to the provided comparator among all values produced by selector.

function applied to each element in the array or 'null' if there are no elements.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Array<out Double>.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Array<out Float>.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.maxOrNull(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxOrNull(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun FloatArray.maxWith\(\text{comparator} : \text{Comparer}\langle\text{in Float}\rangle\) : Float? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun DoubleArray.maxWith\(\text{comparator} : \text{Comparer}\langle\text{in Double}\rangle\) : Double? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun BooleanArray.maxWith\(\text{comparator} : \text{Comparer}\langle\text{in Boolean}\rangle\) : Boolean? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun CharArray.maxWith\(\text{comparator} : \text{Comparer}\langle\text{in Char}\rangle\) : Char? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun ByteArray.maxWith\(\text{comparator} : \text{Comparer}\langle\text{in Byte}\rangle\) : Byte? { \n return ByteArray.maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun ShortArray.maxWithOrNull\(\text{comparator}\) : Short? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun IntArray.maxWithOrNull\(\text{comparator}\) : Int? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun LongArray.maxWithOrNull\(\text{comparator}\) : Long? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun FloatArray.maxWithOrNull\(\text{comparator}\) : Float? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun DoubleArray.maxWithOrNull\(\text{comparator}\) : Double? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun BooleanArray.maxWithOrNull\(\text{comparator}\) : Boolean? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun CharArray.maxWithOrNull\(\text{comparator}\) : Char? { \n return maxWithOrNull\(\text{comparator}\)\}@\Deprecation\("Use maxWithOrNull instead.\)\", ReplaceWith("maxWithOrNull\(\text{comparator}\)\))\}@\DeprecationSinceKotlin(\(\text{warningSince} = \"1.4.1\)\)\)public fun
fun Array<out Double>.min(): Double? { // Return minOrNull() if available
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Array<out Float>.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Array<out T>.min(): T? {
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.min(): Byte? {
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.min(): Short? {
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.min(): Int? {
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.min(): Long? {
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.min(): Float? {
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.min(): Double? {
    return minOrNull() // Use minOrNull instead
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.min(): Char? {
    return minOrNull() // Use minOrNull instead
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null

    return minByOrNull(selector) // Use minByOrNull instead
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte? {
    return minByOrNull(selector) // Use minByOrNull instead
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) -> R): Short? {
    return minByOrNull(selector) // Use minByOrNull instead
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {
    return minByOrNull(selector) // Use minByOrNull instead
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {
    return minByOrNull(selector) // Use minByOrNull instead
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {
    return minByOrNull(selector) // Use minByOrNull instead
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {
    return minByOrNull(selector) // Use minByOrNull instead
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    return minByOrNull(selector) // Use minByOrNull instead
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.minByNull(selector: (T) -> R): T? {
    if (isEmpty()) return null

    return minByNull(selector) // Use minByNull instead
}
var minElem = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return minElem
var minValue = selector(minElem) for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (minValue > v)
        { 
            minElem = e
            minValue = v
        }
    return minElem
}

Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
var minElem = this[0];
val lastIndex = this.lastIndex;
if (lastIndex == 0) return minElem;
var minValue = selector(minElem);
for (i in 1..lastIndex) {
val e = this[i];
val v = selector(e);
if (minValue > v) {
minElem = e;
minValue = v;
}
}
return minElem;

/**
 * Returns the smallest value among all values produced by [selector] function `v` applied to each element in the array.
 * `v` is `null` if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
val v = selector(this[i])
val minValue = minOf(minValue, v)
}

/**
 * Returns the smallest value among all values produced by [selector] function `v` applied to each element in the array.
 * `v` is `null` if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {
val v = selector(this[i])
val minValue = minOf(minValue, v)
}

/**
 * Returns the smallest value among all values produced by [selector] function `v` applied to each element in the array.
 * `v` is `null` if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Double): Double {
val v = selector(this[i])
val minValue = minOf(minValue, v)
}

/**
 * Returns the smallest value among all values produced by [selector] function `v` applied to each element in the array.
 * `v` is `null` if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Double): Double {
val v = selector(this[i])
val minValue = minOf(minValue, v)
}

/**
 * Returns the smallest value among all values produced by [selector] function `v` applied to each element in the array.
 * `v` is `null` if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) -> Double): Double {
val v = selector(this[i])
val minValue = minOf(minValue, v)
}

/**
 * Returns the smallest value among all values produced by [selector] function `v` applied to each element in the array.
 * `v` is `null` if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {
val v = selector(this[i])
val minValue = minOf(minValue, v)
}
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@OverloadResolution
ByDouble

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByDouble

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByChar

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByByteArray

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByByteArray

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByByteArray

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByByteArray

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByByteArray

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
public inline fun LongArray.minOf(selector: (Long) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun FloatArray.minOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun DoubleArray.minOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun BooleanArray.minOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun CharArray.minOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R : Comparable<R>> ByteArray.minOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
array is empty.

```kotlin
*\kn@SinceKotlin("1.4\")\kn@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\kn@OverloadResolution
ByLambdaReturnType\kn@kotlin.internal.InlineOnly\public inline fun \<R : Comparable\<R>>
ShortArray.minOf(selector: (Short) -> R): R {\nThe code is similar to the previous cases, using a lambda function to apply the selector to each element in the array. If the array is empty, a `NoSuchElementException` is thrown.

```
by [selector] function

* applied to each element in the array or `null` if there are no elements.

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\[@SinceKotlin("1.4\")\]@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\n\n
\n\n\n\n
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
\n\n\n\n
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
```
minValue

*\texttt{\@SinceKotlin("1.4\")@\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@\@OverloadResolution
\texttt{ByLambdaReturnType}@\@kotlin.internal.InlineOnly\texttt{\public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}}

*\texttt{\@SinceKotlin("1.4\")@\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@\@OverloadResolution
\texttt{ByLambdaReturnType}@\@kotlin.internal.InlineOnly\texttt{\public inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}}

*\texttt{\@SinceKotlin("1.4\")@\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@\@OverloadResolution
\texttt{ByLambdaReturnType}@\@kotlin.internal.InlineOnly\texttt{\public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}}

*\texttt{\@SinceKotlin("1.4\")@\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@\@OverloadResolution
\texttt{ByLambdaReturnType}@\@kotlin.internal.InlineOnly\texttt{\public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}}

*\texttt{\@SinceKotlin("1.4\")@\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@\@OverloadResolution
\texttt{ByLambdaReturnType}@\@kotlin.internal.InlineOnly\texttt{\public inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}}

*\texttt{\@SinceKotlin("1.4\")@\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@\@OverloadResolution
\texttt{ByLambdaReturnType}@\@kotlin.internal.InlineOnly\texttt{\public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}}

*\texttt{\@SinceKotlin("1.4\")@\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)}@\@OverloadResolution
\texttt{ByLambdaReturnType}@\@kotlin.internal.InlineOnly\texttt{\public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}}
val v = selector(this[i])
    minValue = minOf(minValue, v)
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float?
{(Double) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double?
{(Float) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Char): Char?
{<Char> -> <Char>): Char?
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.minOfOrNull(selector: (T) -> R): R?
{(BigDecimal) -> BigDecimal): R?
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R?
{(Short) -> Short): R?
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R?
{(Int) -> Int): R?
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
by [selector] function

*\n
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>>

IntArray.minOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue =
        selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>>

LongArray.minOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue =
        selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>>

FloatArray.minOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var minValue =
        selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>>

DoubleArray.minOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var minValue =
        selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
public inline fun <R> ByteArray.minOfWith(comparator: Comparator<R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue =
        selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] * among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
public inline fun <R> Any.minOfWith(comparator: Comparator<R>, selector: (Any) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue =
        selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n
public inline fun <R : Comparable<R>>

CharArray.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue =
        selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
Comparator<R, selector: (Byte) -> R): R {
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        } else if (comparator.compare(minValue, v) == 0) {
            minValue
        } else {
            return minValue
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<R, selector: (Short) -> R): R {
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        } else if (comparator.compare(minValue, v) == 0) {
            minValue
        } else {
            return minValue
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<R, selector: (Int) -> R): R {
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        } else if (comparator.compare(minValue, v) == 0) {
            minValue
        } else {
            return minValue
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<R, selector: (Long) -> R): R {
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        } else if (comparator.compare(minValue, v) == 0) {
            minValue
        } else {
            return minValue
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<R, selector: (Float) -> R): R {
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        } else if (comparator.compare(minValue, v) == 0) {
            minValue
        } else {
            return minValue
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<R, selector: (Double) -> R): R {
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        } else if (comparator.compare(minValue, v) == 0) {
            minValue
        } else {
            return minValue
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<R, selector: (Boolean) -> R): R {
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        } else if (comparator.compare(minValue, v) == 0) {
            minValue
        } else {
            return minValue
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType<@kotlin.internal.InlineOnly>public inline fun <T, R> Array<out T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType<@kotlin.internal.InlineOnly>public inline fun <R> ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType<@kotlin.internal.InlineOnly>public inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType<@kotlin.internal.InlineOnly>public inline fun <R> IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType<@kotlin.internal.InlineOnly>public inline fun <R> LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType<@kotlin.internal.InlineOnly>public inline fun <R> FloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
func minOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {
    if (isEmpty())
        return null
    var minValue = selector(this[0]) for (i in 1..lastIndex)
        val v = selector(this[i]) if
            comparator.compare(minValue, v) > 0
        minValue = v return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
func minOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {
    if (isEmpty())
        return null
    var minValue = selector(this[0]) for (i in 1..lastIndex)
        val v = selector(this[i]) if
            comparator.compare(minValue, v) > 0
        minValue = v return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
func minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty())
        return null
    var minValue = selector(this[0]) for (i in 1..lastIndex)
        val v = selector(this[i]) if
            comparator.compare(minValue, v) > 0
        minValue = v return minValue
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Double? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Float? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): T? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Byte? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Short? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Int? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Long? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Float? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Double? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}

/**
 * Returns the smallest value or `null` if there are no elements.
 */
func minOrNull(): Char? {
    if (isEmpty())
        return null
    var min = this[0] for (i in 1..lastIndex)
        val e = this[i] if
            min > e min = e return min
}
@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    return
    minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    return
    minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float?
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or ‘null’ if there are no elements.
 */
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double?
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or ‘null’ if there are no elements.
 */
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean?
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or ‘null’ if there are no elements.
 */
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char?
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
element and the element itself

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * This throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 */
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * This throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 */
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * This throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
@param [operation] function that takes current accumulator value and an element,\n and calculates the next accumulator value,\n * @sample samples.collections.Collections.Aggregates.reduce\n
ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {\n    if (isNullOrEmpty()) throw
    if (isNullOrEmpty()) throw
    var accumulator = this[0];
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index]);
        return accumulator;
    }
}

Accumulates value starting with the first element and applying [operation] from left to right to current
accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value,\n * @sample samples.collections.Collections.Aggregates.reduce\n
IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {\n    if (isNullOrEmpty()) throw
    var accumulator = this[0];
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index]);
        return accumulator;
    }
}

Accumulates value starting with the first element and applying [operation] from left to right to current
accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value,\n * @sample samples.collections.Collections.Aggregates.reduce\n
LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {\n    if (isNullOrEmpty()) throw
    var accumulator = this[0];
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index]);
        return accumulator;
    }
}

Accumulates value starting with the first element and applying [operation] from left to right to current
accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value,\n * @sample samples.collections.Collections.Aggregates.reduce\n
FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {\n    if (isNullOrEmpty()) throw
    var accumulator = this[0];
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index]);
        return accumulator;
    }
}

Accumulates value starting with the first element and applying [operation] from left to right to current
accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value,\n * @sample samples.collections.Collections.Aggregates.reduce\n
DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {\n    if (isNullOrEmpty()) throw
    var accumulator = this[0];
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index]);
        return accumulator;
    }
}

Accumulates value starting with the first element and applying [operation] from left to right to current
accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value,\n * @sample samples.collections.Collections.Aggregates.reduce\n
BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {\n    if (isNullOrEmpty()) throw
    var accumulator = this[0];
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index]);
        return accumulator;
    }
}
@param [operation] function that takes current accumulator value and an element,* and calculates the next accumulator value.

```kotlin
CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Throws an exception if this array is empty. If the array can be empty in an expected way,* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Throws an exception if this array is empty. If the array can be empty in an expected way,* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Throws an exception if this array is empty. If the array can be empty in an expected way,* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Throws an exception if this array is empty. If the array can be empty in an expected way,* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```
UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0]

for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
    return accumulator
}

// Accumulates value starting with the first element and applying [operation] from left to right
// to current accumulator value and each element with its index in the original array.

// Throws an exception if this array is empty. If the array can be empty in an expected way,
// please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
// The index of the element, current accumulator value and the element itself, and calculates the next accumulator value.

// @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.reduce

fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
        return accumulator
    }
}

// Accumulates value starting with the first element and applying [operation] from left to right
// to current accumulator value and each element with its index in the original array.

// Throws an exception if this array is empty. If the array can be empty in an expected way,
// please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

// The index of the element, current accumulator value and the element itself, and calculates the next accumulator value.

// @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.reduce

fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
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    }
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// Accumulates value starting with the first element and applying [operation] from left to right
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    }
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fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
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        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
        return accumulator
    }
}

// Accumulates value starting with the first element and applying [operation] from left to right
// to current accumulator value and each element with its index in the original array.

// Throws an exception if this array is empty. If the array can be empty in an expected way,
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    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
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    return accumulator
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    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
        return accumulator
    }
}
index of an element, current accumulator value and the element itself,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull

*/\n@SinceKotlin("1.4")\npublic inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? { \n* if (isEmpty()) return null\n* var accumulator = this[0]\n* for (index in 1..lastIndex) { \n* accumulator = operation(index, accumulator, this[index])\n* }\n* return accumulator\n* }\n
/**\n* Accumulates value starting with the first element and applying [operation] from left to right \n* to current accumulator value and each element with its index in the original array.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull
*/\n@SinceKotlin("1.4")\npublic inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? { \n* if (isEmpty()) return null\n* var accumulator = this[0]\n* for (index in 1..lastIndex) { \n* accumulator = operation(index, accumulator, this[index])\n* }\n* return accumulator\n* }\n
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*/\n@SinceKotlin("1.4")\npublic inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? { \n* if (isEmpty()) return null\n* var accumulator = this[0]\n* for (index in 1..lastIndex) { \n* accumulator = operation(index, accumulator, this[index])\n* }\n* return accumulator\n* }\n
/**\n* Accumulates value starting with the first element and applying [operation] from left to right \n* to current accumulator value and each element with its index in the original array.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull
*/\n@SinceKotlin("1.4")\npublic inline fun LongArray.reduceIndexedOrNull(operation: (index: Int, acc: Long, Long) -> Long): Long? { \n* if (isEmpty()) return null\n* var accumulator = this[0]\n* for (index in 1..lastIndex) { \n* accumulator = operation(index, accumulator, this[index])\n* }\n* return accumulator\n* }\n
/**\n* Accumulates value starting with the first element and applying [operation] from left to right \n* to current accumulator value and each element with its index in the original array.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull
*/\n@SinceKotlin("1.4")\npublic inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? { \n* if (isEmpty()) return null\n* var accumulator = this[0]\n* for (index in 1..lastIndex) { \n* accumulator = operation(index, accumulator, this[index])\n* }\n* return accumulator\n* }\n
/**\n* Accumulates value starting with the first element and applying [operation] from left to right \n* to current accumulator value and each element with its index in the original array.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* \n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceOrNull
*/\n@SinceKotlin("1.4")\npublic inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? { \n* if (isEmpty()) return null\n* var accumulator = this[0]\n* for (index in 1..lastIndex) { \n* accumulator = operation(index, accumulator, this[index])\n* }\n* return accumulator\n* }\n
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*/\n@SinceKotlin("1.4")\npublic inline fun BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? { \n* if (isEmpty()) return null\n* var accumulator = this[0]\n* for (index in 1..lastIndex) { \n* accumulator = operation(index, accumulator, this[index])\n* }\n* return accumulator\n* }\n
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isEmpty())\n    return null\n\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator
}

/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element.\n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * @param \[operation\]\n
@SinceKotlin("1.4")\npublic inline fun CharArray.reduceIndexedOrNull(operation: (index: Int, acc: Char,\nChar) -> Char): Char? {
    if (isEmpty())
        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator
}

/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element.\n * @param \[operation\] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @param \[operation\]\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty())
        return null\n    var accumulator: S = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator
}

/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element.\n * @param \[operation\] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @param \[operation\]\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator
}

/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element.\n * @param \[operation\] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @param \[operation\]\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator
}

/**\n * Accumulates value starting with the first element and applying \[operation\] from left to right\n * to current accumulator value and each element.\n * @param \[operation\] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @param \[operation\]\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun LongArray.reduceOrNull(operation: (acc: Long, Long) -> Long): Long? {
    if (isEmpty())
        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator
}
FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun

DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
samples.collections.Collections.Aggregates.reduceRight

@public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

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array can be empty in an expected way.\n* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n* \n* \n* \n* @param [operation] function that takes an element and current accumulator value,\n* and calculates the next accumulator value.\n* \n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull *\npublic inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) \n        accumulator = operation(get(index--), accumulator)\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n* \n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* \n* \n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* \n* @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull *\npublic inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) \n        accumulator = operation(index, get(index), accumulator)\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n* \n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* \n* \n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* \n* @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull *\npublic inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) \n        accumulator = operation(index, get(index), accumulator)\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n* \n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* \n* \n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* \n* @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull *\npublic inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) \n        accumulator = operation(index, get(index), accumulator)\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n* \n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use
null" when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */

```kotlin
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index
    }
    return accumulator
}
```

/*
 * Accumulates value starting with the last element and applying [operation] from right to left fn * to each element with its index in the original array and current accumulator value.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */

```kotlin
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index
    }
    return accumulator
}
```

/*
 * Accumulates value starting with the last element and applying [operation] from right to left fn * to each element with its index in the original array and current accumulator value.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */

```kotlin
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index
    }
    return accumulator
}
```

/*
 * Accumulates value starting with the last element and applying [operation] from right to left fn * to each element with its index in the original array and current accumulator value.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */

```kotlin
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index
    }
    return accumulator
}
```

/*
 * Accumulates value starting with the last element and applying [operation] from right to left fn * to each element with its index in the original array and current accumulator value.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */

```kotlin
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index
    }
    return accumulator
}
```

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Returns `null` if the array is empty.\n
```kotlin
function that takes the index of an element, the element itself and current accumulator value.\n
```
@param [operation] function that takes the index of an element, the element itself and current accumulator value.
* and calculates the next accumulator value.

samples_collections.Collections.Aggregates.reduceRightOrNonNull */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceRightIndexedOrNonNull(operation: (Int, Double, acc: Double) -> Double): Double? {
     var index = lastIndex
     if (index < 0) return null
     var accumulator = get(index--)
     while (index >= 0) {
         accumulator = operation(index, get(index), accumulator)
         --index
         } @ return accumulator

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* Returns `null` if the array is empty.
* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
* and calculates the next accumulator value.

samples_collections.Collections.Aggregates.reduceRightOrNonNull */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceRightIndexedOrNonNull(operation: (Int, Boolean, acc: Boolean) -> Boolean): Boolean? {
     var index = lastIndex
     if (index < 0) return null
     var accumulator = get(index--)
     while (index >= 0) {
         accumulator = operation(index, get(index), accumulator)
         --index
         } @ return accumulator

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* Returns `null` if the array is empty.
* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
* and calculates the next accumulator value.

samples_collections.Collections.Aggregates.reduceRightOrNonNull */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharArray.reduceRightIndexedOrNonNull(operation: (Int, Char, acc: Char) -> Char): Char? {
     var index = lastIndex
     if (index < 0) return null
     var accumulator = get(index--)
     while (index >= 0) {
         accumulator = operation(index, get(index), accumulator)
         --index
         } @ return accumulator

Accumulates value starting with the last element and applying [operation] from right to left
* to each element and current accumulator value.
* Returns `null` if the array is empty.
* @param [operation] function that takes an element and current accumulator value,
* and calculates the next accumulator value.

samples_collections.Collections.Aggregates.reduceRightOrNonNull */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
     var index = lastIndex
     if (index < 0) return null
     var accumulator = get(index--)
     while (index >= 0) {
         accumulator = operation(get(index--), accumulator)
         --index
         } @ return accumulator

Accumulates value starting with the last element and applying [operation] from right to left
* to each element and current accumulator value.
* Returns `null` if the array is empty.
* @param [operation] function that takes an element and current accumulator value,
* and calculates the next accumulator value.

samples_collections.Collections.Aggregates.reduceRightOrNonNull */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
     var index = lastIndex
     if (index < 0) return null
     var accumulator = get(index--)
     while (index >= 0) {
         accumulator = operation(get(index--), accumulator)
         --index
         } @ return accumulator

Accumulates value starting with the last element and applying [operation] from right to left
* to each element and current accumulator value.
* Returns `null` if the array is empty.
* @param [operation] function that takes an element and current accumulator value,
accumulator value, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample
samples.Collections.Collections.Aggregates.reduceRightOrNull

*\@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @public inline fun
IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Calculates value starting with the last element and
 * applying \[operation\] from right to left.\n * \( n \) * \( n \) * \n * @param \[operation\] function that takes an element and current accumulator value, \( n \) * and calculates the next accumulator value, \( n \) * @sample
samples.Collections.Collections.Aggregates.reduceRightOrNull

*\@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @public inline fun
LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Calculates value starting with the last element and
 * applying \[operation\] from right to left.\n * \( n \) * \( n \) * \n * @param \[operation\] function that takes an element and current accumulator value, \( n \) * and calculates the next accumulator value, \( n \) * @sample
samples.Collections.Collections.Aggregates.reduceRightOrNull

*\@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @public inline fun
FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Calculates value starting with the last element and
 * applying \[operation\] from right to left.\n * \( n \) * \( n \) * \n * @param \[operation\] function that takes an element and current accumulator value, \( n \) * and calculates the next accumulator value, \( n \) * @sample
samples.Collections.Collections.Aggregates.reduceRightOrNull

*\@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @public inline fun
DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Calculates value starting with the last element and
 * applying \[operation\] from right to left.\n * \( n \) * \( n \) * \n * @param \[operation\] function that takes an element and current accumulator value, \( n \) * and calculates the next accumulator value, \( n \) * @sample
samples.Collections.Collections.Aggregates.reduceRightOrNull

*\@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @public inline fun
BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Calculates value starting with the last element and
 * applying \[operation\] from right to left.\n * \( n \) * \( n \) * \n * @param \[operation\] function that takes an element and current accumulator value, \( n \) * and calculates the next accumulator value, \( n \) * @sample
samples.Collections.Collections.Aggregates.reduceRightOrNull

*\@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) @public inline fun
CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Returns a list containing successive
 * accumulation values generated by applying \[operation\] from left to right.\n * \( n \) * \( n \) * Note that \( acc \) value passed to \[operation\] function should
not be mutated; otherwise it would affect the previous value in resulting list.

@sample samples.collections.Collections.Aggregates.runningFold

/*\n@SinceKotlin("1.4")\npublic inline fun <T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> \n    {\n        \n        if (isRandom()) return \n        \n        val result = \n        \n        var accumulator = initial \n        \n        for (element in \n            \n            accumulator = operation(accumulator, element) \n            \n            result.add(accumulator) \n            \n            return result
        \n        } \n    }

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.runningFold(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.runningFold(initial: R, operation: (acc: R, Int) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.runningFold(initial: R,
    operation: (acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
    }
    return result.add(accumulator)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.runningFold(initial: R,
    operation: (acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
    }
    return result.add(accumulator)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.runningFold(initial: R,
    operation: (acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
    }
    return result.add(accumulator)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R,
    operation: (index: Int, acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result.add(accumulator)
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public inline fun <T, R> ByteArray.runningFoldIndexed(initial: R,
    operation: (index: Int, acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result.add(accumulator)
}
return listOf(initial)
val result = ArrayList<R>(size + 1).apply { add(initial) }\nvar accumulator = initial\nfor (index in indices) {\n    accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n} return result\n\n*\n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n*\n* Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n*\n* @param [operation] that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    } return result\n\n*\n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n*\n* Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n*\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n*\n* @param [operation] that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun <R> IntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    } return result\n\n*\n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n*\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n*\n* @param [operation] that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun <R> LongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    } return result\n\n*\n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n*\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n*\n* @param [operation] that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun <R> FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    } return result\n\n*\n*\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.\n*\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n*\n* @param [operation] that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections.Aggregates.runningFold
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun <R>
BooleanArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n@SinceKotlin("1.4")\npublic inline fun Array<out T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()\n    var accumulator: S = this[0]\n    val result = ArrayList<S>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n */
@SinceKotlin("1.4")\npublic inline fun ByteArray.runningReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()\n    var accumulator: Byte = this[0]\n    val result = ArrayList<Byte>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n */
@SinceKotlin("1.4")\npublic inline fun ShortArray.runningReduce(operation: (acc: Short, Short) -> Short): List<Short> {
result = ArrayList<Char>(size).apply { add(accumulator) }\n for (index in 1 until size) { \n    accumulator = operation(accumulator, this[index])\n    result.add(accumulator)\n }\n return result\n}\n\nReturns a list containing successive accumulation values generated by applying [operation] from left to right.\n\nNote that `acc` value passed to [operation] function should not be mutated;\n\notherwise it would affect the previous value in resulting list.\n\n@sample \n\n\n```kotlin
result = ArrayList<Char>(size).apply { add(accumulator) }\n for (index in 1 until size) { \n    accumulator = operation(accumulator, this[index])\n    result.add(accumulator)\n }\n return result\n}
```

```kotlin
/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right.\n * This method accumulates a value created by applying [operation] to each element in the original array.\n *\n * @param \[operation\] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n *\n * @sample \n */
@SinceKotlin("1.4")
public inline fun <\n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n @sample \n Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8271
values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. When [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. When [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```
calculates the next accumulator value.

```kotlin
public inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element and current accumulator value that starts with
 * initial value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and
 * calculates the next accumulator value.
 * @param initial initial value
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by
 * applying [operation] from left to right to each element and current accumulator value that starts with
 * initial value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and
 * calculates the next accumulator value.
 * @param initial initial value
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by
 * applying [operation] from left to right to each element and current accumulator value that starts with
 * initial value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and
 * calculates the next accumulator value.
 * @param initial initial value
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by
 * applying [operation] from left to right to each element and current accumulator value that starts with
 * initial value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and
 * calculates the next accumulator value.
 * @param initial initial value
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by
 * applying [operation] from left to right to each element and current accumulator value that starts with
 * initial value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and
 * calculates the next accumulator value.
 * @param initial initial value
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return runningFold(initial, operation)
}

*/
fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * @param [operation] function that takes the current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
c inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * otherwise it would affect the previous value in resulting list.
 * [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.",
    ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
    ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
    ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
    ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    return runningReduce(operation)
}
c inline fun IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    return runningReduce(operation)
}

ReplaceWith("runningReduce(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
publi

c inline fun LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    return runningReduce(operation)
}

ReplaceWith("runningReduce(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
publi

c inline fun FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    return runningReduce(operation)
}

ReplaceWith("runningReduce(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
publi

c inline fun DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    return runningReduce(operation)
}

ReplaceWith("runningReduce(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
publi

c inline fun CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    return runningReduce(operation)
}

ReplaceWith("runningReduceIndexed(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S>

Array<out T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    return runningReduceIndexed(operation)
}

ReplaceWith("runningReduceIndexed(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
publi

c inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduceIndexed(operation)
}

ReplaceWith("runningReduceIndexed(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
publi

c inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    return runningReduceIndexed(operation)
}

ReplaceWith("runningReduceIndexed(operation)")

@SinceKotlin("1.3")
@ExperimentalStdlibApi
publi
c inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double):
List<Double> {  
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean):
List<Boolean> {  
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```kotlin
{ \n    sum += selector(element)\n} \nreturn sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double { \n    var sum: Double = 0.0f \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double { \n    var sum: Double = 0.0f \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double { \n    var sum: Double = 0.0f \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double { \n    var sum: Double = 0.0f \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOf")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double { \n    var sum: Double = 0.0f \n    for (element in this) { \n        sum += selector(element)\n    } \n    return sum\n/** Returns the sum of all values produced by [selector] function applied to each element in the array.\n@n/**\n```
(element in this) \{ \n    sum += selector(element) \n    return sum \n\} \n\n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfDouble")\@kotlin.internal.InlineOnly\public inline fun CharArray.sumOf(selector: (Char) -> Double): Double { \n    var sum: Double = 0.toDouble() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun <T> Array<out T>.sumOf(selector: (T) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun ByteArray.sumOf(selector: (Byte) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

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ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun ShortArray.sumOf(selector: (Short) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

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ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun IntArray.sumOf(selector: (Int) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun LongArray.sumOf(selector: (Long) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun FloatArray.sumOf(selector: (Float) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun DoubleArray.sumOf(selector: (Double) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName("sumOfInt")\@kotlin.internal.InlineOnly\public inline fun BooleanArray.sumOf(selector: (Boolean) -> Int): Int { \n    var sum: Int = 0.toInt() \n    for (element in this) { \n        sum += selector(element) \n    } \n    return sum \n* Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Int): Int {\n  var sum: Int = 0.toInt()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Array<out T>.sumOf(selector: (T) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.sumOf(selector: (Byte) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sumOf(selector: (Short) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sumOf(selector: (Int) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.sumOf(selector: (Long) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sumOf(selector: (Float) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.sumOf(selector: (Double) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.sumOf(selector: (Boolean) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
@kotlin.experimental.ExperimentalTypeInference::class\n@OptIn(
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n*\n
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function applied to each element in the array.

```kotlin
/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func <T> Array<T>.sumOf(selector: (T) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func ByteArray.sumOf(selector: (Byte) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func ShortArray.sumOf(selector: (Short) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func IntArray.sumOf(selector: (Int) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func LongArray.sumOf(selector: (Long) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func FloatArray.sumOf(selector: (Float) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func DoubleArray.sumOf(selector: (Double) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@ExperimentalUnsignedTypes@kotlin.internal
.InlineOnly@public inline func CharArray.sumOf(selector: (Char) -> UInt): UInt
{| element in this | sum += selector(element) | return sum |}**/ * Returns the sum of all values produced by [selector] function applied to each element in the array.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.inter
public inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun Array<out Any>.split(predicate: (Any) -> Boolean): Pair<Array<out Any>, Array<out Any>> {
    val first = ArrayList<Any>()
    val second = ArrayList<Any>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

@fun<

```kotlin
/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`. \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8233
yielded `false`.

```kotlin
val first = ArrayList<Char>(0)
val second = ArrayList<Char>()
```

```kotlin
for (element in this) {
    if (predicate(element)) {
        first.add(element)
    } else {
        second.add(element)
    }
}
```

```kotlin
return Pair(first, second)
```

```kotlin
return a list of pairs built from the elements of ‘this’ array and the [other] array with the same index.
```
pair of elements. The returned list has length of the shortest collection.

```java
ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }/* Returns a list of values built from the elements of `this` array and the [other] array with the same index */
```

The returned list has length of the shortest collection.

```java
IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }/* Returns a list of values built from the elements of `this` array and the [other] array with the same index */
```

The returned list has length of the shortest collection.

```java
LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }/* Returns a list of values built from the elements of `this` array and the [other] array with the same index */
```

The returned list has length of the shortest collection.

```java
FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }/* Returns a list of values built from the elements of `this` array and the [other] array with the same index */
```

The returned list has length of the shortest collection.

```java
DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }/* Returns a list of values built from the elements of `this` array and the [other] array with the same index */
```

The returned list has length of the shortest collection.

```java
BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }/* Returns a list of values built from the elements of `this` array and the [other] array with the same index */
```

The returned list has length of the shortest collection.

```java
CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }/* Returns a list of values built from the elements of `this` array and the [other] array with the same index */
```

The returned list has length of the shortest collection.
list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
public inline \n function \n List<\n\nV> \n size\n = \n size\n \n \n var\n i = \n 0\n \n \n for (element\n in other) \n { \n if (i >= arraySize) \n break\n \n list.add(transform(this[i++], element))\n } \n return\n list\n }\n
>Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
FloatArray.zip(\nother: \nIterable<Float>, \ntransform: \n(a: \nFloat, \nb: \nR) \n-> \nV): \nList<\nV> \n{ \n\nval\n arraySize = \nsize\n \n \nval\n list = \nArrayList<\nV>(\nminOf(other.collectionSizeOrDefault(10), \narraySize))\n \nvar\n i = \n0\n \n\nfor (element\n in other) \n{ \nif (i >= arraySize) \nbreak\n \nlist.add(transform(this[i++], element))\n } \nreturn\nlist\n}\n
>Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
BooleanArray.zip(\nother: \nIterable<Boolean>, \ntransform: \n(a: \nBoolean, \nb: \nR) \n-> \nV): \nList<\nV> \n{ \n\nval\n arraySize = \nsize\n \n \nval\n list = \nArrayList<\nV>(\nminOf(other.collectionSizeOrDefault(10), \narraySize))\n \nvar\n i = \n0\n \n\nfor (element\n in other) \n{ \nif (i >= arraySize) \nbreak\n \nlist.add(transform(this[i++], element))\n } \nreturn\nlist\n}\n
>Returns a list of pairs built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
CharArray.zip(\nother: \nIterable<Character>, \ntransform: \n(a: \nCharacter, \nb: \nR) \n-> \nV): \nList<\nV> \n{ \n\nval\n arraySize = \nsize\n \n \nval\n list = \nArrayList<\nV>(\nminOf(other.collectionSizeOrDefault(10), \narraySize))\n \nvar\n i = \n0\n \n\nfor (element\n in other) \n{ \nif (i >= arraySize) \nbreak\n \nlist.add(transform(this[i++], element))\n } \nreturn\nlist\n}\n
>Returns a list of pairs built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
ByteArray.zip(\nother: \nByteArray): \nList<\nPair<\nByte, \nByte>> \n{ \n\nreturn\nzip(\nother) \n{ \n t1, t2 -> t1 to t2 }\n\nun/*\n\n\n\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
ShortArray.zip(\nother: \nShortArray): \nList<\nPair<\nShort, \nShort>> \n{ \n\nreturn\nzip(\nother) \n{ \n t1, t2 -> t1 to t2 }\n\nun/*\n\n\n\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
IntArray.zip(\nother: \nIntArray): \nList<\nPair<\nInt, \nInt>> \n{ \n\nreturn\nzip(\nother) \n{ \n t1, t2 -> t1 to t2 }\n\nun/*\n\n\n\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n* \n
LongArray.zip(\nother: \nLongArray): \nList<\nPair<\nLong, \nLong>> \n{ \n\nreturn\nzip(\nother) \n{ \n t1, t2 -> t1 to t2 }\n\nun/*\n\n\n\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* \n* @sample
samples.collections.Iterables.Operations.zipIterable\n *

public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> { return zip(other) { t1, t2 -> t1 to t2 } } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n *\n
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> { return zip(other) { t1, t2 -> t1 to t2 } } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun FloatArray.zipIterable(other: FloatArray): List<Pair<Float, Float>> { \n return zipIterable(other) { t1, t2 -> t1 to t2 } } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun DoubleArray.zipIterable(other: DoubleArray): List<Pair<Double, Double>> { \n return zipIterable(other) { t1, t2 -> t1 to t2 } } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun BooleanArray.zipIterable(other: BooleanArray): List<Pair<Boolean, Boolean>> { \n return zipIterable(other) { t1, t2 -> t1 to t2 } } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun CharArray.zipIterable(other: CharArray): List<Pair<Char, Char>> { \n return zipIterable(other) { t1, t2 -> t1 to t2 } } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun ByteArray.zipIterable(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun ShortArray.zipIterable(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun IntArray.zipIterable(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun LongArray.zipIterable(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun FloatArray.zipIterable(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun DoubleArray.zipIterable(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun BooleanArray.zipIterable(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *

samples.collections.Iterables.Operations.zipIterable\n *

infix fun CharArray.zipIterable(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> { \n val size = minOf(size, other.size) \n val list = ArrayList<V>(size) \n for (i in 0 until size) { \n list.add(transform(this[i], other[i])) } \n return list \n } \n
@sample samples.collections.Iterables.Operations.zipIterable\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n *
list has length of the shortest array.

samples.collections.Operations.zipIterableWithTransform

BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> { val size = minOf(size, other.size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }

ArrayList.zipIterableWithTransform

return list

Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string which defaults to "\n...\n".

Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string which defaults to "\n...\n".

Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string which defaults to "\n...\n".

Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string which defaults to "\n...\n".
Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ",\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((Long) -> CharSequence)? = null): A

```java
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
```

Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ",\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((Float) -> CharSequence)? = null): A

```java
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
```

Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ",\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "\", transform: ((Double) -> CharSequence)? = null): A

```java
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
```

Appendable> BooleanArray.joinTo(buffer: A, separator: CharSequence = ",\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "\", transform: ((Boolean) -> CharSequence)? = null): A

```java
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
```

Appendable> Collection.joinTo(buffer: A, separator: CharSequence = ",\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((Collection<out T>) -> CharSequence)? = null): A

```java
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
```

Appendable> Array.joinTo(buffer: A, separator: CharSequence = ",\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((Array<out E>) -> CharSequence)? = null): A

```java
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
```

Appendable> AnyArray.joinTo(buffer: A, separator: CharSequence = ",\", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((Any) -> CharSequence)? = null): A

```java
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
```
buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element)
    } else break
}

if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun String.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((String) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun LinkedList.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((LinkedList) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
samples.collections.Collections.Transformations.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

public fun DoubleArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to \"...\")
 */
public fun samples.collections.Collections.Transformations.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

public fun BooleanArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to \"...\")
 */
public fun CharArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asSequence(): Sequence<T> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun IntArray.asSequence():
    Sequence<Int> {
        if (isEmpty()) return emptySequence()
        return return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun LongArray.asSequence():
    Sequence<Long> {
        if (isEmpty()) return emptySequence()
        return return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun FloatArray.asSequence():
    Sequence<Float> {
        if (isEmpty()) return emptySequence()
        return return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun DoubleArray.asSequence():
    Sequence<Double> {
        if (isEmpty()) return emptySequence()
        return return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun BooleanArray.asSequence():
    Sequence<Boolean> {
        if (isEmpty()) return emptySequence()
        return return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun CharArray.asSequence():
    Sequence<Char> {
        if (isEmpty()) return emptySequence()
        return return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun BooleanArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun CharArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@sample samples.collections.Sequences.Building.sequenceFromArray

@public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmMultifileClass
@kotlin.jvm.JvmName("RangesKt")
package kotlin.ranges

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

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    return random.nextInt(this)
}

else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmMultifileClass
@kotlin.jvm.JvmName("RangesKt")
package kotlin.ranges

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

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    return random.nextInt(this)
}

else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmMultifileClass
@kotlin.jvm.JvmName("RangesKt")
package kotlin.ranges

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    return random.nextInt(this)
}

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@kotlin.jvm.JvmName("RangesKt")
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// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
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import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    return random.nextInt(this)
}
specified source of randomness.

```kotlin
@Throws(IllegalArgumentException::class)
public fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
public fun IntRange.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
public fun LongRange.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
public fun CharRange.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns `true` if this range contains the specified 
 * `[element]`.  
 * Always returns `false` if the 
 * `[element]` is null.
 */
@SinceKotlin("1.3")
public inline operator fun IntRange.contains(element: Int?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains 
 * the specified 
 * `[element]`.  
 * Always returns `false` if the 
 * `[element]` is null.
 */
@SinceKotlin("1.3")
public inline operator fun LongRange.contains(element: Long?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified 
 * `[value]` belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}
```

---

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"1.4")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())\n}\n\n
/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3\", errorSince = "1.4")\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n
/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3\", errorSince = "1.4")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n
/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3\", errorSince = "1.4")\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n
/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3\", errorSince = "1.4")\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n
/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3\", errorSince = "1.4")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())\n}\n\n
/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3\", errorSince = "1.4")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())\n}\n\n
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specified [value] belongs to this range.

```kotlin
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteArray().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
    return value.toShort().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())
}

@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Int): Boolean {
    return contains(value.toFloat())
}

@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Long): Boolean {
    return value.toLong().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toInt())
}
```

Checks if the specified [value] belongs to this range.

```kotlin
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Long): Boolean {
    return value.toByte().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShort().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())
}

@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())
}

@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}
```

Checks if the specified [value] belongs to this range.

```kotlin
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toFloat().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toFloat().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Float): Boolean {
    return contains(value.toFloat())
}
```

Checks if the specified [value] belongs to this range.

```kotlin
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return contains(value.toDouble())
}

@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return contains(value.toDouble())
}
```

Checks if the specified [value] belongs to this range.
the specified [to] value with the step -1. The [to] value should be less than or equal to 'this' value. If the [to] value is greater than 'this' value the returned progression is empty.

//infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

//infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

//infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

//infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

//infix fun Short.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Byte.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)
}

//infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)
}

//infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)
}

//infix fun Short.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Short.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Byte.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Byte.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

//infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

//infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}
`this` value \n * If the [to] value is greater than \n * the returned progression is empty.

 *\n *\n *\n *\n */

```kotlin
public infix fun Long.downTo(to: Short): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to \n * this value.
 * If the [to] value is greater than \n * this value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * If the [to] value is greater than \n * this value the returned progression is empty.
 */
public infix fun Short.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(to.toInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toInt().toByte() else null
}

internal fun Long.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Double.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null
}

internal fun Double.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toShort() else null
}

/**
 * Returns
a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\n\npublic infix fun Int.until(to: Byte): IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x101]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Ensures that this value is not less than the specified \[minimumValue\].\n * \n * @return this
[91x116]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x131]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x146]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x161]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x176]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x191]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x206]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x221]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x236]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x251]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x266]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x281]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x296]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x311]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x326]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x341]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x356]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x371]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x386]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x401]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x416]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x431]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x446]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x461]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x476]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * \n * @sample
[91x491]IntRange {\n    return this .. (to.toInt() - 1).toInt()\n}
samples.comparisons.ComparableOps.coerceAtLeastComparable

/*public fun <T : Comparable<cvgg>
T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}*/

public fun <T : Comparable<T>>
T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
} /*public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}*/

public fun ComparableOps.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}

public fun <T : Comparable<T>>
T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}

public fun Byte.coerceAtLeast(minimumValue: Byte) {
    return if (this < minimumValue) minimumValue else this
}

public fun Short.coerceAtLeast(minimumValue: Short) {
    return if (this < minimumValue) minimumValue else this
}

public fun Int.coerceAtLeast(minimumValue: Int) {
    return if (this < minimumValue) minimumValue else this
}

public fun Long.coerceAtLeast(minimumValue: Long) {
    return if (this < minimumValue) minimumValue else this
}

public fun Float.coerceAtLeast(minimumValue: Float) {
    return if (this < minimumValue) minimumValue else this
}

public fun Double.coerceAtLeast(minimumValue: Double) {
    return if (this < minimumValue) minimumValue else this
}

public fun <T : Comparable<T>>
T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
} /*public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}*/

public fun Short.coerceAtMost(maximumValue: Short) {
    return if (this > maximumValue) maximumValue else this
}

public fun Int.coerceAtMost(maximumValue: Int) {
    return if (this > maximumValue) maximumValue else this
}

public fun Long.coerceAtMost(maximumValue: Long) {
    return if (this > maximumValue) maximumValue else this
}

public fun Float.coerceAtMost(maximumValue: Float) {
    return if (this > maximumValue) maximumValue else this
}

public fun Double.coerceAtMost(maximumValue: Double) {
    return if (this > maximumValue) maximumValue else this
}

public fun <T : Comparable<T>>
T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
}

public fun Byte.coerceAtMost(maximumValue: Byte) {
    return if (this > maximumValue) maximumValue else this
}

public fun Short.coerceAtMost(maximumValue: Short) {
    return if (this > maximumValue) maximumValue else this
}

public fun Int.coerceAtMost(maximumValue: Int) {
    return if (this > maximumValue) maximumValue else this
}

public fun Long.coerceAtMost(maximumValue: Long) {
    return if (this > maximumValue) maximumValue else this
}

public fun Float.coerceAtMost(maximumValue: Float) {
    return if (this > maximumValue) maximumValue else this
}

public fun Double.coerceAtMost(maximumValue: Double) {
    return if (this > maximumValue) maximumValue else this
}
value if it’s less than or equal to the `[maximumValue] or the `[maximumValue] otherwise.

```kotlin
@sample
samples.comparisons.ComparableOps.coerceAtMost

@public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].

```kotlin
@public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].

```kotlin
@public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue == null && maximumValue == null) {
        return if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    } else {
        if (minimumValue > maximumValue) return maximumValue
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
    return this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].

```kotlin
@public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].

```kotlin
@public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].

```kotlin
@public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].

```kotlin
@public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].

```kotlin
@public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range `[minimumValue],..[maximumValue].
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

@sample

samples.comparisons.ComparableOps.coerceIn

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARYCONSTRUCTOR_OF_INLINE CLASS") @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly

public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UByte = UByte(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UByte = UByte(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a
bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun
    and(other: UByte): UByte = UByte(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun
    or(other: UByte): UByte = UByte(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun
    xor(other: UByte): UByte = UByte(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun
    inv(): UByte = UByte(data.inv())
    /** Converts this [UByte] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun
toByte(): Byte = data
    /** Converts this [UByte] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun
toShort(): Short = data.toShort() and 0xFF
    /** Converts this [UByte] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun
toInt(): Int = data.toInt() and 0xFF
    /** Converts this [UByte] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun
toLong(): Long = data.toLong() and 0xFF
    /** Returns this value. */
    @kotlin.internal.InlineOnly
    public inline fun
toUByte(): UByte = this
    /** Converts this [UByte] value to [Float]. */
    @kotlin.internal.InlineOnly
    public inline fun
toFloat(): Float = this.toInt().toFloat()
    /** Converts this [UByte] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun
toDouble(): Double = this.toInt().toDouble()

    public override fun toString(): String =
    this.toInt().toString()
other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt =
    this.times(other.toUInt()))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt =
    this.times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong =
    this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UBbyte): UBbyte =
    this.div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UBShort): UBshort =
    this.div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UBInt): UBint =
    this.div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UBLong): UBlong =
    this.toULong().div(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UBLong): ULong =
    this.toULong().div(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBbyte): UBbyte =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBShort): UBshort =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBInt): UBint =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBLong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBbyte): UBbyte =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBShort): UBshort =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBInt): UBint =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBLong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBbyte): UBbyte =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBShort): UBshort =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBInt): UBint =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBLong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBbyte): UBbyte =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBShort): UBshort =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBInt): UBint =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBLong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBbyte): UBbyte =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBShort): UBshort =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBInt): UBint =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBLong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBbyte): UBbyte =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBShort): UBshort =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBInt): UBint =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBLong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
    this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBbyte): UBbyte =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBShort): UBshort =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBInt): UBint =
    this.rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UBLong): ULong =
    this.toULong().rem(other)
numerical value as this `UInt`. The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value. If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `UInt`. The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.

@kotlin.internal.InlineOnly public inline fun toUByte(): UByte = data.toUByte() **//** Returns this value.

@kotlin.internal.InlineOnly public inline fun toUShort(): UShort = data.toUShort() **//** Converts this [UInt] value to [UShort].

@kotlin.internal.InlineOnly public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF) **//** Converts this [UInt] value to [ULong].

@kotlin.internal.InlineOnly public inline fun toFloat(): Float = this.toDouble().toFloat() **//** Converts this [UInt] value to [Float].

@kotlin.internal.InlineOnly public inline fun toDouble(): Double = uintToDouble(data) **//** Converts this [UInt] value to [Double].

public override fun toString(): String = toLong().toString() **//** Converts this [UInt] value to a string.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun Byte.toUInt(): UInt = UInt(this.toInt()) **//** Converts this [Byte] value to [UInt].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun Short.toUInt(): UInt = UInt(this.toInt()) **//** Converts this [Short] value to [UInt].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun Int.toUInt(): UInt = UInt(this) **//** Converts this [Int] value to [UInt].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun Long.toUInt(): UInt = UInt(this.toInt()) **//** Converts this [Long] value to [UInt].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun Float.toUInt(): UInt = doubleToUInt(this.toDouble()) **//** Converts this [Float] value to [UInt].

@SinceKotlin("1.3") @ExperimentalUnsignedTypes fun Double.toUInt(): UInt = doubleToUInt(this) **//** Converts this [Double] value to [UInt].

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3") @ExperimentalUnsignedTypes@PublishedApi internal
public inline class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * The resulting `UByte` value represents the same numerical value as this `UShort`. The resulting `UByte` value is represented by the least significant 8 bits of this `UShort` value.
         */
        @kotlin.internal.InlineOnly public inline fun toUByte(): UByte = data.toUByte() **//** Returns this value.

        @kotlin.internal.InlineOnly public inline fun toUShort(): UShort = data.toUShort() **//** Converts this [UInt] value to [UShort].

        @kotlin.internal.InlineOnly public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF) **//** Converts this [UInt] value to [ULong].

        @kotlin.internal.InlineOnly public inline fun toFloat(): Float = this.toDouble().toFloat() **//** Converts this [UInt] value to [Float].

        @kotlin.internal.InlineOnly public inline fun toDouble(): Double = uintToDouble(data) **//** Converts this [UInt] value to [Double].

        public override fun toString(): String = toLong().toString() **//** Converts this [UInt] value to a string.

        @SinceKotlin("1.3") @ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@kotlin.experimental.inplace inline fun Byte.toUInt(): UInt = UInt(this.toInt()) **//** Converts this [Byte] value to [UInt].

        @SinceKotlin("1.3") @ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@kotlin.experimental.inplace inline fun Short.toUInt(): UInt = UInt(this.toInt()) **//** Converts this [Short] value to [UInt].

        @SinceKotlin("1.3") @ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@kotlin.experimental.inplace inline fun Int.toUInt(): UInt = UInt(this) **//** Converts this [Int] value to [UInt].

        @SinceKotlin("1.3") @ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@kotlin.experimental.inplace inline fun Long.toUInt(): UInt = UInt(this.toInt()) **//** Converts this [Long] value to [UInt].

        @SinceKotlin("1.3") @ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@kotlin.experimental.inplace inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble()) **//** Converts this [Float] value to [UInt].

        @SinceKotlin("1.3") @ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@kotlin.experimental.inplace inline fun Double.toUInt(): UInt = doubleToUInt(this) **//** Converts this [Double] value to [UInt].

        public override fun toString(): String = toLong().toString() **//** Converts this [UInt] value to a string.
*/
public const val
MIN_VALUE: UShort = UShort(0)

/**
 * A constant holding the maximum value an instance of
UShort can have.
*/
public const val
MAX_VALUE: UShort = UShort(-1)

/**
 * The number of bytes used to represent an instance of
UShort in a binary form.
*/
public const val
SIZE_BYTES: Int = 2

/**
 * The number of bits used to represent an instance of
UShort in a binary form.
*/
public const val
SIZE_BITS: Int = 16

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: UInt): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: ULong): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: UInt): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for
order.
 */
public inline operator fun compareTo(other: ULong): Int = this.toInt().compareTo(other.toInt())

/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

/**
 * Adds the other value to this value.
 */
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

/**
 * Subtracts the other value from this value.
 */
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

/**
 * Multiplies this value by the other value.
 */
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

/**
 * Divides this value by the other value.
 */
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

/**
 * Calculates the remainder of dividing this value
by the other value.
 */
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())

/**
 * Calculates the remainder of dividing this value
by the other value.
 */
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())

/**
 * Calculates the remainder of dividing this value
by the other value.
 */
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)

/**
 * Calculates the remainder of dividing this value
by the other value.
 */
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/**
 * Converts this `UShort` value to `Int`. 
 * The resulting `Int` value represents the same numerical value as this `UShort`.
 * Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()

    /**
     * Converts this `UShort` value to `Byte`. 
     * If this value is less than or equals to `Byte.MAX_VALUE`, the resulting `Byte` value represents
     * the same numerical value as this `UShort`. Otherwise the resulting `Byte` value is represented by the least significant 8 bits of this `UShort` value.
     * Note that the resulting `Byte` value may be negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()

    /**
     * Converts this `UShort` value to `UByte`. 
     * If this value is less than or equals to `UByte.MAX_VALUE`, the resulting `UByte` value represents
     * the same numerical value as this `UShort`. Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()

    /** Returns this value. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()

    /**
     * Converts this `UShort` value to `UByte`. 
     * If this value is less than or equals to `UByte.MAX_VALUE`, the resulting `UByte` value represents
     * the same numerical value as this `UShort`. Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)

    /**
     * Converts this `UShort` value to `Long`. 
     * The least significant 16 bits of the resulting `Long` value are the same as the bits of this `UShort` value.
     * If this value is less than or equals to `Long.MAX_VALUE`, the resulting `Long` value represents the same numerical value as this `UShort`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong() and 0xFFFF

    /**
     * Converts this `UShort` value to `Int`. 
     * The resulting `Int` value represents the same numerical value as this `UShort`.
     * If this value is less than or equals to `Int.MAX_VALUE`, the resulting `Int` value represents the same numerical value as this `UShort`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt() and 0xFFFF

    /**
     * Converts this `UShort` value to `UInt`. 
     * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `UShort` value.
     * If this value is less than or equals to `UInt.MAX_VALUE`, the resulting `UInt` value represents the same numerical value as this `UShort`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF)

    /**
     * Converts this `UShort` value to `Byte`. 
     * If this value is less than or equals to `Byte.MAX_VALUE`, the resulting `Byte` value represents
     * the same numerical value as this `UShort`. Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()

    /**
     * Converts this `UShort` value to `UByte`. 
     * If this value is less than or equals to `UByte.MAX_VALUE`, the resulting `UByte` value represents
     * the same numerical value as this `UShort`. Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()

    /** Returns this value. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()

    /**
     * Converts this `UShort` value to `UByte`. 
     * If this value is less than or equals to `UByte.MAX_VALUE`, the resulting `UByte` value represents
     * the same numerical value as this `UShort`. Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = ULong(data.inv())

    /**
     * Converts this `UShort` value to `Byte`. 
     * If this value is less than or equals to `Byte.MAX_VALUE`, the resulting `Byte` value represents
     * the same numerical value as this `UShort`. Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()

    /**
     * Converts this `UShort` value to `UByte`. 
     * If this value is less than or equals to `UByte.MAX_VALUE`, the resulting `UByte` value represents
     * the same numerical value as this `UShort`. Otherwise the result is negative. 
 */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
[Byte] value to [UShort].

* If this value is positive, the resulting `UShort` value represents the same numerical value
as this `Byte`. * * If this value is positive, the resulting `UShort` value represents the same
as the bits of this `Byte` value. * * * This least significant 8 bits of the resulting `UShort`
value are the same as the bits of this `Byte` value. * * * * whereas the most significant 8 bits are
filled with the sign bit of this value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this)

/**
 * Converts this `Int` value to `UShort`.
 *
 * If this value is positive and less than or equals to `UShort.MAX_VALUE`, the resulting `UShort` value
represents the same numerical value as this `Int`. * * * * The resulting `UShort` value is represented
by the least significant 16 bits of this `Int` value. * * * * * * Copyright 2010-2020 JetBrains s.r.o. and
Kotlin Programming Language contributors. * * * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.

kotlin.ranges

/**
 * A range of values of type `Char`. * * * * * * A range of values of type `Char`. * * * * * * *
 */

override val start: Char get() = first

override val endInclusive: Char get() = last

override fun contains(value: Char): Boolean = first <= value && value <= last

override fun isEmpty(): Boolean = first > last

override fun equals(other: Any?): Boolean = other is CharRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

override fun toString(): String = "$first..$last"

companion object {
    /** An empty range of values of type `Char`. */
    public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
}

/**
 * A range of values of type `Int`.
 */

import kotlin.random.Random

internal object EmptyIterator : ListIterator<Nothing> {

    override fun hasNext():


Boolean = false
override fun hasPrevious(): Boolean = false
override fun nextIndex(): Int = -1
override fun next(): Nothing = throw NoSuchElementException()
override fun previousIndex(): Int = -1
override fun previous(): Nothing = throw NoSuchElementException()

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is EmptyList && other.isEmpty()
    override fun hashCode(): Int = 1
    override fun toString(): String = "\n"
    override fun size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isSubListOf(element)

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Element doesn't contain element at index $index.
"

    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator

    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("From index: $index")
        return EmptyIterator
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0) return list
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

internal fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)

private class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {
    override val size: Int get() = values.size
    override fun isEmpty(): Boolean = values.isEmpty()
    override fun contains(element: T): Boolean = values.contains(element)
    override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }

    override fun iterator(): Iterator<T> = values.iterator()
    override hidden fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)
}

/**
 * Returns an empty unmodifiable list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new unmodifiable list of given elements.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyList
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size == 0) emptyList() else elements.asList()

/**
 * Creates a new unmodifiable list with the specified size, where each element is calculated by calling the specified init function.
 * The function [init] is called for each list element sequentially starting from the first one.
 * It should return the value for

a list element given its index.

```kotlin
*\n@sample samples.collections.Collections.Lists.readOnlyListFromInitializer
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n\npublic\nfun <T>\nList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n\npublic\nfun <T>\n MutableList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n\npublic\nfun <T>\n MutableList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n\npublic\nfun <T>\n MutableList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n\npublic\nfun <T>\n MutableList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n\npublic\nfun <T>\n MutableList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n\npublic\nfun <T>\n MutableList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n\npublic\nfun <T>\n MutableList\(size: Int, init: (index: Int) -> T):\n  MutableList\(size, init)\n*\n// \n* *\n\n@sample \n*\n*\n```
restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.

```java
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
fun <E> containsAll(elements: Collection<E>): Boolean = containsAll(elements, equals) * Returns a new list with the elements of this list randomly shuffled.

@sample samples.collections.Collections.Collections.collectionContainsAll
```
fromIndex: Int = 0, toIndex: Int = size, selector: (T) -> K) Int =

binarySearch(fromIndex, toIndex) { comparator.compare(selector(it), key) }

* Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm.

* The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements.

* i.e. negative values come before zero and zeroes come before positive values.

* Otherwise, the result is undefined.

* If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.

* @param comparator comparison function that returns zero when called on the list element being searched.

* On the elements coming before the target element, the function must return negative values.

* on the elements coming after the target element, the function must return positive values.

* @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(-insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted.

* so that the list (or the specified subrange of list) still remains sorted.

samples.collections.Collections.Lists.binarySearchWithComparisonFunction

* @param comparison function that returns zero when called on the list element being searched.

* On the elements coming before the target element, the function must return negative values.

* on the elements coming after the target element, the function must return positive values.

* @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(-insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted.

* so that the list (or the specified subrange of list) still remains sorted.

samples.collections.Collections.Lists.binarySearchWithComparisonFunction

* @public fun <T>

List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {

    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {

        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found

    }
    return -(low + 1)  // key not found
}

/**
 * Checks that `from` and `to` are in
 * the range of [0..size] and throws an appropriate exception, if they aren't.

* @throws IllegalArgumentException

* @throws IndexOutOfBoundsException

*/
private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {

    when {

        fromIndex > toIndex -> throw 

        fromIndex < 0 -> throw 

        toIndex > size -> throw 

    }
}

/**
 * Returns an empty read-only

* @return an empty read-only

*/
public fun <K, V> emptyMap(): Map<K, V> = @Suppress("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs
 * where the first value is the key

* and the second is the value.

* Entries of the map are iterated in the order they were specified.

* @return a new read-only map with the specified contents, given as a list of pairs

* @throws IllegalArgumentException

* @throws IndexOutOfBoundsException

*/
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =

    if (pairs.size > 0)
        pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap()
The returned map is serializable (JVM).

The returned map preserves the entry iteration order.

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The returned map preserves the entry iteration order.
```kotlin
public inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.key)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a map containing all key-value pairs with values
 * matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 */
public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.value)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.
 */
    for (element in this) {
        if (predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 */
    return filterTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Appends all entries not matching the given [predicate] into the given [destination].
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 */
    return filterNotTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Returns a new map containing all key-value pairs from the given collection of pairs.
 */
public inline fun <K, V> Collection<Pair<K, V>>.toMap(): Map<K, V> {
    if (this is List) {
        return when (size) {
            0 -> emptyMap()
            1 -> mapOf(this[0])
            else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
        }
    }
    return toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 */
    destination.apply {
        putAll(this@toMap) }

/**
 * Returns a new map containing all key-value pairs from the given array of pairs.
 */
public inline fun <K, V> Array<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf(this[0])
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * from the given array of pairs.
 */
    destination.apply {
        putAll(this@toMap) }

/**
 * Returns a new read-only map containing all key-value pairs from the original map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> =
    when (size) {
        0 -> emptyMap()
        1 -> toSingletonMap()
        else -> toMutableMap()
    }
```
new mutable map containing all key-value pairs from the original map. * The returned map preserves the entry iteration order of the original map. * The returned map preserves the entry iteration order of the original map.

```kotlin
public fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashSetMap(this).unmodifiableMap()

public fun <K, V> Map<out K, V>.toMap(destination: M): M = un destination.apply {
    putAll(this@toMap) }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
public operator fun <K, V> Map<out K, V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}
```

```
public operator fun <K, V> Map<out K, V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}
```

```
public operator fun <K, V> Map<out K, V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}
```

```
    this.toMutableMap().apply {
        minusAssign(key)
    }
```

```
    this.toMutableMap().apply {
        minusAssign(keys)
    }
```

```
public operator fun <K, V> Map<out K, V>.minus(minus: Map<K, V>) {
    this.toMutableMap().apply {
        minusAssign(minus)
    }
```

```
public operator fun <K, V> Map<out K, V>.toMap(destination: M): M = un destination.apply {
    putAll(this@toMap) }
```

```
public operator fun <K, V> Map<out K, V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    this.toMutableMap().apply {
        minusAssign(map)
    }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    this.toMutableMap().apply {
        minusAssign(map)
    }
```

```
    this.toMutableMap().apply {
        minusAssign(map)
    }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    this.toMutableMap().apply {
        minusAssign(key)
    }
```

```
    this.toMutableMap().apply {
        minusAssign(map)
    }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    this.toMutableMap().apply {
        minusAssign(map)
    }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```

```
    if (this.isEmpty()) mapOf(pairs) else LinkedHashSetMap(this).apply {
        putAll(pairs) }
```
/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.*
 * The returned map preserves the entry iteration order of the original map.*
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Removes the entry with the given [key] from this mutable map.*
 */
@SinceKotlin("1.1")
public@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {
    remove(key)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.*
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map.*
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf() else -> this
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)
package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "["]"
    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set.  The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.  Elements of the
 * returned set maintains the order they were specified.*
 * The returned set is serializable (JVM).*
 */
@sample samples.collections.Collections.Sets.readOnlySet
public fun <T> setOf(vararg elements: T): Set<T> = elements.toSet()

/**
 * Returns an empty new HashSet.
 * @sample samples.collections.Collections.Sets.emptyHashSet
 */
@SinceKotlin("1.1")
@sample samples.collections.Collections.Sets.emptyHashSet
public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new LinkedHashSet.
 * @sample samples.collections.Collections.Sets.emptyLinkedHashSet
 */
@SinceKotlin("1.1")
@sample samples.collections.Collections.Sets.emptyLinkedHashSet
public fun <T> linkedSetOf(): HashSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8321
Returns a new [LinkedHashSet] with the given elements. Elements of the set are iterated in the order they were specified.

The returned set is serializable (JVM).

Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set with the same elements.

The set passed as a receiver to the [builderAction] is valid only inside that function.

Using it outside of the function produces an unspecified behavior.

Elements of the set are iterated in the order they were added by the [builderAction].

Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set with the same elements.

The set passed as a receiver to the [builderAction] is valid only inside that function.

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The set passed as a receiver to the [builderAction] is valid only inside that function.

Using it outside of the function produces an unspecified behavior.

Elements of the set are iterated in the order they were added by the [builderAction].
Please provide the natural text as a string.
val divisor = v2.toLong() if (divisor < 0) { // i.e., divisor >= 2^63
    return if (v1 < v2) ULong(0) else ULong(1) // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend >= 0) { // Otherwise, approximate the quotient, check, and correct if necessary.
        val quotient = ((dividend ushr 1) / divisor) shl 1
        val rem = dividend - quotient * divisor
        return if (ULong(rem) >= ULong(divisor)) ULong(quotient + 1) else ULong(quotient)
    }
    else { // Optimization - use signed modulus if both dividend and divisor < 2^63
        if (dividend >= 0) {
            return ULong(dividend / divisor)
        }
        else { // Otherwise, approximate the quotient, check, and correct if necessary.
            val quotient = ((dividend ushr 1) / divisor) shl 1
            val rem = dividend - quotient * divisor
            return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)
        }
    }
}

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong() if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) { // dividend < divisor
            v1 // dividend < divisor
        } else {
            v1 - v2 // dividend >= divisor
        }
    }
    if (v1.isNaN() >= 0) {
        return if (ULong.MAX_VALUE.toDouble() < v1.toDouble() && v1.toDouble() <= UInt.MIN_VALUE.toDouble())
            if (v1 < v2) v1 // dividend < divisor
            else v1 - v2 // dividend >= divisor
        else ULong(MAX_VALUE.toDouble() - v1.toDouble()) // dividend < divisor
    }
    if (dividend >= 0) {
        return ULong(dividend % divisor)
    }
    else {
        val quotient = ((dividend ushr 1) / divisor) shl 1
        val rem = dividend - quotient * divisor
        return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)
    }
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
    else -> when (v - 9223372036854775808.0).toLong().toUInt() + Int.MAX_VALUE.toDouble() // Int.MAX_VALUE + 1 < v <
        ULong.MAX_VALUE.toDouble() - v.toDouble() < ULong.MAX_VALUE.toDouble() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.
        else -> (v - 9223372036854775808.0).toLong().toUInt() + Int.MAX_VALUE.toDouble()
    }

@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE -> v.toLong().toULong()
    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL // Long.MAX_VALUE + 1 < v <
        ULong.MAX_VALUE.toDouble() - v.toDouble() < ULong.MAX_VALUE.toDouble() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.
        else -> when (v - 9223372036854775808.0).toLong().toULong() + Int.MAX_VALUE.toDouble() // Int.MAX_VALUE + 1 < v <
        ULong.MAX_VALUE.toDouble() - v.toDouble() < ULong.MAX_VALUE.toDouble() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.
        else -> (v - 9223372036854775808.0).toLong().toULong() + Int.MAX_VALUE.toDouble()
    }

@PublishedApi
internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

@PublishedApi
internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)
    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}

/*
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 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * the [Iterator] provided by that function.
 * @sample samples.collections.ITERABLES
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns
 * an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns the size of this iterable if it is known, or `null` otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null

/**
 * Returns the size of this iterable if it is known, or the specified [default] value otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default

private fun <T> Collection<T>.safeToConvertToSet(): Boolean = size > 2 && this is ArrayList

/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
    when (this) {
        is Collection -> when {
            source is Collection && source.size < 2 -> this
            else -> if (this.safetoConvertToSet().isNullOrEmpty() && source.size < 2 -> this
            else -> if (this.safeToConvertToSet().isNullOrEmpty() && source.size < 2 -> this
                else -> Collection -> when {
            source is Collection && source.size < 2 -> this
            else -> if (this.safeToConvertToSet().isNullOrEmpty() && source.size < 2 -> this
                else -> this
        }

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Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */

```
internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from all collections in the given collection.
 * @sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<
        T>(result.addAll(element))
    return result
}

/**
 * Returns a single list of all elements from all collections in the given collection.
 * @sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}
```

---

```
*\n
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

import kotlin.random.Random

/**
 * Given an [iterator] function constructs a [Sequence]
 * that returns values through the [Iterator] provided by that function.
 * The values are evaluated lazily, and the sequence is potentially infinite.
 * * @sample samples.collections.Sequences.Building.sequenceFromIterator
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 * @sample samples.collections.Sequences.Building.sequenceFromIterator
 */
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 * @sample samples.collections.Sequences.Building.sequenceOfValues
 */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else
    elements.asSequence()

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns this sequence if it's not `null` and the empty sequence otherwise.
 * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence of all elements from all sequences in this sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.flattenSequenceOfSequences
 */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() } // This method returns a sequence of all elements from all iterables in this sequence. The operation is _intermediate_ and _stateless_.

private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
    if (this is TransformingSequence<*, *> ) {
        return this@flattenSequenceOfSequences.flatten(iterator)
    }
    return FlatteningSequence(this, { it }, iterator)
}
```

---

```
*\n
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

import kotlin.random.Random

/**
 * Given an [iterator] function constructs a [Sequence]
 * that returns values through the [Iterator] provided by that function.
 * The values are evaluated lazily, and the sequence is potentially infinite.
 * * @sample samples.collections.Sequences.Building.sequenceFromIterator
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 * @sample samples.collections.Sequences.Building.sequenceFromIterator
 */
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 * @sample samples.collections.Sequences.Building.sequenceOfValues
 */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else
    elements.asSequence()

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns this sequence if it's not `null` and the empty sequence otherwise.
 * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence of all elements from all sequences in this sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.flattenSequenceOfSequences
 */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() } // This method returns a sequence of all elements from all iterables in this sequence. The operation is _intermediate_ and _stateless_.

private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
    if (this is TransformingSequence<*, *> ) {
        return this@flattenSequenceOfSequences.flatten(iterator)
    }
    return FlatteningSequence(this, { it }, iterator)
}
second values of each pair from this sequence.

The operation is _terminal_.

* The operation is _intermediate_ and _stateful_.

* Returns a sequence that yields elements of this sequence randomly shuffled.

* Note that every iteration of the sequence returns elements in a different order.

* The operation is _intermediate_ and _stateful_.

* Returns a sequence that yields elements of this sequence randomly shuffled * using the specified [random] instance as the source of randomness.

* Note that every iteration of the sequence returns elements in a different order.

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* Returns a sequence that yields elements of this sequence randomly shuffled * using the specified [random] instance as the source of randomness.

* Note that every iteration of the sequence returns elements in a different order.

* The operation is _intermediate_ and _stateful_.

* Returns a sequence that yields elements of this sequence randomly shuffled * using the specified [random] instance as the source of randomness.

* Note that every iteration of the sequence returns elements in a different order.
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    return if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, nextFunction()).constrainOnce()
}

public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence({ seed }, nextFunction)

public fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =
    GeneratorSequence(seedFunction, nextFunction)

public fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

public fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

public fun requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

public fun requireNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    } else {
        return value
    }
}

public fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

public fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}


inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        throw IllegalStateException(lazyMessage())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return value
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T, lazyMessage: () -> Any> T {
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        throw IllegalStateException(lazyMessage())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())

package kotlin.collections

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
samples.collections.Collections.Elements.elementAt
/*\n * Returns a [List] that wraps the original array.\n */\npublic actual fun CharArray.elementAt(index: Int): Char\n{\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")\n}\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\npublic actual fun <T> Array<T>.asList(): List<T> {
    return this.unsafeCast<Array<T>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()\n}\n
/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            return this@asList.lastIndexOf(element)
        }
    }
}\n
/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined:\n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual infix fun <T> Array<T>.contentDeepEquals(other: Array<T>): Boolean\n{\n    return this.contentDeepEquals(other)\n}\n
/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined:\n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin("1.4")\n@library("arrayDeepEquals")\npublic actual infix fun <T> Array<T>.?contentDeepEquals(other: Array<T>?): Boolean\n{\n    definedExternally\n}\n
/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual infix fun <T> Array<T>.contentDeepHashCode(): Int\n{\n    return this.contentDeepHashCode()\n}\n
/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin("1.4")\n@library("arrayDeepHashCode")\npublic actual infix fun <T> Array<T>.?.contentDeepHashCode(): Int\n{\n    definedExternally\n}\n
*\n\n---

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contents of this array as if it is a [List].
* Nested arrays are treated as lists too.
* Any of arrays contains itself on any nesting level that reference
  is rendered as `\"[...]\"` to prevent recursion.
* @sample

```
+@SinceKotlin("1.1")+@kotlin.internal.LowPriorityInOverloadResolution+public actual fun <T> Array<out T>.contentToString(): String {
    return this.contentToString()
}
```

Returns a string representation of the contents of this array as if it is a [List].
* Nested arrays are treated as lists too.
* Any of arrays contains itself on any nesting level that reference
  is rendered as `\"[...]\"` to prevent recursion.
* @sample

```
+@SinceKotlin("1.4")+@library("arrayDeepToString")+public actual fun <T> Array<out T>?.contentDeepToString(): String {
    return this.contentDeepToString()
}
```

Returns a string representation of the contents of this array as if it is a [List].
* Nested arrays are treated as lists too.
* The elements are compared for equality with the [equals]
  function. * For floating point numbers it means that `NaN` is
equal to itself and `-0.0` is not equal to `0.0`.
* @sample

```
+@SinceKotlin("1.1")+@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")+public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    return this.contentEquals(other)
}
```

Returns `true` if the two specified arrays are *structurally* equal to one another.
* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the [equals]
  function. * For floating point numbers it means that `NaN` is
equal to itself and `-0.0` is not equal to `0.0`.
* @sample
`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray.contentEquals(other: ByteArray?): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray?): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray?): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun LongArray.contentEquals(other: LongArray?): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun FloatArray.contentEquals(other: FloatArray?): Boolean {
    return this.contentEquals(other)
}
public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the `[equals]` function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the `[equals]` function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun <T> Array<out T>.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun ByteArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun ShortArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun IntArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun LongArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun FloatArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun DoubleArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun BooleanArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
public actual fun CharArray?.contentHashCode(): Int {
    definedExternally
}
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LongArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun FloatArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun DoubleArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun BooleanArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun CharArray?.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {
    return this.contentToString()
}
String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")@n@library("arrayToString")
public actual fun ByteArray?.contentToString(): String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")@n@library("arrayToString")
public actual fun ShortArray?.contentToString(): String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")@n@library("arrayToString")
public actual fun IntArray?.contentToString(): String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")@n@library("arrayToString")
public actual fun LongArray?.contentToString(): String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")@n@library("arrayToString")
public actual fun FloatArray?.contentToString(): String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")@n@library("arrayToString")
public actual fun DoubleArray?.contentToString(): String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")@n@library("arrayToString")
public actual fun BooleanArray?.contentToString(): String {n definedExternally}@n/* Returns a string representation of the contents of the specified array as if it is [List]*/
n * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.3")@n@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {n arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
return destination
}

@SinceKotlin("1.3")@n@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {n arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
return destination
}
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndекс)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndекс)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndекс)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndекс)
    return destination
}
samples.collections.Arrays.CopyOfOperations.copyOf fn */\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice().run { this@CopyOfOperations
    }\n
    * Returns new array which is a copy of the original array.\n    * @sample samples.collections.Arrays.CopyOfOperations.copyOf
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().asArray().run { this@CopyOfOperations
    }\n
    * Returns new array which is a copy of the original array.
    * @sample samples.collections.Arrays.CopyOfOperations.copyOf
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().asArray().run { this@CopyOfOperations
    }\n
    * Returns new array which is a copy of the original array.
    * @sample samples.collections.Arrays.CopyOfOperations.copyOf
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public actual fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().asArray().run { this@CopyOfOperations
    }\n
    * Returns new array which is a copy of the original array.
    * @sample samples.collections.Arrays.CopyOfOperations.copyOf
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public actual fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice().asArray().run { 
    this@CopyOfOperations
    }\n
    * Returns new array which is a copy of the original array.
    * @sample samples.collections.Arrays.CopyOfOperations.copyOf
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return fillFrom(this, ByteArray(newSize))\n
    * Returns new array which is a copy of the original array, resized to the given 
    * [newSize].
    * The copy is either truncated or padded at the end with zero values if necessary.
    * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun ShortArray.copyOf(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return fillFrom(this, ShortArray(newSize))\n
    * Returns new array which is a copy of the original array, resized to the given 
    * [newSize].
    * The copy is either truncated or padded at the end with zero values if necessary.
    * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return fillFrom(this, IntArray(newSize))\n
    * Returns new array which is a copy of the original array, resized to the given 
    * [newSize].
    * The copy is either truncated or padded at the end with zero values if necessary.
    * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return withType("LongArray", this.asDynamic().slice().asArray().run { 
    this@CopyOfOperations
    }\n
    * Returns new array which is a copy of the original array, resized to the given 
    * [newSize].
    * The copy is either truncated or padded at the end with zero values if necessary.
    * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun ShortArray.copyOf(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return fillFrom(this, ShortArray(newSize))\n
    * Returns new array which is a copy of the original array, resized to the given 
    * [newSize].
    * The copy is either truncated or padded at the end with zero values if necessary.
    * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return fillFrom(this, IntArray(newSize))\n
    * Returns new array which is a copy of the original array, resized to the given 
    * [newSize].
    * The copy is either truncated or padded at the end with zero values if necessary.
    * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
}
fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
} * Returns new array which is a copy of the original array, resized to the given [newSize].

fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
} * Returns new array which is a copy of the original array, resized to the given [newSize].

fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
} * Returns new array which is a copy of the original array, resized to the given [newSize].

fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
} * Returns new array which is a copy of the original array, resized to the given [newSize].

fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
} * Returns new array which is a copy of the original array, resized to the given [newSize].

fun <T> Array<out T>.copyOf(newSize: Int): Array<T> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null)
} * Returns new array which is a copy of the specified range of the original array.

fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
} * Returns a new array which is a copy of the specified range of the original array.

/*\@Suppress("ACTUAL_WITHOUT_EXPECT")*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    /*\@Suppress("ACTUAL_WITHOUT_EXPECT")*/
}
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n
/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n
/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n
/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))\n} \n
/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n
/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n
/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))\n} \n
/**
 * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}\n
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual inline operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return
fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}
all elements of the original array and then the given [element].

*\@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")*\n
public actual inline fun <T>
Array\<out T\>加上元素(element: T): Array<T>
\{ return
this.asDynamic().concat(arrayOf(element))/\n\}*/
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public fun IntArray.sort(): Unit \{ definedExternally\}*/
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual fun LongArray.sort(): Unit \{ if (size > 1) sort {
a: Long, b: Long -> a.compareTo(b) \}*/
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public fun ByteArray.sort(): Unit \{ definedExternally\}*/
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual fun DoubleArray.sort(): Unit \{ definedExternally\}*/
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual fun CharArray.sort(): Unit \{ definedExternally\}*/
@SinceKotlin("1.4")\n
---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8345
actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
  this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()
  subarray.sort()//n/*\n  * Sorts a range in the array in-place.
  * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
  * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
  * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
*/
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
  this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()
  subarray.sort()//n/*\n  * Sorts a range in the array in-place.
  * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
  * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
  * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
*/
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
  this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<LongArray>()
  subarray.sort()//n/*\n  * Sorts a range in the array in-place.
  * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
  * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
  * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
*/
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
  this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()
  subarray.sort()//n/*\n  * Sorts a range in the array in-place.
  * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
  * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
  * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
*/
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
  this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()
  subarray.sort()//n/*\n  * Sorts a range in the array in-place.
  * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
  * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
  * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
*/
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
  this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
  subarray.sort()//n/*\n  * Sorts the array in-place according to the order specified by the given [comparison] function.
  *
/*\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int):
Unit {\n    asDynamic().sort(comparison)\n}/*\n*\n\n*/

@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.sort(noinline comparison: (a: Boolean, b: Boolean) -> Int): Unit {
    asDynamic().sort(comparison)
}

/*
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 * contributors.
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 * license/LICENSE.txt file.
 */

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

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result
 */
of the comparison. The functions are called sequentially, receive the given values `a` and `b` and return `Comparable` objects. As soon as the `Comparable` instances returned by a function for `a` and `b` values do not compare as equal, the result of that comparison is returned. The function is applied to the given values `a` and `b` and return `Comparable` objects. The result of comparison of these `Comparable` instances is returned. The function is applied to the given values `a` and `b` and return `Comparable` objects. The result of comparison of these `Comparable` instances is returned. The function is applied to the given values `a` and `b` and return `Comparable` objects. The result of comparison of these `Comparable` instances is returned.
*/
@kotlin.internal.InlineOnly
public inline fun <T, K> compareByDescending(comparator: Comparator<in K>,
crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, comparator,
    selector) }

/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It uses\n * the function to transform value to a [Comparable] instance for comparison.\n */
@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>,
crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else
        compareValuesBy(b, a, comparator, selector)
    }

/**
 * Creates a descending comparator using the primary comparator and\n * the function to transform values and then compares them with the given [comparator].\n */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else
        compareValuesBy(b, a, selector)
    }

/**
 * Creates a descending comparator comparing values after the primary
 * comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with the given [comparator].\n */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenByWithComparator(n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Comparator<T>.thenByWithComparator(Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByWithComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else
        compareValuesBy(b, a, comparator, selector)
    }

/**
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.\n */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else comparison(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the former considered values equal.\n */
public infix fun <T> Comparator<T>.then(comparator:
Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the former considered values equal.\n */
public infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator<T> { a, b ->
        val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else
        comparator.compare(b, a)
    }

// Not so useful without type
/**
 * Extends the given [comparator] of non-nullable values to a comparator
 * of nullable values.\n */
public fun <T : Any>
nullsFirst(crossinline comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        if (previousCompare != 0) previousCompare else
        comparator.compare(a, b)
    }

/**
 * Provides a comparator of nullable \[Comparable\] values\n * considering ‘null’ value less than any other value.\n */
@kotlin.internal.InlineOnly
public infix fun <T : Comparable<T>> nullsFirst(): Comparator<T> =
    Comparator<T> { a, b ->
        if (a == null) -1 else
        if (b == null) 1 else
        a.compareTo(b)
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator
 * of nullable values\n */
public fun <T : Any>
nullsFirstWithComparator(Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        if (a == null) -1 else
        if (b == null) 1 else
        comparator.compare(a, b)
    }

/**
 * Provides a comparator of nullable \[Comparable\] values\n * considering ‘null’ value less than any other value.\n */
public fun <T : Any>
nullsFirstWithComparator(Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        if (a == null) -1 else
        if (b == null) 1 else
        comparator.compare(a, b)
    }

/**
 * Provides a comparator of \[Comparable\] values\n * considering ‘null’ value less than any other value.\n */
public fun <T : Comparable<T>> nullsFirstWithComparator(Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        if (a == null) -1 else
        if (b == null) 1 else
        a.compareTo(b)
    }

/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It uses\n * the function to transform value to a [Comparable] instance for comparison.\n */
@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenByWithComparatorA

nullsLast\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)\(\)...
/**
 * Calls the specified function [block] with `this` value as its argument and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.also(block: T.() -> R): R {
    contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }
    block(this)
    return
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.let(block: (T) -> Unit): T {
    contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }
    return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html).  
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of [times].
 * A zero-based index of current iteration is passed as a parameter to [action].
 * For sample usage information see the documentation for [repeat] in [GenerateStandardLib.kt] at
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract { callsInPlace(action) }

    for (index in 0 until times) {
        action(index)
    }
}

/*
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 */

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@Suppress("DEPRECATION_ERROR", "NOTHING_TO_INLINE")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/*
 * Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8351
 */

@kotlin.internal.InlineOnly
@public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }
    return receiver.block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
            callsInPlace(block, InvocationKind.EXACTLY_ONCE)
        }
    block()
    return this
}
inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
} /* Returns the greater of three values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n@kotlin.internal.InlineOnly\n\n*\npublic actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Byte>()
} /* Returns the greater of three values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Short>()
} /* Returns the greater of three values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
} /* Returns the greater of three values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, b, c)
} /* Returns the greater of three values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
} /* Returns the greater of three values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
} /* Returns the greater of three values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
} /* Returns the greater of the given values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
} /* Returns the greater of the given values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun maxOf(a: Short, vararg other: Short): Short {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
} /* Returns the greater of the given values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
} /* Returns the greater of the given values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
} /* Returns the greater of the given values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun minOf(a: T, b: T): T {
    return if (a <= b) a else b
} /* Returns the smaller of two values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(),
).unsafeCast<Byte>()
} /* Returns the smaller of two values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt(),
).unsafeCast<Short>()
} /* Returns the smaller of two values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
} /* Returns the smaller of two values.

*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\n\n*\npublic actual fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
} /* Returns the smaller of two values.
values.

* If either value is `NaN`, returns `NaN`.

* If either value is `NaN`, returns `NaN`.

* If there are multiple equal minimal values, returns the first of them.

* If any value is `NaN`, returns `NaN`.

* A constant holding the minimum value an instance of ULong can have.

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* A constant holding the maximum value an instance of
ULong can have.

```java
/**
 * The number of bytes used to represent an instance of ULong in a binary form.
 */
public const val MAX_VALUE: ULong = ULong(-1)

/**
 * The number of bits used to represent an instance of ULong in a binary form.
 */
public const val SIZE_BYTES: Int = 8

/**
 * The number of bits used to represent an instance of ULong in a binary form.
 */
public const val SIZE_BITS: Int = 64
```

```java
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)
```

```java
/** Adds the other value to this value. */
public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

/** Adds the other value to this value. */
public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

/** Adds the other value to this value. */
public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

/** Adds the other value to this value. */
public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))
```

```java
/** Subtracts the other value from this value. */
public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

/** Subtracts the other value from this value. */
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

/** Subtracts the other value from this value. */
public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

/** Subtracts the other value from this value. */
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))
```

```java
/** Multiplies this value by the other value. */
public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

/** Multiplies this value by the other value. */
public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

/** Multiplies this value by the other value. */
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

/** Multiplies this value by the other value. */
public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))
```

```java
/** Divides this value by the other value. */
public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

/** Divides this value by the other value. */
public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

/** Divides this value by the other value. */
public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

/** Divides this value by the other value. */
public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)
```

```java
/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())
```

```java
/** Public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

/** Public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

/** Public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

/** Public inline operator fun times(other: ULong): ULong = this.times(other.toULong())
```

```java
/** Public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

/** Public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

/** Public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

/** Public inline operator fun div(other: ULong): ULong = this.div(other.toULong())
```

```java
/** Public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

/** Public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

/** Public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

/** Public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())
```

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dividing this value by the other value. */\n */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = ulongRemainder(this, other)\n/** Increments this value. */\n@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())\n/** Decrement this value. */\n@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())\n/** Creates a range from this value to the specified [other] value. */\n@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)\n/** Shifts this value left by the [bitCount] number of bits. */\n@kotlin.internal.InlineOnly
public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)\n/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */\n@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)\n/** Performs a bitwise AND operation between the two values. */\n@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)\n/** Performs a bitwise OR operation between the two values. */\n@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)\n/** Performs a bitwise XOR operation between the two values. */\n@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)\n/** Inverts the bits in this value. */\n@kotlin.internal.InlineOnly
public inline fun inv(): ULong = ULong(data.inv())\n/** Converts this [ULong] value to [Byte]. */\n@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()\n/** Converts this [ULong] value to [UByte]. */\n@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()\n/** Converts this [ULong] value to [Short]. */\n@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()\n/** Converts this [ULong] value to [UShort]. */\n@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()\n/** Converts this [ULong] value to [Int]. */\n@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()\n/** Converts this [ULong] value to [Long]. */\n@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()\n/** Converts this [ULong] value to [IntRange]. */\n@kotlin.internal.InlineOnly
public inline fun toIntRange(): IntRange = IntRange(this, other)\n/** Converts this [ULong] value to [LongRange]. */\n@kotlin.internal.InlineOnly
public inline fun toLongRange(): LongRange = LongRange(this, other)\n/** Adds this value to the specified [other] value. */\n@kotlin.internal.InlineOnly
public inline operator fun add(other: ULong): ULong = data.data + other.data\n/** Subtracts this value from the specified [other] value. */\n@kotlin.internal.InlineOnly
public inline operator fun sub(other: ULong): ULong = data.data - other.data\n/** Performs a modulo operation between the two values. */\n@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)\n/** Increments this value. */\n@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())\n/** Decrement this value. */\n@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())
'ULong' value. * In case when this 'ULong' value is exactly between two `Double`'s, the one with zero at least significant bit of mantissa is selected.

 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)

    public override fun toString(): String = ulongToString(data)

}

/**
 * Converts this [Byte] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Byte'.
 *
 * The least significant 8 bits of the resulting 'ULong' value are the same as the bits of this 'Byte' value, whereas the most significant 56 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Short] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Short'.
 *
 * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Short' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Int] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Int'.
 *
 * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Int' value, whereas the most significant 32 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Long] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Long'.
 *
 * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Long' value, whereas the most significant 32 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)

/**
 * Converts this [Float] value to [ULong].
 *
 * The fractional part, if any, is rounded down towards zero.
 *
 * Returns zero if this 'Float' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than 'ULong.MAX_VALUE'.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this [Double] value to [ULong].
 *
 * The fractional part, if any, is rounded down towards zero.
 *
 * Returns zero if this 'Double' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than 'ULong.MAX_VALUE'.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)

/**
 * Returns 1st *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the list.
 *
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}
*/
public fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return iterator.nextIndex()
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.
 */
public inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("List contains no element matching the predicate.")
    return lastIndex
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("List contains no element matching the predicate.")
    return lastIndex
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns first index of [element], or -1 if the collection does not contain element.
 */
public fun <T> Iterable<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the collection does not contain element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
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/**
 * Returns index of the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.indexOf(element: T): Int {
    return indexOf(element)
}

Iterable<T>.lastIndexOf(element: T): Int { if (this is List) return list.lastIndexOf(element) var lastIndex = -1 var index = 0 for (item in this) { checkIndexOverflow(index) if (element == item) last = index ++ index } return lastIndex } * @Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases * @kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int { return list.lastIndexOf(element) } * Returns the last index of [element], or `-1` if the list does not contain [element]. Yıl @kotlin.internal.OnlyInputTypes T> Iterable<T>.lastOrNull(): T? { return list.lastOrNull() } * Returns the last element, or `null` if the list is empty. Yıl T? (when this) { when (isEmpty()) null else this[size - 1] } else -> { var iterator = iterator() if (!iterator.hasNext()) return null } var last = iterator.next() var last = iterator.next() return last || @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { return random(Random) } * @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { if (isEmpty()) throw NoSuchElementException("Collection is empty.") return elementAt(random.nextInt(size)) } * Returns a random element from this collection. Yıl @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { return randomOrNull(Random) } * Returns a random element from this collection using the specified source of randomness. Yıl @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { return randomOrNull(Random) } * Returns a random element from this collection, or `null` if this collection is empty. Yıl @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { if (isEmpty()) throw NoSuchElementException("Collection is empty.") return elementAt(random.nextInt(size)) } * Returns a random element from this collection, or `null` if this collection is empty. Yıl @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { if (isEmpty()) throw NoSuchElementException("Collection is empty.") return elementAt(random.nextInt(size)) } * Returns the single element, or throws an exception if the collection is empty or has more than one element. Yıl @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { if (isEmpty()) throw NoSuchElementException("Collection is empty.") return elementAt(random.nextInt(size)) } * Returns the single element, or throws an exception if the collection is empty or has more than one element. Yıl @kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T { if (isEmpty()) throw NoSuchElementException("Collection is empty.") return elementAt(random.nextInt(size)) } * Returns the single element, or throws an exception if the collection is empty or has more than one element.
**Returns single element, or 'null' if the list is empty or has more than one element.**

* `iterator.next()`: Returns `null` if the list is empty or has more than one element.
* `iterator.hasNext(): boolean`: Returns `true` if there is a next element.
* `return null`: Returns `null`.
* `return single`: Returns the single element.

```java
if (iterator.hasNext())
    return null
return single
```

### `List<T>.singleOrNull()`: Returns single element, or `null` if the list is empty or has more than one element.

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

### `Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T?`: Returns the single element matching the given predicate, or 'null' if element was not found or more than one element was found.

```java
val single = for (element in this) {
    if (predicate(element)) {
        return element
    }
}
```

### `List<T>.drop(n: Int): List<T>`: Returns a list containing all elements except first `n` elements.

```java
require(n >= 0) { "Requested element count $n is less than zero." }
if (n == 0) return toList()
val list: ArrayList<T>
if (this is Collection<*>) {
    val resultSize = size - n
    if (resultSize <= 0)
        return emptyList()
    if (resultSize == 1)
        return listOf(last())
    list = ArrayList<T>(resultSize)
    if (this is List<T>) {
        if (this is RandomAccess) {
            for (index in n until size)
                list.add(this[index])
        } else {
            for (item in listIterator(n))
                list.add(item)
        }
    } else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (count >= n) list.add(item) else ++count
    }
    return list.optimizeReadOnlyList()
}
```

### `List<T>.dropLast(n: Int): List<T>`: Returns a list containing all elements except last `n` elements.

```java
require(n >= 0) { "Requested element count $n is less than zero." }
return take((size - n).coerceAtLeast(0))
```

### `List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T>`: Returns a list containing all elements except last elements that satisfy the given predicate.

```java
val iterator = listIterator(size)
while (iterator.hasPrevious()) {
    if (!predicate(iterator.previous())) {
        return take(iterator.nextIndex() + 1)
    }
}
```

### `Iterable<T>.dropWhile(predicate: (T) -> Boolean): List<T>`: Returns a list containing all elements except first elements that satisfy the given predicate.

```java
forEachIndexed { index, element ->
    if (predicate(index, element)) destination.add(element)
}
```

### `List<T>.filter(predicate: (T) -> Boolean): List<T>`: Returns a list containing all elements that are instances of specified type parameter `R`.

```java
return filterIsInstanceTo(ArrayList<R>())
```

### `Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C`: Appends all elements matching the given predicate to the destination.

```java
forEachIndexed { index, element ->
    if (predicate(index, element)) destination.add(element)
}
```

### `List<T>.filterIsInstanceTo(destination: C): C`: Appends all elements that are instances of specified type parameter `R` to the given [destination].

```java
for (element in this) if (element is
```
R) destination.add(element) \n    return destination \n
* Returns a list containing all elements not matching the given [predicate].

* @sample samples.collections.Collections.Filtering.filter

*Anpublic inline fun <T> Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> { \n    return filterNotTo(ArrayList<T>(), predicate) \n}

* Returns a list containing all elements that are not ‘null’.

* @sample samples.collections.Collections.Filtering.filterNotNull

*Anpublic fun <T : Any> Iterable<T>.filterNotNullTo: List<T> { \n    C \n        for (element in this) if (element != null) destination.add(element) \n    return destination \n}

* Appends all elements that are not ‘null’ to the given [destination].

* @sample samples.collections.Collections.Filtering.filterNotNullTo

*Anpublic inline fun <T, C : MutableCollection<T>> Iterable<T>.filterNotNullTo(destination: C, predicate: (T) -> Boolean): C { \n    for (element in this) if (!predicate(element)) destination.add(element) \n    return destination \n}

* Appends all elements matching the given [predicate] to the given [destination].

* @sample samples.Collections.Collections.Filtering.filterTo

*Anpublic inline fun <T, C : MutableCollection<T>> Iterable<T>.filterTo(destination: C, predicate: (T) -> Boolean): C { \n    for (element in this) if (predicate(element)) destination.add(element) \n    return destination \n}

* Returns a list containing all elements matching the given [predicate] to the given [destination].

* @sample samples.Collections.Collections.Filtering.filter

*Anpublic inline fun <T, C : MutableCollection<T>> Iterable<T>.filterTo(destination: C, predicate: (T) -> Boolean): C { \n    for (element in this) if (predicate(element)) destination.add(element) \n    return destination \n}

* Returns a list containing elements at specified [indices].

* @sample Collections.Collections.Transformations.slice

* An public fun <T> List<T>.slice(indices: IntRange): List<T> { \n    if (indices.isEmpty()) return listOf() \n    return this.subList(indices.start, indices.endInclusive + 1).toList() \n}

* Returns a list containing elements at specified [indices].

* @sample Collections.Collections.Transformations.slice

* An public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> { \n    val size = indices.collectionSizeOrDefault(10) \n    if (size == 0) return emptyList() \n    val list = ArrayList<T>(size) \n    for (index in indices) { \n        list.add(get(index)) \n    } \n    return list \n}

* Returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample Collections.Collections.Transformations.take

* An public fun <T> Iterable<T>.take(n: Int): List<T> { \n    require(n >= 0) { "Requested element count $n is less than zero." } \n    if (n == 0) return emptyList() \n    if (this is Collection) { \n        if (n >= size) return toList() \n        if (n == 1) return listOf(first()) \n    } \n    var count = 0 \n    val list = ArrayList<T>(n) \n    for (item in this) { \n        list.add(item) \n        if (++count == n) break \n    } \n    return list.optimizeReadOnlyList() \n}

* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample Collections.Collections.Transformations.take

* An public fun <T> List<T>.takeLast(n: Int): List<T> { \n    require(n >= 0) { "Requested element count $n is less than zero." } \n    if (n == 0) return emptyList() \n    val size = size \n    if (n >= size) return toList() \n    if (n == 1) return listOf(last()) \n    val list = ArrayList<T>(n) \n    if (this is RandomAccess) { \n        for (index in size - n until size) { \n            list.add(this[index]) \n        } \n    } else { \n        for (item in listIterator(size - n)) { \n            list.add(item) \n        } \n    } \n    return list \n}

* Returns a list containing last elements satisfying the given [predicate].

* @sample Collections.Collections.Transformations.take

* An public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> { \n    if (isEmpty()) \n        return emptyList() \n    val iterator = listIterator(size) \n    while (iterator.hasNext()) { \n        if (!predicate(iterator.next())) { \n            iterator.next() \n            val expectedSize = size - iterator.nextIndex() \n            if (expectedSize == 0) return emptyList().apply { \n                while (iterator.hasNext()) { \n                    add(iterator.next()) \n                    returnList() \n                } \n            } \n        } \n    } \n    return toList() \n}

* Returns a list containing first elements satisfying the given [predicate].

* @sample Collections.Collections.Transformations.take

* An public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> { \n    val list = ArrayList<T>() \n    for (item in this) { \n        if (!predicate(item)) break \n        list.add(item) \n    } \n    return list.optimizeReadOnlyList() \n}

* Reverses elements in the list in-place.

* An expect fun <T> MutableList<T>.reverse(): Unit

* Returns a list with elements in reversed order.

* An public fun <T> Iterable<T>.reversed(): List<T> { \n    if (this is Collection && size <= 1) return toList() \n    val list = mutableListOf<T>() \n    list.reverse() \n    return list \n}

* Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness.

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

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8361
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        this[j] = this.set(i, this[j])
    }
}

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Sorts elements in the list in-place according to their natural sort order.
 */
public fun <T> MutableList<T>.sortWith(compareBy(selector: (T) -> Unit)): Unit {
    sortWith(compareBy(<selector>))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun <T> Iterable<T>.sorted(): List<T> {
    if (this is Collection) {
        if (size <= 1) return this.toList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to the specified [comparator].
 */
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {
    if (this is Collection) {
        if (size <= 1) return this.toList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Any?>() as Array<T>).apply { sortWith(comparator) }.
    }
    return toMutableList().apply { sortWith(comparator) }
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++].return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ArrayList timeout
    var index = 0
    for (element in this)
        result[index++].return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(timeout
    var index = 0
    for (element in this)
        result[index++].return result
}

/**
 * Returns an array of Double containing all of the elements of this collection.
 */
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(timeout
    var index = 0
    for (element in this)
        result[index++].return result
}

/**
 * Returns an array of Float containing all of the elements of this collection.
 */
public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(timeout
    var index = 0
    for (element in this)
        result[index++].return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(timeout
    var index = 0
    for (element in this)
        result[index++].return result
}
result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function * applied to elements of the given collection.
 */
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [keySelector] function and
 * and value is provided by the [valueTransform] function applied to elements of the given collection.
 */
public inline fun <T, K, V> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this)
        destination.put(keySelector(element), valueTransform(element))
    return destination
}
Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> { val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)) return associateWithTo(result, valueSelector) } Populates and returns the [destination] mutable map with key-value pairs for each element of the given collection. *If any two elements are equal, the last one overwrites the former value in the map.*

Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M { val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)) return associateWithTo(result, valueSelector) } Populates and returns the [destination] mutable map with key-value pairs for each element of the given collection. *If any two elements are equal, the last one overwrites the former value in the map.*

Iterable<T>.toCollection(destination: C): C { for (item in this) { destination.add(item) } return destination } Appends all elements to the given [destination] collection.

Iterable<T>.toHashSet(): HashSet<T> { return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12)))) } Returns a [HashSet] of all elements.

Iterable<T>.toList(): List<T> { return toMutableList().optimizeReadOnlyList() } Returns a single list of all elements.

Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.*

Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original collection.*
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element, its index in the original collection, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

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

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

/**
 * Groups elements of the original collection by the key returned by the given
 * [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 */
public inline fun <T, K, V> Iterable<T>.groupByTo(destination:MutableMap<in K, MutableList<V>>): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<K>() }
        list.add(element)
    }
    return destination
}
destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element)) return

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * Returns a list containing the results of applying the given [transform] function to each element in
 * the original collection.
 */
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in
 * the original collection.
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and
 * its index in the original collection.
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each
 * element and its index in the original collection.
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNullTo(destination: MutableList<R>(), transform: (index: Int, T) -> R?): List<R> {
    forEachIndexed {
        index, element -> transform(checkIndexOverflow(index++), element)?.let { destination.add(it) } } return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 */
public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * Among equal elements of the
given collection, only the first one will be present in the resulting list.
 */
public fun <T> Iterable<T>.distinct(): List<T>
`index = 0
var accumulator = initial
for (element in this) accumulator =
operation(checkIndexOverflow(index++), accumulator, element)
return accumulator

/*
Unpublished inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
var accumulator = initial
if (!isEmpty()) {
val iterator = listIterator(size)
while (iterator.hasPrevious()) {
accumulator = operation(iterator.previous(), accumulator)
}
return accumulator
}
*/

/**
 * Accumulates
value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the list is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 */
public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
var accumulator = initial
if (!isEmpty()) {
val iterator = listIterator(size)
while (iterator.hasPrevious()) { accumulator = operation(iterator.previous(), accumulator)
}
return accumulator
}

/**
 * Accumulates
value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original list and current accumulator value.
 * Returns the specified [initial] value if the list is empty.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
var accumulator = initial
if (!isEmpty()) {
val iterator = listIterator(size)
while (iterator.hasPrevious()) { accumulator = operation(iterator.previousIndex(), iterator.previous(), accumulator)
}
return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@kotlin.internal.HidesMembers
public inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {
for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential
 * index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
var index = 0
for (item in this) action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Double>.max(): Double? {
return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Iterable<T>.max(): T? {
val iterator = iterator()
if (!iterator.hasNext()) return null
var maxElem = iterator.next()
if (!iterator.hasNext()) return maxElem
var maxValue = selector(maxElem)
while (iterator.hasNext()) { val e = iterator.next()
val v = selector(e)
if (maxValue < v) { maxElem = e
maxValue = v
}
}
return maxElem
}
}

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```kotlin
/**
 * Returns the largest value among all values produced by [selector] function \( n \) applied to each element in the collection or \'null\' if there are no elements. \( n \) \* \( n \) \* If any of values produced by [selector] function is \'NaN\', the returned result is \'NaN\'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) { maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \( n \) applied to each element in the collection or \'null\' if there are no elements. \( n \) \* \( n \) \* If any of values produced by [selector] function is \'NaN\', the returned result is \'NaN\'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) { maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \( n \) applied to each element in the collection or \'null\' if there are no elements. \( n \) \* \( n \) \* If any of values produced by [selector] function is \'NaN\', the returned result is \'NaN\'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) { maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function \( n \) applied to each element in the collection or \'null\' if there are no elements. \( n \) \* \( n \) \* If any of values produced by [selector] function is \'NaN\', the returned result is \'NaN\'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) { maxValue = v
        }
    }
    return maxValue
}
```

(iterator.hasNext()) {
    val v = selector(iterator.next())
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

/**
 * Returns the largest element or `null` if there are no
 * elements.
 */
@SinceKotlin("1.4")
public fun Iterable<Double>.maxOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the first element yielding the smallest value of the given function or
 * `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T: Comparable<T>> Iterable<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    if (!iterator.hasNext()) return minElem
    var minElement = selector(minElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            minElement = v
            minValue = v
        }
    } while (iterator.hasNext())
    return minElement
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Iterable<Double>.minOrNull(): Double? {
    return minOf(selector = { x -> x })
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Iterable<Float>.minOrNull(): Float? {
    return minOf(selector = { x -> x })
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Iterable<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min < e) min = e
    }
    return min
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    if (!iterator.hasNext()) return minElem
    var minElement = selector(minElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            minElement = v
            minValue = v
        }
    } while (iterator.hasNext())
    return minElement
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        val v = selector(e)
        if (max < v) max = v
    }
    return max
}
ByLambdaReturnType

@kotlin.internal.InlineOnly
@public inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
@public inline fun <T, R : Comparable<R>>
Iterable<T>.minOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
@public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
@public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
@public inline fun <T, R> Iterable<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
@public inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (Int, acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var index = 0
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun <S, T : S> List<T>.reduce(operation: (T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun <S, T : S> List<T>.reduceRight(operation: (T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S>
List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    if (!iterator.hasPrevious())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public inline fun <T, R>
Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply {
        add(initial)
        var accumulator = initial
        for (element in this) {
            accumulator = operation(accumulator, element)
            result.add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * [operation] from left to right to each element, its index in the original collection and current accumulator value
 * that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFoldIndexed
 */
@SinceKotlin("1.4")
public inline fun <T, R>
Iterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply {
        add(initial)
        var index = 1
        var accumulator: S = iterator.next()
        for (element in this) {
            if (iterator.hasNext())
                accumulator = operation(index++, accumulator, element)
            result.add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * [operation] from left to right to each element and current accumulator value that starts with the first element of
 * this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S>
Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
        add(accumulator)
        var index = 1
        while (iterator.hasNext()) {
            accumulator = operation(accumulator, iterator.next())
            result.add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * [operation] from left to right to each element, its index in the original collection and current accumulator value
 * that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
        var index = 1
        while (iterator.hasNext()) {
            accumulator = operation(index++, accumulator, iterator.next())
            result.add(accumulator)
        }
    }
    return result
}

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```kotlin
fun scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}

fun scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", level = DeprecationLevel.ERROR)
fun scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduceIndexed instead.", level = DeprecationLevel.ERROR)
fun scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    return runningReduceIndexed(operation)
}

fun sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

fun sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

fun sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

fun sumOfInt(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

fun sumOfLong(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

fun sumOfUInt(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgument exception] if there are any `null` elements.
 */
public fun <T : Any> Iterable<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgument exception] if there are any `null` elements.
 */
public fun <T : Any> List<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}

/**
 * Splits this collection into a list of lists each not exceeding the given [size].
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this collection into several lists each not exceeding the given [size] and applies the given [transform]
 * function to an each.
 */
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.
 */
public operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
    if (elements.isEmpty()) return this.toList()
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.
 */
public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty()) return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 */
public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.convertToSequenceForSetOperationWith(this)
    if (other.isEmpty()) return this.toList()
    return this.filterNot { it in other }
}

/**
 * Splits the original collection into pair of lists,
 * where *first* list contains
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}
elements for which \([\text{predicate}]\) yielded \('true'\),\n * while \(*\text{second}\) list contains elements for which \([\text{predicate}]\) yielded \('false'\).\n * @sample samples.collections.Iterables\n * Returns a list containing all elements of the original collection and then the given \([\text{elements}]\).\n * &n * @sample samples.collections.\n * Returns a list containing all elements of the original collection and then the given \([\text{element}]\).\n
```kotlin
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection and then all elements of the given \([\text{elements}]\) array.\n * &n * @sample samples.collections.\n * Returns a list containing all elements of the original collection and then all elements of the given \([\text{elements}]\) collection.\n
```kotlin
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    return plus(elements)\n
```kotlin
public operator fun <T> Collection<T>.plus(element: T): List<T> {
    return plus(elements)\n
```kotlin
public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
    return plus(elements)\n
```kotlin
public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return plus(elements)\n
```kotlin
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {
    return plus(elements)\n
```kotlin
public operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T> {
    if (elements is Collection) {
        return plus(elements)\n    } else {
        return plus(elements)\n    }
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection and then all elements of the given \([\text{elements}]\) sequence.\n * &n * @sample samples.collections.\n * Returns a list containing all elements of the original collection and then all elements of the given \([\text{elements}]\) sequence.\n
```kotlin
public operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> {
    return plus(elements)\n
```kotlin
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    return plus(elements)\n
```kotlin
/**
 * Returns a list of snapshots of the window of the given \([\text{size}]\) sliding along this collection with the given \([\text{step}]\), where each \([\text{snapshot}]\) is a list.\n * Several last lists may have less elements than the given \([\text{size}]\).\n * Both \([\text{size}]\) and \([\text{step}]\) must be positive and can be greater than the number of elements in this collection.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on each step, by default 1\n
```kotlin
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val
```
result = ArrayList<List<T>>().windowed(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
    result.add(it)
} return result

/**
 * Returns a list of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this collection with the given [step]. Note that the list passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this collection. To take in each window @param step the number of elements to move the window forward by on each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any. By default `false` which means partial windows won't be preserved. @param sample.

@sample samples.collections.Sequences.Transformations.averageWindows

Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): List<R> {
    val thisSize = this.size
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    val window = MovingSubList(this)
    var index = 0
    while (index in 0 until thisSize) {
        val windowSize = size.coerceAtMost(thisSize - index)
        if (!partialWindows && windowSize < size) break
        window.move(index, index + windowSize)
        result.add(transform(window))
        index += step
    }
    return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.

@sample samples.collections.Iterables.Operations.zipIterable

public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] collection with the same index using the provided [transform] function applied to each pair of elements.

@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] collection with the same index.

@sample samples.collections.Iterables.Operations.zipIterable

public infix fun <T, R> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent elements in this collection.

@sample samples.collections.Collections.Transformations.zipWithNext

public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<
        (minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent elements in this collection.

@sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas

public inline fun <T, R> Iterable<T>.zipWithNextToFindDeltas(transform: (a: T, b: T) -> R): List<R> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<
        (minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}
(iterator.hasNext()) return emptyList()
val result = mutableListOf<R>()
var current = iterator.next()
while (iterator.hasNext()) {
    val next = iterator.next()
    result.add(transform(current, next))
    current = next
}
return result

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case
 * only the first [limit] elements will be appended, followed by the [truncated] string
 * (which defaults to "..."), then * @sample
 * @samples.collections.Collections.Transformations.joinTo
 */
@ExperimentalCollections public fun <T : Appendable> Iterable<T>.joinTo(buffer: T, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "", transform: ((T) -> CharSequence)? = null): T {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) buffer.appendElement(element, transform) else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an [Iterator] that wraps each element produced by
 * the original iterator into an [IndexedValue] containing the index of that element and the element itself.
 */
@sample samples.collections.Iterators.withIndex

fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Returns an [Iterator] that wraps each element produced
 * by the original iterator into an [IndexedValue] containing
 * index from zero.
 */
@sample samples.collections.Iterators.forEach

class IndexingIterator<T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(index++, iterator.next())
}

fun <T : Comparable<T>> maxOf(a: T, b: T): T = a
    compare(b) >= 0
        ? a
        : b

fun <T> IndexingIterator<T>(iterator: Iterator<T>): Iterator<IndexedValue<T>> = IndexingIterator(iterator)

fun <T> forEach(operation: (T) -> Unit) = iterator().forEach(operation)

fun <T> maxOf(a: T, b: T, comparator: Comparator<T>): T = maxOf(maxOf(a, b, comparator), comparator)

fun maxOf(a: Byte, b: Byte): Byte = a
    compare(b) >= 0
        ? a
        : b

fun maxOf(a: Short, b: Short): Short = a
    compare(b) >= 0
        ? a
        : b

fun maxOf(a: Int, b: Int): Int = a
    compare(b) >= 0
        ? a
        : b

fun maxOf(a: Long, b: Long): Long = a
    compare(b) >= 0
        ? a
        : b

fun maxOf(a: Float, b: Float): Float = a
    compare(b) >= 0
        ? a
        : b

fun maxOf(a: Double, b: Double): Double = a
    compare(b) >= 0
        ? a
        : b

fun maxOf(a: Byte, b: Byte, c: Byte): Byte = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Short, b: Short, c: Short): Short = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Int, b: Int, c: Int): Int = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Long, b: Long, c: Long): Long = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Float, b: Float, c: Float): Float = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Double, b: Double, c: Double): Double = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Byte, b: Byte, c: Byte): Byte = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Short, b: Short, c: Short): Short = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Int, b: Int, c: Int): Int = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Long, b: Long, c: Long): Long = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Float, b: Float, c: Float): Float = a
    maxOf(maxOf(a, b, c, comparator), comparator)

fun maxOf(a: Double, b: Double, c: Double): Double = a
    maxOf(maxOf(a, b, c, comparator), comparator)
expect fun minOf(a: Long, vararg other: Long): Long

/**
 * Returns the smaller of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 * 
 * @param a the first value
 * @param other the other values
 * @return the smaller value
 */
public expect fun minOf(a: Float, vararg other: Float): Float

/**
 * Returns the smaller of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 * 
 * @param a the first value
 * @param other the other values
 * @return the smaller value
 */
public expect fun minOf(a: Double, vararg other: Double): Double

/**
 * Returns the smaller of the given values according to the order specified by the given [comparator].
 * 
 * If there are multiple equal minimal values, returns the first of them.
 * 
 * @param a the first value
 * @param comparator the comparator
 * @return the smaller value
 */
public fun <T> minOf(a: T, vararg other: T, comparator: Comparator<in T>): T {
    var min = a
    for (e in other) if (comparator.compare(min, e) > 0) min = e
    return min
}

/*
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can be found in the license/LICENSE.txt file.
*/

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

package kotlin.collections

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

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

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 * 
 * @sample samples.collections.Maps.Transformations.flatMap
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of
 * original map, to the given [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    forEach {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of
 * original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapTo")
public inline fun <K, V, R> Map<out K, V>.flatMapTo(transform: (Map.Entry<K, V>) -> R): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

//...
These functions apply to each entry of the map.

- `mapTo` applies the given `transform` function to each entry of the original map and appends the results to the given `destination`.
- `all` returns true if all entries match the given `predicate`.
- `any` returns true if at least one entry matches the given `predicate`.
- `count` returns the number of entries in the map.
- `count` returns the number of entries matching the given `predicate`.
- `forEach` performs the given `action` on each entry.
- `maxBy` returns the largest value among all values produced by the `selector` function applied to each entry in the map.
- `maxOf` returns the largest value among all values produced by the `selector` function applied to each entry in the map.
- `maxOfOrNull` returns the largest value among all values produced by the `selector` function applied to each entry in the map or `null` if there are no entries.

These functions can be used to process maps in various ways, such as filtering, counting, or finding the largest value.
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among all values produced by [selector] function

* applied to each entry in the map.

`NoSuchElementException` if the map is empty.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> R): R {
    return entries.minOf(selector)\n}\n
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

* @throws

* If there are no entries.

*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfOrNull(selector)\n}\n
* Returns the smallest value among all values produced by [selector] function

* applied to each entry in the map or `null` if there are no entries.

* @throws

*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R> Map<out K, V>.minOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {
    return entries.minOfWith(comparator, selector)\n}\n
* Returns the smallest value according to the provided [comparator] among all values produced by [selector]

* applied to each entry in the map.

* @throws

NoSuchElementException if the map is empty.

*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.minOfOrNull(selector)\n}\n
* Returns the smallest value among all values produced by [selector] function

* applied to each entry in the map or `null` if there are no entries.

* @throws

*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.minOfOrNull(selector)\n}\n
* Returns the smallest value among all values produced by [selector] function

* applied to each entry in the map or `null` if there are no entries.

* @throws

*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.minOfOrNull(selector)\n}\n
* Returns the smallest value among all values produced by [selector] function

* applied to each entry in the map or `null` if there are no entries.

* @throws

*/

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.none(): Boolean {
    return isEmpty()
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.1")
public inline fun <K, V, M : Map<out K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply { for (element in this) action(element) }
}
```
the map itself afterwards.

*/

@file:kotlin.jvm.JvmMultifileClass

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 *
 * The operation is _terminal_.
 */
public operator fun <T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 *
 * The operation is _terminal_.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
 * function if the [index] is out of bounds of this sequence.
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.firstOrNull(): T

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T

*/

@file:kotlin.jvm.JvmMultifileClass

package kotlin.sequences

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

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 *
 * The operation is _terminal_.
 */
public operator fun <T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 *
 * The operation is _terminal_.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
 * function if the [index] is out of bounds of this sequence.
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.firstOrNull(): T

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 *
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T

*/
-> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain element.
 * The operation is _terminal_.*
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.*
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain element.
 * The operation is _terminal_.*
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain element.
 * The operation is _terminal_.*
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOfFirst(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.*
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.*
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.*
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.*
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element))
            last = element
            found = true
    }
    return last
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_.*
 */
public fun <T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if more than one matching element was found.
 * The operation is _terminal_.*
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element))
            if (found)
                throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
    }
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if the sequence is empty or has more than one element.
 * The operation is _terminal_.*
 */
public fun <T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 * The operation is _terminal_.*
 */
public inline fun <T> Sequence<T>.singleOrNull(): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element))
            if (found)
                throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
    }
    return single
}

@Suppress("UNCHECKED_CAST")

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```kotlin
(element in this) { `\n    if (predicate(element)) { `\n        if (found) return null
        single = element
        found = true
    } `\n    if (!found) return null
    return single
} \n\n* Returns a sequence containing all elements except first [n] elements. \n* The operation is _intermediate_ and _stateless_. \n* @throws IllegalArgumentException if [n] is negative. \n* @sample samples.collections.Collections.Transformations.drop\n
```
/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * The operation is _terminal_.
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <T, C : MutableCollection<in T>>
    Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Returns a sequence containing first [n] elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return TakeSequence(this, n)
}

/**
 * Returns a sequence containing first elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T, R : Comparable<R>> Sequence<T>.takeWhile(crossinline selector: (T) -> R?): Sequence<T> {
    return TakeWhileSequence(this, selector, n)
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * @sample samples.collections.Collections.OrderBy
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted descending according to their natural sort order.
 * @sample samples.collections.Collections.OrderByDescending
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 * @sample samples.collections.Collections.OrderBy
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * @sample samples.collections.Collections.Transformations.associate
 */
public inline fun <T, K, V>
    Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [keySelector] function applied to each element.
 * @sample samples.collections.Collections.Transformations.associate
 */
public inline fun <T, K>
    Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}
T>(), keySelector)

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence. The operation is _terminal_.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateByWithValueTransform
 */
public inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs. where key is provided by the [keySelector] function applied to each element of the given sequence and value is the element itself. The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateByTo
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 *
 * The operation is _terminal_.
 */
public fun <T, C :MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [Set] of all elements.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return this.toCollection(ArrayList<T>())
}

/**
 * Returns a [HashSet] of all elements.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Stores all elements and returns the [destination] mutable map with key-value pairs for each element of the given sequence. where key is the element itself and value is provided by the [valueSelector] function applied to each element. The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateWithTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Returns a [Set] of all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return this.toCollection(ArrayList<T>())
}

/**
 * Returns a [Map] where keys are elements from the given sequence and values are produced by the [valueSelector] function applied to each element. The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    return associateWithTo(result, valueSelector)
}  

/**
 * Returns a [Set] of all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return this.toCollection(ArrayList<T>())
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence. The operation is _terminal_.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateByWithValueTransform
 */
public inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs where key is provided by the [keySelector] function applied to each element of the given sequence and value is the element itself. The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateByTo
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 *
 * The operation is _terminal_.
 */
public fun <T, C :MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [Set] of all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return this.toCollection(ArrayList<T>())
}

/**
 * Returns a [Map] where keys are elements from the given sequence and values are produced by the [valueSelector] function applied to each element. The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    return associateWithTo(result, valueSelector)
}  

/**
 * Returns a [Set] of all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return this.toCollection(ArrayList<T>())
}
The returned set preserves the element iteration order of the original sequence.

* The operation is _terminal_.
* The operation is _intermediate_ and _stateless_.

```kotlin
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}

/**
 * Returns a single sequence of all elements from results of [transform] function being
 * invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIterable")
public fun <T, R>
    Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> {
    return FlatteningSequence(this,
        transform, Iterable<R>::iterator)
}

/**
 * Returns a single sequence of all elements from results of [transform] function being
 * invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
public fun <T, R>
    Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> {
    return flattenSequence(this, transform,
        index to Int, (Int, T) -> transform(checkIndexOverflow(index++),
        element: T) -> Iterable<R>: (Int, T) -> Sequence<R>
    )
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element and its index in the original sequence, to the given [destination].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.jvm.JvmName("flatMapIndexedTo")
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C,
    transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++),
            element: T) -> Iterable<R>: (Int, T) -> Sequence<R>
        destination.addAll(list)
    }
    return destination
}
```
element of original sequence, to the given [destination].

The operation is _terminal_.

*/

public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.groupBy
 */

public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * The operation is _intermediate_ and _stateless_.
 * @sample Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample Transforming.map
 */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return Transforming.sequence(this, transform)
}

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

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the transform applied to the element.

* The operation is _intermediate_ and _stateless_.*

//public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull().filterNotNull().mapNotNull {
        index, element -> transform(index, element) } // Returns a sequence containing only the non-null results of applying the given transformation function to each element and its index in the original sequence. * The operation is _intermediate_ and _stateless_.

    //public inline fun <T, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R?): C {
        forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
        return destination // Returns a sequence that wraps each element of the original sequence into an [IndexedValue] containing the index of that element and the element itself. * The operation is _intermediate_ and _stateless_.

    }
ByLambdaReturnType
@kotlin.internal.InlineOnly
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        return maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        return maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values
 * produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
(iterator.hasNext()) { \n    val v = selector(iterator.next()) \n    if (comparator.compare(maxValue, v) < 0) { \n        maxValue = v \n    } \n} \nreturn maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.\n
 * The operation is \_terminal\_\n *\n *\n *\n *\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Sequence<T>.maxOrNull(comparator: Comparator<in R>, selector: (T) -> R)? { \n    val iterator = iterator() \n    if (!iterator.hasNext()) return null \n    var maxValue = selector(iterator.next()) \n    while (iterator.hasNext()) { \n        val v = selector(iterator.next()) \n        if (comparator.compare(maxValue, v) < 0) { \n            maxValue = v \n        } \n    } \n    return maxValue
}

/**
 * Returns the largest value or `null` if there are no elements.\n
 * The operation is \_terminal\_\n *\n *\n */
@SinceKotlin("1.4")\npublic fun Sequence<Double>.maxOrNull(): Double? { \n    val iterator = iterator() \n    if (!iterator.hasNext()) return null \n    var max = iterator.next() \n    while (iterator.hasNext()) { \n        val e = iterator.next() \n        max = maxOf(max, e) \n    } \n    return max
}

/**
 * Returns the largest value if any of elements is `NaN`.
 *
 * The operation is \_terminal\_\n */
@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Sequence<T>.maxOrNull(): T? { \n    val iterator = iterator() \n    if (!iterator.hasNext()) return null \n    var max = iterator.next() \n    while (iterator.hasNext()) { \n        val e = iterator.next() \n        if (max < e) max = e \n    } \n    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T? { \n    return maxWithOrNull(comparator) \n}

/**
 * Returns the first element yielding the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.\n
 * The operation is \_terminal\_\n *\n *\n */
@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? { \n    val iterator = iterator() \n    if (!iterator.hasNext()) return null \n    var min = iterator.next() \n    if (!iterator.hasNext()) return min \n    var minValue = selector(min) \n    while (iterator.hasNext()) { \n        val e = iterator.next() \n        val v = selector(e) \n        if (minValue > v) { \n            min = e \n            minValue = v \n        } \n    } \n    return min
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Sequence<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Sequence<T>.minOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T, R : Comparable<R>> Sequence<T>.minOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T, R : Comparable<R>> Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values
 * produced by [selector] function applied to each element in the sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T, R : Comparable<R>> Sequence<T, R>
Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the
 * provided [comparator] among all values produced by [selector] function applied to each element in the sequence
 * or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
    Sequence<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
        val iterator = iterator()
        if (!iterator.hasNext()) return null
        var minValue = selector(iterator.next())
        while (iterator.hasNext()) {
            val v = selector(iterator.next())
            if (comparator.compare(minValue, v) > 0) {
                minValue = v
            }
        }
        return minValue
    }

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Sequence<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        min = minOf(min, iterator.next())
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Sequence<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        min = minOf(min, iterator.next())
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Sequence<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        if (min > iterator.next()) min = iterator.next()
    }
    return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Returns `true` if the sequence has no elements.
 */
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Maps each element of a sequence to a result by an [action] function.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}

/**
 * Maps each element of a sequence to a result by an [action] function that takes
 * the index of an element and the element itself as parameters.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        action(index, element)
        element
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right in
 * to current accumulator value and each element.
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.reduceIndexed(assemblyFunction: (index: Int, T) -> Unit, onEach: (action: (T) -> Unit): Sequence<T>) -> Unit: Sequence<T> {
    return mapIndexed { index, element ->
        assemblyFunction(index, element)
        element
    }.reduceOrNull()
and calculates the next accumulator value.\n
* The operation is _terminal_.\n
* @sample

samples.collections.Collections.Aggregates.reduce\n
*\n
public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S { val iterator = this.iterator() if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.") \n
var accumulator: S = iterator.next() \n
while (iterator.hasNext()) { \n
accumulator = operation(accumulator, iterator.next()) \n
} \n
return accumulator
}

** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence: \n
* *

Throws an exception if this sequence is empty. If the sequence can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty. \n
* *

The operation is _terminal_.\n
* @sample

samples.collections.Collections.Aggregates.reduceIndexed\n
*\n
public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S { \n
val iterator = this.iterator() if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.") \n
var index = 1 \n
var accumulator: S = iterator.next() \n
while (iterator.hasNext()) { \n
accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next()) \n
} \n
return accumulator
}

** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence: \n
* *

Returns `null` if the sequence is empty. \n
* *

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n
* *

The operation is _terminal_.\n
* @sample

samples.collections.Collections.Aggregates.reduceIndexedOrNull\n
*\n
@SinceKotlin("1.4")\n
public inline fun <S, T : S> Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? { \n
val iterator = this.iterator() if (!iterator.hasNext()) return null \n
var index = 1 \n
var accumulator: S = iterator.next() \n
while (iterator.hasNext()) { \n
accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next()) \n
} \n
return accumulator
}

** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence: \n
* *

Returns `null` if the sequence is empty. \n
* *

@param [operation] function that takes the index of an element, current accumulator value and an element, and calculates the next accumulator value. \n
* *

The operation is _terminal_.\n
* @sample

samples.collections.Collections.Aggregates.reduceOrNull\n
*\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? { \n
val iterator = this.iterator() if (!iterator.hasNext()) return null \n
var accumulator: S = iterator.next() \n
while (iterator.hasNext()) { \n
accumulator = operation(accumulator, iterator.next()) \n
} \n
return accumulator
}

** Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. \n
* *

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. \n
* *

The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature. \n
* *

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. \n
* *

The operation is _intermediate_ and _stateless_. \n
* @sample

samples.collections.Collections.Aggregates.runningFold\n
*\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
public inline fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> { \n
return sequence { \n
yield(initial) \n
var accumulator = initial \n
for (element in this@runningFold) { \n
accumulator = operation(accumulator, element) \n
yield(accumulator) \n
} \n
}

** Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value. \n
* *

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence. \n
* *

The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature. \n
*
**Running reduce**

```
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningReduce(operation: (acc: T, T) -> T): Sequence<R> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: T = iterator.next()
            yield(accumulator)
            while (iterator.hasNext()) {
                accumulator = operation(accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}
```

**Running reduce indexed**

```
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningReduceIndexed(operation: (index: Int, acc: T, T) -> T): Sequence<R> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: T = iterator.next()
            yield(accumulator)
            var index = 1
            while (iterator.hasNext()) {
                accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}
```

**Scan**

```
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}
```

**Scan indexed**

```
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
        return sequence {
            yield(initial)
            var index = 0
            var accumulator = initial
            for (element in this@runningFoldIndexed) {
                accumulator = operation(checkIndexOverflow(index++), accumulator, element)
                yield(accumulator)
            }
        }
    }
}
```

---

* @param [operation] function that takes the index of an element, current accumulator value
  * and the element itself, and calculates the next accumulator value.
  * The operation is _intermediate_ and _stateless_.

* @sample samples.collections.Collections.Aggregates.runningFold

---

@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this@runningFoldIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this sequence.
 */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}

```
samples.collections.Collections.Transformations.chunked\n
*\nSinceKotlin("1.2")\n
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {\n  return windowed(size, size, partialWindows = true)\n}

*/
@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given \[size\] \*
 * and applies the given \[transform\] function to each list. \*
 * \@return sequence of results of the \[transform\] applied to each list. \*
 * \@since SinceKotlin("1.2") \*
 * \@param size number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence. \*
 * \@since SinceKotlin("1.2") \*
 * \@return sequence containing all elements of the original sequence without the first occurrence of the given \[element\]. \*
 * \@since SinceKotlin("1.2") \*
 * \@param size the number of elements to take in each list. \*
 * \@since SinceKotlin("1.2") \*
 * \@sample samples.text.Strings.chunkedTransform \*
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@param elements sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@sample samples.text.Strings.chunkedTransform \*
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@param elements sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@sample samples.text.Strings.chunkedTransform \*
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@param elements sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@sample samples.text.Strings.chunkedTransform \*
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@param elements sequence containing all elements of the original sequence except the elements contained in the given \[elements\] collection. \*
 * \@since SinceKotlin("1.2") \*
 * \@sample samples.text.Strings.chunkedTransform \*
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Splits the original sequence into pair of lists, \*
 * where \*first* list contains elements for which \[predicate\] yielded `true`. \*
 * while \*second* list contains elements for which\ [predicate]
yielded `false`. The operation is _terminal_ and stateless.

```kotlin
public inline fun <T> List<T>.first(): T
```

The operation is _terminal_ and stateless.

```kotlin
public inline fun <T> List<T>.second(): T
```

The operation is _terminal_ and stateless.

```kotlin
Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>>
```

The operation is _intermediate_ and stateless.

```kotlin
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

The operation is _intermediate_ and stateless.

```kotlin
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): List<T>
```

The operation is _terminal_ and stateless.

```kotlin
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Observable<List<T>>
```

The operation is _intermediate_ and stateless.

```kotlin
public inline fun <T> Sequence<T>.plus(element: T): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
public inline fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
public inline fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
public inline fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T>
```

The operation is _intermediate_ and stateless.

```kotlin
@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.

```kotlin
@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.

```kotlin
@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.

```kotlin
@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.

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```

The operation is _intermediate_ and stateless.

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```

The operation is _intermediate_ and stateless.

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@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.

```kotlin
@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.

```kotlin
@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.

```kotlin
@SinceKotlin("1.2")
```

The operation is _intermediate_ and stateless.
The operation is _intermediate_ and _stateless_.

@sample samples.collections.Sequences.Transformations.zip

/**
 * Returns a sequence of values built from the elements of this sequence and the other sequence with the same
 * index using the provided [transform] function applied to each pair of elements.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.zipWithTransform
 */
public fun <T, R, V> Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {
    return MergingSequence(this, other, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each pair of two adjacent elements in this sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each pair of two adjacent elements in this sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {
    return sequence{result@{
        val iterator = iterator()
        if (!iterator.hasNext()) return@result
        var current = iterator.next()
        while (iterator.hasNext()) {
            val next = iterator.next()
            yield(transform(current, next))
            current = next
        }
    }
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable> Sequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A{
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    } else buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}

/**
 * Returns this sequence as a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T>{
    return this
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
checkCountOverflow(++count)
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Float>.average(): Double {
    var sum: Float = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a set containing all elements of the original set except the given 
 * [element].
 * 
 * The returned set preserves the element iteration order of the original set.
 * 
 * The operation is _terminal_.
 */
public fun <T> Set<T>.minus(element: T): Set<T> {
    var result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * [elements] array.
 * 
 * The returned set preserves the element iteration order of the original set.
 * 
 * The operation is _terminal_.
 */
public fun <T> Array<T>.removeAll(elements: Array<T>): Set<T> {
    var result = LinkedHashSet<T>(this)
    return result.removeAll(elements)
}
The returned set preserves the element iteration order of the original set.\n * \n * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n * \n * `operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T>`\n * \n * `val other = elements.convertToSetForSetOperationWith(this)`\n * `return this.toSet() if (other.isEmpty())`\n * `return result.removeAll(other)`\n * `return result`\n * `\n * Returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n * \n * `operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T>`\n * `val result = LinkedHashSet<T>(this)`\n * `return result.remove(elements)`\n * `return result`\n * `\n * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * `operator fun <T> Set<T>.plus(element: T): Set<T>`\n * `val result = LinkedHashSet<T>(mapCapacity(size + 1))`\n * `result.addAll(this)`\n * `result.add(element)`\n * `return result`\n * `\n * Returns a set containing all elements of the original set and the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * `operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T>`\n * `val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))`\n * `result.addAll(this)`\n * `result.addAll(elements)`\n * `return result`\n * `\n * Returns a set containing all elements of the original set and the given [elements] sequence, which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * `operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T>`\n * `val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))`\n * `result.addAll(this)`\n * `result.addAll(elements)`\n * `return result`\n * `\n * Returns a set containing all elements of the original set and the given [elements] collection, which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * `operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T>`\n * `val result = LinkedHashSet<T>(mapCapacity(elements.size))`\n * `result.addAll(this)`\n * `result.addAll(elements)`\n * `return result`\n * `\n * Returns a set containing all elements of the original set and the given [elements] array, which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * `operator fun <T> Set<T>.plusElement(element: T): Set<T>`\n * `val result = LinkedHashSet<T>(mapCapacity(elements.size))`\n * `result.addAll(this)`\n * `result.add(element)`\n * `return result`\n * `\n * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.
CharSequence.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 */
public fun CharSequence.first(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}

/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */
public fun CharSequence.last(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns the first character matching the given [predicate] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index > 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns a random character from this char sequence.
 */
@SinceKotlin("1.3")
public fun CharSequence.random(): Char {
    return random
}

/**
 * Returns a random character from this char sequence using the specified source of randomness.
 */
@SinceKotlin("1.3")
public fun CharSequence.random(random: Random): Char {
    return get(random.nextInt(length))
}

/**
 * Returns a random character from this char sequence, or `null` if this char sequence is empty.
 */
public fun CharSequence.random() {
    return random
}

/*
 * Returns a random character from this char sequence.
 */
@SinceKotlin("1.3")
public fun CharSequence.random(): Char {
    return random
}

/*
 * Returns a random character from this char sequence using the specified source of randomness.
 */
@SinceKotlin("1.3")
public fun CharSequence.random(random: Random): Char {
    return get(random.nextInt(length))
}

/*
 * Returns a random character from this char sequence, or `null` if this char sequence is empty.
 */
@SinceKotlin("1.3")
public fun CharSequence.random(): Char {
    return random
}
public inline fun CharSequence.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness, or `null` if this char sequence is empty.
 */
public fun CharSequence.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(length))
}

/**
 * Returns single character matching the given [predicate], or throws an exception if there is no or more than one matching character.
 */
public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.drop
 */
public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

/**
 * Returns a string with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.drop
 */
public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
}

/**
 * Returns a string containing all characters except last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**
 * Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}
`CharSequence.filter(predicate: (Char) -> Boolean): CharSequence` {n return filterTo(StringBuilder(), predicate)}

`CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence` {n return filterTo(StringBuilder(), !predicate)}

`CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence` {n return filterIndexedTo(StringBuilder(), predicate)}

`CharSequence.filterNotIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence` {n return filterNotIndexedTo(StringBuilder(), !predicate)}

`CharSequence.slice(indices: IntRange): CharSequence` {n if (indices.isEmpty()) return ""

`CharSequence.slice(indices: Iterable<Int>): CharSequence` {n val result = StringBuilder(indices.collectionSizeOrDefault(10))

`CharSequence.slice(indices: IntRange): String` {n return subSequence(indices)}

`String.slice(indices: IntRange): String` {n return substring(indices)}

`String.slice(indices: Iterable<Int>): String` {n return result.toString()}}
fun return subSequence(0, n.coerceAtMost(length))

fun take(n: Int): String {
    require(n >= 0) { "Requested character count \$n\ is less than zero." }
    return substring(0, n.coerceAtMost(length))
}

fun takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count \$n\ is less than zero." }
    val length = length - n.coerceAtMost(length)
    return subSequence(length - n.coerceAtMost(length), length)
}

fun takeLast(n: Int): String {
    require(n >= 0) { "Requested character count \$n\ is less than zero." }
    val length = length - n.coerceAtMost(length)
    return substring(length - n.coerceAtMost(length))
}

inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    }
    return subSequence(0, length)
}

inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}

inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    return subSequence(0, length)
}

inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    return this
}

fun reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

fun reversed(): String {
    return (this as CharSequence).reversed().toString()
}

fun associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(HashMap<K, V>(capacity), transform)
}

fun associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(HashMap<K, Char>(capacity), keySelector)
}

fun associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(HashMap<K, V>(capacity), keySelector, valueTransform)
}

= mapCapacity(length).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)
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and its index in the original char sequence.

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 invoked on each character

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* and its index in the original char sequence.
override fun keyOf(element: Char): K = keySelector(element)

/**
 * Returns a list containing the results of applying the given [transform] function \( \ast \) to each character in the original char sequence.\( \ast \) *\n * @param [transform] function that takes the index of a character and the character itself\( \ast \) * and returns the result of the transform applied to the character.\( \ast \) */
public inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function \( \ast \) to each character and its index in the original char sequence.\( \ast \) *
 * @param [transform] function that takes the index of a character and the character itself\( \ast \) * and returns the result of the transform applied to the character.\( \ast \) */
public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence and appends only the non-null results to the given [destination].\( \ast \) *\n * @param [transform] function that takes the index of a character and the character itself\( \ast \) * and returns the result of the transform applied to the character.\( \ast \) */
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence and appends only the non-null results to the given [destination].\( \ast \) *\n * @param [transform] function that takes the index of a character and the character itself\( \ast \) * and returns the result of the transform applied to the character.\( \ast \) */
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns `true` if all characters match the given [predicate].\( \ast \) *\n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if char sequence has at least one character.\( \ast \) *\n * @sample samples.collections.Collections.Aggregates.any
 */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one character matches the given [predicate].\( \ast \) *\n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\( \ast \) */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the length of this char sequence.\( \ast \) *\n * @sample samples.collections.Collections.Aggregates.length
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(): Int {
    return length
}

/**
 * Returns the number of characters matching the given [predicate].\( \ast \) *\n * @sample samples.collections.Collections.Aggregates.count
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}
for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.
 * Returns the specified [initial] value if the char sequence is empty.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 */
CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the specified [initial] value if the char sequence is empty.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.
 */
CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 * The returned result is 'NaN' if any of values produced by [selector] function
 * applied to each character in the char sequence.
 * @param [selector] function that returns the largest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
CharSequence.maxOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
each character in the char sequence.

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        if (isNotEmpty()) throw NoSuchElementException()
        var val = selector(this[i])
        var maxVal = selector(this[0])
        if (i in 1..lastIndex) {
            val v = selector(this[i])
            maxVal = maxOf(maxVal, v)
        }
        if(maxValue < v) {
            maxValue = v
        }
    }
    return maxVal
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        if (isNotEmpty()) throw NoSuchElementException()
        var val = selector(this[i])
        var maxVal = selector(this[0])
        if (i in 1..lastIndex) {
            val v = selector(this[i])
            maxVal = maxOf(maxVal, v)
        }
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        if (isNotEmpty()) throw NoSuchElementException()
        var val = selector(this[i])
        var maxVal = selector(this[0])
        if (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest character or `null` if there are no characters.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        if (isNotEmpty()) throw NoSuchElementException()
        var val = selector(this[i])
        var maxVal = selector(this[0])
        if (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
(CharSequence.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
})

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "$1.4")
public fun CharSequence.maxWithOrNull(comparator: Comparator<Char>): Char? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxWithOrNull(comparator: Comparator<Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "$1.4")
public fun CharSequence.min(): Char? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "$1.4")
public inline fun <R: Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R: Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    return minOfOrNull(selector)
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R: Comparable<R>> CharSequence.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
(Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

returns the smallest value according to the provided [comparator] * among all values produced by [selector] function applied to each character in the char sequence or ‘null’ if there are no characters.

*valor* @throws NoSuchElementException if the char sequence is empty.

*valor* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution
ByLambdaReturnType*@kotlin.internal.InlineOnly*public inline fun CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

returns the first character having the smallest value according to the provided [comparator] or ‘null’ if there are no characters.

*valor* @sinceKotlin("1.4")*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution
ByLambdaReturnType*@kotlin.internal.InlineOnly*public inline fun <S : CharSequence> S.onEachIndexed(action: (Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}

performs the given [action] on each character, providing sequential index with the character,
and returns the char sequence itself afterwards.

*valor* @sinceKotlin("1.1")*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution
ByLambdaReturnType*@kotlin.internal.InlineOnly*public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}

performs the given [action] on each character, providing sequential index with the character, * and returns the char sequence itself afterwards.

*valor* @param [action] function that takes the index of a character and the character itself * and performs the action on the character.

*valor* @sinceKotlin("1.4")*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution
ByLambdaReturnType*@kotlin.internal.InlineOnly*public inline fun S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forIndexed(action) }
}

accumulates value starting with the first character and applying [operation] from left to right * to current accumulator value and each character.
Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way, please use `reduceOrNull` instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Throws an exception if the char sequence is empty. If the char sequence can be empty in an expected way, please use `reduceIndexedOrNull` instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Returns `null` if the char sequence is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index-1)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index-1)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
} return accumulator

/**
 * Accumulates value starting with the last character and applying [operation] from right to left
 * to each character and current accumulator value.\n * `null` if the char sequence is empty.\n * @param [operation] function that takes the index of a character, the character itself and current accumulator value,\n * and calculates the next accumulator value.\n * @param samples.collections.Collections.Aggregates.reduceRightOrNonNull\n * \n */
@SinceKotlin("1.4") public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each character and current accumulator value that starts with the first character of this char sequence.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n * @param samples.collections.Collections.Aggregates.runningReduce\n */
@SinceKotlin("1.4") public inline fun CharSequence.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
resulting list.

* @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
public inline fun CharSequence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanIndexed
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
public inline fun CharSequence.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
public inline fun CharSequence.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
```
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun
CharSequence.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
 * [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
 * [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun CharSequence.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 * @param size the number of elements to take in each string.
 * @return list of results of the [transform] applied to an each char sequence.
 * @sample samples.text.Strings.chunked
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and
 * applies the given [transform] function to an each.
 * @param size the number of elements to take in each string.
 * @return sequence of results of the [transform] applied to an each char sequence.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original char sequence into pair of char sequences,
 * where *first* char sequence contains characters for which 
 * [predicate] yieldd `true`, while *second* char sequence contains characters for which 
 * [predicate] yieldd `false`.
 * @sample samples.text.Strings.partition
 */
public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original string into pair of strings.
 * @param size the number of elements to take in each string.
 * @return sequence of results of the [transform] applied to an each char sequence.
 * @sample samples.text.Strings.partition
 */
public inline fun String.chunked(size: Int): Sequence<String> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits this char sequence into several strings each not exceeding the given [size].
 * The last string in the resulting sequence may have less characters than the given [size].
 * @param size the number of elements to take in each string.
 * @return list of results of the [transform] applied to an each char sequence.
 * @sample samples.text.Strings.chunkedTransform
 */
public fun String.chunkedTransform(size: Int, transform: (Char) -> String): List<String> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original string into pair of strings.
 * @param size the number of elements to take in each string.
 * @return sequence of results of the [transform] applied to an each char sequence.
 * @sample samples.text.Strings.partition
 */
public inline fun String.chunkedToSequence(size: Int): Sequence<String> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}
contains characters for which [predicate] yielded `false`.

```kotlin
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}
```

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string. Several last strings may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on each step, by default 1

partialWindows controls whether or not to keep partial windows in the end if any, which means partial windows won't be preserved when they won't be in the result.

```kotlin
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}
```

```kotlin
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
```

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partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    val checkWindowSizeStep = size + 1
    return windows.map { index ->
        val end = index + size
        val coercedEnd = if (end < length) end else length
        return subSequence(index, coercedEnd)
    }
}

zip(other: CharSequence): List<Pair<Char, Char>> =
    List<Pair<Char, Char>> {
        return zip(other) { c1, c2 ->
            if (c1.isInSet(charsets[0]) && c2.isInSet(charsets[1]))
                null
            else
                c1 to c2
        }
    }

zipWithNext(): List<Pair<Char, Char>> =
    zipWithNext { a, b -> a to b }

trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex
        else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)

    return ""
}

trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)

    return ""
}

trim(predicate: (Char) -> Boolean): String =
    trim(predicate).toString()

trimStart(predicate: (Char) -> Boolean): String =
    trimStart(predicate).toString()

trimEnd(predicate: (Char) -> Boolean): String =
    trimEnd(predicate).toString()
return subSequence(0, index + 1)

return 

* Returns a string having trailing characters matching the [predicate] removed.

*public inline fun String.trimEnd(predicate: (Char) -> Boolean): String =
(this as CharSequence).trimEnd(predicate).toString()

* Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.

*public fun CharSequence.trim(vararg chars: Char): String =
trim { it in chars }

* Returns a string having leading and trailing characters from the [chars] array removed.

*public fun String.trim(vararg chars: Char): String =
trim { it in chars }

* Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.

*public inline fun String.trim(vararg chars: Char): String =
trim { it in chars }

* Returns a sub sequence of this char sequence having leading and trailing whitespace removed.

*public function String.trim(): String =
trim(Char::isWhitespace)

* Returns a string having leading and trailing whitespace removed.

*public inline function String.trim(): String =
trim { it in chars }

* Returns a sub sequence of this char sequence having leading and trailing whitespace removed.

*public fun String.trimEnd(vararg chars: Char): String =
trimEnd { it in chars }

* Returns a string having trailing characters from the [chars] array removed.

*public function String.trimEnd(vararg chars: Char): String =
trimEnd { it in chars }

* Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.

*public fun CharSequence.trimStart(vararg chars: Char): String =
trimStart { it in chars }

* Returns a string having leading characters from the [chars] array removed.

*public fun CharSequence.trimEnd(vararg chars: Char): String =
trimEnd { it in chars }

* Returns a string having trailing characters from the [chars] array removed.

*public fun CharSequence.trimStart(vararg chars: Char): String =
trimStart { it in chars }

* Returns a string having leading characters from the [chars] array removed.

*public fun CharSequence.trimEnd(vararg chars: Char): String =
trimEnd { it in chars }

* Returns a string having trailing characters from the [chars] array removed.
than the [length] specified. Space is used by default.

@code
@returns
Returns a string of length at least [length]
consisting of `this` string appended with [padChar] as many times as are necessary to reach that length.

@example
samples.text.Strings.padEnd

public fun String.padEnd(length: Int, padChar: Char = ' '): String =
(this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is
 * either `null` or empty.
 */
public fun String?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 */
public fun CharSequence.isEmpty(): Boolean = this.length == 0

/**
 * Returns `true` if this nullable char sequence is either
 * `null` or empty or consists solely of whitespace characters.
 */
public fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/**
 * Returns the string if it is not `null`, or the empty string otherwise.
 */
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it is not empty
 * or the result of calling [defaultValue] function if the char sequence is empty.
 */
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,
 * or the result of calling [defaultValue] function otherwise.
 */
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns a substring specified by the given [range] of indices.
 */
public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence specified by the given [range] of indices.
 */
public fun String.substring(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)

/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].
 */
@param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.

*/
@kotlin.internal.InlineOnly
public inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()}

/**
 * Returns a substring of chars at indices from the specified [range] of this char sequence.
 */
public fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()}

/**
 * Returns a substring before the first occurrence of [delimiter].
 */
public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].
 */
public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Returns a substring before the last occurrence of [delimiter].
 */
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the last occurrence of [delimiter].
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Returns a char sequence with content of this char sequence where its part at
 * the given range is replaced with the [replacement] char sequence.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb
}

/**
 * Replaces the part of the string at the given range with the [replacement] char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()
in the part to be replaced.
*
public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence
    = this.replaceRange(range.start, range.endInclusive + 1, replacement)

Replace the part of string at the given [range] with the [replacement] string.
The end index of the [range] is included in the part to be replaced.
*

public fun CharSequence.toString(): String =
    this.toString() + this@kotlin.internal.InlineOnly

public inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String =
    this.replaceRange(range, replacement).toString()

/**
 * Removes a char sequence with content of this char sequence where its part at the
 * given range is removed.
 */
public fun CharSequence.removeRange(range: IntRange): CharSequence = removeRange(range.start, range.endInclusive + 1)

/**
 * Removes the part of a string at the given range.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange): String =
    this.removeRange(range).toString()

/**
 * If this char sequence starts with the given [prefix] and ends with the given [suffix],
 * returns a new char sequence having both the given [prefix] and [suffix] removed.
 * Otherwise returns a new char sequence with the same characters.
 */
public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence =
    this.removeSurrounding(prefix, suffix).toString()

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String
    = this.removeSurrounding(delimiter).toString()
the start and the end of this string

* If and only if it starts with and ends with the [delimiter].
* Otherwise returns this string unchanged.

*public fun String.removeSurrounding(delimiter: CharSequence): String =
removeSurrounding(delimiter, delimiter)

* Replace part of string before the first occurrence of given delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.removeSurrounding(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String =
String.replaceBefore(delimiter, String, missingDelimiterValue: String = this): String { val index = indexOf(delimiter)
return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)

* Replace part of string before the first occurrence of given delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.removeSurrounding(delimiter: String, missingDelimiterValue: String = this): String {
val index = indexOf(delimiter)
return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)

* Replace part of string after the first occurrence of given delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
val index = indexOf(delimiter)
return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)

* Replace part of string after the last occurrence of given delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
val index = lastIndexOf(delimiter)
return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)

* Replace part of string after the last occurrence of given delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
val index = lastIndexOf(delimiter)
return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)

* Replace part of string before the last occurrence of given delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
val index = lastIndexOf(delimiter)
return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)

* Replace part of string before the last occurrence of given delimiter with the [replacement] string.
* The [replacement] can consist of any combination of literal text and $-substitutions. To treat
* the replacement string literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.

*public fun String.replace(regex: Regex, replacement: String, ignoreCase: Boolean): String =
regex.replace(this, replacement)

* Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
* with the given [replacement].

* The [replacement] string can consist of any combination of literal text and $-substitutions. To treat
* the replacement string literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.

* Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
* with the result of the given function [transform] that takes
* MatchResult and returns a string to be used as $n * replacement for that match.

*public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> String) =
regex.replace(this, transform)
(MatchResult) -> CharSequence): String
regex.replace(this, transform)\n/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.
 */
@replace(regex, replacement: String): String =
regex.replaceFirst(this, replacement)\n/**
 * Returns `true` if this char sequence matches the given regular expression.
 */
matches(regex: Regex, inlineMatchResult: InlineOnly)\n/**
 * Implementation of [regionMatches] for CharSequences.
 */
regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean =
\n /**
 * Returns `true` if this char sequence starts with the specified character.
 */
startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
\n /**
 * Returns `true` if this char sequence ends with the specified character.
 */
endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
\n /**
 * Returns `true` if this char sequence starts with the specified prefix.
 */
startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean =
\n /**
 * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
 */
regionMatchesImpl(startIndex: Int, prefix: CharSequence, ignoreCase: Boolean): Boolean =
\n /**
 * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common prefix, returns the empty string.
 */
commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String =
\n /**
 * Returns the longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common suffix, returns the empty string.
 */
commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String =
\n /**
 * Finds the index of the first occurrence of any of the specified [chars] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 */
indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase:
\n */


// startsWith()\

/**
 * Starts with the specified character.
 */
\n /**
 * Starts with the specified prefix.
 */
\n /**
 * Ends with the specified character.
 */
\n /**
 * Ends with the specified suffix.
 */
\n
// regionMatches()

/**
 * Represents region of text.
 */
\n
// substring()

/**
 * Returns substring from the specified start index (inclusive) to the specified end index (exclusive).
 */
\n
// startsWithAny()

/**
 * Returns substring from the specified startIndex (inclusive) to the specified endIndex (exclusive).
 */
\n
// suffixOf()

/**
 * Returns substring from the last index of this char sequence (inclusive) to the specified endIndex (exclusive).
 */
\n
// matchesAny()

/**
 * Returns substring from the lastIndex of this char sequence (inclusive) to the specified endIndex (exclusive).
 */
\n
// indexOfAny()

/**
 * Returns substring from the first occurrence of the specified [chars] in this char sequence.
 */
\n
// startsWithAny()

/**
 * Returns substring from the first occurrence of the specified prefix in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the first occurrence of the specified character in this char sequence.
 */
\n
// suffixOfAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
 */
\n
// startsWithAny()

/**
 * Returns substring from the last occurrence of the specified prefix in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
 */
\n
// suffixOfAny()

/**
 * Returns substring from the first occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the first occurrence of the specified prefix in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the first occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the first occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the first occurrence of the specified character in this char sequence.
 */
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// indexFromAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
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 */
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// indexFromAny()

/**
 * Returns substring from the first occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()

/**
 * Returns substring from the first occurrence of the specified character in this char sequence.
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// indexFromAny()

/**
 * Returns substring from the last occurrence of the specified character in this char sequence.
 */
\n
// indexFromAny()
have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in \[strings\] that matches this string at that position.

```kotlin
public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1
```

```kotlin
/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence.
 * @param strings A collection of strings to search.
 * @param startIndex The starting index of the search. If null, starts from the beginning.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.
 */
public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1
```

```kotlin
// indexOf

/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].
 * @param char The character to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}
```

```kotlin
/**
 * Returns the index within this char sequence of the last occurrence of the specified character, starting from the specified [startIndex].
 * @param char The character to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the last occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}
```

```kotlin
/**
 * Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.
 * @param other The sequence to search for.
 * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.
 * @return A boolean indicating if the target sequence is found.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (other is String)
        indexOf(other, ignoreCase = ignoreCase) >= 0
    else
        indexOf(other, 0, length, ignoreCase) >= 0
```

```kotlin
/**
 * Returns `true` if this char sequence contains the specified character [char] as a substring.
 * @param char The character to search for.
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 * @return A boolean indicating if the target character is found.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =
    indexOf(char, ignoreCase = ignoreCase) >= 0
```

```kotlin
/**
 * Returns `true` if this char sequence contains at least one match of the specified regular expression [regex].
 * @param regex The regular expression to search for.
 * @return A boolean indicating if the target match is found.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharSequence.contains(regex: Regex): Boolean =
```

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```kotlin
```
char sequence to a list of strings around occurrences of the specified [delimiters].

```kotlin
@fun
CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit).map { substring(it) }
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}
```

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

```kotlin
@fun
CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }
```

```kotlin
@fun
CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, "Limit must be non-negative, but was $limit.")

    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)

    result.add(substring(currentOffset, length))
    return result
}
```

```kotlin
@fun
CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
    regex.split(this, limit)
```

```kotlin
@fun
CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")
```

```kotlin
@fun
CharSequence.lines(): List<String> = lineSequence().toList()
```

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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8435
IndexOutOfBoundsException if either [offset] or [length] are less than zero or 'offset + length' is out of [chars] array bounds.

 cheapestO

 @Deprecated("Use CharArray.concatToString(startIndex, endIndex)
 instead", ReplaceWith("chars.concatToCharArray\(offset, offset + length\)"))

 public actual fun String(chars: CharArray, offset: Int, length: Int): String {
     var result = \\n     for (index in offset until offset + length) {
         result += chars[index]
     }
     return result
 }

 @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 public actual fun CharArray.concatToString(): String {
     return this
 }
of the substring to encode, 0 by default.

* @param endIndex the end (exclusive) of the substring to encode, length of this string by default.

* @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.

* @throws IllegalArgumentException if [startIndex] is greater than [endIndex].

* @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.

*/
%\@SinceKotlin("1.4")%\@WasExperimental(ExperimentalStublibApi::class)%\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")%\public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)% return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)%

    *\n    * @param sample samples.text.Strings.toUpperCase
    *\n    */
    @kotlin.internal.InlineOnly
    public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

    /**
     * Returns a copy of this string converted to lower case using the rules of the default locale.
     */
    @kotlin.internal.InlineOnly
    public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

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

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

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

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

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

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

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

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

    //native public fun String.trim(): String
    //TODO: String.replace to implement effective trimLeading and trimTrailing

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

    @SinceKotlin("1.2")
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
        if (ignoreCase) {
            val n1 = this.length
            val n2 = other.length
            val min = minOf(n1, n2)
            if (min == 0) return n1 - n2
            var start = 0
            while (true) {
                val end = minOf(start + 16, min)
                var s1 = this.substring(start, end)
                var s2 = other.substring(start, end)
                if (s1 != s2) {
                    s1 = s1.toUpperCase()
                    s2 = s2.toUpperCase()
                    if (s1 != s2) {
                        s1 = s1.toLowerCase()
                        s2 = s2.toLowerCase()
                        if (s1 != s2) {
                            return s1.compareTo(s2)
                        }
                    }
                }
                if (end == min) break
            }
            var var1 = s1.toUpperCase()
            var var2 = s2.toUpperCase()
            if (s1 != s2) {
                var return1 = return s1.compareTo(s2)
                if (end == min) break
                start = end
            }
            return n1 - n2
        } else {
            return compareTo(other)
        }
    }

    //package kotlin
    //package @SinceKotlin("1.3")
    //package experimentalUnsignedTypes
    //package complex

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using the index operator:\n *\n * If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

// Currently JS BE does not generate special bridge method for this method.\n if ((element as Any?) !is UByte)
 return false\n return storage.contains(element.toInt())\n }

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UIntArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
            array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.\n // Currently JS BE does not generate special bridge method for this method.\n if ((element as Any?) !is UInt)
 return false\n return storage.contains(element.toInt())\n }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt &&
    storage.contains(it.toInt()) }
}

    override fun isEmpty(): Boolean = this.storage.isEmpty()
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.\n * The function [init] is called for each array element sequentially starting from the first one.\n * It should return the value for an array element given its index.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int): UIntArray {
    return UIntArray(IntArray(size))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray(size: Int): IntArray {
    return IntArray(IntArray(size))
}
function. The function [init] is called for each array element sequentially starting from the first one.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

`UIntArray(size: Int, init: (Int) -> UInt): UIntArray` { index ->

`init(index).toInt()\n\n``

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun

`uintArrayOf(vararg elements: UInt): UIntArray = elements\n\`

* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. *\n\n/* Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n
\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@public inline class

`ULongArray\n\n``

*\@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")\@Published Api\n\n``

constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {\n
\n\n``

/** Creates a new array of the specified [size], with all elements initialized to zero. */\n\n``

public constructor(size: Int) : this(LongArray(size)) \n
``

/** Creates an iterator over the elements of the array. */\n\n``

operator fun iterator(): ULongIterator = Iterator(storage) \n
``

private class Iterator(private val array: LongArray) : ULongIterator() { index = 0\n
``

override fun hasNext() = index < array.size

``

override fun nextULong() = if (index < array.size)\n
``

array[index++].toULong() else throw NoSuchElementException(index.toString()) \n
``

\n\n``

/** Creates an iterator over the elements of the array. */\n\n``

operator fun iterator(): UShortIterator = Iterator(storage) \n
``

private class Iterator(private val array: ShortArray) : UShortIterator() { index = 0\n
``

override fun hasNext() = index < array.size

``

override fun nextUShort() = if (index < array.size)\n
``

array[index++].toUShort() else throw NoSuchElementException(index.toString()) \n
``

\n\n``

/** Creates a new array of the specified [size], where each element is calculated by calling the specified `init` function. */\n\n``

public constructor(size: Int, init: (Int) -> ULong): ULongArray { \n
``

\n\n``

/** Creates an array of the specified [size], with all elements initialized to zero. */\n\n``

public constructor(size: Int) : this(ShortArray(size)) \n
``

/** Creates a new array of the specified [size], with all elements initialized to zero. */\n\n``

public constructor(size: Int) : this(UIntArray(size)) \n
```
[index] to the given [value]. This method can be called using the index operator.

* * 

If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS

where the behavior is unspecified.

* * 

Public operator fun set(index: Int, value: UShort) { storage[index] = value.toShort() } ** Returns the number of elements in the array.

* * 

Public override val size: Int get() = storage.size

** Creates an iterator over the elements of the array.

* * 

Public override operator fun iterator(): UShortIterator = Iterator(storage)

Private class Iterator(private val array: ShortArray) : UShortIterator() {

Index = 0

override fun hasNext() = index < array.size

override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())

** Returns the number of elements in the array.

* * 

Public override val size: Int get() = storage.size

** Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.

* * 

The function [init] is called for each array element sequentially starting from the first one.

* * 

It should return the value for an array element given its index.

* * 

If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS

where the behavior is unspecified.

* * 

If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS

where the behavior is unspecified.

* * 

If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS

where the behavior is unspecified.
behavior is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun ULongArray.component2(): ULong { return get(1) } // Returns 2nd *element* from the array.

If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UByteArray.component2(): UByte { return get(1) } // Returns 2nd *element* from the array.

If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UShortArray.component2(): UShort { return get(1) } // Returns 2nd *element* from the array.

If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UIntArray.component3(): UInt { return get(2) } // Returns 3rd *element* from the array.

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun ULongArray.component3(): ULong { return get(2) } // Returns 3rd *element* from the array.

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UByteArray.component3(): UByte { return get(2) } // Returns 3rd *element* from the array.

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UShortArray.component3(): UShort { return get(2) } // Returns 3rd *element* from the array.

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UIntArray.component4(): UInt { return get(3) } // Returns 4th *element* from the array.

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun ULongArray.component4(): ULong { return get(3) } // Returns 4th *element* from the array.

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UByteArray.component4(): UByte { return get(3) } // Returns 4th *element* from the array.

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
public inline operator fun UShortArray.component4(): UShort { return get(3) } // Returns 4th *element* from the array.

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
```
inline operator fun ULongArray.component5(): ULong {
    return get(4)
}  * Returns 5th *element* from the array.

*In Kotlin/JS* where the behavior is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}  * Returns 5th *element* from the array.

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in
Kotlin/JS* where the behavior is unspecified.
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}  * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this array.

*In Kotlin/JS* where the behavior is unspecified.
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UIntArray.elementAt(index: Int): UInt

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun ULongArray.elementAt(index: Int): ULong

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UByteArray.elementAt(index: Int): UByte

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UShortArray.elementAt(index: Int): UShort

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UIntArray.elementAtOrNull(index: Int): UInt?

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun ULongArray.elementAtOrNull(index: Int): ULong?

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UByteArray.elementAtOrNull(index: Int): UByte?

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public expect fun UShortArray.elementAtOrNull(index: Int): UShort?
*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.elementAtOrNull(index: Int): ULong? { 
    return this.getOrNull(index)\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.elementAtOrNull(index: Int): UByte? { 
    return this.getOrNull(index)\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.elementAtOrNull(index: Int): UShort? { 
    return this.getOrNull(index)\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.elementAtOrNull(index: Int): UInt? { 
    return this.getOrNull(index)\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.findElement(predicate: (ULong) -> Boolean): ULong? { 
    return firstOrNull(predicate)\n\n* Returns the first element matching the given [predicate], or `null` if no such element was found.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.findElement(predicate: (UByte) -> Boolean): UByte? { 
    return firstOrNull(predicate)\n\n* Returns the first element matching the given [predicate], or `null` if no such element was found.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.findElement(predicate: (UShort) -> Boolean): UShort? { 
    return firstOrNull(predicate)\n\n* Returns the first element matching the given [predicate], or `null` if no such element was found.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? { 
    return lastOrNull(predicate)\n\n* Returns the last element matching the given [predicate], or `null` if no such element was found.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? { 
    return lastOrNull(predicate)\n\n* Returns the last element matching the given [predicate], or `null` if no such element was found.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? { 
    return lastOrNull(predicate)\n\n* Returns the last element matching the given [predicate], or `null` if no such element was found.\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? { 
    return lastOrNull(predicate)\n\n* Returns the last element matching the given [predicate], or `null` if no such element was found.\n* * *\n\n*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.first(): UInt { 
    return storage.first().toUInt()\n\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.first(): ULong { 
    return storage.first().toULong()\n\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.first(): UByte { 
    return storage.first().toUByte()\n\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.first(): UShort { 
    return storage.first().toUShort()\n\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.last(): UInt { 
    return storage.last().toUInt()\n\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.last(): ULong { 
    return storage.last().toULong()\n\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.last(): UByte { 
    return storage.last().toUByte()\n\n* * *\n\n* An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.last(): UShort { 
    return storage.last().toUShort()\n\n* * *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this)
        if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this)
        if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this)
        if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this)
        if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this)
        if (predicate(element)) return element
    return null
}
return element
} return null; }\n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt) {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) \n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UCharArray.getOrElse(index: Int, defaultValue: (Int) -> UChar) {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) \n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort) {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) \n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UShortArray.indexOfFirst(predicate: (UInt) -> Boolean) {\n    return storage.indexOfFirst { predicate(it.toUInt()) \n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UShortArray.indexOfFirst(predicate: (UShort) -> Boolean) {\n    return storage.indexOfFirst { predicate(it.toUShort()) \n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UShortArray.indexOfFirst(predicate: (UByte) -> Boolean) {\n    return storage.indexOfFirst { predicate(it.toUByte()) \n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UShortArray.indexOfFirst(predicate: (ULong) -> Boolean) {\n    return storage.indexOfFirst { predicate(it.toULong()) \n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun

UShortArray.indexOfFirst(predicate: (Long) -> Boolean) {\n    return storage.indexOfFirst { predicate(it.toLong()) \n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate]
 * @throws NoSuchElementException if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomElement(): UByte? {
    return if (isEmpty()) null else this[Random.nextInt(size)]
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomElement(): UShort? {
    return if (isEmpty()) null else this[Random.nextInt(size)]
}

/**
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomElement(): UByte? {
    return if (isEmpty()) null else this[Random.nextInt(size)]
}

/**
 * Returns an element from this array, index is random.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomElement(): UShort? {
    return if (isEmpty()) null else this[Random.nextInt(size)]
}

/**
 * Returns an element from this array, index is random.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomElement(): UByte? {
    return if (isEmpty()) null else this[Random.nextInt(size)]
}

/**
 * Returns an element from this array, index is random.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomElement(): UShort? {
    return if (isEmpty()) null else this[Random.nextInt(size)]
}

*/
UIntArray.random(): UInt {
    return random(Random)/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UIntArray.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun ULongArray.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))/* * @throws NoSuchElementException if this array is empty. */
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))/* * @throws NoSuchElementException if this array is empty. */
}
public fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns an element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UInt
}

/**
 * Returns an element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as ULong
}

/**
 * Returns an element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UByte
}

/**
 * Returns an element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UShort
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {

    if (isEmpty())
        return null
    return storage.single()
}

/**
 * Returns single element, or throws exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    if (isEmpty())
        return null
    return storage.single()
}

/**
 * Returns single element, or throws exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    if (isEmpty())
        return null
    return storage.single()
}
return if (size == 1) this[0] else null

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null

/**
 * Returns single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null

/**
 * Returns single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null

/**
 * Returns single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null

/**
 * Returns single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

*/
IllegalArgumentException if \[n\] is negative.\n * \n * @sample

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

```kotlin
/**
 * Returns a list containing all elements except last \[n\] elements.
 * 
 * @throws
 * IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last \[n\] elements.
 * 
 * @throws
 * IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last \[n\] elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this) {
        if (!yielding) {
            list.add(item)
            yielding = true
        } else if (!predicate(item)) {
            list.add(item)
            yielding = false
        }
    }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this) {
        if (!yielding) {
            list.add(item)
            yielding = true
        } else if (!predicate(item)) {
            list.add(item)
            yielding = false
        }
    }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this) {
        if (!yielding) {
            list.add(item)
            yielding = true
        } else if (!predicate(item)) {
            list.add(item)
            yielding = false
        }
    }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this) {
        if (!yielding) {
            list.add(item)
            yielding = true
        } else if (!predicate(item)) {
            list.add(item)
            yielding = false
        }
    }
    return list
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given \[predicate\].
 * 
 * @sample
 */
public fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this) {
        if (!yielding) {
            list.add(item)
            yielding = true
        } else if (!predicate(item)) {
            list.add(item)
            yielding = false
        }
    }
    return list
}
```
given [predicate].

* @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.

* @sample samples.collections.Collections.Filtering.filterIndexed

* @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.

* @sample samples.collections.Collections.Filtering.filterIndexedTo

* @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.

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* @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.

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* @sample samples.collections.Collections.Filtering.filterIndexedTo

* @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.

* @sample samples.collections.Collections.Filtering.filterIndexedTo

* @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
filterNotTo(ArrayList<UShort>(), predicate)\n
\n
/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun <C : MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 * \n * @sample samples.collections.Collections.Filtering.filterTo
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
size) return toList()  
    if (n == 1) return listOf(this[0])  
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (predicate(this[index]))
            return listOf(this[index])
    }
    return emptyList()
}
if (!predicate(this[index])) {
    return drop(index + 1)
} return toList()

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0)
    {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
    {         if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
    {         if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Reverses elements in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}
than [toIndex].

```kotlin
*\@SinceKotlin("1.4")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n\n  storage.reverse(fromIndex, toIndex)\n}\n
*\@SinceKotlin("1.4")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
inline fun ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n\n  storage.reverse(fromIndex, toIndex)\n}\n
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
inline fun UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n\n  storage.reverse(fromIndex, toIndex)\n}\n
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
inline fun UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n\n  storage.reverse(fromIndex, toIndex)\n}\n
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
fun UIntArray.reversed(): List<UInt> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
fun ULongArray.reversed(): List<ULong> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
fun UByteArray.reversed(): List<UByte> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public
fun UShortArray.reversed(): List<UShort> {\n  if (isEmpty()) return emptyList()\n  val list = toMutableList()\n  list.reverse()\n  return list\n}\n```

Randomly shuffles elements in this array in-place.

```kotlin
*\@SinceKotlin("1.4")\*\@ExperimentalUnsignedTypes\*\@pub lic fun UIntArray.shuffle(): Unit {\n\n  shuffle(Random)\n}\n
*\@SinceKotlin("1.4")\*\@ExperimentalUnsignedTypes\*\@pub lic fun ULongArray.shuffle(): Unit {\n\n  shuffle(Random)\n}\n
*\@SinceKotlin("1.4")\*\@ExperimentalUnsignedTypes\*\@pub lic fun UByteArray.shuffle(): Unit {\n\n  shuffle(Random)\n}\n
*\@SinceKotlin("1.4")\*\@ExperimentalUnsignedTypes\*\@pub lic fun UShortArray.shuffle(): Unit {\n\n  shuffle(Random)\n}```
shuffle(Random)\n\n\n*\n\n\n*Randomly shuffles elements in this array in-place.

*\n\n\n* Shuffle
\n\n\n*\n\n\n*Randomly shuffles elements in this array in-place using the specified [random]
\n\n*\n\n\n*instance as the source of randomness.

*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
\n\n\n*https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
\n\n\n*See:
elements of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
}
```

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8460
An @SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun ULongArray.asLongArray(): LongArray { return storage }** Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array. * An @SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun UShortArray.asShortArray(): ShortArray { return storage }** Returns an array of type [ShortArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array. * An @SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun UByteArray.asUByteArray(): UByteArray { return UByteArray(this) }** Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array. * An @SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun IntArray.asUIntArray(): UIntArray { return UIntArray(this) }** Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array. * An @SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun LongArray.asULongArray(): ULongArray { return ULongArray(this) }** Returns 'true' if the two specified arrays are *structurally* equal to one another; \n * i.e. contain the same number of the same elements in the same order. * An @SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = \"1.4\")@ExperimentalUnsignedTypes@public infix fun UIntArray.contentEquals(other: UIntArray): Boolean { \n return this.contentEquals(other) }** Returns 'true' if the two specified arrays are *structurally* equal to one another; \n * i.e. contain the same number of the same elements in the same order. * An @SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = \"1.4\")@ExperimentalUnsignedTypes@public infix fun ULongArray.contentEquals(other: ULongArray): Boolean { \n return this.contentEquals(other) }** Returns 'true' if the two specified arrays are *structurally* equal to one another; \n * i.e. contain the same number of the same elements in the same order. * An @SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = \"1.4\")@ExperimentalUnsignedTypes@public infix fun UByteArray.contentEquals(other: UByteArray): Boolean { \n return this.contentEquals(other) }** Returns 'true' if the two specified arrays are *structurally* equal to one another; \n * i.e. contain the same number of the same elements in the same order. * An @SinceKotlin("1.3")@DeprecatedSinceKotlin(hiddenSince = \"1.4\")@ExperimentalUnsignedTypes@public infix fun UShortArray.contentEquals(other: UShortArray): Boolean { \n return this.contentEquals(other) }** Returns 'true' if the two specified arrays are *structurally* equal to one another; \n * i.e. contain the same number of the same elements in the same order. * An @SinceKotlin("1.4")@ExperimentalUnsignedTypes@public infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean { \n return this?.storage.contentEquals(other?.storage) }** Returns 'true' if the two specified arrays are *structurally* equal to one another; \n * i.e. contain the same number of the same elements in the same order. * An @SinceKotlin("1.4")@ExperimentalUnsignedTypes@public infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean { \n return this?.storage.contentEquals(other?.storage) }** Returns 'true' if the two specified arrays are *structurally* equal to one another; \n * i.e. contain the same number of the same elements in the same order.
fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

fun UIntArray.contentHashCode(): Int {
    return this.contentHashCode()
}

fun ULongArray.contentHashCode(): Int {
    return this.contentHashCode()
}

fun UByteArray.contentHashCode(): Int {
    return this.contentHashCode()
}

fun UShortArray.contentHashCode(): Int {
    return this.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
warning.

```kotlin
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince =
"1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return this.contentToString() ?: 
        "null"
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: 
        "null"
}

/**
 * Returns a string representation of the contents of
 * the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: 
        "null"
}

/**
 * Returns a string representation of the contents of
 * the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: 
        "null"
}

/**
 * Returns a string representation of the contents of
 * the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: 
        "null"
}

/**
 * Copies this array or its subrange into the
 * [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array or when [startIndex] > [endIndex].
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UIntArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Copies this array or its subrange into the
 * [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array or when [startIndex] > [endIndex].
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    ULongArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Copies this array or its subrange into the
 * [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array or when [startIndex] > [endIndex].
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UByteArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Copies this array or its subrange into the
 * [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array or when [startIndex] > [endIndex].
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UShortArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }
```
range of this array indices or when `startIndex > endIndex`. *
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UByteArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of range of this array indices or when `startIndex > endIndex`. *
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array and even specify the subrange so that it overlaps with the destination range.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UShortArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOf(newSize: Int): UByteArray

```
return UByteArray(storage.copyOf(newSize))
```

* Returns new array which is a copy of the original array, resized to the given [newSize].

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

** Returns new array which is a copy of the specified range of the original array.

- If [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/

UShortArray.copyOf(newSize: Int): UShortArray

```
return UShortArray(storage.copyOf(newSize))
```

* Returns new array which is a copy of the specified range of the original array.

- If [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/

UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray

```
return UIntArray(storage.copyOfRange(fromIndex, toIndex))
```

* Returns new array which is a copy of the specified range of the original array.

- If [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/

ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray

```
return ULongArray(storage.copyOfRange(fromIndex, toIndex))
```

* Returns new array which is a copy of the specified range of the original array.

- If [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/

UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray

```
return UByteArray(storage.copyOfRange(fromIndex, toIndex))
```

* Returns new array which is a copy of the specified range of the original array.

- If [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/

UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray

```
return UShortArray(storage.copyOfRange(fromIndex, toIndex))
```

* Returns new array which is a copy of the specified range of the original array.

- If [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* Throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/
(inclusive) to fill, 0 by default. \n * @param toIndex the end of the range (exclusive) to fill, size of this array by default. \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than \n * the size of this array. \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex]. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified \n * value. \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default. \n * @param toIndex the end of the range (exclusive) to fill, size of this array by default. \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than \n * the size of this array. \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex]. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given \n * [element]. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given \n * [element]. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given \n * [element]. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given \n * [element]. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt() + index
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong() + index
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte() + index
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort() + index
    return UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun Collection<UInt>.plus(elements: Collection<UInt>): UIntArray {
    return UIntArray(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun Collection<ULong>.plus(elements: Collection<ULong>): ULongArray {
    return ULongArray(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun Collection<UByte>.plus(elements: Collection<UByte>): UByteArray {
    return UByteArray(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements \n * of the given [elements] collection. \n *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun Collection<UShort>.plus(elements: Collection<UShort>): UShortArray {
    return UShortArray(elements)
}
elements of the given [elements] collection. */

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
} /* Returns an array containing all elements of the original array and then all elements of the given [elements] collection. */

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
} /* Returns an array containing all elements of the original array and then all elements of the given [elements] array. */

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
} /* Returns an array containing all elements of the original array and then all elements of the given [elements] array. */

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
} /* Returns an array containing all elements of the original array and then all elements of the given [elements] array. */

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

private @SinceKotlin("1.3") @ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts the range (inclusive) to sort, 0 by default. */

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts a range in the array in-place. */

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts a range in the array in-place. */

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts a range in the array in-place. */

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun UIntArray.sortRangeOfArray(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts a range in the array in-place. */

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun ULongArray.sortRangeOfArray(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts a range in the array in-place. */

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun UByteArray.sortRangeOfArray(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts a range in the array in-place. */

private @SinceKotlin("1.4") @ExperimentalUnsignedTypes
public fun UShortArray.sortRangeOfArray(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
} /* Sorts a range in the array in-place. */
by default. \n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
* than the size of this array. \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex]. \n
```kotlin

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
{
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
{
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit
{
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit
{
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray
{
    return storage.copyOf()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray
{
    return storage.copyOf()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray
{
    return storage.copyOf()
}
```
[ShortArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
UShortArray.toShortArray(): ShortArray { return storage.copyOf() } // Returns a *typed* object array containing all of the elements of this primitive array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] } // Returns a *typed* object array containing all of the elements of this primitive array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun ULongArray.toTypedArray(): Array<ULong> {
    return return Array(size) { index -> this[index] } // Returns a *typed* object array containing all of the elements of this primitive array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf()) // Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun
ByteArray.toUByteArray(): UByteArray { return ByteArray(this.copyOf()) } // Returns an array of UByte containing all of the elements of this generic array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun Array<out UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] } // Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun
UIntArray.toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] } // Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun
LongArray.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] } // Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun
UShortArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] } // Returns an array of type [UShortArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun
ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf()) } // Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes@@kotlin.internal.InlineOnly@public inline fun
UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {
    return associateWithTo(result, valueSelector) // Returns a Map containing all of the elements of this generic array.
```
[Map] where keys are elements from the given array and values are\n* produced by the [valueSelector] function applied to each element.\n* If any two elements are equal, the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample samples.collections.Collections.Transformations.associateWith\n*/
@SinceKotlin("1.4.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n< V>\nULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {\n    val result =\n    LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result,\n    valueSelector)\n} \n*\n* Returns a [Map] where keys are elements from the given array and values are\n* produced by the [valueSelector] function applied to each element.\n* If any two elements are equal, the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample samples.collections.Collections.Transformations.associateWith\n*/
@SinceKotlin("1.4.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n< V>\nUByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {\n    val result =\n    LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result,\n    valueSelector)\n} \n*\n* Returns a [Map] where keys are elements from the given array and values are\n* produced by the [valueSelector] function applied to each element.\n* If any two elements are equal, the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample samples.collections.Collections.Transformations.associateWith\n*/
@SinceKotlin("1.4.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n< V>\nUShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {\n    val result =\n    LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result,\n    valueSelector)\n} \n*\n* Returns a [Map] where keys are elements from the given array and values are\n* produced by the [valueSelector] function applied to each element.\n* If any two elements are equal, the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample samples.collections.Collections.Transformations.associateWith\n*/
@SinceKotlin("1.4.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n< V, M :\nMutableMap<in UInt, in V>>\nUIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n} \n*\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n* where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n* If any two elements are equal, the last one overwrites the former value in the map.\n* \n* @sample samples.collections.Collections.Transformations.associateWithTo\n*/
@SinceKotlin("1.4.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n< V, M :\nMutableMap<in ULong, in V>>\nULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n} \n*\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n* where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n* If any two elements are equal, the last one overwrites the former value in the map.\n* \n* @sample samples.collections.Collections.Transformations.associateWithTo\n*/
@SinceKotlin("1.4.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n< V, M :\nMutableMap<in UByte, in V>>\nUByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n} \n*\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n* where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n* If any two elements are equal, the last one overwrites the former value in the map.\n* \n* @sample samples.collections.Collections.Transformations.associateWithTo\n*/
@SinceKotlin("1.4.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n< V, M :\nMutableMap<in UShort, in V>>\nUShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M
for (element in this) {
    destination.put(element, valueSelector(element))
}

return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * @sample samples.collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UintArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * @sample samples.collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * @sample samples.collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * @sample samples.collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (index: Int, ULong) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, UByte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, UShort) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
original array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UIntArray.groupBy(keySelector: (UInt) -> K): Map\<K, List\<UInt\>>
  \{\n  return groupByTo(LinkedHashMap\<K, MutableList\<UInt\>>, keySelector)\n  \}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  ULongArray.groupBy(keySelector: (ULong) -> K): Map\<K, List\<ULong\>>
  \{\n  return groupByTo(LinkedHashMap\<K, MutableList\<ULong\>>, keySelector)\n  \}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UByteArray.groupBy(keySelector: (UByte) -> K): Map\<K, List\<UByte\>>
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UShortArray.groupBy(keySelector: (UShort) -> K): Map\<K, List\<UShort\>>
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UByteArray.groupBy(keySelector: (UByte) -> K): Map\<K, List\<UByte\>>

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UIntArray.groupBy(keySelector: (UInt) -> K): Map\<K, List\<UInt\>>
  \{\n  return groupByTo(LinkedHashMap\<K, MutableList\<UInt\>>, keySelector)\n  \}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  ULongArray.groupBy(keySelector: (ULong) -> K): Map\<K, List\<ULong\>>
  \{\n  return groupByTo(LinkedHashMap\<K, MutableList\<ULong\>>, keySelector)\n  \}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UByteArray.groupBy(keySelector: (UByte) -> K): Map\<K, List\<UByte\>>
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UShortArray.groupBy(keySelector: (UShort) -> K): Map\<K, List\<UShort\>>
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun \<K\>
  UByteArray.groupBy(keySelector: (UByte) -> K): Map\<K, List\<UByte\>>
the given [keySelector] function applied to the element
* and returns a map where each group key is associated
with a list of corresponding values.
* * * * The returned map preserves the entry iteration order of the keys
produced from the original array.
* * * * * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, V>
UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

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

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, M : MutableMap<in K, List<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

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

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

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

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, M : MutableList<UInt>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

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

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, M : MutableList<ULong>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<ULong>()
        }
        list.add(element)
    }
    return destination
}

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

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, M : MutableList<UByte>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}

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

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, M : MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}

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

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline fun <K, M : MutableList<UInt>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}
M : MutableMap<in K, MutableList<V>>

UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element. In and puts to the
 * [destination] map each group key associated with a list of corresponding values. In * In * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByteArray) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

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

fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

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

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

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

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

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

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

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

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

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

fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

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

fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

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

fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

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

fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
destination.add(transform(item))
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy 
 * Iterable that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.withIndex():
    Iterable<IndexedValue<ULong>> {
        return IndexingIterable { iterator() }\n    }

/**
 * Returns a lazy 
 * Iterable that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.withIndex():
    Iterable<IndexedValue<UByte>> {
        return IndexingIterable { iterator() }\n    }

/**
 * Returns a lazy 
 * Iterable that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.withIndex():
    Iterable<IndexedValue<UShort>> {
        return IndexingIterable { iterator() }\n    }

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
        for (element in this) if (!predicate(element)) return false
        return true
    }

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
        for (element in this) if (!predicate(element)) return false
        return true
    }

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UByteArray.anyWithPredicate(predicate: (UByte) -> Boolean): Boolean {
        for (element in this) if (predicate(element)) return true
        return false
    }

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UShortArray.anyWithPredicate(predicate: (UShort) -> Boolean): Boolean {
        for (element in this) if (predicate(element)) return true
        return false
    }

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UByteArray.any(): Boolean {
        return storage.any()
    }

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UShortArray.any(): Boolean {
        return storage.any()
    }

true \n return false(\n) \n */\n* Returns `true` if at least one element matches the given `[predicate]`.\n* \n@sample samples.collections.Aggregates.anyWithPredicate

/**\n * Returns `true` if at least one element matches the given `[predicate]`.\n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate
*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return \n    return false(\n) \n */\n* Returns `true` if at least one element matches the given `[predicate]`.\n* \n@sample samples.collections.Aggregates.anyWithPredicate

/**\n * Returns `true` if at least one element matches the given `[predicate]`.\n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate
*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return \n    return false(\n) \n */\n* Returns the number of elements matching the given `[predicate]`.\n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

/**\n * Returns the number of elements matching the given `[predicate]`.\n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate
*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {\n    var count = 0\n    for (element in this) if (predicate(element)) ++count\n    return count\n} \n
/**\n * Returns the number of elements matching the given `[predicate]`.\n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate
*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {\n    var count = 0\n    for (element in this) if (predicate(element)) ++count\n    return count\n} \n
/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right for each element.\n* \n@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n
/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right for each element.\n* \n@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n
/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right for each element.\n* \n@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> UShortArray.fold(initial: R, operation: (acc: R, UShort) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n
/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right for each element.\n* \n@param [operation] function that takes the index of an element, current accumulator value and an element, and calculates the next accumulator value.\n*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n
/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right for each element.\n* \n@param [operation] function that takes the index of an element, current accumulator value and an element, and calculates the next accumulator value.\n*/
@SinceKotlin("1.3") \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> UShortArray.fold(initial: R, operation: (acc: R, UShort) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}
itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldIndexed(initial: R, operation: (Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldIndexed(initial: R, operation: (Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldIndexed(initial: R, operation: (Int, acc: R, UShort) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

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empty.

@<param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

@<sinceKotlin("1.3")@<experimentalUnsignedTypes@<kotlin.internal.InlineOnly@<public inline fun <R>@<UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n   while (index >= 0) {\n      accumulator = operation(accumulator, \n   }\n   return accumulator\n}\n}\n/**\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n@<sinceKotlin("1.3")@<experimentalUnsignedTypes@<kotlin.internal.InlineOnly@<public inline fun <R>@<UIntArray.foldRight(indexed: (index: Int, UInt, acc: R) -> R): R {\n    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, accumulator, \n    --index\n}\n   return accumulator\n}\n}\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n@<sinceKotlin("1.3")@<experimentalUnsignedTypes@<kotlin.internal.InlineOnly@<public inline fun <R>@<ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {\n    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, accumulator, \n    --index\n}\n   return accumulator\n}\n}\n/**\n * Performs the given [action] on each element.\n */\n@<sinceKotlin("1.3")@<experimentalUnsignedTypes@<kotlin.internal.InlineOnly@<public fun <T>@<UIntArray.forEach(action: (UInt) -> Unit): Unit {\n    for (element in this) action(element)\n}\n/**\n * Performs the given [action] on each element.\n */\n@<sinceKotlin("1.3")@<experimentalUnsignedTypes@<kotlin.internal.InlineOnly@<public fun <T>@<ULongArray.forEach(action: (ULong) -> Unit): Unit {\n    for (element in this) action(element)\n}\n/**\n * Performs the given [action] on each element.\n */\n@<sinceKotlin("1.3")@<experimentalUnsignedTypes@<kotlin.internal.InlineOnly@<public fun <T>@<UByteArray.forEach(action: (UByte) -> Unit): Unit {\n    for (element in this) action(element)\n}\n/**\n * Performs the given [action] on each element.\n */\n@<sinceKotlin("1.3")@<experimentalUnsignedTypes@<kotlin.internal.InlineOnly@<public fun <T>@<UShortArray.forEach(action: (UShort) -> Unit): Unit {\n    for (element in this) action(element)\n}\n*/
function that takes the index of an element and the element itself and performs the action on the element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself and performs
 * the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself and performs
 * the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself and performs
 * the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}
```

```kotlin
@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    return maxByOrNull(selector)
}
```

```kotlin
@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    return maxByOrNull(selector)
}
```

```kotlin
@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    return maxByOrNull(selector)
}
```

```kotlin
@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    return maxByOrNull(selector)
}
```
public fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
public fun <R : Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
public fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
public fun <R : Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function for each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
public fun UIntArray.maxOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function for each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
public fun ULongArray.maxOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function for each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
public fun UByteArray.maxOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function for each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
public fun UShortArray.maxOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
No SuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (maxValue < v) {\n     maxValue = v\n   }\n }\n return maxValue\n }\n
Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n }\n
Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n }\n
Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {\n  if (isEmpty()) return null\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n  }\n  return maxValue\n }\n
Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {\n  if (isEmpty()) return null\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n  }\n  return maxValue\n }\n
Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {\n  if (isEmpty()) return null\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n  }\n  return maxValue\n }\n
Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.maxOfOrNull(selector: ( UInt) -> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n
    /*\n    * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n    */\n}

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.maxOfOrNull(selector: ( ULong) -> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n
    /*\n    * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n    */\n}

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.maxOfOrNull(selector: ( UByte) -> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n
    /*\n    * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n    */\n}

@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.maxOfOrNull(selector: ( UShort) -> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n
    /*\n    * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n    */\n}
maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UIntArray.maxOfWith(comparator: Comparator<R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> ULongArray.maxOfWith(comparator: Comparator<R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
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@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.maxOfWith(comparator: Comparator<R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UShortArray.maxOfWith(comparator: Comparator<R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UIntArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> ULongArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
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@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UShortArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty())
        return null
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxVal, v) < 0) {
            maxVal = v
        }
    }
    return maxVal
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty())
        return null
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxVal, v) < 0) {
            maxVal = v
        }
    }
    return maxVal
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.maxOrNull(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.maxOrNull(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.maxOrNull(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxOrNull(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince =
"1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes
    return maxWithOrNull(comparator)
}
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? { \n    if (isEmpty()) return null \n    var max = this[0] \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        if (comparator.compare(max, e) < 0) max = e \n    } \n    return max \n} \n/** \n * Returns the first element having the largest value according to the provided [comparator] or ’null’ if there are no elements. \n * \n */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? { \n    if (isEmpty()) return null \n    var max = this[0] \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        if (comparator.compare(max, e) < 0) max = e \n    } \n    return max \n} \n
@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.min(): UInt? { \n    return minOrNull() \n} \n
@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.min(): ULong? { \n    return minOrNull() \n} \n
@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.min(): UByte? { \n    return minOrNull() \n} \n
@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.min(): UShort? { \n    return minOrNull() \n} \n
@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly \npublic inline fun <R : Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? { \n    if (isEmpty()) return null \n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) \n            { \n                minElem = e \n                minValue = v \n    } \n    return minElem \n} \n
@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly \npublic inline fun <R : Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? { \n    if (isEmpty()) return null \n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) \n            { \n                minElem = e \n                minValue = v \n    } \n    return minElem \n} \n
@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly \npublic inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? { \n    if (isEmpty()) return null \n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) \n            { \n                minElem = e \n                minValue = v \n    } \n    return minElem \n} \n
@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)")) \n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly \npublic inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? { \n    if (isEmpty()) return null \n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) \n            { \n                minElem = e \n                minValue = v \n    } \n    return minElem 
}
{\n  minElem = e\n  minValue = v\n}\n\nreturn minElem
\n/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e \n            minValue = v \n        } \n    } \n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e \n            minValue = v \n        } \n    } \n    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        minValue = minOf(minValue, v) \n    } \n    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        minValue = minOf(minValue, v) \n    } \n    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        minValue = minOf(minValue, v) \n    } \n    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun UShortArray.minOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        minValue = minOf(minValue, v) \n    } \n    return minValue
}
UIntArray.minOf(selector: (UInt) -> Float): Float { if (isEmpty()) throw NoSuchElementException() var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (minValue > v) { minValue = v } } return minValue }  

UByteArray.minOf(selector: (UByte) -> Float): Float { if (isEmpty()) throw NoSuchElementException() var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (minValue > v) { minValue = v } } return minValue }  

UShortArray.minOf(selector: (UShort) -> Float): Float { if (isEmpty()) throw NoSuchElementException() var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (minValue > v) { minValue = v } } return minValue }  

UCharArray.minOf(selector: (UChar) -> Char): Char { if (isEmpty()) throw NoSuchElementException() var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (minValue > v) { minValue = v } } return minValue }  

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements\n * If any of values produced by [selector] function is `NaN`, the returned\n * result is `NaN`.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOfOrNull(selector: (UInt) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned\n * result is `NaN`.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOfOrNull(selector: (ULong) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned\n * result is `NaN`.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
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    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned\n * result is `NaN`.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UIntArray.minOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
ULongArray.minOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UByteArray.minOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UShortArray.minOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value according to the provided [comparator] among all values
 * produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value according to the provided [comparator] among all values
 * produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value according to the provided [comparator] among all values
 * produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    } return minValue
}
```

```kotlin
/**
 * Returns the smallest value according to the provided [comparator] among all values
 * produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    } return minValue
}
```
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
ULongArray.minOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {\n  if (isEmpty()) throw
NoSuchElementException();\n  var minValue = selector(this[0]) for (i in 1..lastIndex) {\n    val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) {\n      minValue = v;\n    } \n  }\n  return minValue;\n}\n/**
 * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {\n  if (isEmpty()) throw
NoSuchElementException();\n  var minValue = selector(this[0]) for (i in 1..lastIndex) {\n    val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) {\n      minValue = v;\n    } \n  }\n  return minValue;\n}\n/**
 * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UIntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {\n  if (isEmpty()) return null;\n  var minValue = selector(this[0]) for (i in 1..lastIndex) {\n    val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) {\n      minValue = v;\n    } \n  }\n  return minValue;\n}\n/**
 * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n  if (isEmpty()) return null;\n  var minValue = selector(this[0]) for (i in 1..lastIndex) {\n    val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) {\n      minValue = v;\n    } \n  }\n  return minValue;\n}
Returns the smallest element or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.minOrNull(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.minOrNull(): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.minOrNull(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.minOrNull(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
             ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
             ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
             ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
             ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    return minWithOrNull(comparator)
}

/**
 * Returns `true` if the array has no elements.
 * @sample samples.collections.Aggregates.isEmpty
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.isEmpty(): Boolean {
    return false
}

/**
 * Returns `true` if the array has no elements.
 * @sample samples.collections.Aggregates.isEmpty
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.isEmpty(): Boolean {
    return false
}

/**
 * Returns `true` if the array has no elements.
 * @sample samples.collections.Aggregates.isEmpty
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.isEmpty(): Boolean {
    return false
}

/**
 * Returns `true` if the array has no elements.
 * @sample samples.collections.Aggregates.isEmpty
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.isEmpty(): Boolean {
    return false
}

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ULongArray.none(): Boolean
@sample samples.collections.Collections.Aggregates

/**
 * Returns `true` if the array has no elements.
 * @sample samples.collections.Collections.Aggregates
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.none(): Boolean

/**
 * Performs the given [action] on each element and returns the array itself
 * afterwards.
 * @param [action] function that takes the index of an element
 * and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.onEachIndexed(action: (Int, ULong) -> Unit): ULongArray

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element, and returns the array itself afterwards.
 * @param [action] function that takes the index of an element
 * and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray

/**
 * Performs the given [action] on each element and returns the array itself
 * afterwards.
 * @param [action] function that takes the index of an element
 * and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.onEachIndexed(action: (Int, ULong) -> Unit): ULongArray

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element, and returns the array itself afterwards.
 * @param [action] function that takes the index of an element
 * and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.onEachIndexed(action: (Int, ULong) -> Unit): ULongArray

/**
 * Performs the given [action] on each element and returns the array itself
 * afterwards.
 * @param [action] function that takes the index of an element
 * and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.onEachIndexed(action: (Int, ULong) -> Unit): ULongArray

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element, and returns the array itself afterwards.
 * @param [action] function that takes the index of an element
 * and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.onEachIndexed(action: (Int, ULong) -> Unit): ULongArray
UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action) }\n    }\n}

/**
 * Performs the given [action] on each element, providing sequential index
 * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed(action) }\n    }\n}

/**
 * Performs the given [action] on each element, providing sequential index
 * with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UnsupportedOperationException("Empty array can't be reduced.") \n
var accumulator = this[0] \n
for (index in 1..lastIndex) { \n    accumulator = operation(accumulator, this[index]) \n} \n
return accumulator
}


*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt { if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.") var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index]) } return accumulator } *n/**n * Accumulates value starting with the first element and applying [operation] from left to
right * to current accumulator value and each element with its index in the original array.
*n * \n * Takes an exception if this array is empty. If the array can be empty in an expected way,*n * please use [reduceIndexedOrNull]
instead.

@An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong { if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.") var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index]) } return accumulator } *n/**n * Accumulates value starting with the first element and applying [operation] from left to
right * to current accumulator value and each element with its index in the original array.
*n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n*n * please use [reduceIndexedOrNull]
instead.

@An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte { if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.") var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index]) } return accumulator } *n/**n * Accumulates value starting with the first element and applying [operation] from left to
right * to current accumulator value and each element with its index in the original array.
*n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n*n * please use [reduceIndexedOrNull]
instead.

@An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort { if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.") var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index]) } return accumulator } *n/**n * Accumulates value starting with the first element and applying [operation] from left to
right * to current accumulator value and each element with its index in the original array.
*n * \n * Returns `null` if the array is empty.

@An@SinceKotlin("1.4")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? { if (isEmpty()) return null
var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index]) } return accumulator } *n/**n * Accumulates value starting with the first element and applying [operation] from left to
right * to current accumulator value and each element with its index in the original array.
*n * \n * Returns `null` if the array is empty.

@An@SinceKotlin("1.4")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? { if (isEmpty()) return null
var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index]) } return accumulator } *n/**n * Accumulates value starting with the first element and applying [operation] from left to
right * to current accumulator value and each element with its index in the original array.
*n * \n * Returns `null` if the array is empty.

@An@SinceKotlin("1.4")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index]) } return accumulator } *n/**n * Accumulates value starting with the first element and applying [operation] from left to
right * to current accumulator value and each element with its index in the original array.
*n * \n * Returns `null` if the array is empty.
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```
ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
 * @returns `null` if the array is empty.
 * @param operation function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 *
* @sample samples.collections.Aggregates.reduceOrNull
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
 * @returns `null` if the array is empty.
 * @param operation function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 *
* @sample samples.collections.Aggregates.reduceOrNull
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @returns `null` if the array is empty.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 *
* @sample samples.collections.Aggregates.reduceOrNull
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @returns `null` if the array is empty.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 *
* @sample samples.collections.Aggregates.reduceOrNull
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @returns `null` if the array is empty.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 *
* @sample samples.collections.Aggregates.reduceOrNull
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @returns `null` if the array is empty.
 * @param operation function that takes current accumulator value and an element, and calculates the next accumulator value.
 *
* @sample samples.collections.Aggregates.reduceOrNull
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceOrNull(operation: (acc: UShort, UShort) -> UShort): UShort? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
    {   
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * 
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @see sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left
 * to each element and current accumulator value.
 * 
 * @param [operation] function that takes an element and current accumulator value,
 * 
 * @see sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left
 * to each element and current accumulator value.
 * 
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * 
 * @see sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left
 * with its index in the original array and current accumulator value.
 * 
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * 
 * @see sample samples.collections.Collections.Aggregates.reduceRightIndexed
 */
@SinceKotlin("1.3.")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    for (index in 1..lastIndex)
    {   
        var accumulator = operation(index, this[index], this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left
 * to each element and current accumulator value.
 * 
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * 
 * @see sample samples.collections.Collections.Aggregates.reduceRightIndexed
 */
@SinceKotlin("1.3.")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRightIndexedOrNull(operation: (Int, UShort, UShort) -> UShort): UShort? {
    var index = lastIndex
    for (index in 1..lastIndex)
    {   
        var accumulator = operation(index, this[index], this[index])
    }
    return accumulator
}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UIntArray.reduceRightIndexed(operation: (Int, UInt, acc: UInt) -> UInt): UInt { \n    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) { \n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
ULongArray.reduceRightIndexed(operation: (Int, ULong, acc: ULong) -> ULong): ULong { \n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) { \n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UByteArray.reduceRightIndexed(operation: (Int, UByte, acc: UByte) -> UByte): UByte { \n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) { \n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n
*\@SinceKotlin("1.4")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UIntArray.reduceRightIndexedOrNull(operation: (Int, UInt, acc: UInt) -> UInt?): UInt? { \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) { \n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n
*\@SinceKotlin("1.4")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UShortArray.reduceRightIndexedOrNull(operation: (Int, UShort, acc: UShort) -> UShort?): UShort? { \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) { \n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n
"Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8500"
* and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.
```

```kotlin
* and calculates the next accumulator value.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.

```kotlin
Accumulates value starting with the last element and applying [operation] from right to left
* to each element and
current accumulator value.
```

```kotlin
* and calculates the next accumulator value.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.

```kotlin
Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.
```

```kotlin
* and calculates the next accumulator value.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.

```kotlin
Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.
```

```kotlin
* and calculates the next accumulator value.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.

```kotlin
Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.
```

```kotlin
* and calculates the next accumulator value.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UByteArray.reduceRightOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.

```kotlin
Accumulates value starting with the last element and applying [operation] from right to left
to each element and
current accumulator value.
```

```kotlin
* and calculates the next accumulator value.
```
accumulator

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
*\[@\]@SinceKotlin("1.4")\]@ExperimentalUnsignedTypes\]@kotlin.internal.InlineOnly\]@public inline fun <R> UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
*\[@\]@SinceKotlin("1.4")\]@ExperimentalUnsignedTypes\]@kotlin.internal.InlineOnly\]@public inline fun <R> ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
*\[@\]@SinceKotlin("1.4")\]@ExperimentalUnsignedTypes\]@kotlin.internal.InlineOnly\]@public inline fun <R> UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
*\[@\]@SinceKotlin("1.4")\]@ExperimentalUnsignedTypes\]@kotlin.internal.InlineOnly\]@public inline fun <R> UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
*\[@\]@SinceKotlin("1.4")\]@ExperimentalUnsignedTypes\]@kotlin.internal.InlineOnly\]@public inline fun <R> UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return
emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element and current accumulator value that
 * starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would
 * affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value
 * and an element, and calculates the next accumulator value.
 * @sample
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element and current accumulator value that
 * starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value
 * and an element, and calculates the next accumulator value.
 * @sample
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element and current accumulator value that
 * starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would
 * affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value
 * and an element, and calculates the next accumulator value.
 * @sample
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; this otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @sample
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
samples.collections.Collections.Aggregates.runningReduce

```kotlin
@SinceKotlin("1.4") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
```

```kotlin
@SinceKotlin("1.4") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
```

```kotlin
@SinceKotlin("1.4") @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
```

```kotlin
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
```

```kotlin
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
```

```kotlin
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    return runningFold(initial, operation)
}
```
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.\n. ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR) in @SinceKotlin("1.3") in @ExperimentalStdlibApi in @ExperimentalUnsignedTypes in @kotlin.internal.InlineOnly in public inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR) in @SinceKotlin("1.3") in @ExperimentalStdlibApi in @ExperimentalUnsignedTypes in @kotlin.internal.InlineOnly in public inline fun ULongArray.scanReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3") in @ExperimentalStdlibApi in @ExperimentalUnsignedTypes in @kotlin.internal.InlineOnly in public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UIntArray.sumOf(selector: (UInt) -> Double): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ULongArray.sumOf(selector: (ULong) -> Double): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UByteArray.sumOf(selector: (UByte) -> Double): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UShortArray.sumOf(selector: (UShort) -> Double): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
```

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8509
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> ULong) =
    this.map { selector(it) }.sum() *

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@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> ULong) =
    this.map { selector(it) }.sum() *

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> ULong) =
    this.map { selector(it) }.sum() *
Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

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* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

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* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

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Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

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Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R, V> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    \n    return zip(other) { t1, t2 -> t1 to t2 }\n    \n} \n
* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations\n
* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* @sample samples.collections.Operations.zipIterableWithTransform\n
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    \n    var i = 0
    \n    for (element in other) \n        if (i >= arraySize) break
    list.add(transform(this[i++], element)) \n    \n    return list\n} \n
from the elements of `this` array and the [other] array with the same index
* The returned list has length of the shortest array.

@sample

samples.collections.Operations.zipIterableWithTransform

/*
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 */

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*/

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

package kotlin.collections

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

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

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

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

package kotlin.comparisons

import kotlin.random.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(maxOf(a, b), c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(maxOf(a, b), c)
}

*/
```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, vararg other: UInt): UInt {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, vararg other: ULong): ULong {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, vararg other: UByte): UByte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, vararg other: UShort): UShort {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, vararg other: UByte): UByte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(minOf(a, b), c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(minOf(a, b), c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
    return minOf(minOf(a, b), c)
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}
```
* * @throws IllegalArgumentException if this range is empty.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.random(): ULong {\n    return random(Random)\n}/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.

* @SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.

* @SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.

* @SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.

* @SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.contains(element: ULong?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongRange.contains(value: ULong): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(value: UInt): Boolean {
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    return contains(value.toULong())
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* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(value: UShort): Boolean {
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* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.

* @SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}
than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UByte.downTo(to: UByte):
UByteProgression \{ return UByteProgression.fromClosedRange(this, to) .. 1\}
\}\n\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value is greater than `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UInt.downTo(to: UInt):
UIntProgression \{ return UIntProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun ULong.downTo(to: ULong):
ULongProgression \{ return ULongProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UShort.downTo(to: UShort):
UIntProgression \{ return UIntProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UIntProgression.reversed():
UIntProgression \{ return UIntProgression.fromClosedRange(last, first, -step) \}
\} * Returns a progression that goes over the same range in the opposite direction with the same step.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UIntProgression.step(step: Int):
UIntProgression \{ checkStepIsPositive(step > 0, step) \ return UIntProgression.fromClosedRange(first, last, if (step > 0) step else -step) \}
\} * Returns a range from this value up to but excluding the specified [to] value.

* If the [to] value is less than or equal to `this` value.

* If the [to] value is less than or equal to `this` value the returned range is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UIntProgression.until(to: UInt):
UIntRange \{ if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
\} * Returns a range from this value up to but excluding the specified [to] value.

* If the [to] value is less than or equal to `this` value.

* If the [to] value is less than or equal to `this` value the returned range is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UIntRange.coerceAtLeast(minimumValue: UInt):
UInt \{ return if (this < minimumValue) minimumValue else this \}
\} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public fun UIntRange.coerceAtMost(minimumValue: UInt):
UInt \{ return this if (this < minimumValue) else this \}
\} * Ensures that this value is not greater than or equal to the [minimumValue].

* Required samples.comparisons.ComparableOps.coerceAtMost

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public fun UByte.downTo(to: UByte):
UByteProgression \{ return UByteProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UByte.downTo(to: UByte):
UByteProgression \{ return UByteProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UByte.downTo(to: UByte):
UByteProgression \{ return UByteProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UByte.downTo(to: UByte):
UByteProgression \{ return UByteProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\public infix fun UByte.downTo(to: UByte):
UByteProgression \{ return UByteProgression.fromClosedRange(this, to) .. 1\}
\} * Returns a progression from this value down to the specified [to] value with the step -1.

* If the [to] value should be less than or equal to `this` value.

* If the [to] value should be less than or equal to `this` value the returned progression is empty.
or the [minimumValue] otherwise.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
    else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
    else this
}
```

@sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
@sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
@sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
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minimum $minimumValue.$\n$\nif (this < minimumValue) return minimumValue$\n$\nif (this > maximumValue) return maximumValue$\n$\nreturn this$\n$\n* Ensures that this value lies in the specified range $\n[minimumValue],[maximumValue].$\n$\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].$\n$\n* \n* * @sample samples.comparisons.ComparableOps.coerceIn

/*
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 */

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

package
kotlin.sequences

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

import kotlin.random.*

/**
 * Returns the
 * sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }

    return sum
}
return sum\n} \n\n**"\n
/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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package kotlin

public expect open class Error : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class Exception : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open
class RuntimeException : Exception {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open
class IllegalArgumentException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open
class IllegalStateException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open
class IndexOutOfBoundsException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class ConcurrentModificationException : RuntimeException {
    constructor()
    constructor(message: String?)

    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(message: String?, cause: Throwable?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(cause: Throwable?)
}

public
expect open class UnsupportedOperationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class NumberFormatException : IllegalArgumentException {
    constructor()
}

public expect open class NullPointerException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class ClassCastException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class AssertionError : Error {
    constructor()
    constructor(message: Any?)
}

@SinceKotlin("1.4")
@PublishedApi
internal class KotlinNothingValueException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

/**
 * Prints the detailed description of this throwable with its stack trace.
 */
@SinceKotlin("1.4")
@PublishedApi
internal class

package kotlin

public expect fun Throwable.stackTraceToString(): String

/**
 * Prints the detailed description of this throwable with its stack trace.
 */
@SinceKotlin("1.4")
@PublishedApi
internal class

package kotlin

public expect fun Throwable.stackTraceToString(): String

Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 8520
A generic unordered collection of elements that does not support duplicate elements. Methods in this interface support only read-only access to the set; read/write access is supported through the [MutableSet] interface. * A generic unordered collection of elements that does not support duplicate elements, and supports adding and removing elements. In this interface support only read-only access to the map; read/write access is supported through the [MutableMap] interface. * A collection that holds pairs of objects (keys and values) and supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key. Methods in this interface support only read-only access to the map; read/write access is supported through the [MutableMap] interface. * A collection that holds pairs of objects (keys and values) and supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key.
value for each key. *

* @param K the type of map keys. The map is invariant in its key type.*
* @param V the type of map values. The mutable map is invariant in its value type.*
* @public interface MutableMap<K, V>*
* Map<K, V> {*

* // Modification Operations
* /****

* Associates the specified [value] with the specified [key] in the map.*
* /****

* @return the previous value associated with the key, or `null` if the key was not present in the map.*
* /****

* @public fun put(key: K, value: V): V

* /****

* Removes the specified key and its corresponding value from this map.*
* /****

* @return the previous value associated with the key, or `null` if the key was not present in the map.*
* /****

* @public fun remove(key: K): V

* /****

* Removes the entry for the specified key only if it is mapped to the specified value.*
* /****

* @return true if entry was removed
* /****

* @SinceKotlin("1.1.1")
* @PlatformDependent
* public fun remove(key: K, value: V): Boolean {
* // See
default implementation in JDK source
* return true
* }

* Updates this map with key/value pairs from the specified map [from].
* /****

* @public fun putAll(from: Map<K, V>): Unit

* /****

* Removes all elements from this map.*
* /****

* public fun clear(): Unit

* /****

* Returns a [MutableSet] of all keys in this map.*
* /****

* override val keys: MutableSet<K> = this.keys

* /****

* Returns a [MutableCollection] of all values in this map. Note that this collection may contain duplicate values.*
* /****

* override val values:.MutableCollection<V> = this.values

* /****

* Returns a [MutableSet] of all key/value pairs in this map.*
* /****

* override val entries: MutableSet<MutableMap.MutableEntry<K, V>>

* /****

* Represents a key/value pair held by a [MutableMap].
* /****

* public interface MutableEntry<K, V>*
* : Map.Entry<K, V>*
* {:
* Map.Entry<K, V> {
* /****

* override fun (key: K, value: V): Unit

* /****

* Updates this map with key/value pairs from the specified map [from].
* /****

* @param K the type of map keys. The map is invariant in its key type.
* @param V the type of map values. The mutable map is invariant in its value type.
* /****

* public interface

The progressions start with the [rangeStart] value and go toward the [rangeEnd] value not excluding it, with the specified [step]. In order to go backwards the [step] must be negative. * [step] must be greater than `Int.MIN_VALUE` and not equal to zero. The [rangeStart] value is less than the [rangeEnd] value. The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step]. In order to go backwards the [step] must be negative. * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.

```kotlin
override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

companion object {
    /**
     * Creates IntProgression within the specified bounds of a closed range
     */
    public fun fromClosedRange(start: Int, endInclusive: Int, step: Int): IntProgression = IntProgression(start, endInclusive, step)
}

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression

internal constructor
    (
            start: Long,
            endInclusive: Long,
            step: Long
    ) :
Iterable<Long> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is LongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}

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 */

package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the Kotlin language documentation (https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range.
     */
    public val start:

    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive: T

    /**
     * Checks whether the specified [value] belongs to the range.
     */
    public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /**
     * Checks whether the range is empty.
     */
    public fun isEmpty(): Boolean = start > endInclusive
}

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 */

package kotlin

/**
 * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override fun toString() = "kotlin.Unit"
}

/*
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 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 * limitations under the License.
 */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the
list of code elements which are the possible annotation targets
*/
public enum class AnnotationTarget {
    /**
     * Class, interface or object, annotation class is also included
     */
    CLASS,
    /** Annotation class only */
   ANNOTATION_CLASS,
    /** Generic type parameter (unsupported yet) */
    TYPE_PARAMETER,
    /** Property */
   PROPERTY,
    /** Field, including property's backing field */
   FIELD,
    /** Local variable */
   LOCAL_VARIABLE,
    /** Value parameter of a function or a constructor */
   VALUE_PARAMETER,
    /** Constructor only (primary or secondary) */
   CONSTRUCTOR,
    /** Function (constructors are not included) */
   FUNCTION,
    /** Property getter only */
   PROPERTY_GETTER,
    /** Property setter only */
   PROPERTY_SETTER,
    /** Type usage */
   TYPE,
    /** Any expression */
   EXPRESSION,
    /** File */
   FILE,
    /** Type alias */
   TYPEALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 *
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetention {
    /** Annotation isn't stored in binary output */
   SOURCE,
    /** Annotation is stored in binary output, but invisible for reflection */
   BINARY,
    /** Annotation is stored in binary output and visible for reflection (default retention) */
   RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:
 * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].
 * Annotation isn't stored in binary output
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class

/**
 * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection.
 * By default, both are true.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value:
    AnnotationRetention = AnnotationRetention.RUNTIME)

/**
 * This meta-annotation determines that an annotation is applicable twice or more on a single code element
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class MustBeDocumented

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks.
 * That means it's completely safe to use generic types as argument for such parameter.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@Retention(AnnotationRetention.RUNTIME)
private fun mod(a:
    Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b:
    Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}
differenceModulo(a: Int, b: Int, c: Int): Int { return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long { return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end` or `step < 0` and `start > end`.
 * @param start first element of the progression
 * @param end end element of the progression
 * @param step step increment, or difference of successive elements in the progression
 * @param start first element of the progression
 * @param end end element of the progression
 * @param step step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end` or `step < 0` and `start > end`.
 * @param start first element of the progression
 * @param end end element of the progression
 * @param step step increment, or difference of successive elements in the progression
 * @param start first element of the progression
 * @param end end element of the progression
 * @param step step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

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 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
            else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}
fun (\[]):slice.call(arguments(""))\nun\n@JsName("\"withType\"\")\nun\n@kotlin.internal.InlineOnly\ninternal inline fun withType(type: String, array: dynamic): dynamic {
    array.$type$ = type
    return array\n} /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

@JsName("\"$type\"\")
@kotlin.internal.InlineOnly
@Suppress("UNUSED_PARAMETER")
public inline fun jsTypeOf(a: Any?): String = js("typeof a")

@library
public fun <T> arrayOf(vararg elements: T): Array<T> = definedExternally

@library
public fun doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally

@library
public fun floatArrayOf(vararg elements: Float): FloatArray = definedExternally

@library
public fun longArrayOf(vararg elements: Long): LongArray = definedExternally

@library
public fun intArrayOf(vararg elements: Int): IntArray = definedExternally

@library
public fun charArrayOf(vararg elements: Char): CharArray = definedExternally

@library
public fun shortArrayOf(vararg elements: Short): ShortArray = definedExternally

@library
public fun byteArrayOf(vararg elements: Byte): ByteArray = definedExternally

@library
public fun booleanArrayOf(vararg elements: Boolean): BooleanArray = definedExternally

internal fun fillFrom(src: dynamic, dst: dynamic): dynamic {
    val srcLen: Int = src.length
    val dstLen: Int = dst.length
    var index: Int = 0
    while (index < srcLen && index < dstLen) dst[index] = src[index++]
    return dst
}

internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
        while (index < newSize) result[index++] = defaultValue
    }
    return result
}

internal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()
    result.length += collection.size
    copyArrayType(array, result)
    var index: Int = array.length
    for (element in collection) result[index++] = element
    return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection) dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.$type$ !== undefined) {
        to.$type$ = from.$type$
    }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
encapsulates the given [Throwable] [exception] as failure.\n@Suppress('INAPPLICABLE_JVM_NAME')\n@InlineOnly\n@JvmName('failure')\npublic\ninternal fun <T> failure(exception: Throwable): Result<T> =\n    Result(createFailure(exception))\n\ninternal class Failure(@JvmField\nval exception: Throwable) : Serializable\n\n    {
        override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception\n        override fun hashCode(): Int = exception.hashCode()\n        override fun toString(): String = "Failure($exception)"
    }
\n/**\n * Creates an instance of internal marker [Result.Failure] class to\n * make sure that this class is not exposed in ABI.\n */\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun createFailure(exception: Throwable): Any =\n    Result.Failure(exception)
\n/**\n * Throws exception if the result is failure. This internal function minimizes\n * inlined bytecode for [getOrThrow] and makes sure that in the future we can\n * add some exception-augmenting\n * logic here (if needed).\n */\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun Result<*>.throwOnFailure() {
    if (value is Result.Failure) throw value.exception
}
\n/**\n * Calls the specified function [block] with `this` value as\n * its receiver and returns its encapsulated result if invocation was successful,\n * or catching any [Throwable] exception that was thrown from the\n * [block] function execution and encapsulating it as a failure.\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic\ninline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}
\n/**\n * Calls the specified function [block] and returns its\n * encapsulated result if invocation was successful,\n * or catching any [Throwable] exception that was thrown from the [block] function execution and encapsulating it as a failure.\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}
\n// --\n// extensions ---\n\n/**\n * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or\n * throws the encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n * Note, that this function rethrows any [Throwable] exception thrown by [onSuccess] function.\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}
\n/**\n * Returns the result of [onSuccess] for the\n * encapsulated value if this instance represents [success][Result.isSuccess] or\n * the result of [onFailure] function for\n * the encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n * Note, that this function rethrows any [Throwable] exception thrown by [onSuccess] or by [onFailure] function.\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T>: Result<T>.fold(onSuccess: (value: T) -> R, onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }

    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
\n/**\n * Returns the result of [transform] function applied to the encapsulated value\n * if this instance represents [success][Result.isSuccess] or\n * the original encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n * See [mapCatching] for an alternative that\n * encapsulates exceptions.\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform,

// "peek" onto value/exception and pipe

/**
 * Performs the given [action] on the encapsulated exception if this instance represents [failure]
 * See [recoverCatching] for an alternative that rethrows exceptions.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {
    val value = value // workaround for inline classes BE bug
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}

// -------------------

/**
 * Performs the given [action] on the encapsulated value if this instance represents [success]
 * See [onFailure] for an alternative that raises exceptions.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess) action(value as T)
    return this
}

// -------------------


/**
 * Creates a [Continuation] instance with the given [context] and
 * implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T>
Continuation<T>.resumeWithException(exception: Throwable): Unit =
resumeWith(Result.failure(exception))

/**
 * Creates a coroutine without a receiver and with result type [T].
 * This function creates a new, fresh instance of suspendable
 * computation every time it is invoked.
 * To start executing the created coroutine, invoke `resume(Unit)` on the
 * returned [Continuation] instance.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T>
Continuation<T, CoroutineContext>.crossinline resumeWith((Result<T>) -> Unit): Continuation<T> =
object : Continuation<T> {
    override val context: CoroutineContext
        get() = context

    override fun resumeWith(result: Result<T>) =
        resumeWith(result)
}

/**
 * Creates a coroutine with receiver type [R] and result type [T].
 * This function creates and starts a new, fresh instance of suspendable
 * computation every time it is invoked.
 * The [completion] continuation is invoked when the coroutine completes with a
 * result or an exception.
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =
createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)

/**
 * Starts a coroutine with receiver type [R] and result type [T].
 * This function creates and starts a new, fresh instance of suspendable computation
 * every time it is invoked.
 * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).startCoroutine(
    receiver: R,
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
}

/**
 * Obtains the current continuation instance inside suspend functions and suspends
 * the currently running coroutine.
 */
@SinceKotlin("1.3")
@InlineOnly
public suspend inline fun <T>
suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T {
    contract { callsInPlace(block, InvocationKind.EXACTLY_ONCE) }
    return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> -
        val safe = SafeContinuation(c.intercepted())
        block(safe)
        safe.getOrThrow()
    }
}

/**
 * Returns the context of the current coroutine.
 */
@SinceKotlin("1.3")
@Suppress("WRONG_MODIFIER_TARGET")
@InlineOnly
public suspend inline
val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as intrinsic")
    }

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*This package contains Kotlin runtime intrinsics.*

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suspension.

* Returns the result of the coroutine or throws its exception if it does not suspend or
[COROUTINE_SUSPENDED] if it suspends.
* In the latter case, the [completion] continuation is invoked when the
 coroutine completes with a result or an exception.
* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's
[CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* @SinceKotlin("1.3")
* @InlineOnly
* public actual inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(
  completion: Continuation<T>);

Any? = this.asDynamic()(completion, false)

* Starts an unintercepted coroutine with receiver type [R] and result type [T] and executes it until its first suspension.
* Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.
* In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* @SinceKotlin("1.3")
* @InlineOnly
* public actual inline fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(
  receiver: R,
  completion: Continuation<T>);

Any? = this.asDynamic()(receiver, completion, false)

* Creates an unintercepted coroutine without receiver and with result type [T].
* This function creates a new, fresh instance of suspendable computation every time it is invoked.
* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.
* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.
* Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].
* It is the invoker's responsibility to ensure that a proper invocation context is established.
* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.
* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by.

* [ContinuationInterceptor].

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* Creates unintercepted coroutine with receiver type [R] and result type [T].
* This function creates a new, fresh instance of suspendable computation every time it is invoked.
* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.
* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.
* Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].
* Note that [completion] of this function may get invoked in an arbitrary context.
* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by.

* [ContinuationInterceptor].

* Creates unintercepted coroutine with receiver type [R] and result type [T].
* This function creates a new, fresh instance of suspendable computation every time it is invoked.
* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.
* Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].
* It is the invoker's responsibility to ensure that a proper invocation context is established.
* Note that [completion] of this function may get invoked in an arbitrary context.
* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by.
Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception. If a kotlin.js suspend lambda has an extra parameter `suspended` if (this.asDynamic().length == 3) { this.asDynamic()(receiver, completion, true) } else { createCoroutineFromSuspendFunction(completion) { this.asDynamic()(receiver, completion) } }/** This function shall be used on the immediate result of [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn]. * If this function is invoked on other [Continuation] instances it returns 'this' continuation unchanged. */
@SinceKotlin("1.3")
public actual fun <R, T>(suspend R.() -> T).createCoroutineUnintercepted(receiver: R, completion: Continuation<T>): Continuation<Unit> = this

/** Intercepts this continuation with [ContinuationInterceptor]. * This function shall be used on the immediate result of [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn]. * If this function is invoked on other [Continuation] instances it returns 'this' continuation unchanged. */
@SinceKotlin("1.3")
public actual fun <T> Continuation<T>.intercepted(): Continuation<T> = (this as? CoroutineImpl)?.intercepted() ?: this

private inline fun <T> createCoroutineFromSuspendFunction(completion: Continuation<T>, crossinline block: () -> Any?): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object : CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            exception?.let { throw it }
            return block()
        }
    }
}

private fun isArrayish(o: dynamic) = js("Kotlin").isArrayish(o)

internal fun imul(x: Int, y: Int): Int = definedExternally

public open class Error(actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}
constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class AssertionError
@SinceKotlin("1.4")
constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message, null)
    actual constructor(message: Any?) : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

@file:Suppress("UNUSED_PARAMETER")

package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()

@SinceKotlin("1.2")
@library("doubleToBits")
public actual fun Double.toBits(): Long =
    definedExternally

@SinceKotlin("1.2")
@library("doubleToRawBits")
public actual fun Double.toRawBits(): Long =
    definedExternally

@SinceKotlin("1.2")
@kotlin.internal.InlineOnly

@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual fun Double.withSign(sign: Double): Double = js("Kotlin").doubleSignBit(this).unsafeCast<Int>()

@SinceKotlin("1.2")
@library("floatToBits")
public actual fun Float.toBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("intToBits")
public actual fun Int.toBits(): Long =
    definedExternally

@SinceKotlin("1.2")
@library("intToRawBits")
public actual fun Int.toRawBits(): Long =
    definedExternally

@SinceKotlin("1.2")
@library("longToBits")
public actual fun Long.toBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("longToRawBits")
public actual fun Long.toRawBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("shortToBits")
public actual fun Short.toBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("shortToRawBits")
public actual fun Short.toRawBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("byteToBits")
public actual fun Byte.toBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("byteToRawBits")
public actual fun Byte.toRawBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("charToBits")
public actual fun Char.toBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("charToRawBits")
public actual fun Char.toRawBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("characterToBits")
public actual fun Character.toBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("characterToRawBits")
public actual fun Character.toRawBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("javaLangIntBits")
public actual fun IntBits

that in Kotlin/JS [Float] range is wider than \"single format\" bit layout can represent. Some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.

```kotlin
@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int = definedExternally

/**
 * Returns the [Float] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()
```

---

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---

```kotlin
@PublishedApi
internal fun <T : Annotation> KClass<*>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir.
    return null
}
```

---

```kotlin
package kotlin.text

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 */
@SinceKotlin("1.2")
public actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))
```

---

```kotlin
package kotlin.collections

/**
 * Reverses elements in the list in-place.
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}
```

---

```kotlin
package kotlin.collections

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```
@Sample

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

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Suppress("DEPRECATION_ERROR")

package jquery.ui

import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()
jquery' package instead.\", level = DeprecationLevel.ERROR)\n\npublic fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)\n\n@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.\", level = DeprecationLevel.ERROR)\n\npublic fun JQuery.dialog(mode: String, param: String): Any? = asDynamic().dialog(mode, param)\n\n@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.\", level = DeprecationLevel.ERROR)\n\npublic fun JQuery.dialog(mode: String, param: String, value: Any?): JQuery = asDynamic().dialog(mode, param, value)\n\n@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.\", level = DeprecationLevel.ERROR)\n\npublic fun JQuery.button(): JQuery = asDynamic().button()\n\n@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.\", level = DeprecationLevel.ERROR)\n\npublic fun JQuery.accordion(): JQuery = asDynamic().accordion()\n\n@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.\", level = DeprecationLevel.ERROR)\n\npublic fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)\n\n@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.\", level = DeprecationLevel.ERROR)\n\npublic fun JQuery.selectable(): JQuery = asDynamic().selectable()\n\n/**
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */
\npackage kotlin\n\n\npublic actual fun interface Comparator<T> {\n    @JsName("compare")\n    public actual fun compare(a: T, b: T): Int
}
\n/**
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */
\npackage kotlin.js\n\nimport kotlin.annotation.AnnotationTarget.*\n\n@Target(FUNCTION)\n@Deprecated("Use inline extension function with body using dynamic")\npublic annotation class nativeGetter\n\n@Target(FUNCTION)\n@Deprecated("Use inline extension function with body using dynamic")\npublic annotation class nativeSetter\n\n@Target(FUNCTION)\n@Deprecated("Use inline extension function with body using dynamic")\npublic annotation class nativeInvoke\n\n@Target(CLASS, FUNCTION, PROPERTY)\ninternal annotation class library(public val name: String = "")\n\n@Target(CLASS)\ninternal annotation class marker\n\n/**\n * Gives a declaration (a function, a property or a class) specific name in JavaScript.\n * This may be useful in the following cases:\n *  * There are two functions for which the compiler gives same name in JavaScript, you can\n *  * to prevent the compiler from reporting error.\n *  * You are writing a JavaScript library in Kotlin. The compiler produces mangled names\n *  * for functions with parameters, which is unnatural for usual JavaScript developer.\n *  * You can put @JsName(...) on functions you want to be available from JavaScript.\n *  * For some reason you want to rename declaration, e.g. there's common term in JavaScript\n *  * for a concept provided by the declaration, which in uncommon in Kotlin.\n *  * Example:\n *  */\n\n/**\n * Denotes an `external` declaration that must be imported from native JavaScript library.\n * The compiler produces the code relevant for the target module system, for example, in case of\n * CommonJS, it will import the declaration via the `require(...)` function.\n * The annotation can be used on\n * top-level external declarations (classes, properties, functions) and files.\n * In case of file (which can't be `external`) the following rule applies: all the declarations\n * in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.\n *\
 *\
 */
Example:

```kotlin
@JsModule("jquery")
external abstract class JQuery() {
    // some declarations here
}

@JsModule("jquery")
external fun JQuery(element: Element): JQuery
```

Example:

```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String
```

Examples of valid qualifiers are: `foo`, `bar.Baz`, `__501`. You can tell the Kotlin compiler to accept both cases, you can augment `JsModule` with the `@JsNonModule` annotation. For example:

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

### JsModule

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

```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String
```

This annotation can be applied to either files or top-level declarations. It is currently prohibited to export the following kinds of declarations:

- `expect` declarations
- inline functions with reified type parameters
- `suspend` functions
- secondary constructors without `@JsName`
- extension properties
- enum classes
- annotation classes
- signatures of exported declarations must only contain `\exportable` types
- `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`, `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`, `IntArray`, `FloatArray`, `DoubleArray`
- `Array<exportable-type>`
- `Function` types with exportable parameters and return types
- `@Export` classes and interfaces
- Nullable counterparts of types above
- `Unit` return type

### JsNonModule

This annotation is experimental, meaning that restrictions mentioned above are subject to change.

`JsNonModule` can be applied to declarations that are marked with this annotation without name mangling. This annotation can be applied to either files or top-level declarations. It is currently prohibited to export the following kinds of declarations:

- `expect` declarations
- inline functions with reified type parameters
- `suspend` functions
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### JsQualifier

@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
public annotation class JsQualifier(val value: String)

```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String
```

Examples of valid qualifiers are: `foo`, `bar.Baz`, `__501`. You can tell the Kotlin compiler to accept both cases, you can augment `JsModule` with the `@JsNonModule` annotation. For example:

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

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- `Array<exportable-type>`
- `Function` types with exportable parameters and return types
- `@Export` classes and interfaces
- Nullable counterparts of types above
- `Unit` return type

This annotation is experimental, meaning that restrictions mentioned above are subject to change.

`JsExport` can be applied to either files or top-level declarations. It is currently prohibited to export the following kinds of declarations:

- `expect` declarations
- inline functions with reified type parameters
- `suspend` functions
- secondary constructors without `@JsName`
- extension properties
- enum classes
- annotation classes
- signatures of exported declarations must only contain `\exportable` types
- `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`, `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`, `IntArray`, `FloatArray`, `DoubleArray`
- `Array<exportable-type>`
- `Function` types with exportable parameters and return types
- `@Export` classes and interfaces
- Nullable counterparts of types above
- `Unit` return type

This annotation is experimental, meaning that restrictions mentioned above are subject to change.
* Creates an empty `ArrayList`.
 * @param initialCapacity initial capacity (ignored)
 */

    /**
     * Creates an `ArrayList` filled from the `elements` collection.
     */
    public actual constructor(elements: Collection<E>) :

        modCount++
        return true
    }

    actual override fun remove(index: Int): E {
        checkIsMutable()
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

    actual override fun remove(element: E): Boolean {
        checkIsMutable()
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        checkIsMutable()
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        checkIsMutable()
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)
    override fun toArray(): Array<Any?> = js("[]").slice.call(array)

    internal override fun checkIsMutable() {
        if (isReadOnly)
            throw UnsupportedOperationException()
    }

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}
array.lastIndexOf, naturalOrder())\n  }\n  }\n
private var _stableSortingIsSupported: Boolean? = null\n
private fun getStableSortingIsSupported(): Boolean {\n  _stableSortingIsSupported = false\n  val array = js("[]").unsafeCast<Array<Int>>() // known implementations may use stable sort for arrays of up to 512 elements // so we create slightly more elements to test stability for (index in 0 until 600) array.asDynamic().push(index)\n  val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }\n  array.asDynamic().sort(comparison)\n  if (index in 1 until array.size) {\n    val a = array[index - 1]\n    val b = array[index]\n    if ((a and 3) == (b and 3) && a > b) return false\n  }\n  _stableSortingIsSupported = true\n  return true\n}\n
private fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int): Comparator<T> {\n  if (start == end) {\n    return { it, it }\n  }\n  val median = (start + end) / 2\n  val left = mergeSort(array, start, median, comparator)\n  val right = mergeSort(array, median + 1, end, comparator)\n  val target = if (left == buffer) array else buffer\n  // Merge.\n  var leftIndex = start\n  var rightIndex = median + 1\n  for (i in start..end) {\n    when {\n      leftIndex <= median && rightIndex <= end -> {\n        val leftValue = left[leftIndex]\n        val rightValue = right[rightIndex]\n        if (comparator.compare(leftValue, rightValue) <= 0) {\n          target[i] = leftValue\n          leftIndex++\n        } else {\n          target[i] = rightValue\n          rightIndex++\n        }\n      }\n      leftIndex <= median -> {\n        target[i] = left[leftIndex]\n        leftIndex++\n      }\n      else /* rightIndex <= end */ -> {\n        target[i] = right[rightIndex]\n        rightIndex++\n        Unit // TODO: Fix KT-31506\n      }\n    }\n  }\n  return target\n}\n
private fun <T> mergeSort(array: Array<T>, buffer: Array<T>, start: Int, end: Int, comparator: Comparator<T>): Array<T> {\n  if (start == end) {\n    return array\n  }\n  val median = (start + end) / 2\n  val left = mergeSort(array, buffer, start, median, comparator)\n  val right = mergeSort(array, buffer, median + 1, end, comparator)\n  val target = if (left == buffer) array else buffer\n  // Merge.\n  var leftIndex = start\n  var rightIndex = median + 1\n  for (i in start..end) {\n    when {\n      leftIndex <= median && rightIndex <= end -> {\n        val leftValue = left[leftIndex]\n        val rightValue = right[rightIndex]\n        if (comparator.compare(leftValue, rightValue) <= 0) {\n          target[i] = leftValue\n          leftIndex++\n        } else {\n          target[i] = rightValue\n          rightIndex++\n        }\n      }\n      leftIndex <= median -> {\n        target[i] = left[leftIndex]\n        leftIndex++\n      }\n      else /* rightIndex <= end */ -> {\n        target[i] = right[rightIndex]\n        rightIndex++\n        Unit // TODO: Fix KT-31506\n      }\n    }\n  }\n  return target\n}
```kotlin
= throw UnsupportedOperationException("Add is not supported on entries")
override fun clear() {
    this@HashMap.clear()
}

override fun contains(element: MutableEntry<*, *>): Boolean =
    containsEntry(element)

override operator fun contains(element: MutableEntry<*, *>): Boolean =
    this@HashMap.remove(element.key) return false

    override val size: Int get() = this@HashMap.size
}

/**
 * Internal implementation of the map: either string-based or hashcode-based.
 * private val internalMap:
 * InternalMap<K, V> private val equality: EqualityComparator
 * internal constructor(internalMap: InternalMap<K, V>): super() {
 *    this.internalMap = internalMap
 *    this.equality = internalMap.equality
 *}
 * @param initialCapacity the initial capacity (ignored)
 * @param loadFactor the load factor (ignored)
 * @throws IllegalArgumentException if the initial capacity or load factor are negative
 *}
 * constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this() {
 *    require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
 *    require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }
 *    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f) {
 *        * Constructs an instance of [HashMap] filled with the contents of the specified (original) map.
 *        actual constructor(original: Map<K, V>): this() {
 *            * actual override fun clear() {
 *                structureChanged(this)
 *            }
 *            actual override val size: Int get() = internalMap.size
 *        }
 *        protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> =
 *            createEntrySet()
 *        actual override fun containsValues(value: V): Boolean = internalMap.any {
 *            equality.equals(it.value, value)
 *        }
 *        actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>
 *            get() {
 *                if (_entries == null) {
 *                    _entries = createEntrySet()
 *                }
 *                return _entries!!
 *            }
 *        protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> =
 *            return createEntrySet()
 *        actual override operator fun get(key: K): V? = internalMap.get(key)
 *        actual override fun put(key: K, value: V): V? =
 *            internalMap.put(key, value)
 *        actual override fun remove(key: K): V? = internalMap.remove(key)
 *    }
 *    actual override fun remove(element: MutableEntry<*, *>): Boolean =
 *        if (contains(element)) {
 *            this@HashMap.remove(element.key) return true
 *        }
 *        return false
 *    actual override val size: Int get() = this@HashMap.size
 *}
 *}

/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
 */
// Classes that extend HashSet and implement `build()` (freezing) operation have to make sure mutating methods check `checkIsMutable`
public abstract class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {
    internal val map: HashMap<E, Any>

    /**
     * Constructs a new empty [HashSet].
     */
    constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new [HashSet] filled with the elements of the specified collection.
     */
    constructor(elements: Collection<E>) {
        map = HashMap<E, Any>()
        addAll(elements)
    }

    /**
     * Constructs a new empty [HashSet].
     */
    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>()
        actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
            actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f) {
                protected constructor to specify the underlying map. This is used by
                * LinkedHashSet
                * @param map underlying map to use.
            }
        }
    }

    override fun addAll(pairs: Pair<String, V>) {
        // This implementation of HashSet has no need of load factors or capacities.
        require(initialCapacity >= 0) { "Negativ
```
internal constructor(map: HashMap<E, Any>) {
    this.map = map
}

actual override fun add(element: E): Boolean {
    return map.put(element, this) == null
}

actual override fun clear() {
    map.clear()
}

actual override fun remove(element: E): Boolean {
    return map.remove(element) != null
}

actual override val size: Int get() = map.size

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements, * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}

inner class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode)
        if (chainOrEntry == null) {
            // This is a new chain, put it to the map.
            backingMap[hashCode] = SimpleEntry(key, value)
        } else {
            if (chainOrEntry !is Array<*>) {
                // It is an entry.
                val entry: SimpleEntry<K, V> = chainOrEntry
                if (equality.equals(entry.key, key)) {
                    return entry.setValue(value)
                } else {
                    backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                    size++
                    return null
                }
            } else {
                // Chain already exists, perhaps key also exists.
                val chain = Array<MutableEntry<K, V>>()
                for (index in chainOrEntry.indices) {
                    val entry = chainOrEntry[index]
                    if (equality.equals(key, entry.key)) {
                        if (chain.size == 1) {
                            chain.asDynamic().length = 0
                            // remove the whole array
                        } else {
                            return null
                        }
                    }
                }
                val chain = chain.asDynamic().push(SimpleEntry(key, value))
                jsDeleteProperty(backingMap, hashCode)
                size++
                return null
            }
        }
        return null
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: MutableEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                jsDeleteProperty(backingMap, hashCode)
                size--
                return entry.value
            } else {
                return null
            }
        } else {
            val chain = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                        // remove the whole array
                    } else {
                        // splice out the entry we're removing
                        structureChanged(host)
                        return entry.value
                    }
                }
            }
        }
        return null
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun contains(key: K): Boolean {
        return getEntry(key) != null
    }

    override fun get(key: K): V? = getEntry(key)?.value

    private fun getEntry(key: K): MutableEntry<K, V>? {
        if (chainOrEntry is Array<*>) {
            val chain = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        return entry
                    } else {
                        return null
                    }
                }
            }
        }
        return null
    }

    override fun isEmpty(): Boolean {
        return size == 0
    }

    override fun iterator(): Iterator<K> = map.keys.iterator()

    override fun remove(element: E): Boolean {
        return map.remove(element) != null
    }

    override operator fun contains(element: E): Boolean = map.containsKey(element)
}
valueMod++

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object : MutableIterator<MutableEntry<K, V>> {
            private var lastKey: String? = null
            override fun hasNext(): Boolean = iterator.hasNext()
            override fun next(): MutableEntry<K, V> = when {
                iterator.hasNext() -> {
                    var key = iterator.next()
                    lastKey = key
                    this@InternalStringMap.remove(checkNotNull(lastKey) as K)
                    this@InternalStringMap.remove(newMapEntry(key as K))
                    return newMapEntry(key as K)
                }
                else -> return null
            }
        }
    }

    private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
        override val key: K get() = key
        override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()
        override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()
        override fun hashCode(): Int = AbstractMap.entryHashCode(this)
        override fun toString(): String = AbstractMap.entryToString(this)
    }

    override fun remove(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Remove is not supported on entries")
    override fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)
override fun checkIsMutable(): Unit =
this@LinkedHashMap.size

private var head: ChainEntry<K, V>? = null
private var prev = null
private fun checkEntry<K, V>(entry: ChainEntry<K, V>): Unit =

    override fun checkIsMutable(): Unit =
        this@LinkedHashMap.checkIsMutable()
    }

fun ChainEntry<K, V>.addToEnd() {
    this.next = this
    this.prev = this
    this.head = head
    if (head == this) {
        this.next = next!!
        this.prev = prev!!
    } else {
        val _head = head
        val _headPrev = _head.prev
        this.next = _head
        this.prev = _headPrev
        _head.next = this
        _headPrev.prev = this
    }
}

fun ChainEntry<K, V>.remove() {
    this.next!!.prev = this
    this.prev!!.next = this
    this.next = null
    this.prev = null
}

internal fun build(): Map<K, V> {
    checkIsMutable()
    isReadOnly = true
    return this
}

actual override fun clear() {
    checkIsMutable()
    map.clear()
    head = null
}

actual override fun containsKey(key: K): Boolean = map.containsKey(key)

actual override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

internal override fun checkIsMutable() {
    if (isReadOnly) throw UnsupportedOperationException()
}

interface ChainEntry<K, V> {
    fun setHead(head: ChainEntry<K, V>)
    fun getHead(): ChainEntry<K, V>
    fun setNext(next: ChainEntry<K, V>)
    fun getNext(): ChainEntry<K, V>
    fun setValue(value: V)
}

interface MutableList<T> {
    fun add(element: T)
    fun remove(element: T)
    fun size: Int
    fun clear()
    fun contains(element: T): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun indexOf(element: T): Int
    fun lastIndexOf(element: T): Int
    fun addAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun removeAt(index: Int): T
    fun removeAll(elements: Collection<T>): Boolean
    fun removeRange(from: Int, to: Int)
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun addAll(elements: Collection<T>): Boolean
    fun addAll(index: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun replaceRange(from: Int, to: Int, elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
    fun containsAll(elements: Collection<T>): Boolean
}
interface, backed by a [LinkedHashMap] instance.\n *\n * This implementation preserves the insertion order of
elements during the iteration.\n */\npublic actual open class LinkedHashSet<E> : HashSet<E>, MutableSet<E>
{\n\n internal constructor(map: LinkedHashMap<E, Any>) : super(map)\n\n /**\n * Constructs a new empty
[LinkedHashSet].\n */\n actual constructor() : super(LinkedHashMap<E, Any>())\n\n /**\n * Constructs a
new [LinkedHashSet] filled with the elements of the specified collection.\n */\n actual constructor(elements:
Collection<E>) : super(LinkedHashMap<E, Any>()) {\n
addAll(elements)\n }\n\n /**\n * Constructs a
new empty [LinkedHashSet].\n *\n * @param initialCapacity the initial capacity (ignored)\n * @param
loadFactor
the load factor (ignored)\n *\n * @throws IllegalArgumentException if the initial capacity or
load factor are negative\n */\n @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity,
loadFactor))\n\n actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n @PublishedApi\n
internal fun build(): Set<E> {\n
(map as LinkedHashMap<E, Any>).build()\n
return this\n }\n\n internal
override fun checkIsMutable(): Unit = map.checkIsMutable()\n\n// public override fun clone(): Any {\n//
return LinkedHashSet(this)\n// }\n\n}\n\n/**\n * Creates a new instance of the specialized implementation of
[LinkedHashSet] with the specified [String] elements,\n * which elements the keys as properties of JS object
without hashing them.\n */\npublic fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {\n
return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }\n}\n","/*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport
kotlin.contracts.*\n\n\n@kotlin.internal.InlineOnly\npublic actual inline fun <R> synchronized(lock: Any, block: ()
-> R): R {\n contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return
block()\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.io\n\ninternal abstract class BaseOutput {\n open fun println() {\n
print(\"\\n\")\n }\n\n
open fun println(message: Any?) {\n
print(message)\n
println()\n }\n\n abstract fun print(message:
Any?)\n\n open fun flush() {}\n}\n\n/** JsName used to make the declaration available outside of module to test it
*/\n@JsName(\"NodeJsOutput\")\ninternal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {\n
override fun print(message: Any?) {\n
// TODO: Using local variable because of bug in block decomposition
lowering in IR backend\n
val messageString = String(message)\n
outputStream.write(messageString)\n
}\n}\n\n/** JsName used to make the declaration available outside of module to test it
*/\n@JsName(\"OutputToConsoleLog\")\ninternal class OutputToConsoleLog : BaseOutput() {\n override fun
print(message: Any?) {\n
console.log(message)\n }\n\n override fun println(message: Any?) {\n
console.log(message)\n }\n\n override fun println() {\n
console.log(\"\")\n }\n}\n\n/** JsName used to
make the declaration available outside of module to test it and use at try.kotl.in
*/\n@JsName(\"BufferedOutput\")\ninternal open class BufferedOutput : BaseOutput() {\n var buffer = \"\"\n\n
override fun print(message: Any?) {\n
buffer += String(message)\n }\n\n override fun flush() {\n
buffer
= \"\"\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it
*/\n@JsName(\"BufferedOutputToConsoleLog\")\ninternal class BufferedOutputToConsoleLog : BufferedOutput()
{\n override fun print(message: Any?) {\n
var s = String(message)\n
val i = s.nativeLastIndexOf(\"\\n\",
0)\n
if (i >= 0) {\n
buffer += s.substring(0, i)\n
flush()\n
s = s.substring(i + 1)\n
}\n
buffer += s\n }\n\n override fun flush() {\n
console.log(buffer)\n
buffer = \"\"\n }\n}\n\n/** JsName
used to make the declaration available outside of module to test it and use at try.kotl.in
*/\n@JsName(\"output\")\ninternal var output = run {\n val isNode: Boolean = js(\"typeof process !== 'undefined'
&& process.versions && !!process.versions.node\")\n if (isNode) NodeJsOutput(js(\"process.stdout\")) else
BufferedOutputToConsoleLog()\n}\n\n@kotlin.internal.InlineOnly\nprivate inline fun String(value: Any?): String =
js(\"String\")(value)\n\n/** Prints the line separator to the standard output stream. */\npublic actual fun println() {\n
output.println()\n}\n\n/** Prints the given [message] and the line separator to the standard output stream. */\npublic
actual fun println(message: Any?) {\n output.println(message)\n}\n\n/** Prints the given [message] to the standard

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output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}

internal actual class SafeContinuation<in T>:
    Continuation<T>,
    @PublishedApi
    internal actual constructor(
        delegate: Continuation<T>,
        initialResult: Any? = UNDECIDED
    ) : this(delegate, UNDECIDED)

    internal actual fun get(): delegate.context
    get() = delegate.context
    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw IllegalStateException("Already resumed")
        }
    }

    @PublishedApi
    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
            return COROUTINE_SUSPENDED
        }
        val result = this.result
        return when {
            result === RESUMED -> upstream
            result === COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED
            result is Result.Failure -> throw result.exception
            else -> result
        }
    }

CancellationException : IllegalStateException {
    actual constructor() : super()
    actual constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}
public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

    public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String

    public fun toTimeString(): String

    public fun toUTCString(): String

    public companion object {
        public fun now(): Double

        public fun parse(dateString: String): Double

        public fun UTC(year: Int, month: Int): Double

        public fun UTC(year: Int, month, day: Int): Double

        public fun UTC(year: Int, month, day, hour: Int): Double

        public fun UTC(year: Int, month, day, hour, minute: Int): Double

        public fun UTC(year: Int, month, day, hour, minute, second: Int): Double

        public fun UTC(year: Int, month, day, hour, minute, second, millisecond: Number): Double
    }

    public interface LocaleOptions {
        public var localeMatcher: String?

        public var timeZone: String?

        public var hour12: Boolean?

        public var formatMatcher: String?

        public var weekday: String?

        public var era: String?

        public var year: String?

        public var month: String?

        public var day: String?

        public var hour: String?

        public var minute: String?

        public var second: String?

        public var timeZoneName: String?
    }
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}
this.newAddClass(*cssClasses)\n/**\n * Removes all [cssClasses] from element.
 * Has no effect if all specified classes are
 * missing in class attribute of the element\n *\n * @return true if at least one class has been removed\n */

/**\n * Removes all [cssClasses] from element.
 * Has no effect if all specified classes are
 * missing in class attribute of the element
 *
 * @return true if at least one class has been removed
 */

/**\n * Gets a value indicating whether this node is an [Element].
 */

/**\n * Gets a value indicating whether this node is a TEXT_NODE or a
 * CDATA_SECTION_NODE.
 */

/**\n * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */

/**\n * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */

/**\n * Reinterprets this value as a value of the specified type [T]
 */
without any actual type checking.

@kotlin.internal.InlineOnly
@kotlin.internal.NoInfer
@kotlin.internal.InlineOnly

/**
 * Reinterprets this `dynamic` value as a value of the specified type `T` without any actual type checking.
 */
@kotlin.internal.DynamicExtension
@JsName("unsafeCastDynamic")
@kotlin.internal.InlineOnly
public
inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * when it has an `iterator` function,
 * when it is an array
 * when it is an instance of `Grouping` or `Iterable`
 */
@kotlin.internal.DynamicExtension
@JsName("throwNPE")
private fun throwNPE(message: String) {
    throw

@JsName("throwCCE")
private fun throwCCE() {
    throw

@JsName("throwISE")
private fun throwISE(message: String) {
    throw

@JsName("throwUPAE")
private fun throwUPAE(propertyName: String) {
    throw

package kotlin.collections

/**
 * Represent a source of elements with a `keyOf` function, which can be applied to each
 * element to get its key. This `Grouping` structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.
 * 
 * The key for each element is provided by the `keyOf` method.
 * @param @param operation function is invoked on each element with the following parameters:
 * the key of the group this element belongs to,
 * the current value of the accumulator of the group, which can be `null` if it's the first `element` encountered in the group,
 * the element from the source being aggregated,
 * indicates whether it's the first `element` encountered in the group.
 * @return Returns an `Iterator` over the elements of the source of this grouping.
 * 
 * fun sourceIterator(): Iterator<

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R> \{ return aggregateTo(\{key, R\}, operation)\} \n\} *< R> * Groups elements from the Grouping source by key and applies [operation] to the elements of each group sequentially. * passing the previously accumulated value and the current element as arguments, * stores the results in the given [destination] map. * The key for each element is provided by the [Grouping.keyOf] function. * @param operation a function that is invoked on each element with the following parameters: * - `key`: the key of the group this element belongs to; * - `'accumulator'`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group; * - `element`: the element from the source being aggregated; if it's the first `element` encountered in the group, can be `null` if the [destination] map already has a value corresponding to some key, then the elements being aggregated for that key are never considered as the first `element`. * @return the [destination] map associating the key of each group with the result of aggregation of the group elements. * @sample samples.collections.Grouping.aggregateByRadixTo

/**
 * Groups elements from the Grouping source by key and applies [operation] to the elements of each group sequentially, * passing the previously accumulated value and the current element as arguments, and stores the results in a new map. * An initial value of accumulator is provided by
 * [initialValueSelector] function. * @param initialValueSelector a function that provides an initial value of accumulator for each group. * It's invoked with parameters: * - `key`: the key of the group; * - `element`: the first element being encountered in that group. * @param operation a function that is invoked on each element with the following parameters: * - `key`: the key of the group this element belongs to; * - `accumulator`: the current value of the accumulator of the group; * - `element`: the element from the source being accumulated. * @return a [Map] associating the key of each group with the result of accumulating the group elements. * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue

/**
 * Groups elements from the Grouping source by key and applies [operation] to the elements of each group sequentially, * passing the previously accumulated value and the current element as arguments, and stores the results in a new map. * An initial value of accumulator is the same [initialValue] for each group. * It's invoked with parameters: * - `key`: the key of the group; * - `element`: the first element being encountered in that group. * @param operation a function that is invoked on each element with the
following parameters:

* `accumulator`**: the current value of the accumulator of the group.

* `element`**: the element from the source being accumulated.

* @return a [Map] associating the key of each group with the result of accumulating the group elements.

@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue

@SinceKotlin("1.1")

    aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) } un/\n
* @Sample

    aggregateTo(destination) { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

@SinceKotlin("1.1")

    aggregate { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

universe inline fun <T, S, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

@sample samples.collections.Grouping.reduceByMaxVowels

@SinceKotlin("1.1")

    aggregate { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

universe inline fun <S, T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

@sample samples.collections.Grouping.reduceByMaxVowelsTo

@SinceKotlin("1.1")

    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

universe inline fun <S, T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

@sample samples.collections.Grouping.reduceByMaxVowelsTo

@SinceKotlin("1.1")

    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

universe inline fun <S, T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

@sample samples.collections.Grouping.reduceByMaxVowelsTo

@SinceKotlin("1.1")

    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

universe inline fun <S, T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

@sample samples.collections.Grouping.reduceByMaxVowelsTo

@SinceKotlin("1.1")

    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

@SinceKotlin("1.1")

universe inline fun <S, T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }
elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group. If the [destination] map already has a value corresponding to the key of some group that value is used as an initial value of the sum for that group. * @return the [destination] map associating the key of each group with the sum of elements in the group.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
    foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}
```

```kotlin
Grouping<T, K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =
    foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}
```

```kotlin
Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
    foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}
```

---

```kotlin
package kotlin.js

/**
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level = DeprecationLevel.ERROR)
public object Math {
    @Deprecated("Use kotlin.math.PI instead.", ReplaceWith("PI", "kotlin.math.PI"), level = DeprecationLevel.ERROR)
    public val PI: Double

    @Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()", "kotlin.random")
    public fun random(): Double

    @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)", "kotlin.math.abs"), level = DeprecationLevel.ERROR)
    public fun abs(value: Double): Double

    @Deprecated("Use kotlin.math.acos instead.", ReplaceWith("acos(value)", "kotlin.math.acos"), level = DeprecationLevel.ERROR)
    public fun acos(value: Double): Double

    @Deprecated("Use kotlin.math.asin instead.", ReplaceWith("asin(value)", "kotlin.math.asin"), level = DeprecationLevel.ERROR)
    public fun asin(value: Double): Double

    @Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)", "kotlin.math.atan"), level = DeprecationLevel.ERROR)
    public fun atan(value: Double): Double

    @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)", "kotlin.math.atan2"), level = DeprecationLevel.ERROR)
    public fun atan2(y: Double, x: Double): Double

    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)", "kotlin.math.cos"), level = DeprecationLevel.ERROR)
    public fun cos(value: Double): Double

    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)", "kotlin.math.sin"), level = DeprecationLevel.ERROR)
    public fun sin(value: Double): Double

    @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)", "kotlin.math.exp"), level = DeprecationLevel.ERROR)
    public fun exp(value: Double): Double

    @Deprecated("Use kotlin.math.log instead.", ReplaceWith("log(value)", "kotlin.math.log"), level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double

    @Deprecated("Use kotlin.math.max instead.", ReplaceWith("maxOf(*values)", "kotlin.math.max"), level = DeprecationLevel.ERROR)
    public fun maxOf(*values: Int): Int

    @Deprecated("Use kotlin.math.max instead.", ReplaceWith("maxOf(*values)", "kotlin.math.max"), level = DeprecationLevel.ERROR)
    public fun maxOf(*values: Float): Float

    @Deprecated("Use kotlin.math.max instead.", ReplaceWith("maxOf(*values)", "kotlin.math.max"), level = DeprecationLevel.ERROR)
    public fun maxOf(*values: Double): Double

    @Deprecated("Use kotlin.math.min instead.", ReplaceWith("minOf(*values)", "kotlin.math.min"), level = DeprecationLevel.ERROR)
    public fun minOf(*values: Int): Int

    @Deprecated("Use kotlin.math.min instead.", ReplaceWith("minOf(*values)", "kotlin.math.min"), level = DeprecationLevel.ERROR)
    public fun minOf(*values: Float): Float

    @Deprecated("Use kotlin.math.min instead.", ReplaceWith("minOf(*values)", "kotlin.math.min"), level = DeprecationLevel.ERROR)
    public fun minOf(*values: Double): Double

    @Deprecated("Use kotlin.math.sqrt instead.", ReplaceWith("sqrt(value)", "kotlin.math.sqrt"), level = DeprecationLevel.ERROR)
    public fun sqrt(value: Double): Double

    @Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)", "kotlin.math.ln"), level = DeprecationLevel.ERROR)
    public fun ln(value: Double): Double

    @Deprecated("Use kotlin.math.random instead.", ReplaceWith("Random.nextDouble()", "kotlin.random")
    public fun random(): Double

    @Deprecated("Use kotlin.random.nextFloat instead.", ReplaceWith("nextFloat()", "kotlin.random")
    public fun nextFloat(): Float

    @Deprecated("Use kotlin.random.nextInt instead.", ReplaceWith("nextInt()", "kotlin.random")
    public fun nextInt(): Int

    @Deprecated("Use kotlin.random.nextBoolean instead.", ReplaceWith("nextBoolean()", "kotlin.random")
    public fun nextBoolean(): Boolean

    @Deprecated("Use kotlin.random.nextDouble instead.", ReplaceWith("nextDouble()", "kotlin.random")
    public fun nextDouble(): Double

    @Deprecated("Use kotlin.random.nextLong instead.", ReplaceWith("nextLong()", "kotlin.random")
    public fun nextLong(): Long

    @Deprecated("Use kotlin.random.nextInt instead.", ReplaceWith("nextInt()", "kotlin.random")
    public fun nextInt(): Int
```

---

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DeprecationLevel.ERROR)
public fun log(value: Double): Double
@Deprecated("Use kotlin.math.pow instead.",
    ReplaceWith("base.pow(exp)", "\kotlin.math.pow\()")
    level = DeprecationLevel.ERROR)
public fun pow(base: Double, exp: Double):
@Deprecated("Use kotlin.math.round instead.",
    ReplaceWith("round(value)", "\kotlin.math.round\()")
    level = DeprecationLevel.ERROR)
public fun round(value: Number): Int
@Deprecated("Use kotlin.math.floor instead.",
    ReplaceWith("floor(value)", "\kotlin.math.floor\()")
    level = DeprecationLevel.ERROR)
public fun trunc(value: Number): Double
@PublishedApi
internal fun sign(value: Number): Double

@PublishedApi
internal fun sinh(value: Double): Double
@PublishedApi
internal fun cosh(value: Double): Double
@PublishedApi
internal fun tanh(value: Double): Double
@PublishedApi
internal fun asinh(value: Double): Double
@PublishedApi
internal fun acosh(value: Double): Double
@PublishedApi
internal fun atanh(value: Double): Double
@PublishedApi
internal fun hypot(x: Double, y: Double): Double
@PublishedApi
internal fun expm1(value: Double): Double
@PublishedApi
internal fun log10(value: Double): Double
@PublishedApi
internal fun log2(value: Double): Double
@PublishedApi
internal fun log1p(value: Double): Double

@PublishedApi
internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use minOf or kotlin.math.min instead",
    ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long =
if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use maxOf or kotlin.math.max instead",
    ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long =
if (a >= b) a else b

/**
 * Returns a simple JavaScript object (as Json) using provided key-value pairs as names and values of its properties.
 */
@Suppress("NOT_DOCUMENTED")
public external object JSON {
    public fun stringify(o: Any?):
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally,
        space: Int): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally,
        space: String): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>): String
String

public fun <T> parse(text: String): T

public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)): T

}

/*
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 * license/LICENSE.txt file.
 */
@file:Suppress("DEPRECATION_ERROR")
package kotlin.math

import kotlin.js.Math as nativeMath

// region ================ Double Math
========================================

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 *   - `sin(NaN)` is `NaN`
 *   - `sin(+Inf)`, `sin(-Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 *   - `cos(NaN)` is `NaN`
 *   - `cos(+Inf)`, `cos(-Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 *   - `tan(NaN)` is `NaN`
 *   - `tan(+Inf)`, `tan(-Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `asin(NaN)` is `NaN`
 *   - `asin(+Inf)` is `+Inf`
 *   - `asin(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 *   - `acos(NaN)` is `NaN`
 *   - `acos(+Inf)` is `0.0`
 *   - `acos(-Inf)` is `PI`
 */
@SinceKotlin("1.2")
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atan(NaN)` is `NaN`
 *   - `atan(+Inf)` is `+Inf`
 *   - `atan(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atan2(NaN, NaN)` is `NaN`
 *   - `atan2(NaN, +Inf)` is `+Inf`
 *   - `atan2(NaN, -Inf)` is `-Inf`
 *   - `atan2(+Inf, NaN)` is `+Inf`
 *   - `atan2(-Inf, NaN)` is `-Inf`
 */
@SinceKotlin("1.2")
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

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

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

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

/** Computes the inverse hyperbolic sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `asinh(NaN)` is `NaN`
 *   - `asinh(+Inf)` is `+Inf`
 *   - `asinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/** Computes the inverse hyperbolic cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 *   - `acosh(NaN)` is `NaN`
 *   - `acosh(+Inf)` is `+Inf`
 *   - `acosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/** Computes the inverse hyperbolic tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atanh(NaN)` is `NaN`
 *   - `atanh(+Inf)` is `0.0`
 *   - `atanh(-Inf)` is `-0.0`
 */
@SinceKotlin("1.2")
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)
Special cases:
* returns `+Inf` if any of arguments is infinite
* returns `NaN` if any of arguments is `NaN` and the other is not infinite
* `nativeMath.hypot(x, y)` returns the positive square root of the value `sqrt(x^2 + y^2)`
Special cases:
* `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`

Public inline fun sqrt(x: Double): Double =

```kotlin
public actual inline fun exp(x: Double): Double =
```

```kotlin
public actual inline fun expm1(x: Double): Double =
```

```kotlin
public actual fun log(x: Double, base: Double): Double {
    if (base <= 0.0 || base == 1.0) return Double.NaN
    return nativeMath.log(x) / nativeMath.log(base)
}
```

```kotlin
public actual inline fun ln(x: Double): Double =
```

```kotlin
public actual inline fun log10(x: Double): Double =
```

```kotlin
public actual inline fun log2(x: Double): Double =
```

```kotlin
public actual inline fun ln1p(x: Double): Double =
```

```kotlin
public actual inline fun ceil(x: Double): Double =
```

```kotlin
public actual inline fun floor(x: Double): Double =
```

```kotlin
public actual inline fun truncate(x: Double): Double =
```

```kotlin
public actual fun round(x: Double): Double {
    if (x % 0.5 != 0.0) {
        return nativeMath.round(x).unsafeCast<Double>()
    }
    val floor = floor(x)
    return if (floor % 2 == 0.0) floor else ceil(x)
}
```

```kotlin
public actual inline fun abs(x: Double): Double =
```

Special cases:
* `abs(NaN)` is `NaN`

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@See class kotlin.js.Math
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if the value is zero,\n* `-1.0` if the value is positive\n* Special case: `\n* `sign(NaN)` is `NaN`\n*  
*nativeMath.sign(x)\n* Returns the smaller of two values.\n* If either value is `NaN`, then the result is `NaN`.\n*nativeMath.min(a, b)\n* Returns the greater of two values.\n* If either value is `NaN`, then the result is `NaN`.\n*nativeMath.max(a, b)\n* Extensions\n* Raises this value to the power `[\n* \n* Special cases:\n* `-1.0` if the value is negative,\n* `-0.0` if the value is zero,\n* `-1.0` if the value is positive\n* Special case:\n* `-NaN.sign` is `NaN`\n*nativeMath.abs(this)\n* Returns this value with the sign bit same as of the\n* [sign] value.\n*nativeMath.nextDown()\n* Returns the ulp (unit in the last place) of this value.\n*nativeMath.round()\n* Round this value to the nearest integer and converts the result to [\n* Ties are rounded towards positive infinity.\n*nativeMath.roundToLong()\n* Round this value to the nearest integer and converts the result to [Long].\n*  
*nativeMath.round(this).\n* Returns this value to the nearest integer and converts the result to [\n* Ties are rounded towards positive infinity.\n*  
*nativeMath.sign(x)\n* Returns the sign of this value:\n* `-1.0` if the value is negative,\n* `0.0` if the value is zero,\n* `1.0` if the value is positive
* Special case:\n* `NaN.sign` is `NaN`
Long.MAX_VALUE
this < Long.MIN_VALUE -> Long.MIN_VALUE
else ->
nativeMath.round(this).unsafeCast<Double>().toLong()

// endregion

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

/** Computes the sine of the angle \([x]\) given in radians.\n* \n* Special cases:\n* - `\sin(\mathrm{NaN}+\mathrm{Inf}-\mathrm{Inf})` is `\mathrm{NaN}`
* \n* @SinceKotlin("1.2")\n* @InlineOnly\n* @PublishedActual\n* fun sin(x: Float): Float =
nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle \([x]\) given in radians.\n* \n* Special cases:\n* - `\cos(\mathrm{NaN}+\mathrm{Inf})` is `\mathrm{NaN}`
* \n* @SinceKotlin("1.2")\n* @InlineOnly\n* @PublishedActual\n* fun cos(x: Float): Float =
nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle \([x]\) given in radians.\n* \n* Special cases:\n* - `\tan(\mathrm{NaN}+\mathrm{Inf})` is `\mathrm{NaN}`
* \n* @SinceKotlin("1.2")\n* @InlineOnly\n* @PublishedActual\n* fun tan(x: Float): Float =
nativeMath.tan(x.toDouble()).toFloat()

/** Computes the arcsine of the value \([x]\)\n* \n* Special cases:\n* - `\arcsin(\mathrm{NaN})` is `\mathrm{NaN}`
* \n* @SinceKotlin("1.2")\n* @InlineOnly\n* @PublishedActual\n* fun asin(x: Float): Float =
nativeMath.asin(x.toDouble()).toFloat()

/** Computes the arccosine of the value \([x]\)\n* \n* Special cases:\n* - `\arccos(\mathrm{NaN})` is `\mathrm{NaN}`
* \n* @SinceKotlin("1.2")\n* @InlineOnly\n* @PublishedActual\n* fun acos(x: Float): Float =
nativeMath.acos(x.toDouble()).toFloat()

/** Computes the arctangent of the value \([x]\)\n* \n* Special cases:\n* - `\arctan(\mathrm{NaN})` is `\mathrm{NaN}`
* \n* @SinceKotlin("1.2")\n* @InlineOnly\n* @PublishedActual\n* fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat()

/** Computes `\sqrt{x^2 + y^2}` without intermediate overflow or
underflow.\n*\n* Special cases:\n* - returns `+Inf` if any of arguments is infinite\n* - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n* \n* Computes the positive square root of the value [x].\n* \n* Special cases:\n* - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n* \n* Computes Euler's number `e` raised to the power of the value [x].\n* \n* Special cases:\n* - `exp(NaN)` is `NaN`\n* - `exp(0)` is `1.0`\n* \n* Computes `exp(x) - 1`.\n* \n* This function can be implemented to produce more precise result for [x] near zero.\n* \n* Special cases:\n* - `expm1(NaN)` is `NaN`\n* \n* Computes the logarithm of the given base [base].\n* \n* \n* \n* Computes the natural logarithm (base 'E') of the value [x].\n* \n* Special cases:\n* - `ln(NaN)` is `NaN`\n* - `ln(1)` is `0.0`\n* \n* Computes the logarithm for common fixed bases: `ln`, `log10` and `log2`.\n* \n* \n* \n* Computes the binary logarithm (base 2) of the value [x].\n* \n* \n* \n* Computes the binary logarithm (base 2) of the value [x].\n* \n* \n* \n* Computes the binary logarithm (base 2) of the value [x].\n* \n* \n* \n* Rounds the given value [x] to an integer towards positive infinity.\n* \n* \n* \n* Rounds the given value [x] to an integer towards negative infinity.\n* \n* \n* \n* \n* Returns the absolute value of the given value [x].\n* \n* \n* \n* Returns the absolute value of the given value [x].\n* \n* \n* \n* Returns the sign of the given value [x].\n* \n* \n* \n* Returns the sign of the given value [x].
negative, - zero if the value is zero, -1.0 if the value is positive. Special case: 'NaN' is 'NaN'.

* @sign to return the sign of a number:
  * zero if the value is zero,
  * 1.0 if the value is positive

* Special case:
  * NaN.sign is NaN

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b).toDouble().toFloat()

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b).toDouble().toFloat()

public actual inline fun Float.pow(x: Float): Float = nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()

/**
 * Returns the sign of this value:
 *   - -1.0 if the value is negative,
 *   - zero if the value is zero,
 *   - 1.0 if the value is positive
 *
 * Special case:
 *   - NaN.sign is NaN
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline val Float.sign: Float get() = nativeMath.sign(this.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 *
 * Special cases:
 *   - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 *   - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 *
 * @throws IllegalArgumentException when this value is NaN
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline fun Float.roundToInt(): Int = this.toDouble().roundToInt().toInt()

/**
 * Returns the absolute value of the given value [n].
 *
 * Special cases:
 *   - abs(Long.MIN_VALUE) is Long.MIN_VALUE
 *
 * @see abs function
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline val Int.absoluteValue: Int get() = abs(this)

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

public actual inline fun Int.pow(n: Int): Int = this.toDouble().pow(n.toDouble()).toInt()

/**
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2") @InlineOnly
public actual inline val Int.absoluteValue: Int get() = abs(this)

public actual inline fun Int.withSign(sign: Int): Int = this.toDouble().pow(sign.toDouble()).toInt()

/**
 * Returns the absolute value of the given value [n].
 */
@SinceKotlin("1.2")
public actual inline val Int.absoluteValue: Int get() = abs(this)

public actual inline fun Int.withSign(sign: Int): Int = this.toDouble().pow(sign.toDouble()).toInt()
property for [Long]n */n@SinceKotlin("1.2")*/npublic actual fun abs(n: Long): Long = if (n < 0) -n else n

*/n@SinceKotlin("1.2")*/n@Suppress("NOTHING_TO_INLINE")*/npublic actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

*/n@SinceKotlin("1.2")*/n@Suppress("NOTHING_TO_INLINE")*/npublic actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

*/n@SinceKotlin("1.2")*/n@inline val Long.absoluteValue: Long get() = abs(this)

*/n@SinceKotlin("1.2")*/n@inline val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

// endregion

/*
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 */

package kotlin

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Double.isFinite(): Boolean = !isInfinite() && !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)*/npublic actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)*/npublic actual fun Int.countLeadingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)*/npublic actual fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)*/npublic actual fun Int.rotateLeft(bitCount: Int) =
    if (this == 0) 0 else this.shiftLeft(bitCount)

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)*/npublic actual fun Int.rotateRight(bitCount: Int) =
    if (this == 0) 0 else this.shiftRight(bitCount)

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returns the same number, or more generally\n* `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n* `number.rotateRight(n) == number.rotateRight(n % 32)`\n
* `number.rotateRight(-n) == number.rotateLeft(n)`\n
Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally \n* `number.rotateRight(n) == number.rotateRight(n % 32)`\n* `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Int] number by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)`\n
* `number.rotateRight(n) == number.rotateRight(n % 32)`\n
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 * `number.rotateRight(n) == number.rotateRight(n % 32)`\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun
Long.countSetBits(): Long =
    high.countSetBits() + low.countSetBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 * `number.rotateRight(n) == number.rotateRight(n % 32)`\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun
Long.countLeadingZeroBits(): Long =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS +
        high.countLeadingZeroBits()
        else -> high.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 * `number.rotateRight(n) == number.rotateRight(n % 32)`\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun
Long.countTrailingZeroBits(): Long =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS +
        low.countTrailingZeroBits()
        else -> low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, or zero, if this number is zero.
 * `number.rotateRight(n) == number.rotateRight(n % 32)`\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun
Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long(0, high.takeHighestOneBit())
        else -> high.takeHighestOneBit()
    }

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, or zero, if this number is zero.
 * `number.rotateRight(n) == number.rotateRight(n % 32)`\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun
Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else -> Long(low, high.takeLowestOneBit())
    }

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * `number.rotateLeft(-n) == number.rotateLeft(n)`\n
* `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun
Long.rotateLeft(bitCount: Int): Long =
    if (bitCount % 32 == 0) Long(high.shl(bitCount) or low.ushr(-bitCount))
    else Long(high.shl(bitCount) or low.ushr(-bitCount))

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)`\n
* `number.rotateRight(n) == number.rotateRight(n % 64)`\n
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun
Long.rotateRight(bitCount: Int): Long =
    rotateLeft(-bitCount)
/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S>
        catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S>
            all(promise: Array<out Promise<S>>): Promise<Array<out S>>

        public fun <S>
            race(promise: Array<out Promise<S>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S>
            resolve(e: S): Promise<S>
            resolve(e: Promise<S>): Promise<S>
    }
}

// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S>
    Promise<Promise<T>>.then(
        noinline onFulfilled: ((T) -> S)?
    ): Promise<S> {
    return
    this.unsafeCast<Promise<T>>()
        .then(onFulfilled)
}

inline fun <T, S>
    Promise<Promise<T>>.then(
        noinline onFulfilled: ((T) -> S)?,
        noinline onRejected: ((Throwable) -> S)?
    ): Promise<S> {
    return
    this.unsafeCast<Promise<T>>()
        .then(onFulfilled, onRejected)
}

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53
class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {

    override val
    qualifiedName: String?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other
            is KClassImpl<*>
            && jClass == other.jClass
    }

    override fun hashCode(): Int =
        simpleName?.hashCode() ?: 0

    override fun toString(): String {
        return "class "$simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) :
    KClassImpl<T>(jClass) {
    override val
    simpleName: String? =
        jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) ->
    Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is
            PrimitiveKClassImpl<*>) return false
        return super.equals(other) &&
            givenSimpleName ==
            other.givenSimpleName
    }

    override val
    simpleName: String? get() = givenSimpleName
}

internal object
    NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val
    simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val
    jClass: JsClass<Nothing>
        get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun
    hashCode(): Int = 0
}

internal class ErrorKClass : KClass<Nothing> {
    override val
    simpleName: String? get() = error("Unknown simpleName for ErrorKClass")
    override val
    qualifiedName: String? get() = error("Unknown qualifiedName for ErrorKClass")

    override fun
    isInstance(value: Any?): Boolean = error("Can't check isInstance on ErrorKClass")

    override fun
    equals(other: Any?): Boolean = other === this

    override fun
    hashCode(): Int = 0
}
KTypeImpl(override val classifier: KClassifier, override val arguments: List<KTypeProjection>, override val isMarkedNullable: Boolean) : KType {

override fun equals(other: Any?): Boolean =
    other is KTypeImpl &&
    classifier == other.classifier && arguments == other.arguments &&
    isMarkedNullable == other.isMarkedNullable

override fun hashCode(): Int =
    (classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()

override fun toString(): String {
    val kClass = (classifier as? KClass<*>)
    val classifierName = when {
        kClass == null -> classifier.toString() 
        kClass.simpleName != null -> kClass.simpleName
        else -> "(non-denotable type)"
    }

    val args = if (arguments.isEmpty()) ""
    else arguments.joinToString(", ", "<", ">") { it.asString() }

    return classifierName + args + nullable
}
}

internal object DynamicKType : KType {

    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean = false

    override fun toString(): String = "dynamic"
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in ", "<", ">", "out ", "out "
    }
}

package kotlin.reflect.js.internal

import kotlin.js.JsClass

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {

    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

    @JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<booleanArray>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })
}
@JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

@JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

@JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

@JsName("floatArrayClass")
    val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

@JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

    @JsName("functionClass")
    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", { jsTypeOf(it) === "function" && it.asDynamic().length === arity })
            functionClasses.asDynamic()[arity] = result
        }
    }

    @JsName("getKClass")
    internal fun <T : Any> getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */) : KClass<T> {
        return if (js("Array").isArray(jClass)) {
            getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())
        } else {
            getKClass1(jClass.unsafeCast<JsClass<T>>())
        }
    }

    @JsName("getKClassM")
    internal fun <T : Any> getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {
        1 ->
        getKClass1(jClasses[0])
        0 -> NothingKClassImpl.unsafeCast<KClass<T>>()
        else ->
            ErrorKClass().unsafeCast<KClass<T>>()
    }

    @JsName("getKClassFromExpression")
    internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
        when (jsTypeOf(e)) {
            "string" -> PrimitiveClasses.stringClass
            "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
                PrimitiveClasses.intClass
            else PrimitiveClasses.doubleClass
            "boolean" -> PrimitiveClasses.booleanClass
            "function" -> PrimitiveClasses.functionClass(e.asDynamic().length)
            else -> {
                when (e is BooleanArray)
                    PrimitiveClasses.arrayClass
                else when (e is CharArray)
                    PrimitiveClasses.charArrayClass
                else when (e is ByteArray)
                    PrimitiveClasses.byteArrayClass
                else when (e is ShortArray)
                    PrimitiveClasses.shortArrayClass
                else when (e is IntArray)
                    PrimitiveClasses.intArrayClass
                else when (e is LongArray)
                    PrimitiveClasses.longArrayClass
                else when (e is FloatArray)
                    PrimitiveClasses.floatArrayClass
                else when (e is DoubleArray)
                    PrimitiveClasses.doubleArrayClass
                else {
                    constructor = js("Object").getPrototypeOf(e).constructor
                    when (constructor
                        === js("Object")
                        ->
                        PrimitiveClasses.anyClass
                    )
                    constructor
                }
            }
        }
surrogate pair.

```kotlin
actual fun reverse(): StringBuilder {
    var reversed = 
    val length = this.string.length - 1
    while (index >= 0) {
        val low = this.string[index--]
        if (low.isLowSurrogate() && index >= 0) {
            val high = this.string[index--]
            if (high.isHighSurrogate()) {
                reversed = reversed + high + low
            } else {
                reversed = reversed + low + high
            }
        } else {
            reversed += low
        }
    }
    return this
    return this.string.reverse()
    return this
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun ensureCapacity(minimumCapacity: Int) {
    if (this.capacity < minimumCapacity) {
        @ExperimentalStdlibApi
        var newCapacity = minimumCapacity
        if (newCapacity < this.capacity) {
            newCapacity = newCapacity * 2
        }
        this.capacity = newCapacity
    }
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun append(value: Any?): StringBuilder {
    @SinceKotlin("1.3")
    actual fun append(value: String?): StringBuilder {
        this.string += value.toString()
        return this
    }
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun reverse(): StringBuilder {
    var reversed = ""
    var index = this.string.length - 1
    while (index >= 0) {
        val low = this.string[index--]
        if (low.isLowSurrogate() && index >= 0) {
            val high = this.string[index--]
            if (high.isHighSurrogate()) {
                reversed = reversed + high + low
            } else {
                reversed = reversed + low + high
            }
        } else {
            reversed += low
        }
    }
    return this
    return this
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun ensureCapacity(minimumCapacity: Int) {
    if (this.capacity < minimumCapacity) {
        @ExperimentalStdlibApi
        var newCapacity = minimumCapacity
        if (newCapacity < this.capacity) {
            newCapacity = newCapacity * 2
        }
        this.capacity = newCapacity
    }
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun append(value: Any?): StringBuilder {
    @SinceKotlin("1.3")
    actual fun append(value: Boolean): StringBuilder {
        if (value) {
            this.string += value.toString()
            return this
        } else {
            this.string += value.toString()
            return this
        }
    }
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun reverse(): StringBuilder {
    var reversed = ""
    var index = this.string.length - 1
    while (index >= 0) {
        val low = this.string[index--]
        if (low.isLowSurrogate() && index >= 0) {
            val high = this.string[index--]
            if (high.isHighSurrogate()) {
                reversed = reversed + high + low
            } else {
                reversed = reversed + low + high
            }
        } else {
            reversed += low
        }
    }
    return this
    return this
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun ensureCapacity(minimumCapacity: Int) {
    if (this.capacity < minimumCapacity) {
        @ExperimentalStdlibApi
        var newCapacity = minimumCapacity
        if (newCapacity < this.capacity) {
            newCapacity = newCapacity * 2
        }
        this.capacity = newCapacity
    }
}
```

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

```kotlin
actual fun append(value: Any?): StringBuilder {
    @SinceKotlin("1.3")
    actual fun append(value: Boolean): StringBuilder {
    ```
if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
  }
}
/**
 * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index] and returns this instance.
 * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder at the specified [index] and returns this instance.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 actual fun insert(index: Int, value: Boolean): StringBuilder
{
    AbstractList.checkPositionIndex(index, length)
    string = string.substring(0, index) + value.toString() + string.substring(index)
    return this
}
/**
 * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] character sequence, starting at [index].
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 actual fun insert(index: Int, value: CharSequence?): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    @OptIn(ExperimentalStdlibApi::class)
    string = string.substring(0, index) + value.concatToString() + string.substring(index)
    return this
}
/**
 * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] character array, starting at [index].
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 actual fun insert(index: Int, value: CharArray): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    @OptIn(ExperimentalStdlibApi::class)
    string = string.substring(0, index) + value + string.substring(index)
    return this
}
/**
 * Inserts characters in the specified character [value] into this string builder at the specified [index] and returns this instance.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 actual fun insert(index: Int, value: Char): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    @OptIn(ExperimentalStdlibApi::class)
    string = string.substring(0, index) + value + string.substring(index)
    return this
}
/**
 * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index] and returns this instance.
 * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder at the specified [index] and returns this instance.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 actual fun insert(index: Int, value: Any?): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    string = string.substring(0, index) + value.toString() + string.substring(index)
    return this
}
/**
 * Inserts the string representation of the specified object [value] into this string builder at the specified [index] and returns this instance.
 * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder at the specified [index] and returns this instance.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 actual fun insert(index: Int, value: String?): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    val toInsert = value ?: \"null\"
    this.string = this.string.substring(0, index) + toInsert + this.string.substring(index)
    return this
}
/**
 * Sets the length of this string builder to the specified [newLength].
 * If the [newLength] is less than the current length, it is changed to the specified [newLength].
 * Otherwise, null characters \u0000' are appended to this string builder until its length is less than the [newLength].
 * Note that in Kotlin/JS [set] operator function has non-constant execution time complexity.
 * Therefore, increasing length of this string builder and then updating each character by index may slow down your program.
 * @throws IndexOutOfBoundsException if [newLength] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 actual fun setLength(newLength: Int): StringBuilder {
    AbstractList.checkPositionIndex(newIndex, length)
    if (newIndex > length) throw IndexOutOfBoundsException()
    string = string.substring(0, newIndex) + string.substring(newIndex)
    return this
}
or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

```kotlin
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)

    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
}
```

/**
 * Copies characters from this string builder into the [destination] character array.
 *
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 * or when that index is out of the [destination] array indices range.
 * @sinceKotlin("1.4")
 * @wasExperimental(ExperimentalStdlibApi::class)
 * @public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
 *     AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)

 *     var dstIndex = destinationOffset
 *     for (index in startIndex until endIndex) {
 *         destination[dstIndex++] = string[index]
 *     }
 * }
```

```kotlin
public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    @OptIn(ExperimentalStdlibApi::class)
    string += value.concatToString(startIndex, endIndex)
    return this
}
```

```kotlin
public fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

    string += stringCsq.substring(startIndex, endIndex)
    return this
}
```

```kotlin
public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)

    @OptIn(ExperimentalStdlibApi::class)
    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}
```

```kotlin
public fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

    string += stringCsq.substring(startIndex, endIndex)
    return this
}
```

```kotlin
public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)

    @OptIn(ExperimentalStdlibApi::class)
    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}
```
in the [value] character sequence, starting at [index].

* @param index the position in this string builder to insert at.

 * @param charSequence the character sequence from which a subsequence is inserted.

 * @param startIndex the beginning (inclusive) of the subsequence to insert.

 * @param endIndex the end (exclusive) of the subsequence to insert.

 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

 */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
        AbstractList.checkPositionIndex(index, length)

        val stringCsq = value.toString()

        AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

        return this
    }

/**
 * Clears the content of this string builder making it empty and returns this instance.
 *
 * @sample samples.text.Strings.clearStringBuilder

 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Sets the character at the specified [index] to the specified [value].
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 *
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

 * @param index the index of `Char` to remove.
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)

/**
 * Copies characters from this string builder into the [destination] character array.
 *
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.

 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.

 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.

 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.copyTo(destination: CharArray, destinationOffset: Int, startIndex: Int, endIndex: Int): Int =
    this.copyTo(destination, destinationOffset, startIndex, endIndex)

/*
 * @SinceKotlin("1.3")
 * @Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")

 ***/

public actual inline fun StringBuilder.copyTo(destination: CharArray, destinationOffset: Int): Int =
    this.copyTo(destination, destinationOffset, 0, destination.size - 1)
subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

*\@SinceKotlin("1.4")\@WasExperimental(ExperimentalStdlibApi::class)\@Suppress("EXTENSION_SHADOVED_BY_MEMBER", "\N\OTHING_TO_INLINE", "\ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
this.toCharArray(destination, destinationOffset, startIndex, endIndex)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * Characters are appended in order, starting at specified [startIndex].
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOVED_BY_MEMBER", "\N\OTHING_TO_INLINE")

public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] array, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOVED_BY_MEMBER", "\N\OTHING_TO_INLINE")

public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in the same order as in the [value] character sequence, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOVED_BY_MEMBER", "\N\OTHING_TO_INLINE")

public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)
this.insertRange(index, value, startInex, endIndex)

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Actually \s is enough to match all whitespace, but \xA0 added because of different regex behavior of Rhino used in Selenium tests.

package kotlin.text

// actually \s is enough to match all whitespace, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests.

public actual fun Char.isWhitespace(): Boolean = toString().matches("[\s\xA0]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char = 
    js("String.fromCharCode")
        .toInt() 
        .toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char = 
    js("String.fromCharCode")
        .toInt() 
        .toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in 
    Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in 
    Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also { 
    if (it.isNaN() && !this.isNaN())

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parseInt(String)

Number.*

* || it == 0.0 && this.isNotBlank())
        numberFormatError(this)
    } ||
    function NaN() { throw new Error("NaN value")
        numberFormatError(this)
    }

* Parses the string as a [Double] number and returns the result
    * or `null` if the string is not a valid representation of a number.
    * @throws NumberFormatException if the string is not a valid representation of a number.
    * @overrides NumberFormat

* Returns a string representation of this [Byte] value in the specified [radix].
    * @throws IllegalFormatException when [radix] is not a valid radix for number to string conversion.
    * @see Byte.toString()
    * @since 1.2
    * internal
    * inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

* Returns a string representation of this [Short] value in the specified [radix].
    * @throws IllegalFormatException when [radix] is not a valid radix for number to string conversion.
    * @see Short.toString()
    * @since 1.2
    * internal
    * inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)

* Returns a string representation of this [Int] value in the specified [radix].
    * @throws IllegalFormatException when [radix] is not a valid radix for number to string conversion.
    * @see Int.toString()
    * @since 1.2
    * public fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

* Checks whether the given [radix] is valid radix for string to number and number to string conversion.
    * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
    * @see Number.toString()
    * @since 1.2
    * internal
    * fun checkRadix(radix: Int): Int {
        if (radix !in 2..36) {
            throw IllegalArgumentException("radix $radix was not in valid range 2..36")
        }
        return radix
    }

* Returns a string representation of this [Byte] value in the specified [radix].
    * @throws IllegalFormatException when [radix] is not a valid radix for number to string conversion.
    * @see Byte.toString()
    * @since 1.2
    * internal
    * inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

* Enables case-insensitive matching. *
    * @see MatchResult
    * @since 1.2
    * internal
    * data class MatchGroup(actual val value: String)

* Represents a compiled regular expression.
    * Provides functions to match strings in text with a pattern, replace the found occurrences and
    * split text around matches.
    * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
    * and
    * [http://www.w3schools.com/jsref/jsref_obj_regexp.asp](https://www.w3schools.com/jsref/jsref_obj_regexp.asp)
    * @since 1.2
    * internal
    * class Regex internal constructor(pattern: String, options: Set<RegexOption>) {
        ...

* Enables multiline mode.
    * @see MatchResult
    * @since 1.2
    * internal
    * fun Multiline
    * public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))

* Represents the results from a single capturing group within a [MatchResult] of [Regex].
    * @see MatchResult
    * @since 1.2
    * internal
    * data class MatchGroup(actual val value: String)
nativePattern lastIndex == input.length ? \n /* Indicates whether the regular expression can find at least one match in the specified [input]. */
 public actual fun containsMatch(input: CharSequence): Boolean {
    nativePattern.reset() \n    return nativePattern.test(input.toString()) \n} /* Returns the first match of a regular expression in the [input], beginning at the specified [startIndex]. */
 @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than \n'input.length'(). */
 @return An instance of [MatchResult] if match was found or 'null' otherwise. */
 @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence. */
 @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
 public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
    }
    return nativePattern.findNext(input.toString(), startIndex) \n} /* Attempts to match the entire [input] charSequence against the pattern. */
 @param startIndex An instance of [MatchResult] if the entire input matches or 'null' otherwise. */
 @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence. */
 @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
 public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
    }
    return generateSequence({ find(input, startIndex) }, { match -> match.next() }) \n} /* Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression. */
 @param replacement A replacement A replacement expression that can include substitutions. See [String.prototype.replace](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace) function docs for details. */
 @param limit Non-negative value specifying the maximum number of substrings the string can be split to. */
 @return A replacement expression that can include substitutions. See [String.prototype.replace](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace) function docs for details. */

ignoreCase))
* Returns `true` if this string ends with the specified suffix.

```kotlin
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

public fun String.matches(regex: String): Boolean {
    val result = this.match(regex)
    return result != null && result.size != 0
}

public actual fun CharSequence.isBlank(): Boolean = length == 0 || (this is String) this else
    this.toString().matches("^[\\s\\xA0]+$")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.toLowercase(): String {
    return toLowerCase()
}

/**
 * Returns a copy of this string having its first letter titlecased using the rules of the default
 * locale, * or the original string if it's empty or already starts with a title case letter. * The title case of a
 * character is usually the same as its upper case with several exceptions. * The particular list of characters with the
 * special title case form depends on the underlying platform.
 * @throws IllegalArgumentException when n < 0.
 * @sample samples.text.Strings.capitalize
 */
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

/**
 * Returns a copy of this string having its first letter lowercased using the rules of the
 * default locale, * or the original string if it's empty or already starts with a lower case letter.
 * @param n * The title case of a character is usually the same as its upper case with several exceptions. * The particular list of characters with the special title case form depends on the underlying platform.
 * @throws IllegalArgumentException when n < 0.
 * @sample samples.text.Strings.decapitalize
 */
public actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this
}

/**
 * Returns a string containing this char sequence repeated n times.
 * @throws IllegalArgumentException when n < 0.
 */
public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if (count and 1) == 1 {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                    s += s
                }
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),
    Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
    newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),
    Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
    newChar.toString())
```

---

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```
/*
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 */

package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise. */
@OptIn(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at $index")
    return -size
}
```
the [string] at the [index].

* Returns zero if the pair is malformed and [throwOnMalformed] is false.

@throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.

private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,
 * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].
 * Returns zero if the sequence is malformed and [throwOnMalformed] is false.

@throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.

private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,
 * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.

@throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.

private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 10) xor (byte3 shl 6) xor byte4 xor 0x381F80
}

/**
 * Maximum number of bytes needed to encode a single char.
 * Out of Unicode code points domain (larger than U+10FFFF)
 * Returns malformed(0, index, throwOnMalformed)

@throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.

    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
const val MAX_BYTES_PER_CHAR = 3

private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())

/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 */
private fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 -> {
                bytes[byteIndex++] = code.toByte()
                break
            }
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            else -> {
                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = ((codePoint shr 18) or 0x00).toByte()
                    bytes[byteIndex++] = ((codePoint shr 12) or 0x00).toByte()
                    bytes[byteIndex++] = ((codePoint shr 6) or 0x00).toByte()
                    bytes[byteIndex++] = ((codePoint and 0x00).toByte())
                    charIndex++
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 -> {
                stringBuilder.append(byte.toChar())
                byteIndex++
            }
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 1
                }
                byteIndex += -code
            }
            byte shr 4 == -2 -> {
                val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 2
                }
                byteIndex += -code
            }
            else -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                }
                byteIndex += -code
                byteIndex += 3
            }
        }
    }

    return stringBuilder.toString()
}
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```
/*
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 */

package kotlin

/**
 * Returns the detailed description of this throwable with its stack trace.
 * The detailed description includes:
 * - the short description (see [Throwable.toString]) of this throwable;
 * - the complete stack trace - detailed descriptions of the exceptions that were [suppressed][suppressedExceptions] in order to deliver this exception;
 * - the detailed description of each throwable in the [Throwable.cause] chain.
 */

@SinceKotlin("1.4")
public actual fun Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)

@SinceKotlin("1.4")
public actual fun Throwable.printStackTrace() {
    println(this.stackTraceToString())
}

@SinceKotlin("1.4")
public actual fun Throwable.addSuppressed(exception: Throwable) {
    // ...
}

@SinceKotlin("1.4")
public actual val Throwable.suppressedExceptions: List<Throwable>
    get() {
        // ...
    }

private class ExceptionTraceBuilder {
    private val target = StringBuilder()
    private val visited = arrayOf<Throwable>()
    private var topStack: String = ""
    private var topStackStart: Int = 0

    fun buildFor(exception: Throwable): String {
        exception.dumpFullTrace("", "")
        return target.toString()
    }

    private fun hasSeen(exception: Throwable): Boolean = visited.any { it === exception }

    private fun Throwable.dumpFullTrace(indent: String, qualifier: String) {
        this.dumpSelfTrace(indent, qualifier) || return

        var cause = this.cause
        while (cause != null) {
            cause.dumpSelfTrace(indent, "Caused by:") || return
            cause = cause.cause
        }

        target.append(indent).append(qualifier)
        val shortInfo = this.toString()
        if (hasSeen(this)) {
            target.append("[CIRCULAR REFERENCE, SEE ABOVE:").append(shortInfo).append("]\n")
            return
        }
        visited.asDynamic().push(this)

        var stack = this.asDynamic().stack as String?
        if (stack != null) {
            val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }
            if (stackStart == 0)
                target.append(shortInfo).append("\n")
            if (topStack.isEmpty()) {
                topStack = stack
                topStackStart = stackStart
            } else {
                stack = dropCommonFrames(stack, stackStart)
            }

            if (indent.isNotEmpty()) {
                // indent stack, but avoid indenting exception message lines
                val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { it == '\n' }
                stack.lineSequence().forEachIndexed { index: Int, line: String ->
                    if (index >= messageLines)
                        target.append(indent)
                    target.append(line).append("\n")
                }
            } else {
                target.append(stack).append("\n")
            }
        } else {
            target.append(shortInfo).append("\n")
        }

        val suppressed = suppressedExceptions
        if (suppressed.isNotEmpty()) {
            val suppressedIndent = indent + "    ">
            for (s in suppressed) {
                s.dumpFullTrace(suppressedIndent, "Suppressed: ")
            }
        }
    }

    private fun dropCommonFrames(stack: String, stackStart: Int): String {
        var commonFrames: Int = 0
        var lastBreak: Int = 0
        var preLastBreak: Int = 0
        for (pos in 0 until minOf(stack.length - topStackStart, stack.length - stackStart)) {
            val c = stack[stack.lastIndex - pos]
            if (c != ' ')
                break
        }

        if (commonFrames <= 1) {
            return stack
        }

        var lastBreak = stackStart
        // leave 1 common frame to ease matching with the top exception stack
        while (preLastBreak > 0 && stack[stack.lastIndex - preLastBreak - 1] == ' ')
            preLastBreak = lastBreak

        var lastBreak = stackStart
        // dropCommonFrames removes common frames, so make sure we have at least 1 common frame
        for (pos in 0 until minOf(stack.length - topStackStart, stack.length - stackStart)) {
            val c = stack[stack.lastIndex - pos]
            if (c != ' ')
                break
        }

        if (commonFrames >= 1) {
            return stack
        }

        if (commonFrames > 1) {
            return stack.dropLast(preLastBreak + "...")
        }

        return stack
    }
}
```

**Kotlin Time Package**

This package provides a set of utility functions for working with time durations and times. It includes classes for representing different units of time (e.g., nanoseconds, microseconds, milliseconds, seconds, minutes, hours, days) and functions for converting between these units.

### DurationUnit

The `DurationUnit` class defines various time units used in the package:

- **NANOSECONDS** (1 nanosecond, which is 1/1000 of a microsecond)
- **MICROSECONDS** (1 microsecond, which is 1/1000 of a millisecond)
- **MILLISECONDS** (1 millisecond, which is 1/1000 of a second)
- **SECONDS** (1 second)
- **MINUTES** (60 seconds)
- **HOURS** (3600 seconds)
- **DAYS** (86400 seconds)

### Conversion Function

The `convertDurationUnit` function is used to convert durations from one unit to another.

```kotlin
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}
```

### Time Source

The `MonotonicTimeSource` class is an implementation of a time source that can be used to measure time durations.

```kotlin
internal actual object MonotonicTimeSource : TimeSource {
    private val actualSource: TimeSource = run {
        val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
        if (isNode)
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource) ?: DateNowTimeSource
    }

    override fun markNow(): TimeMark = actualSource.markNow()
}
```

### Utility Functions

- `formatToExactDecimals` formats a double to a specific number of decimals.
- `formatUpToDecimals` formats a double to a specific maximum number of decimals.
- `formatScientific` formats a double to scientific notation.

### Licensing

The package is licensed under the Apache 2.0 license, which can be found in the LICENSE.txt file.
specified \[\text{index}\] is part of a supplementary code point, this method does not remove the entire supplementary
character.

@throws IndexOutOfBoundsException if \[\text{index}\] is out of bounds of this string builder.

public expect fun StringBuilder.deleteAt(index: Int): StringBuilder

@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when \[\text{startIndex}\] is out of range of this string builder
indices or when \`\text{startIndex} > \text{endIndex}`.

public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when \[\text{startIndex}\] is out of range of this string builder
indices or when \`\text{startIndex} > \text{endIndex}`.

public expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)

@throws IndexOutOfBoundsException or [IllegalArgumentException] when \[\text{startIndex}\] or \[\text{endIndex}\] is out of range of the \[\text{destination}\] array indices range.

public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

@throws IndexOutOfBoundsException or [IllegalArgumentException] when \[\text{startIndex}\] or \[\text{endIndex}\] is out of range of the \[\text{destination}\] array indices or when \`\text{startIndex} > \text{endIndex}`.

public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when \[\text{startIndex}\] is out of range of the \[\text{destination}\] array indices or when \`\text{startIndex} > \text{endIndex}`.

public expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when \[\text{startIndex}\] is out of range of the \[\text{destination}\] array indices or when \`\text{startIndex} > \text{endIndex}`.
the character sequence from which a subsequence is inserted.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(vararg value: String?): StringBuilder

/**
 * Builds new string by populating newly created [StringBuilder], initialized with the given [capacity], using provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(vararg value: Any?): StringBuilder

/** Appends a line feed character (`\n`) to this StringBuilder.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(): StringBuilder

/** Appends `value` to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: CharSequence?): StringBuilder

/** Appends `value` to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: String?): StringBuilder

/** Appends `value` to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: Any?): StringBuilder

/** Appends `value` to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: CharArray): StringBuilder

/** Appends `value` to this [StringBuilder], followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: Boolean): StringBuilder

package kotlinx.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Node.isText: Boolean

/**
 * Gets a value indicating whether this node is an [Element].
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Node.isElement: Boolean

package kotlinx.dom

import org.w3c.dom.*

/** Removes all the children
from this node. */
@SinceKotlin("1.4")
public fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 * @return this
 */
@SinceKotlin("1.4")
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}
 /*
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 */
package org.w3c.dom

@Deprecated("Use UnionMessagePortOrWindowProxy instead.", ReplaceWith("UnionMessagePortOrWindowProxy"))
typealias UnionMessagePortOrWindow = UnionMessagePortOrWindowProxy

@Deprecated("Use `as` instead.", ReplaceWith("`as`"))
var HTMLLinkElement.as
    get() = `as`!!!
    set(value) = `as`!!!

@Deprecated("Use `is` instead.", ReplaceWith("`is`"))
var ElementCreationOptions.is
    get() = `is`!!!
    set(value) = `is`!!!

/*
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 license/LICENSE.txt file.
 */

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return this
}

/*
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 license/LICENSE.txt file.
 */
abstract class WebGLTexture : WebGLObjec{

/**
 * Exposes the JavaScript
 * WebGLUniformLocation to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
 * WebGLActiveInfo to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val openSize: Int
    open val openType: Int
    open val openValName: String
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    fun getExt(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)
    fun checkFramebufferStatus(target: Int): Int
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader(shader: WebGLShader?)
    fun createBuffer(): WebGLBuffer?
    fun createFramebuffer(): WebGLFramebuffer?
    fun createProgram(): WebGLProgram?
    fun createRenderbuffer(): WebGLRenderbuffer?
    fun createShader(type: Int): WebGLShader?
    fun createTexture(): WebGLTexture?
    fun cullFace(mode: Int)
    fun deleteBuffer(buffer: WebGLBuffer?)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)
    fun deleteProgram(program: WebGLProgram?)
    fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?)
    fun deleteShader(shader: WebGLShader?)
    fun depthFunc(func: Int)
    fun depthMask(flag: Boolean)
    fun depthRange(zNear: Float, zFar: Float)
    fun detachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun disable(attach: Int)
    fun disableVertexAttribArray(index: Int)
    fun drawArrays(mode: Int, first: Int, count: Int)
    fun drawElements(mode: Int, count: Int, type: Int, offset: Int)
    fun enable(cap: Int)
    fun enableVertexAttribArray(index: Int)
    fun finish()
    fun flush()
    fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffer: WebGLRenderbuffer?)
    fun generateMipmap(target: Int)
    fun getActiveAttrib(program: WebGLProgram?, index: Int)
    fun getActiveUniform(program: WebGLProgram?, index: Int)
    fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?
    fun getAttribLocation(program: WebGLProgram?, name: String)
    fun getBufferParameter(target: Int, parameter: Int)
    fun getError()
vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)

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**RENDERBUFFER_ALPHA_SIZE**: `Int`  
**RENDERBUFFER_DEPTH_SIZE**: `Int`  
**RENDERBUFFER_STENCIL_SIZE**: `Int`  
**FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE**: `Int`  
**FRAMEBUFFER_ATTACHMENT_OBJECT_NAME**: `Int`  
**FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL**: `Int`  
**FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE**: `Int`  
**COLOR_ATTACHMENT0**: `Int`  
**DEPTH_ATTACHMENT**: `Int`  
**STENCIL_ATTACHMENT**: `Int`  
**DEPTH_STENCIL_ATTACHMENT**: `Int`  
**FRAMEBUFFER_INCOMPLETE_ATTACHMENT**: `Int`  
**FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT**: `Int`  

**RENDERBUFFER_BINDING**: `Int`  
**MAX_RENDERBUFFER_SIZE**: `Int`  
**INVALID_FRAMEBUFFER_OPERATION**: `Int`  
**UNPACK_PREMULTIPLY_ALPHA_WEBGL**: `Int`  
**CONTEXT_LOST_WEBGL**: `Int`  
**UNPACK_COLORSPACE_CONVERSION_WEBGL**: `Int`  
**INVALID_FRAMEBUFFER_OPERATION**: `Int`  

**FRAMEBUFFER_BINDING**: `Int`  
**RENDERBUFFER_BINDING**: `Int`  
**DEPTH_BUFFER_BIT**: `Int`  
**STENCIL_BUFFER_BIT**: `Int`  
**COLOR_BUFFER_BIT**: `Int`  

**ZERO**: `Int`  
**ONE**: `Int`  
**SRC_COLOR**: `Int`  
**ONE_MINUS_SRC_COLOR**: `Int`  
**SRC_ALPHA**: `Int`  
**ONE_MINUS_SRC_ALPHA**: `Int`  
**DST_ALPHA**: `Int`  
**ONE_MINUS_DST_ALPHA**: `Int`  
**DST_COLOR**: `Int`  
**ONE_MINUS_DST_COLOR**: `Int`  

**SRC_ALPHA_SATURATE**: `Int`  
**FUNC_ADD**: `Int`  
**BLEND_EQUATION**: `Int`  
**BLEND_EQUATION_RGB**: `Int`  
**BLEND_EQUATION_ALPHA**: `Int`  
**FUNC_SUBTRACT**: `Int`  
**FUNC_REVERSE_SUBTRACT**: `Int`  
**BLEND_DST_RGB**: `Int`  
**BLEND_SRC_RGB**: `Int`  
**BLEND_DST_ALPHA**: `Int`  
**BLEND_SRC_ALPHA**: `Int`  

**CONSTANT_COLOR**: `Int`  
**ONE_MINUS_CONSTANT_COLOR**: `Int`  
**CONSTANT_ALPHA**: `Int`  
**ONE_MINUS_CONSTANT_ALPHA**: `Int`  
**BLEND_COLOR**: `Int`  

**ARRAY_BUFFER**: `Int`  
**ELEMENT_ARRAY_BUFFER**: `Int`  
**ARRAY_BUFFER_BINDING**: `Int`  
**ELEMENT_ARRAY_BUFFER_BINDING**: `Int`  
**BUFFER_SIZE**: `Int`  
**BUFFER_USAGE**: `Int`  
**CURRENT_VERTEX_ATTRIB**: `Int`  
**VIEWPORT**: `Int`  

**DEPTH_RANGE**: `Int`  
**DEPTH_WRITEMASK**: `Int`  
**DEPTH_CLEAR_VALUE**: `Int`  
**DEPTH_FUNC**: `Int`  
**STENCIL_CLEAR_VALUE**: `Int`  
**STENCIL_FUNC**: `Int`  

**STENCIL_BACK_FUNC**: `Int`  
**STENCIL_BACK_FAIL**: `Int`  
**STENCIL_BACK_PASS_DEPTH_FAIL**: `Int`  
**STENCIL_BACK_PASS_DEPTH_PASS**: `Int`  
**STENCIL_BACK_REF**: `Int`  
**STENCIL_BACK_VALUE_MASK**: `Int`  
**STENCIL_BACK_FUNC**: `Int`  
**STENCIL_BACK_FAIL**: `Int`  
**STENCIL_BACK_PASS_DEPTH_FAIL**: `Int`  
**STENCIL_BACK_PASS_DEPTH_PASS**: `Int`  
**STENCIL_BACK_REF**: `Int`  
**VIEWPORT**: `Int`  
**SCISSOR_BOX**: `Int`  

*/

/* Exposes the JavaScript
[WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin*/

/**
 * Exposes the JavaScript
[WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
*/

public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {

companion object {

DEPTH_BUFFER_BIT: `Int`
STENCIL_BUFFER_BIT: `Int`
COLOR_BUFFER_BIT: `Int`
POINTS: `Int`
LINES: `Int`
LINE_LOOP: `Int`
LINE_STRIP: `Int`
TRIANGLES: `Int`
TRIANGLE_STRIP: `Int`
TRIANGLE_FAN: `Int`
ZERO: `Int`
ONE: `Int`
SRC_COLOR: `Int`
ONE_MINUS_SRC_COLOR: `Int`
DST_ALPHA: `Int`
ONE_MINUS_DST_ALPHA: `Int`
FUNC_ADD: `Int`
BLEND_EQUATION: `Int`
BLEND_EQUATION_RGB: `Int`
BLEND_EQUATION_ALPHA: `Int`
FUNC_SUBTRACT: `Int`
FUNC_REVERSE_SUBTRACT: `Int`
BLEND_DST_RGB: `Int`
BLEND_SRC_RGB: `Int`
BLEND_DST_ALPHA: `Int`
BLEND_SRC_ALPHA: `Int`
CONSTANT_COLOR: `Int`
ONE_MINUS_CONSTANT_COLOR: `Int`
CONSTANT_ALPHA: `Int`
ONE_MINUS_CONSTANT_ALPHA: `Int`
BLEND_COLOR: `Int`
ARRAY_BUFFER: `Int`
ELEMENT_ARRAY_BUFFER: `Int`
ARRAY_BUFFER_BINDING: `Int`
ELEMENT_ARRAY_BUFFER_BINDING: `Int`
STREAM_DRAW: `Int`
DYNAMIC_DRAW: `Int`
BUFFER_SIZE: `Int`
BUFFER_USAGE: `Int`
CURRENT_VERTEX_ATTRIB: `Int`
VIEWPORT: `Int`
DEPTH_TEST: `Int`
SCISSOR_TEST: `Int`
POLYGON_OFFSET_FILL: `Int`
SAMPLE_ALPHA_TO_COVERAGE: `Int`
SAMPLE_COVERAGE: `Int`
NO_ERROR: `Int`
INVALID_ENUM: `Int`
INVALID_VALUE: `Int`
INVALID_OPERATION: `Int`
OUT_OF_MEMORY: `Int`
CW: `Int`
CCW: `Int`
LINE_WIDTH: `Int`
ALIASED_LINE_WIDTH_RANGE: `Int`
DEPTH_RANGE: `Int`
DEPTH_WRITEMASK: `Int`
DEPTH_CLEAR_VALUE: `Int`
DEPTH_FUNC: `Int`
STENCIL_CLEAR_VALUE: `Int`
STENCIL_FUNC: `Int`
STENCIL_BACK_FUNC: `Int`
STENCIL_BACK_FAIL: `Int`
STENCIL_BACK_PASS_DEPTH_FAIL: `Int`
STENCIL_BACK_PASS_DEPTH_PASS: `Int`
STENCIL_BACK_REF: `Int`
STENCIL_BACK_VALUE_MASK: `Int`
STENCIL_BACK_FUNC: `Int`
STENCIL_BACK_FAIL: `Int`
STENCIL_BACK_PASS_DEPTH_FAIL: `Int`
STENCIL_BACK_PASS_DEPTH_PASS: `Int`
STENCIL_BACK_REF: `Int`
STENCIL_BACK_VALUE_MASK: `Int`
GL_LINEAR: `Int`
GL_NEAREST: `Int`
GL_LINEAR_MIPMAP_LINEAR: `Int`
GL_NEAREST_MIPMAP_LINEAR: `Int`
GL_LINEAR_MIPMAP_NEAREST: `Int`
GL_NEAREST_MIPMAP_NEAREST: `Int`
PERSPECTIVE_CORRECTION_HINT: `Int`
GL_FRAGMENT_SHADER: `Int`
GL_VERTEX_SHADER: `Int`
GL_TEXTURE0: `Int`
GL_TEXTURE1: `Int`
GL_TEXTURE2: `Int`
GL_TEXTURE3: `Int`
GL_TEXTURE4: `Int`
GL_TEXTURE5: `Int`
GL_TEXTURE6: `Int`
GL_TEXTURE7: `Int`
GL_TEXTURE8: `Int`
GL_TEXTURE9: `Int`
GL_TEXTURE10: `Int`
GL_TEXTURE11: `Int`
GL_TEXTURE12: `Int`
GL_TEXTURE13: `Int`
GL_TEXTURE14: `Int`
GL_TEXTURE15: `Int`
GL_TEXTURE_BINDING_TEXTURE_2D: `Int`
GL_TEXTURE_BINDING_TEXTURE_CUBE_MAP: `Int`
GL_TEXTURE_BINDING_RENDERBUFFER: `Int`
GL_TEXTURE0: `Int`
GL_TEXTURE1: `Int`
GL_TEXTURE2: `Int`
GL_TEXTURE3: `Int`
GL_TEXTURE4: `Int`
GL_TEXTURE5: `Int`
GL_TEXTURE6: `Int`
GL_TEXTURE7: `Int`
GL_TEXTURE8: `Int`
GL_TEXTURE9: `Int`
GL_TEXTURE10: `Int`
GL_TEXTURE11: `Int`
GL_TEXTURE12: `Int`
GL_TEXTURE13: `Int`
GL_TEXTURE14: `Int`
GL_TEXTURE15: `Int`
GL_TEXTURE_BINDING_TEXTURE_2D: `Int`
GL_TEXTURE_BINDING_TEXTURE_CUBE_MAP: `Int`
GL_TEXTURE_BINDING_RENDERBUFFER: `Int`
GL_TEXTURE0: `Int`
GL_TEXTURE1: `Int`
GL_TEXTURE2: `Int`
GL_TEXTURE3: `Int`
GL_TEXTURE4: `Int`
GL_TEXTURE5: `Int`
GL_TEXTURE6: `Int`
GL_TEXTURE7: `Int`
GL_TEXTURE8: `Int`
GL_TEXTURE9: `Int`
GL_TEXTURE10: `Int`
GL_TEXTURE11: `Int`
GL_TEXTURE12: `Int`
GL_TEXTURE13: `Int`
GL_TEXTURE14: `Int`
GL_TEXTURE15: `Int`
GL_TEXTURE_BINDING_TEXTURE_2D: `Int`
GL_TEXTURE_BINDING_TEXTURE_CUBE_MAP: `Int`
GL_TEXTURE_BINDING_RENDERBUFFER: `Int`
GL_TEXTURE0: `Int`
GL_TEXTURE1: `Int`
GL_TEXTURE2: `Int`
GL_TEXTURE3: `Int`
GL_TEXTURE4: `Int`
GL_TEXTURE5: `Int`
GL_TEXTURE6: `Int`
GL_TEXTURE7: `Int`
GL_TEXTURE8: `Int`
GL_TEXTURE9: `Int`
GL_TEXTURE10: `Int`
GL_TEXTURE11: `Int`
GL_TEXTURE12: `Int`
GL_TEXTURE13: `Int`
GL_TEXTURE14: `Int`
GL_TEXTURE15: `Int`
GL_TEXTURE_BINDING_TEXTURE_2D: `Int`
GL_TEXTURE_BINDING_TEXTURE_CUBE_MAP: `Int`
GL_TEXTURE_BINDING_RENDERBUFFER: `Int`
GL_TEXTURE0: `Int`
GL_TEXTURE1: `Int`
GL_TEXTURE2: `Int`
GL_TEXTURE3: `Int`
GL_TEXTURE4: `Int`
GL_TEXTURE5: `Int`
GL_TEXTURE6: `Int`
GL_TEXTURE7: `Int`
GL_TEXTURE8: `Int`
GL_TEXTURE9: `Int`
GL_TEXTURE10: `Int`
GL_TEXTURE11: `Int`
GL_TEXTURE12: `Int`
GL_TEXTURE13: `Int`
GL_TEXTURE14: `Int`
GL_TEXTURE15: `Int`
GL_TEXTURE_BINDING_TEXTURE_2D: `Int`
GL_TEXTURE_BINDING_TEXTURE_CUBE_MAP: `Int`
GL_TEXTURE_BINDING_RENDERBUFFER: `Int`
GL_TEXTURE0: `Int`
GL_TEXTURE1: `Int`
GL_TEXTURE2: `Int`
GL_TEXTURE3: `Int`
GL_TEXTURE4: `Int`
GL_TEXTURE5: `Int`
GL_TEXTURE6: `Int`
GL_TEXTURE7: `Int`
GL_TEXTURE8: `Int`
GL_TEXTURE9: `Int`
GL_TEXTURE10: `Int`
GL_TEXTURE11: `Int`
GL_TEXTURE12: `Int`
GL_TEXTURE13: `Int`
GL_TEXTURE14: `Int`
GL_TEXTURE15: `Int`
GL_TEXTURE_BINDING_TEXTURE_2D: `Int`
GL_TEXTURE_BINDING_TEXTURE_CUBE_MAP: `Int`
GL_TEXTURE_BINDING_RENDERBUFFER: `Int`
GL_TEXTURE0: `Int`
GL_TEXTURE1: `Int`
GL_TEXTURE2: `Int`
GL_TEXTURE3: `Int`
GL_TEXTURE4: `Int`
GL_TEXTURE5: `Int`
GL_TEXTURE6: `Int`
GL_TEXTURE7: `Int`
GL_TEXTURE8: `Int`
GL_TEXTURE9: `Int`
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFERGREEN_SIZE: Int
val RENDERBUFFERBLUE_SIZE: Int
val RENDERBUFFERDEPTH_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int

/**
 * Exposes the JavaScript [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface WebGLContextEventInit : EventInit {
        var statusMessage: String? /* = "" */
               get() = definedExternally
               set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["statusMessage"] = statusMessage
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
     */
    public external open class ArrayBuffer(length: Int) : BufferDataSource {
        open val byteLength: Int
        fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

        companion object {
            fun isView(value: Any?): Boolean
        }
    }

    /**
     * Exposes the JavaScript [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
     */
    public external interface ArrayBufferView : BufferDataSource {
        val buffer: ArrayBuffer
        val byteOffset: Int
        val byteLength: Int
        fun set(array: Int8Array, offset: Int = definedExternally)
    }

    /**
     * Exposes the JavaScript [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
     */
    public external open class Int8Array : ArrayBufferView {
        constructor(length: Int)
        constructor(array: Int8Array)
        constructor(array: Array<Byte>)
        constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    }

    fun set(array: Int8Array, offset: Int = definedExternally)
LinkStyle

CSSRuleList

CSSRule

CSSStyleRule

CSSImportRule

CSSGroupingRule

CSSMediaRule

CSSPageRule

CSSMarginRule

CSSNamespaceRule

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma
definedExternally
var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */

set(value) = definedExternally
var persistentState: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */

get() = definedExternally

set(value) = definedExternally
var sessionTypes: Array<String>?

get() = definedExternally
set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["label"] = label
    o["initDataTypes"] = initDataTypes
    o["audioCapabilities"] = audioCapabilities
    o["videoCapabilities"] = videoCapabilities

    o["distinctiveIdentifier"] = distinctiveIdentifier
    o["persistentState"] = persistentState
    o["sessionTypes"] = sessionTypes

    return o
}

public external interface MediaKeySystemMediaCapability {
    var contentType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var robustness: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = ""): MediaKeySystemMediaCapability {
    val o = js("({})")
    o["contentType"] = contentType
    o["robustness"] = robustness
    return o
}

public external abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}

public external abstract class MediaKeys {
    fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
}

public external abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration: Double
    open val closed: Promise<Unit>
    open val keyStatuses: MediaKeyStatusMap
    open var onkeystatuseschange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Boolean>
    fun update(response: dynamic): Promise<Boolean>
    fun close(): Promise<Unit>
    fun remove(): Promise<Unit>
}

public external abstract class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

public external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {
    open val initDataType: String
    open val initData: ArrayBuffer

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaKeyMessageEventInit : EventInit {
    var initDataType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initData: ArrayBuffer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["initDataType"] = initDataType
    o["message"] = message

    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit = definedExternally) : Event {
    open val initDataType: String
    open val initData: ArrayBuffer

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaEncryptedEventInit : EventInit {
    var initDataType: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var initData: ArrayBuffer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["initDataType"] = initDataType
    o["message"] = message

    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
    val o = js("({})")
    o["initDataType"] = initDataType
    o["initData"] = initData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeysRequirement {
    companion object
}

public inline val MediaKeysRequirement.Companion.REQUIRED: MediaKeysRequirement get() = 
    "required".asDynamic().unsafeCast<MediaKeysRequirement>()

public inline val MediaKeysRequirement.Companion.OPTIONAL: MediaKeysRequirement get() = 
    "optional".asDynamic().unsafeCast<MediaKeysRequirement>()

public inline val MediaKeysRequirement.Companion.NOT_ALLOWED: MediaKeysRequirement get() = 
    "not-allowed".asDynamic().unsafeCast<MediaKeysRequirement>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeySessionType {
    companion object
}

public inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = 
    "temporary".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = 
    "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE_RENEWAL: MediaKeySessionType get() = 
    "persistent-license-renewal".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE_RELEASE: MediaKeySessionType get() = 
    "persistent-license-release".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE_INDIVIDUALIZATION_REQUEST: MediaKeySessionType get() = 
    "persistent-license-individualization-request".asDynamic().unsafeCast<MediaKeySessionType>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyStatus {
    companion object
}

public inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = 
    "usable".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = 
    "expired".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = 
    "released".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = 
    "internal-error".asDynamic().unsafeCast<MediaKeyStatus>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyMessageType {
    companion object
}

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = 
    "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = 
    "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = 
    "license-release".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.INDIVIDUALIZATION_REQUEST: MediaKeyMessageType get() = 
    "individuation-request".asDynamic().unsafeCast<MediaKeyMessageType>()

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Apache 2.0 license that can be found in the license/LICENSE.txt file.
See github.com/kotlin/dukat for details
*/
org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {

    open val view: Window?

    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {

    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally

    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally

    val o = js("{}")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable

    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {

    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {

    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally

    val o = js("{}")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable

    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {

    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    open val region: String?
    open val pageX: Double
    open val pageY: Double
    open val x: Double
    open val y: Double
    open val offsetX: Double
    open val offsetY: Double

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {

    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally

    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally

    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally

    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally

    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally

    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally

    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally

    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally

    var o = js("{}")
    o["button"] = button
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable

    return o
}
false): MouseEventInit {
    val o = js("({})")
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["shiftKey"] = shiftKey
    o["ctrlKey"] = ctrlKey
    o["buttons"] = buttons
    o["button"] = button
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
 [*WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WheelEventInit : MouseEventInit {
    var deltaX: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaY: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaZ: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaMode: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["deltaMode"] = deltaMode
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript 
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var isComposing: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript 
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    return o
}

/**
 * Exposes the JavaScript
 *[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin
 */
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent {
    open val data: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CompositionEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 *[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin
 */
public external open class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target: EventTarget?
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number
    fun composedPath(): Array<EventTarget>
    fun stopPropagation()
    fun stopImmediatePropagation()
    fun preventDefault()
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean, view: Window)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
 *[EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin
 */
public external interface EventListener {
    fun handleEvent(event: Event)
}
abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin
 */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public
external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var rel: String
    open var as: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin
 */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin
 */
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin
 */
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*/

/** Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin */
public external abstract class HTMLHeadingElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin */
public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin */
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
    open var noShade: Boolean
    open var size: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin */
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
\n
**Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin\*/

```kotlin
open class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin\*/

```kotlin
open class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin\*/

```kotlin
open class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin\*/

```kotlin
open class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

**Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin\*/

```kotlin
open class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma**

```kotlin
object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript `HTMLDivElement` to Kotlin
 */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript `HTMLAnchorElement` to Kotlin
 */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript `HTMLDataElement` to Kotlin
 */
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript `HTMLTimeElement` to Kotlin
 */
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript
[HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
*/
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
*/
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
*/
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open val videoWidth: Int
    open val videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_IDLE: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_LOADING: Short
        val NETWORK_EMPTY: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_IDE: Short
        val NETWORK_NO_SOURCE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val NETWORK_LOADING: Short
        val NETWORK_EMPTY: Short
    }
}

/* Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_IDLE: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_LOADING: Short
        val NETWORK_EMPTY: Short
    }
}

/* Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val NETWORK_IDE: Short
        val NETWORK_NO_SOURCE: Short
        val NETWORK_LOADING: Short
        val NETWORK_EMPTY: Short
    }
}
/*
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: MediaProvider?
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open var onwaitingforkey: ((Event) -> dynamic)?
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally): TextTrack
    fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

*
sourceBuffer: SourceBuffer?

public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
[TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin
*/
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)?
    open val sourceBuffer: SourceBuffer?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript
[TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin
*/
public external abstract class TextTrackCue : EventTarget {
    open val track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)?
    open var onexit: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
[TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
*/
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript
[TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
*/
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */ get() = definedExternally set(value) = definedExternally
    var bubbles: Boolean?
    var cancelable: Boolean?
    var composed: Boolean
}

@kotlin.internal.InlineOnly
public inline fun TrackEventInit(track: UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean = false): TrackEventInit = asDynamic()
val elements: HTMLFormControlsCollection
    open var length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_P Pied: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
        }
        }

        public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]
        public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

        /**
        * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
        */
        public external abstract class HTMLLabelElement : HTMLElement {
            open val form: HTMLFormElement?
            open var htmlFor: String
            open val control: HTMLElement?

            companion object {
                val ELEMENT_NODE: Short
                val ATTRIBUTE_NODE: Short
                val TEXT_NODE: Short
                val CDATA_SECTION_NODE: Short
                val ENTITY_REFERENCE_NODE: Short
                val ENTITY_NODE: Short
                val PROCESSING_INSTRUCTION_NODE: Short
                val COMMENT_NODE: Short
                val DOCUMENT_NODE: Short
                val DOCUMENT_TYPE_NODE: Short
                val DOCUMENT_FRAGMENT_NODE: Short
                val DOCUMENT_POSITION_DISCONNECTED: Short
                val DOCUMENT_POSITION_FOLLOWING: Short
                val DOCUMENT_POSITION_P Pied: Short
                val DOCUMENT_POSITION_CONTAINS: Short
                val DOCUMENT_POSITION_CONTAINED_BY: Short
                val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
            }

            /**
            * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
            */
            public external abstract class HTMLInputElement : HTMLElement {
                open var accept: String
                open var alt: String
                open var autocomplete: String
                open var autofocus: Boolean
                open var defaultChecked: Boolean
                open var checked: Boolean
                open var dirName: String
                open var disabled: Boolean
                open val form: HTMLFormElement?
                open val files: FileList?
                open var formAction: String
                open var formEnctype: String
                open var formMethod: String
                open var formNoValidate: Boolean
                open var formTarget: String
                open var height: Int
                open var indeterminate: Boolean
                open var inputMode: String
                open val list: HTMLElement?
                open var max: String
                open var maxLength: Int
                open var min: String
                open var minLength: Int
                open var multiple: Boolean
                open var name: String
                open var pattern: String
                open var placeholder: String
                open var readOnly: Boolean
                open var required: Boolean
                open var size: Int
                open var src: String
                open var step: String
                open var type: String
                open var defaultValue: String
                open var valueAsDate: dynamic
                open var valueAsNumber: Double
                open var width: Int
                open val willValidate: Boolean
                open val validity: ValidityState
                open val validationMessage: String
                open val labels: NodeList
                open var selectionStart: Int
                open var selectionEnd: Int
                open var selectionDirection: String
                open var open: Boolean
                open var useMap: String
                open var setRangeText: String
                open var setSelectionRange: String
                fun stepUp(n: Int = definedExternally)
                fun stepDown(n: Int = definedExternally)
                fun checkValidity(): Boolean
                fun reportValidity(): Boolean
            }
        }
    }
}
/** Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open val type: String
    open val options: HTMLOptionsCollection
    override var length: Int
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    override fun item(index: Int): Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }
Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma
```kotlin
fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList

    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList

    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open var position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
**Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin**

```kotlin
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin**

```kotlin
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open var willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin**

```kotlin
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin**

```kotlin
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val
```
patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface RelatedEventInit : EventInit {
    var relatedTarget: EventTarget? /* = null */

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String =
definedExternally

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event: String
    open var htmlFor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface
AssignedNodesOptions {\n    var flatten: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

AssignedNodesOptions {\n    [flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource

open var width: Int
open var height: Int
fungetContext(contextId: String, vararg arguments: Any?): RenderingContext?
fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin
 */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasData, CanvasPathDrawingStyles, CanvasPath, RenderingContext

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun resetTransform()
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var fillStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally

    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
    fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern
}

public external interface CanvasShadowStyles {
    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String
}

public external interface CanvasFilters {
    var filter: String
}

public external interface CanvasRect {
    fun clearRect(x: Double, y: Double, w: Double, h: Double)
    fun fillRect(x: Double, y: Double, w: Double, h: Double)
    fun strokeRect(x: Double, y: Double, w: Double, h: Double)
    fun clip(x: Double, y: Double, w: Double, h: Double)
}

public external interface CanvasDrawPath {
    fun beginPath()
    fun fill(fillRule: CanvasFillRule = definedExternally)
    fun stroke()
    fun clip(fillRule: CanvasFillRule = definedExternally)
    fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally)
    fun stroke(path: Path2D, fillRule: CanvasFillRule = definedExternally)
    fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally)
    fun resetClip()
    fun isPointInPath(x: Double, y: Double)
}
public external abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}

/**
 * Exposes the JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin
 */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
        get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    get() = definedExternally
    set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
 */
public external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {
    open val window: Window
    open val self: Window
    open val document: Document
    open var name: String
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open var status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open var opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val external: External
    open val screen: Screen
    open val innerWidth: Int
    open val innerHeight: Int
    open val scrollX: Double
    open val scrollY: Double
    open val pageXOffset: Double
    open val scrollTop: Double
    open val clientX: Int
    open val clientY: Int
    open val width: Int
    open val height: Int
    open val devicePixelRatio: Double
    fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?
    fun alert()
    fun alert(message: String)
    fun confirm(message: String = definedExternally): Boolean
    fun prompt(message: String = definedExternally, default: String = definedExternally): String?
    fun print()
    fun requestAnimationFrame(callback: (Double) -> Unit): Int
    fun cancelAnimationFrame(handle: Int)
    fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)
    fun captureEvents()
    fun releaseEvents()
    fun matchMedia(query: String): MediaQueryList
    fun moveTo(x: Int, y: Int)
    fun moveBy(x: Int, y: Int)
    fun resizeTo(x: Int, y: Int)
    fun resizeBy(x: Int, y: Int)
    fun scroll(options: ScrollToOptions = definedExternally)

public external abstract class ApplicationCache : EventTarget {
    open
    val status: Short
    open var onchecking: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onnoupdate: ((Event) -> dynamic)?
    open var ondownloading: ((Event) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onupdateready: ((Event) -> dynamic)?
    open var oncached: ((Event) -> dynamic)?
    open var onobsolete: ((Event) -> dynamic)?
    fun update()
    fun abort()
    fun swapCache()

    companion object {
        val UNCACHED: Short
        val IDLE: Short
        val CHECKING: Short
        val DOWNLOADING: Short
        val UPDATEREADY: Short
        val OBSOLETE: Short
    }
}

/**
 * Exposes the JavaScript
 [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin
 * */
public external interface NavigatorOnLine {
    val onLine: Boolean
}

/**
 * Exposes the JavaScript
 [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin
 * */
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open val message: String
    open val filename: String
    open val lineno: Int
    open val colno: Int
    open val error: Any

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface ErrorEventInit : EventInit {
        var message: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var filename: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var lineno: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
        var colno: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
        var error: Any? /* = null */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["message"] = message
        o["filename"] = filename
        o["lineno"] = lineno
        o["colno"] = colno
        o["error"] = error
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript
     [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin
     * */
    public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
        open val promise: Promise<Any>
        open val reason: Any

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface PromiseRejectionEventInit : EventInit {
            var promise: Promise<Any>?
                get() = definedExternally
                set(value) = definedExternally
            var reason: Any?
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["promise"] = promise
            o["reason"] = reason
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

    /**
     * Exposes the JavaScript
     [GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin
     * */
    public external interface GlobalEventHandlers {
        var onabort: ((Event) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onblur: ((FocusEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var oncancel: ((Event) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var oncontextmenu: ((MouseEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var oncontextmenu: ((MouseEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun GlobalEventHandlers(onabort: ((Event) -> dynamic)? = definedExternally, onblur: ((FocusEvent) -> dynamic)? = definedExternally, oncancel: ((Event) -> dynamic)? = definedExternally, oncontextmenu: ((MouseEvent) -> dynamic)? = definedExternally): GlobalEventHandlers {
        val o = js("({})")
        o["onabort"] = onabort
        o["onblur"] = onblur
        o["oncancel"] = oncancel
        o["oncontextmenu"] = oncontextmenu
        return o
    }

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### JavaScript (ECMAScript) Interfaces

**WindowEventHandlers**

- **onafterprint**
  - get(): definedExternally
  - set(value): definedExternally
- **onbeforeprint**
  - get(): definedExternally
  - set(value): definedExternally
- **onbeforeunload**
  - get(): definedExternally
  - set(value): definedExternally
- **onhashchange**
  - get(): definedExternally
  - set(value): definedExternally
- **onlanguagechange**
  - get(): definedExternally
  - set(value): definedExternally
- **onmessage**
  - get(): definedExternally
  - set(value): definedExternally
- **onoffline**
  - get(): definedExternally
  - set(value): definedExternally
- **ononline**
  - get(): definedExternally
  - set(value): definedExternally
- **onpagehide**
  - get(): definedExternally
  - set(value): definedExternally
- **onpageshow**
  - get(): definedExternally
  - set(value): definedExternally
- **onpopstate**
  - get(): definedExternally
  - set(value): definedExternally
- **onrejectionhandled**
  - get(): definedExternally
  - set(value): definedExternally
- **onstorage**
  - get(): definedExternally
  - set(value): definedExternally
- **onunhandledrejection**
  - get(): definedExternally
  - set(value): definedExternally
- **onunload**
  - get(): definedExternally
  - set(value): definedExternally

**DocumentAndElementEventHandlers**

- **oncopy**
  - get(): definedExternally
  - set(value): definedExternally
- **oncut**
  - get(): definedExternally
  - set(value): definedExternally
- **onpaste**
  - get(): definedExternally
  - set(value): definedExternally

**WindowOrWorkerGlobalScope**

- **origin**
- **caches**
- **btoa(data: String): String**
- **atob(data: String): String**
- **setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int**
- **clearTimeout(handle: Int = definedExternally): Int**
- **setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int**
- **clearInterval(handle: Int = definedExternally): Int**
- **createImageBitmap(image: ImageBitmap): Promise<ImageBitmap>**

---

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8642
fun send(data: String)
fun send(data: Blob)
fun send(data: ArrayBuffer)
fun send(data: ArrayBufferView)
fun companion object { val CONNECTING: Short
val OPEN: Short
val CLOSING: Short
val CLOSED: Short
}

/**
 * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    open val wasClean: Boolean
    open val code: Short
    open val reason: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external open class CloseEventInit : EventInit {
    var wasClean: Boolean? /* = false */
    var code: Short? /* = 0 */
    var reason: String? /* = "" */
}


/**
 * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */
public external open class MessageChannel {
    open val port1: MessagePort
    open val port2: MessagePort
}

/**
 * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin
 */
public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external open class BroadcastChannel(name: String) : EventTarget {
    open val name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open val navigator: WorkerNavigator
    open var onerror: ((Event) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var ononline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((Event) -> dynamic)?
    open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}

/**
 * Exposes the [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/* Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin */

WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
    get() = definedExternally
    set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript SharedWorker([https://developer.mozilla.org/en/docs/Web/API/SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker)) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript NavigatorConcurrentHardware([https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware)) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript WorkerNavigator([https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator)) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware, WorkerLocation {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

/**
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript WindowLocalStorage([https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage)) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var oldValue: String?
        get() = definedExternally
        set(value) = definedExternally
    var newValue: String?
        get() = definedExternally
        set(value) = definedExternally
    var url: String?
        get() = definedExternally
        set(value) = definedExternally
    var storageArea: Storage?
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean
        get() = definedExternally
        set(value) = definedExternally

    init {
        // Set default values for non-modifiable properties
        this.cancelable = true
        this.attributes = true
        this.url = "" // Use empty string as default URL
        this.key = null // Use null as default key
        this.oldValue = null // Use null as default old value
        this.newValue = null // Use null as default new value
        this.storageArea = null // Use null as default storage area
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["attributes"] = attributes
    o["cancelable"] = cancelable
    return o
}
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```kotlin
String
    open var _object: String
    open var vspace: Int
    open var width: String

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITIONContains: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITIONContains: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITIONContains: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITIONContains: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```

---

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val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val
\nun\npublic external abstract class HTMLDirectoryElement : HTMLElement {
\nopen var compact: Boolean
\ncompanion object {
\nval ELEMENT_NODE: Short
\nval ATTRIBUTE_NODE: Short
\nval TEXT_NODE: Short
\nval CDATA_SECTION_NODE: Short
\nval ENTITY_REFERENCE_NODE: Short
\nval ENTITY_NODE: Short
\nval PROCESSING_INSTRUCTION_NODE: Short
\nval COMMENT_NODE: Short
\nval DOCUMENT_NODE: Short
\nval DOCUMENT_TYPE_NODE: Short
\nval DOCUMENT_FRAGMENT_NODE: Short
\nval NOTATION_NODE: Short
\nval DOCUMENT_POSITION_DISCONNECTED: Short
\nval DOCUMENT_POSITION_PRECEDING: Short
\nval DOCUMENT_POSITION_FOLLOWING: Short
\nval DOCUMENT_POSITION_CONTAINS: Short
\nval DOCUMENT_POSITION_CONTAINED_BY: Short
\nval DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
\n
/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */

public external abstract class HTMLFontElement : HTMLElement {
\nopen var color: String
\nopen var face: String
\nopen var size: String
\n
companion object {
\nval ELEMENT_NODE: Short
\nval ATTRIBUTE_NODE: Short
\nval TEXT_NODE: Short
\nval CDATA_SECTION_NODE: Short
\nval ENTITY_REFERENCE_NODE: Short
\nval ENTITY_NODE: Short
\nval PROCESSING_INSTRUCTION_NODE: Short
\nval COMMENT_NODE: Short
\nval DOCUMENT_NODE: Short
\nval DOCUMENT_TYPE_NODE: Short
\nval DOCUMENT_FRAGMENT_NODE: Short
\nval NOTATION_NODE: Short
\nval DOCUMENT_POSITION_DISCONNECTED: Short
\nval DOCUMENT_POSITION_PRECEDING: Short
\nval DOCUMENT_POSITION_FOLLOWING: Short
\nval DOCUMENT_POSITION_CONTAINS: Short
\nval DOCUMENT_POSITION_CONTAINED_BY: Short
\n
/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */

public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
\nopen val detail: Any?
\nfun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)
\ncompanion object {
\nval NONE: Short
\nval CAPTURING_PHASE: Short
\nval AT_TARGET: Short
\nval BUBBLING_PHASE: Short
\n}

public external interface CustomEventInit : EventInit {
\nvar detail: Any? /* = null */
\nget() = definedExternally
\nset(value) = definedExternally
\nvar bubbles: Boolean? /* = false */
\nget() = definedExternally
\nset(value) = definedExternally
\nvar cancelable: Boolean? /* = false */
\nget() = definedExternally
\nset(value) = definedExternally
\nvar composed: Boolean? /* = false */
\nget() = definedExternally
\nset(value) =
\ndefinedExternally
\n\n*/n\n@kotlin.internal.InlineOnly
\npublic inline fun CustomEventInit(detail: Any? = null,
\nvar o = js("({})")
\no["detail"] = detail
\no["bubbles"] = bubbles
\no["cancelable"] = cancelable
\no["composed"] = composed
\nreturn o
\n}n
*/n
@kotlin.internal.InlineOnly
\npublic inline fun EventListenerOptions(capture: Boolean = false, once: Boolean? = false, \n\nget() = definedExternally
\nset(value) =
\ndefinedExternally
\n\n@kotlin.internal.InlineOnly
\npublic inline fun AddEventListenerOptions(passive: Boolean = false, once: Boolean? = false, capture: Boolean? = false):
AddEventListenerOptions {
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    o["capture"] = capture
    return o
}

public external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript [DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
 */
public external interface DocumentOrShadowRoot {
    val fullscreenElement: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
 */
public external interface ParentNode {
    fun prepend(vararg nodes: dynamic)
    fun append(vararg nodes: dynamic)
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
    fun getElementById(elementId: String): Element?
    fun namedItem(name: String): Element?
}

/**
 * Exposes the JavaScript [ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin
 */
public external interface ChildNode {
    fun before(vararg nodes: dynamic)
    fun after(vararg nodes: dynamic)
    fun replaceWith(vararg nodes: dynamic)
    fun remove()
}

/**
 * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
 */
public external interface Slotable {
    val assignedSlot: HTMLSlotElement?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 */
public external abstract class NodeList : ItemArrayLike<Node> {
    override fun item(index: Int): Node?
    fun namedItem(name: String): Node?
    fun get(index: Int): Node?
    fun get(name: String): Node?
}

@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>? = undefined
    fun get(): Array<String>
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect() = definedExternally
    fun takeRecords(): Array<MutationRecord>
}

@kotlin.internal.InlineOnly
public inline function MutationObserverInit(childList: Boolean? /* = false */
    attributes: Boolean? = undefined,
    characterData: Boolean? = undefined,
    subtree: Boolean? = false,
    attributeOldValue: Boolean? = undefined,
    characterDataOldValue: Boolean? = undefined,
    attributeFilter: Array<String>? = undefined): MutationObserverInit {
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}


```kotlin
/* Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin */
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node?
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String): String
    fun lookupNamespaceURI(prefix: String): String?
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
public external open class Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers,
NonElementParentNode, DocumentOrShadowRoot, ParentNode, GeometryUtils {
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType?
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    var cookie: String
    var referrer: String
    var cookie: String
    var lastModified: String
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val stylesheets: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement?
    open val defaultView: Window?
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
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    override var onblur: ((FocusEvent) -> dynamic)?
    ```
((Event) -> dynamic)?
override var oncanplay: ((Event) -> dynamic)
override var oncanplaythrough:
((Event) -> dynamic)
override var onchange: ((Event) -> dynamic)
override var oncontextmenu: ((MouseEvent) ->
dynamic)
override var oncontextmenu: ((Event) -> dynamic)
override var ondblclick: ((MouseWheelEvent) ->
dynamic)
override var ondrag: ((DragEvent) -> dynamic)
override var ondragend: ((DragEvent) -> dynamic)
override var ondragenter: ((DragEvent) -> dynamic)
override var ondragexit: ((DragEvent) -> dynamic)
override var ondragleave: ((DragEvent) -> dynamic)
override var ondragover: ((DragEvent) -> dynamic)
override var ondragstart: ((DragEvent) -> dynamic)
override var ondurationchange: ((Event) -> dynamic)
override var onemptied: ((Event) -> dynamic)
override var onended: ((Event) -> dynamic)
override var onerror: ((dynamic, String, Int, Int,
Any?) -> dynamic)
override var onfocus: ((FocusEvent) -> dynamic)
override var oninput: ((InputEvent) ->
dynamic)
override var oninvalid: ((Event) -> dynamic)
override var onkeydown: ((KeyboardEvent) ->
dynamic)
override var onkeypress: ((KeyboardEvent) -> dynamic)
override var onkeyup:
((KeyboardEvent) -> dynamic)
override var onload: ((Event) -> dynamic)
override var onloadeddata: ((Event) -> dynamic)
override var onloadedmetadata: ((Event) ->
dynamic)
override var onmessage: ((Event) -> dynamic)
override var onmouseover: ((MouseEvent) ->
dynamic)
override var onmouseout: ((MouseEvent) -> dynamic)
override var onmousemove: ((MouseEvent) ->
dynamic)
override var onmousedown: ((MouseEvent) ->
dynamic)
override var onmouseenter: ((MouseEvent) ->
dynamic)
override var onmouseleave: ((MouseEvent) ->
dynamic)
override var onmessage: ((Event) -> dynamic)
override var onmousewheel: ((WheelEvent) ->
dynamic)
override var onmouseup: ((MouseEvent) -> dynamic)
override var onmove: ((MouseEvent) -> dynamic)
override var onmousemove: ((MouseEvent) ->
dynamic)
override var onmousedown: ((MouseEvent) ->
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override var onmouseup: ((MouseEvent) -> dynamic)
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override var onmouseup: ((MouseEvent) -> dynamic)
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override var onmouseup: ((MouseEvent) -> dynamic)
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override var onmousedown: ((MouseEvent) ->
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override var onmouseup: ((MouseEvent) -> dynamic)
override var onmove: ((MouseEvent) -> dynamic)
override var onmousemove: ((MouseEvent) ->
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override var onmousedown: ((MouseEvent) ->
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override var onmouseup: ((MouseEvent) -> dynamic)
override var onmove: ((MouseEvent) -> dynamic)
override var onmousemove: ((MouseEvent) ->
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override var onmousedown: ((MouseEvent) ->
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override var onmouseup: ((MouseEvent) -> dynamic)
override var onmove: ((MouseEvent) -> dynamic)
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override var onmousedown: ((MouseEvent) ->
dynamic)
override var onmouseup: ((MouseEvent) -> dynamic)
override var onmove: ((MouseEvent) -> dynamic)
override var onmousemove: ((MouseEvent) ->
dynamic)
override var onmousedown: ((MouseEvent) ->
dynamic)
override var onmouseup: ((MouseEvent) -> dynamic)
override var onmove: ((MouseEvent) -> dynamic)

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface
ElementCreationOptions {\n var `is`: String?\n get() = definedExternally\n set(value) =
definedExternally\n}@kotlin.internal.InlineOnly\npublic inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {\n val o = js("(\{\} )\")\n o[`is"] = `is`\n return o\n}\n
@kotlin.internal.InlineOnly\npublic inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {\n val o = js("(\{\} )\")\n o[`is"] = `is`\n return o\n}\n
/**
 * Exposes
the JavaScript
[DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation)
to
Kotlin
*/
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String?, systemId: String?): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = undefined): XMLDocument
    fun createHTMLDocument(title: String = undefined): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes
the JavaScript
[DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType)
to
Kotlin
*/
public external abstract class DocumentType : Node, ChildNode {\n val name: String
 val publicId: String
 val systemId: String
}

/**
 * Exposes
the JavaScript
to
Kotlin
*/
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {\n    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun append(vararg nodes: dynamic)
    override fun prepend(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes
the JavaScript
[ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot)
to
Kotlin
*/
public external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {\n    open val mode: ShadowRootMode
    override val fullscreenElement: Element?
}

/**
 * Exposes
the JavaScript
[Element](https://developer.mozilla.org/en/docs/Web/API/Element)
to
Kotlin
*/
public external abstract class
fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()!qualifiedName!! as Dynamic

/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class Attr : Node {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val name: String
    open var value: String
    open val ownerElement: Element?
    open val specified: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external
open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
    UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment

    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val END_TO_END: Short
        val END_TO_START: Short
        val FRONTIER: Short
        val FRONTIER_BEFORE: Short
        val FRONTIER_AFTER: Short
        val FRONTIER_CONTAINS: Short
        val FRONTIER_CONTAINED_BY: Short
        val FRONTIER_IMPLEMENTATION_SPECIFIC: Short
    }
}


END_TO_END: Short\n  val END_TO_START: Short\n
END_TO_END: Short\n  val END_TO_START: Short\n
/**
 * Exposes the JavaScript
 [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract
class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript
 [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract
class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript
 [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_TYPE: Int
        val SHOW_DOCUMENT_FRAGMENT: Int
        val SHOW_NOTATION: Int
    }
}

/**
 * Exposes the JavaScript
 [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()\[index\]

/**
 * Exposes the JavaScript
 [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript
 [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
}

/**
 * Exposes the JavaScript
 [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? = 0.0
    var y: Double? = 0.0
    var z: Double? = 0.0
    var w: Double? = 1.0
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript
 [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMRect
}

/**
 * Exposes the JavaScript
 [DOMRectInit](https://developer.mozilla.org/en/docs/Web/API/DOMRectInit) to Kotlin
 */
public external interface DOMRectInit {
    var x: Double?
    var y: Double?
    var width: Double?
    var height: Double?
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = w
    o["height"] = h
    return o
}
external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) { 
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript DOMQuad to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript DOMMatrixReadOnly to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun preMultiply(self: DOMMatrix): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript DOMMatrix to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrix)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override fun toFloat32Array(): Float32Array
    override fun toFloat64Array(): Float64Array
}

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CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var relativeTo:
        get() = definedExternally
        set(value) = definedExternally
    }

@kotlin.internal.InlineOnly
public inline fun BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var toBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    }

@kotlin.internal.InlineOnly
public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? =
        get() = definedExternally
        set(value) = definedExternally
    var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var toBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    }

/**
* Exposes the JavaScript
[GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin

[Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin

**
override var onmouseleave: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onwheel: ((WheelEvent) -> dynamic)?
override var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onplaying: ((Event) -> dynamic)?
override var onprogress: ((ProgressEvent) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onresize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onseeked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var ontimeupdate: ((Event) -> dynamic)?
override var ontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var ongostpointercapture: ((PointerEvent) -> dynamic)?
override var onlastpointercapture: ((PointerEvent) -> dynamic)?
override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerover: ((PointerEvent) -> dynamic)?
override var onpointerout: ((PointerEvent) -> dynamic)?
override var onpointerenter: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override var contentEditable: String
override val isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove(): Unit
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline {
    companion object
}

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection {
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration {
    companion object
}

public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha {
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript Headers to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String?): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript Body to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<String>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript Request to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<String>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
    var headers: dynamic
    var body: dynamic
    var referrer: String?
    var referrerPolicy: dynamic
    var credentials: RequestCredentials?
    var cache: RequestCache?
    var redirect: RequestRedirect?
    var integrity: String?
    var keepalive: Boolean?
    var window: Any?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript Response to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<String>
    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally): Response
    }
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
    var statusText: String
}
String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
    var headers:
        dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short? = 200,
statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    return o
}

/* please, don't implement
this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface
    RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface
    RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

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/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
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@org.w3c.dom.clipboard.*
@import org.w3c.dom.css.*
@import org.w3c.dom.encryptedmedia.*
@import org.w3c.dom.mediasource.*
@import org.w3c.dom.parsing.*
@import org.w3c.dom.pointerevents.*
@import org.w3c.dom.svg.*
@import org.w3c.dom.url.*
@import org.w3c.fetch.*
@import org.w3c.files.*
@import org.w3c.notifications.*
@import org.w3c.performance.*
@import org.w3c.workers.*

/**
 * Exposes the JavaScript
 [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript
 [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackSupportedConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript
 [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression

o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceID"] = deviceID
    o["groupId"] = groupId

get() = definedExternally
set(value) = definedExternally
var width: ULongRange

get() = definedExternally
set(value) = definedExternally
var aspectRatio: DoubleRange

get() = definedExternally
set(value) = definedExternally
var frameRate: DoubleRange

get() = definedExternally
set(value) = definedExternally
var facingMode: Array<String>

get() = definedExternally
set(value) = definedExternally
var resizeMode: Array<String>

get() = definedExternally
set(value) = definedExternally
var volume: DoubleRange

get() = definedExternally
set(value) = definedExternally
var sampleRate: ULongRange

get() = definedExternally
set(value) = definedExternally
var sampleSize: ULongRange

get() = definedExternally
set(value) = definedExternally
var deviceId: String

get() = definedExternally
set(value) = definedExternally
var groupId: String

get() = definedExternally
set(value) = definedExternally

get() = definedExternally
set(value) = definedExternally
var groupID: String

get() = definedExternally
set(value) = definedExternally

get() = definedExternally
set(value) = definedExternally
}
var aspectRatio: dynamic
    get() = definedExternally
    set(value) = definedExternally
var frameRate:
    dynamic
    get() = definedExternally
    set(value) = definedExternally
var resizeMode: dynamic
    get() = definedExternally
    set(value) = definedExternally
var volume: dynamic
    get() = definedExternally
    set(value) = definedExternally
var sampleRate: dynamic
    get() = definedExternally
    set(value) = definedExternally
var sampleSize: dynamic
    get() = definedExternally
    set(value) = definedExternally
var echoCancellation: dynamic
    get() = definedExternally
    set(value) = definedExternally
var autoGainControl: dynamic
    get() = definedExternally
    set(value) = definedExternally
var noiseSuppression: dynamic
    get() = definedExternally
    set(value) = definedExternally
var channelCount: dynamic
    get() = definedExternally
    set(value) = definedExternally
var deviceId: dynamic
    get() = definedExternally
    set(value) = definedExternally
var groupId: dynamic
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline fun
        val o = js("({})")
        o["width"] = width
        o["height"] = height
        o["aspectRatio"] = aspectRatio
        o["frameRate"] = frameRate
        o["resizeMode"] = resizeMode
        o["volume"] = volume
        o["sampleRate"] = sampleRate
        o["sampleSize"] = sampleSize
        o["echoCancellation"] = echoCancellation
        o["autoGainControl"] = autoGainControl
        o["noiseSuppression"] = noiseSuppression
        o["latency"] = latency
        o["channelCount"] = channelCount
        o["deviceId"] = deviceId
        o["groupId"] = groupId
        return o
    }

/**
 * Exposes the JavaScript
 \[MediaTrackSettings\](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin *
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun
        val o = js("({})")
        o["width"] = width
        o["height"] = height
        o["aspectRatio"] = aspectRatio
        o["frameRate"] = frameRate
        o["resizeMode"] = resizeMode
        o["volume"] = volume
        o["sampleRate"] = sampleRate
        o["sampleSize"] = sampleSize
        o["echoCancellation"] = echoCancellation
        o["autoGainControl"] = autoGainControl
        o["noiseSuppression"] = noiseSuppression
        o["latency"] = latency
        o["channelCount"] = channelCount
        o["deviceId"] = deviceId
        o["groupId"] = groupId
        return o
    }
o["sampleRate"] = sampleRate
o["sampleSize"] = sampleSize
o["echoCancellation"] = echoCancellation
o["autoGainControl"] = autoGainControl
o["noiseSuppression"] = noiseSuppression
o["latency"] = latency
o["channelCount"] = channelCount
o["deviceID"] = deviceID
o["groupId"] = groupId
return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) :
Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    open val internal interface MediaStreamTrackEventInit : EventInit {
        var track:MediaStreamTrack?
            get() = definedExternally
            set(value) = definedExternally

        companion object {
            val NONE:Short
            val CAPTURING_PHASE:Short
            val AT_TARGET:Short
            val BUBBLING_PHASE:Short
        }
    }

    public external interface MediaStreamTrackEventInit : EventInit {
        var track:MediaStreamTrack?
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["track"] = track
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) :
Event {
    open val error: dynamic

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface OverconstrainedErrorEventInit : EventInit {
        var error: dynamic /* = null */
            get() = definedExternally
            set(value) = definedExternally

    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["error"] = error
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
     */
    public external abstract class MediaDevices : EventTarget {
        open var ondevicechange: ((Event) -> dynamic)?
        fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
        fun getSupportedConstraints():
            MediaTrackSupportedConstraints
        fun getUserMedia(constraints: MediaStreamConstraints = definedExternally):
            Promise<MediaStream>

    /**
     * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
     */
    public external abstract class MediaDeviceInfo {
        open val deviceId: String
        open val kind: MediaDeviceKind
        open val label: String
        open val groupId: String
        fun toJSON(): dynamic

    public external abstract class InputDeviceInfo : MediaDeviceInfo {
        fun getCapabilities(): MediaTrackCapabilities

    /**
     * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
     */
    public external interface MediaStreamConstraints {
        var video: dynamic /* = false */
            get() = definedExternally
            set(value) = definedExternally
        var audio: dynamic /* = false */
            get() = definedExternally
            set(value) = definedExternally

    @kotlin.internal.InlineOnly
    public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
        val o = js("({})")
        o["video"] = video
        o["audio"] = audio
        return o
    }

    public external interface ConstrainablePattern {
        var onoverconstrained: ((Event) -> dynamic)?
            get() = definedExternally

    fun getCapabilities(): ConstrainablePatternCapabilities
        fun getSettings(): Settings
        fun applyConstraints(constraints: Constraints = definedExternally):
            Promise<Unit>

    /**
     * Exposes the JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
     */
    public external interface DoubleRange {
        var max: Double?
            get() = definedExternally
            set(value) = definedExternally
        var min: Double?
            get() = definedExternally
            set(value) = definedExternally

    @kotlin.internal.InlineOnly
    public inline fun DoubleRange(max: Double?, min: Double? = undefined): DoubleRange {
        val o = js("({})")
        o["max"] = max
        o["min"] = min
        return o
    }

    public external open class ConstrainDoubleRange : DoubleRange {
        var exact: Double?
            get() = definedExternally
            set(value) = definedExternally
        var ideal: Double?
            get() = definedExternally

    Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 8674
VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

@kotlin.internal.InlineOnly
public inline operator fun SourceBufferList.get(index: Int): SourceBuffer? = asDynamic()[index]

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ReadyState {
    companion object
}

public inline val ReadyState.Companion.CLOSED: ReadyState get() = "closed".asDynamic().unsafeCast<ReadyState>()

public inline val ReadyState.Companion.OPEN: ReadyState get() = "open".asDynamic().unsafeCast<ReadyState>()

public inline val ReadyState.Companion.ENDED: ReadyState get() = "ended".asDynamic().unsafeCast<ReadyState>()
EndOfStreamError get() = "network".asDynamic().unsafeCast<EndOfStreamError>()

public inline val EndOfStreamError.Companion.DECODE: EndOfStreamError get() = "decode".asDynamic().unsafeCast<EndOfStreamError>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface AppendMode {

companion object
}

public inline val AppendMode.Companion.SEGMENTS: AppendMode get() = "segments".asDynamic().unsafeCast<AppendMode>()

public inline val AppendMode.Companion.SEQUENCE: AppendMode get() = "sequence".asDynamic().unsafeCast<AppendMode>()

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.pointerevents

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
        o["pointerId"] = pointerId
        o["width"] = width
        o["height"] = height
        o["pressure"] = pressure
        o["tangentialPressure"] = tangentialPressure
        o["tiltX"] = tiltX
        o["tiltY"] = tiltY
        o["twist"] = twist
        o["pointerType"] = pointerType
        o["isPrimary"] = isPrimary
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement {
    open val open: Boolean
    open val pathLength: Float
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem:SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator function
Kotlin
*/
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemAtBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun getItem(index: Int): SVGLength
    fun set(getIndex: index: Int): SVGLength
    fun get(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRect
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemAtBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun getItem(index: Int): String
    fun set(getIndex: index: Int): String
    fun get(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 */
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
    }
}

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/**
 * Exposes the JavaScript
[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface
[SVGTests] {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface
[SVGFitToViewBox] {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio:
[SVGAnimatedPreserveAspectRatio]
}

/**
 * Exposes the JavaScript
[SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface
[SVGZoomAndPan] {
    var zoomAndPan: Short

    companion object {
        val
[SVG_ZOOMANDPAN_UNKNOWN]: Short
        val
[SVG_ZOOMANDPAN_DISABLE]: Short
        val
[SVG_ZOOMANDPAN_MAGNIFY]: Short
    }
}

/**
 * Exposes the JavaScript
[SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public external abstract class
[SVGSVGElement] : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan,
[WindowEventHandlers] {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val
[width]: SVGAnimatedLength
    open val
[height]: SVGAnimatedLength
    open var
[currentScale]: Float
    open
[currentTranslate]: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun
[createElementByElementId]: String
(Element)
    fun suspendRedraw(maxWaitMilliseconds: Int)
    fun unsuspendRedraw(suspendHandleID: Int)
    fun unsuspendRedrawAll()
    fun forceRedraw()

    companion
[object] {
        val
[SVG_ZOOMANDPAN_UNKNOWN]: Short
        val
[SVG_ZOOMANDPAN_DISABLE]: Short
        val
[SVG_ZOOMANDPAN_MAGNIFY]: Short
        val
[ELEMENT_NODE]: Short
        val
[ATTRIBUTE_NODE]: Short
        val
[TEXT_NODE]: Short
        val
[CDATA_SECTION_NODE]: Short
        val
[ENTITY_REFERENCE_NODE]: Short
        val
[ENTITY_NODE]: Short
        val
[PROCESSING_INSTRUCTION_NODE]: Short
        val
[COMMENT_NODE]: Short
        val
[DOCUMENT_NODE]: Short
        val
[DOCUMENT_TYPE_NODE]: Short
        val
[DOCUMENT_FRAGMENT_NODE]: Short
        val
[DOCUMENT_POSITION_DISCONNECTED]: Short
        val
[DOCUMENT_POSITION_PRECEDING]: Short
        val
[DOCUMENT_POSITION_FOLLOWING]: Short
        val
[DOCUMENT_POSITION_CONTAINED_BY]: Short
        val
[DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC]: Short
    }
}

/**
 * Exposes the JavaScript
[SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external abstract class
[SVGGElement] : SVGGraphicsElement {
    companion
[object] {
        val
[ELEMENT_NODE]: Short
        val
[ATTRIBUTE_NODE]: Short
        val
[TEXT_NODE]: Short
        val
[CDATA_SECTION_NODE]: Short
        val
[ENTITY_REFERENCE_NODE]: Short
        val
[ENTITY_NODE]: Short
        val
[PROCESSING_INSTRUCTION_NODE]: Short
        val
[COMMENT_NODE]: Short
        val
[DOCUMENT_NODE]: Short
        val
[DOCUMENT_TYPE_NODE]: Short
        val
[DOCUMENT_FRAGMENT_NODE]: Short
        val
[DOCUMENT_POSITION_DISCONNECTED]: Short
        val
[DOCUMENT_POSITION_PRECEDING]: Short
        val
[DOCUMENT_POSITION_FOLLOWING]: Short
        val
[DOCUMENT_POSITION_CONTAINED_BY]: Short
        val
[DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC]: Short
    }
}
/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 */
Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin

val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_YMINXMID: Short
        val SVG_PRESERVEASPECTRATIO_YMIDXMID: Short
        val SVG_PRESERVEASPECTRATIO_YMINXMIN: Short
        val SVG_PRESERVEASPECTRATIO_YMIDXMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_PRESERVEASPECTRATIO_YMAXXMIN: Short
        val SVG_PRESERVEASPECTRATIO_YMAXXMAX: Short
        val SVG_PRESERVEASPECTRATIO_YMAXYMID: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}
val SVG_MEETORSLICE_MEET: Short
val SVG_MEETORSLICE_SLICE: Short

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin */

```kotlin
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */

```kotlin
```kotlin
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */

```kotlin
```kotlin
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin */

```kotlin
```kotlin
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint

    @kotlin.internal.InlineOnly
    public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

    @kotlin.internal.InlineOnly
    public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

    /**
     * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin */

```kotlin
```kotlin
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
    }
```
TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList

    companion object {
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

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/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin *
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin *
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin *
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
[SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin

```kotlin
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
```

[SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin

```kotlin
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
```

[SVGMarkerElement](https://developer.mozilla.org/en/docs/Web/API/SVGMarkerElement) to Kotlin

```kotlin
public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    open var orient: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
```

[SVGSolidColorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidColorElement) to Kotlin

```kotlin
public external abstract class SVGSolidColorElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
    }
```
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to
 Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to
 Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
kotlin.js.*unimport org.khronos.webgl.*unimport org.w3c.css.masking.*unimport org.w3c.dom.*unimport org.w3c.dom.clipboard.*unimport org.w3c.dom.css.*unimport org.w3c.dom.encryptedmedia.*unimport org.w3c.dom.events.*unimport org.w3c.dom.mediacapture.*unimport org.w3c.dom.mediase(source.*unimport org.w3c.dom.parsing.*unimport org.w3c.dom.pointerevents.*unimport org.w3c.dom.svg.*unimport org.w3c.dom.url.*unimport org.w3c.dom.encryptedmedia.*unimport org.w3c.dom.mediaseource.*unimport org.w3c.dom.parsing.*unimport org.w3c.dom.pointerevents.*unimport org.w3c.dom.svg.*unimport org.w3c.dom.url.*unimport org.w3c.dom.encryptedmedia.*unimport org.w3c.dom.mediaseource.*unimport org.w3c.dom.parsing.*unimport org.w3c.dom.xhr.*un/*n * Exposes the JavaScript

[Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin

```kotlin
* Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) : MediaProvider, ImageBitmapSource {`n open val size: Number
* open val isClosed: Boolean
* fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
* fun close():

```
getRegistration(clientURL: String = definedExternally): Promise<Any?>
    fun getRegistrations():
    Promise<Array<ServiceWorkerRegistration>>

fun startMessages():

RegistrationOptions {
    var scope: String?
    get() = definedExternally
    set(value) = definedExternally
}

var type: WorkerType? /* = WorkerType.CLASSIC */
    get() = definedExternally
    set(value) = definedExternally

RegistrationOptions {
    var scope: String?
    get() = definedExternally
    set(value) = definedExternally
}

fun getRegistrations():
    Promise<Array<ServiceWorkerRegistration>>

fun startMessages()
o["includeUncontrolled"] = includeUncontrolled
  o["type"] = type
  return o
}

/**
 * Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
 * @public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
 *  fun waitUntil(f: Promise<Any?>) { ... } companion object {
 *    fun none: CompanionObject
 *  }
 *}

/**
 * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin
 * @public external open class InstallEvent(type: String, eventInitDict: InstallEventInit = definedExternally) : ExtendableEvent {
 *  fun registerForeignFetch(options: ForeignFetchOptions)
 *}

public external interface InstallEventInit : EventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
 * @public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
 *  fun postMessage(message: String, targets: Array<*>? = null)
 *}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ForeignFetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 * @public external open class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit = definedExternally) : ExtendableEvent {
 *  fun respondWith(r: Promise<ForeignFetchResponse>)
 *}

public external interface ForeignFetchEventInit : ExtendableEventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ForeignFetchResponse](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 * @public external interface ForeignFetchResponse {
 *  fun headers(response: Response)
 *}

public external interface ForeignFetchResponse

@kotlin.internal.InlineOnly
public inline fun ForeignFetchResponse(headers: Array<String?>): ForeignFetchResponse {
    val o = js("({})")
    o["headers"] = headers
    return o
}

/**
 * Exposes the JavaScript [ForeignFetchOptions](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 * @public external interface ForeignFetchOptions {
 *  fun scopes(scopes: Array<String?>)
 *}

public external interface ForeignFetchOptions

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String?>): ForeignFetchOptions {
    val o = js("({})")
    o["scopes"] = scopes
    return o
}

/**
 * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 * @public external open class FetchEvent(type: String, eventInitDict: FetchEventInit = definedExternally) : ExtendableEvent {
 *  fun respondWith(r: Promise<Response>)
 *}

public external interface FetchEventInit : ExtendableEventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```kotlin
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
    open val data: Any?
    open val origin: String
    open val lastEventId: String?
    open val source: UnionClientOrMessagePortOrServiceWorker?
    open val ports: Array<out MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["portals"] = portals
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
*/
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? = false
    var ignoreMethod: Boolean? = false
    var ignoreVary: Boolean? = false
    var cacheName: String?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
    var request: Request?
    var response: Response?
    var options: CacheQueryOptions?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript
[CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
*/
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

*/

package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript XMLHttpRequestEventTarget to Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript XMLHttpRequest to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String?
    open val status: Short?
    open val statusText: String?
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String?
    open val responseXML: Document?
    fun send(body: String?)
}
definedExternally)
fun abort(): Unit
fun getResponseHeader(name: String): String
fun getAllResponseHeaders(): String
fun overrideMimeType(mime: String): Unit

companion object {
    val UNSENT: Short
    val OPENED: Short
    val HEADERS_RECEIVED: Short
    val LOADING: Short
    val DONE: Short
}

/**
 * Exposes the JavaScript
 * FormData to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript
 * ProgressEvent to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
    var loaded: Number? /* = 0 */
    var total: Number? /* = 0 */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = ";".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = ";arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = ";blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = ";document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = ";json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = ";text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50")
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lists that differ only in the return type\n * of a functional parameter, this annotation enables overload selection by the type of the value returned from\n * the lambda function passed to this functional parameter.\n * Example:\n * ```
 * @OverloadResolutionByLambdaReturnType\n * fun create(intProducer: () -> Int): Int\n *     run {\n *         IntRange(0, 10));\n *     }\n * ```
 * The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned\n * from the lambda function.\n * This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot\n * choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.\n * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.\n
@Target(FUNCTION)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.4")\n@ExperimentalTypeInference\npublic annotation class OverloadResolutionByLambdaReturnType;
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package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * The experimental multiplatform support API marker.
 *
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
 */
@Suppress("DEPRECATION")\n@Experimental\n@RequiresOptIn\n@MustBeDocumented\n@Target(\n    CLASS,\n    ANNOTATION_CLASS,\n    PROPERTY,\n    FIELD,\n    LOCAL_VARIABLE,\n    VALUE_PARAMETER,\n    CONSTRUCTOR,\n    FUNCTION,\n    PROPERTY_GETTER,\n    PROPERTY_SETTER,\n    TYPEALIAS)
@Retention(BINARY)\n@SinceKotlin("1.3")\n@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn’t required to have actual counterparts in all platforms.\n * This annotation is only applicable to ‘expect’ annotation classes in multi-platform projects and marks that class as \n * ‘optional’.\n * Optional expected class is allowed to have no corresponding actual class on the platform. Optional\n * annotations can only be used\n * to annotate something, not as types in signatures. If an optional annotation has no\n * corresponding actual class on a platform,\n * the annotation entries where it’s used are simply erased when\n * compiling code on that platform.\n * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.\n */
@Target(ANNOTATION_CLASS)\n@Retention(AnnotationRetention.BINARY)\n@ExperimentalMultiplatform\n@SinceKotlin("1.2.50")\n@ExperimentalMultiplatform\npublic annotation class OptionalExpectation

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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.reflect.KClass

/**
 * Signals that the annotated\n * annotation class is a marker of an API that requires an explicit opt-in.\n * Call sites of any declaration annotated\n * with that marker should opt in to the API either by using [OptIn],\n * or by being annotated with that marker\n * themselves, effectively causing further propagation of the opt-in requirement.\n * This class requires opt-in itself\n * and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.\n * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.\n * @property level specifies how usages of API without an explicit opt-in are reported in code.\n */
@Target(ANNOTATION_CLASS)\n@Retention(AnnotationRetention(BINARY))\n@SinceKotlin("1.3")\n@RequireKotlin("1.3.70
\", versionKind = RequireKotlinVersionKind.COMPLIER_VERSION\n
public annotation class RequiresOptIn\n
    val message: String = "",
    val level: Level = Level.ERROR
) {
    /**
     * Severity of the diagnostic that should be reported on usages which did not explicitly opt into \n     * the API either by using [OptIn] or by being annotated with the corresponding marker annotation.
     */

    @Retention(SOURCE)
    @SinceKotlin("1.1")
    public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
        abstract override val size: Int
        abstract override fun iterator(): Iterator<E>

        override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }
        override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
            elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)
        override fun isEmpty(): Boolean = size == 0
        override fun toString(): String = joinToString(", ", "[", "]") {
            if (it === this) "(this Collection)" else it.toString()
        }

        /**
         * Returns new array of type `Array<Any?>` with
         * the elements of this collection.
         */
        @JsName("toArray")
        protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

        /**
         * Fills the provided [array] or creates new array of the same type
         * and fills it with the elements of this collection.
         * Supported inside of a `for` statement.
         */
        protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)
    }

    /**
     * Computes the next item in the iteration.
     * This callback method should call one of these two methods:\n     * * \n     * * Computes the next item in the iteration.\n     * * Sets the next value in the iteration, called from the [computeNext] function\n     * * \n     */
    protected fun tryToComputeNext(): Unit\n    protected fun next(): T
        if (!hasNext()) throw NoSuchElementException()
        state = State.Ready
        @Suppress("UNCHECKED_CAST")
    return nextValue as T
    }

    /**
     * Sets the state to done so that the iteration terminates.
     * Supported inside of a `for` statement.
     */
    protected fun done() {
    }

    /**
     * Returns next value as T\n     * \n     */
    protected fun computeNext(): Unit\n    return state = State.Failed

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     * license/LICENSE.txt file.\n     */

implementation of the read-only [List] interface. This class is intended to help implementing read-only lists so it doesn't support concurrent modification tracking.

The list is covariant in its element type. *n @SinceKotlin("1.1") apublic abstract class AbstractList<out E> protected constructor() : AbstractCollection<E>(), List<E> { abstract override val size: Int

abstract override fun get(index: Int): E

override fun iterator(): Iterator<E> = IteratorImpl()

override fun lastIndexOf(element: @UnsafeVariance E): Int

override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)
contained in this set.

override fun equals(other: Any?): Boolean {
    if (other === this) return true
    if (other !is Set<*>) return false
    return setEquals(this, other)
}

override fun hashCode(): Int = unorderedHashCode(c)

internal fun unorderedHashCode(c: Collection<*>): Int {
    var hashCode = 0
    for (element in c) { hashCode += (element.hashCode() ?: 0) }
    return hashCode
}

internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {
    if (c.size != other.size) return false
    return c.containsAll(other)
}

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 */

package kotlin.collections

/**
 * Resizable-array implementation of the deque data structure.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public class ArrayDeque<E> : AbstractMutableList<E> {
    private var head: Int = 0
    private var elementData: Array<Any?>

    override var size: Int = 0
        private set

    /**
     * Constructs an empty deque with specified [initialCapacity], or throws [IllegalArgumentException] if [initialCapacity] is negative.
     */
    public constructor(initialCapacity: Int) {
        if (initialCapacity == 0) {
            elementData = emptyElementData
        } else {
            elementData = arrayOfNulls(initialCapacity)
            head = 0
        }
        if (elementData.size == 0) throw IllegalArgumentException("Illegal Capacity: $initialCapacity")
    }

    /**
     * Constructs an empty deque.
     */
    public constructor() {
        elementData = emptyElementData
        size = elementData.size
    }

    /**
     * Constructs a deque that contains the same elements as the specified [elements] collection in the same order.
     */
    public constructor(elements: Collection<E>) {
        elementData = elements.toTypedArray()
        size = elementData.size
        if (elementData.isEmpty()) elementData = emptyElementData
    }

    /**
     * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].
     */
    private fun ensureCapacity(minCapacity: Int) {
        if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
        if (minCapacity <= elementData.size) return
        if (elementData === emptyElementData) {
            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
            return
        }
        val newCapacity = newCapacity(elementData.size, minCapacity)
        copyElements(newCapacity)
    }

    /**
     * Creates a new array with the specified [newCapacity] size and copies elements in the [elementData] array to it.
     */
    private fun copyElements(newCapacity: Int) {
        val newElements = arrayOfNulls<Any?>(newCapacity)
        elementData.copyInto(newElements, 0, head, elementData.size)
        elementData.copyInto(newElements, elementData.size - head, 0, head)
        head = 0
        elementData = newElements
    }

    @kotlin.internal.InlineOnly
    private inline fun internalGet(internalIndex: Int): E {
        return elementData[internalIndex] as E
    }

    /**
     * Returns the first element, or throws [NoSuchElementException] if this deque is empty.
     */
    public fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(0)

    /**
     * Returns the first element, or `null` if this deque is empty.
     */
    public fun firstOrNull(): E? = if (isEmpty()) null else internalGet(0)

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     */
    public fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(size - 1)

    /**
     * Returns the last element, or `null` if this deque is empty.
     */
    public fun lastOrNull(): E? = if (isEmpty()) null else internalGet(size - 1)
Prepends the specified [element] to this deque.

*\n public fun addFirst(element: E) {

    ensureCapacity(size + 1)
    head = decremented(head)
    elementData[head] = element
    size += 1
}

/**\n * Appends the specified [element] to this deque.

 *\n public fun addLast(element: E) {

    ensureCapacity(size + 1)
    elementData[internalIndex(size)] = element
    size += 1
}

/**\n * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

 *\n public fun removeFirst(): E {\n    if (is EMPTY()) throw
    NoSuchElementException("ArrayDeque is empty.")\n    }\n
    val element = internalGet(head)
    elementData[head] = null
    head = incremented(head)
    size -= 1
    return element
}

/**\n * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

 *\n public fun removeLast(): E {\n    if (is EMPTY()) throw
    NoSuchElementException("ArrayDeque is empty.")\n    }\n
    val internalLastIndex = internalIndexOf(lastIndex)
    val element = internalGet(internalLastIndex)
    elementData[internalLastIndex] = null
    size -= 1
    return element
}

/**\n * Adds the specified [element] to the end of this deque.

 *\n public fun addLast(element: E) {

    ensureCapacity(size + 1)
    elementData[internalIndex(size)] = element
    size += 1
}

/**\n * Prepends the specified [element] to this deque.

 *\n public fun addFirst(element: E) {

    ensureCapacity(size + 1)
    head = decremented(head)
    elementData[head] = element
    size += 1
}

/**\n * Replaces the element at the specified index with the specified value.

 *\n public fun set(index: Int, element: E) {\n
    if (index < 0) throw
    IndexOutOfBoundsException("Index: \n    \n    non-negative")\n    }\n
    elementData[index] = element
}

/**\n * Removes the element at the specified index from this deque.

 *\n public fun remove(index: Int): E {\n
    if (index < 0) throw
    IndexOutOfBoundsException("Index: \n    \n    non-negative")\n    }\n
    val element = internalGet(index)
    elementData[index] = null
    size -= 1
    return element
}

/**\n * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

 *\n public fun removeLast(): E {\n    if (is EMPTY()) throw
    NoSuchElementException("ArrayDeque is empty.")\n    }\n
    val element = internalGet(head)
    elementData[head] = null
    head = incremented(head)
    size -= 1
    return element
}

/**\n * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

 *\n public fun removeFirst(): E {\n    if (is EMPTY()) throw
    NoSuchElementException("ArrayDeque is empty.")\n    }\n
    val element = internalGet(head)
    elementData[head] = null
    head = incremented(head)
    size -= 1
    return element
}

/**\n * Appends the specified [element] to this deque.

 *\n public fun addLast(element: E) {

    ensureCapacity(size + 1)
    elementData[internalIndex(size)] = element
    size += 1
}

/**\n * Prepends the specified [element] to this deque.

 *\n public fun addFirst(element: E) {

    ensureCapacity(size + 1)
    head = decremented(head)
    elementData[head] = element
    size += 1
}

/**\n * Replaces the element at the specified index with the specified value.

 *\n public fun set(index: Int, element: E) {\n
    if (index < 0) throw
    IndexOutOfBoundsException("Index: \n    \n    non-negative")\n    }\n
    elementData[index] = element
}

/**\n * Removes the element at the specified index from this deque.

 *\n public fun remove(index: Int): E {\n
    if (index < 0) throw
    IndexOutOfBoundsException("Index: \n    \n    non-negative")\n    }\n
    val element = internalGet(index)
    elementData[index] = null
    size -= 1
    return element
}

/**\n * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

 *\n public fun removeLast(): E {\n    if (is EMPTY()) throw
    NoSuchElementException("ArrayDeque is empty.")\n    }\n
    val element = internalGet(head)
    elementData[head] = null
    head = incremented(head)
    size -= 1
    return element
}

/**\n * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

 *\n public fun removeFirst(): E {\n    if (is EMPTY()) throw
    NoSuchElementException("ArrayDeque is empty.")\n    }\n
    val element = internalGet(head)
    elementData[head] = null
    head = incremented(head)
    size -= 1
    return element
}
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elementData.size - head, startIndex = 0, endIndex = tail\n)\nstructure(head - elementData.size, elements)\n\n/**
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of\n * this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n
@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("\"ArraysKt\"\")\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\n
/**\n * Returns a single list of all elements from all arrays in the\n * given array.\n */\nfun <T> flatten<T>: List<T>\n{\n    val result = ArrayList\(List\(Array\(List\(T\))\)){\n        for (element in this)\n        {\n            result.addAll\(element\n        }\n        return result\n    }\n}

/**\n * Returns a pair of lists, where\n * *first* list is built from\n * the first values of each pair from this array,\n * *second* list is built from the second values of each pair from this\n * array.\n */\nfun <T, R>: Pair<List<T>, List<R>>.unzip()\n{\n    val listT = ArrayList<T>(size)\n    val listR =\n    for (pair in this)\n    {\n        listT.add(pair.first)\n        listR.add(pair.second)\n    }\n    return listT to listR\n}

/**\n * Returns *true* if this nullable array is either null or empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun Array<*>.isNullOrEmpty(): Boolean\n{\n    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }\n    return this == null || this.isEmpty()\n}

/**\n * Returns this array if it's not empty\n * or the result of calling [defaultValue] function if\n * the array is empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY\")\nfun ifEmpty<T>(defaultValue: () -> R): R where T : Array<*>, T : R =\n    if (isEmpty()) defaultValue() else this

@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.JvmName("contentDeepEquals")\n@kotlin.js.JsName("contentDeepEqualsImpl")\ninternal fun <T> Array<out T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {\n    if (this === other) return true\n    if (this == null || other == null || this.size != other.size) return false\n    for (i in indices)\n    {\n        val v1 = this[i]\n        val v2 = other[i]\n        if (v1 !== v2) {\n            return false\n        } else if (v1 == null || v2 == null) {\n            return false\n        } else if (v1 is Array<*>)\n        {\n            return v1.contentDeepEquals(v2)\n        } else if (v1 is UByteArray)\n        {\n            return v1.contentEquals(v2)\n        } else {\n            return v1 != v2\n        }\n    }\n    return true\n}

@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.JvmName("contentDeepToString")\n@kotlin.js.JsName("contentDeepToStringImpl")\ninternal fun <T> Array<out T>?.contentDeepToStringImpl(): String {\n    if (this == null) return "null"\n    val length = size.coerceAtMost(Int.MAX_VALUE / 5) * 5 + 2 // in order not\n    to overflow Int.MAX_VALUE\n    return buildString\(length) {\n        contentDeepToStringInternal\(this,\n        mutableListOf\(Array\<*\>())\n    }\n}

@OptIn(ExperimentalUnsignedTypes::class)\nprivate fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>): String {\n    if (this in\n    processed) {\n        result.append\("[...\"")\n        return result.toString\()\n    } else {\n        processed.add\(this)\n        result.append\(\"[\"")\n        for (i in indices)\n        {\n            if (i != 0) result.append\(", \"")\n        }\n        val element = this[i]\n        when (element)\n        {\n            null -> result.append\("null"\")\n            Array<> ->\n            element.contentDeepToString\(Internal\(result,\n            processed\))\n            else -> if (v1 !== v2) result.append\("\"")\n        }\n    }\n}

@OptIn(ExperimentalUnsignedTypes::class)\n@kotlin.js.JsName("deepToStringImpl")\nprivate fun <T> Any.deepToString\(Internal\(result,\n            processed\))\n{\n    if (this == null) return "null"\n    val maxLength = size.coerceAtMost\(Int.MAX_VALUE - 2\) / 5 * 5 + 2 // in order not\n    to overflow Int.MAX_VALUE\n    result.append\(buildString\(length\) {\n        contentDeepToString\(Internal\(this,\n        mutableList\(null\)")\n    }\n}

@OptIn(ExperimentalUnsignedTypes::class)\n@kotlin.js.JsName("deepToStringImpl")\nprivate fun <T> Any.deepToString\(Internal\(result,\n            processed\))\n{\n    if (this == null) return "null"\n    val maxLength = size.coerceAtMost\(Int.MAX_VALUE - 2\) / 5 * 5 + 2 // in order not\n    to overflow Int.MAX_VALUE\n    result.append\(buildString\(length\) {\n        contentDeepToString\(Internal\(this,\n        mutableList\(null\)")\n    }\n}
result.append(element.contentToString())

is IntArray     -> result.append(element.contentToString())
            is LongArray    ->
            is FloatArray   -> result.append(element.contentToString())
            is DoubleArray  -> result.append(element.contentToString())
            is CharArray    ->
            is BooleanArray -> result.append(element.contentToString())

is UByteArray   -> result.append(element.contentToString())
            is UShortArray  ->
            is UIntArray    -> result.append(element.contentToString())
            is ULongArray   ->
            else            ->
            result.append(element.toString())
        }
    }

    result.append(']')

processed.removeAt(processed.lastIndex)
}

/*
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 * license/LICENSE.txt file.
 */

package kotlin.collections

/**
 * Data class representing a value from a
 * collection or sequence, along with its index in that collection or sequence.
 */
public data class IndexedValue<out T>(public val index: Int, public val value: T)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is
 * requested.
 * @param property the metadata for the property, used to get
 * the name of property and
 * store the value associated with that name in the map.
 * @param value the value to set.
 */
public inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

/**
 * Returns the value for the given key, or the implicit default value
 * for this map.
 * By default no implicit value is provided for maps and a
 * [NoSuchElementException] is thrown.
 * To create a map with
 * implicit default value use [withDefault] method.
 */
public inline fun <K, V> Map<in String, in V>.getOrImplicitDefaultOrNull(void: K): V? {
    return getOrImplicitDefault(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}

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 * license/LICENSE.txt file.
 */

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

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value
 * for this map.
 * By default no implicit value is provided for maps and a
 * [NoSuchElementException] is thrown.
 * To create a map with
 * implicit default value use [withDefault] method.
 */
public inline fun <K, V> Map<in String, in V>.getOrImplicitDefaultOrNull(void: K): V? {
    return getOrImplicitDefault(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}
provided with the specified function [defaultValue].

* This implicit default value is used when the original map doesn't contain a value for the key specified
* and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.

* When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

* Returns a wrapper of this mutable map, having the specified default value provided with the specified function

[defaultValue].

* This implicit default value is used when the original map doesn't contain a value for the key specified
* and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.


private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>) = map.putAll(from)
    override fun clear() = map.clear()
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

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@Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * Allows to overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>`.
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly/public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).addAll(elements)

/**
 * Removes all elements contained in the given [elements] collection from this mutable collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Removes all elements contained in the given [elements] sequence from this mutable collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.removeAll(elements: Sequence<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Removes all elements contained in the given [elements] array from this mutable collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.removeAll(elements: Array<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Collection<T>?)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Sequence<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Array<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Collection<T>?)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Sequence<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Array<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Collection<T>?)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Sequence<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Array<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Collection<T>?)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Sequence<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
@kotlin.internal.InlineOnly/public inline fun <T> MutableCollection<T>.retainAll(elements: Array<T>)
    ?: Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)
MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    if (set.isNotEmpty())
        return retainAll(set)
    else
        return retainNothing()
}

private fun MutableCollection<*>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
 */
public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

/**
 * Removes the element at the specified [index] from this list.
 * In Kotlin one should use the [MutableList.removeAt] function instead.
 */
@Deprecated("Use removeAt(index) instead.", ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)

/**
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

/**
 * Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

/**
 * Removes the last element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)

/**
 * Removes all elements from this [MutableList] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableList] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}
AbstractList<T>() {
\n override val size: Int get() = delegate.size
\n override fun get(index: Int): T =
\n delegate[reverseElementIndex(index)]
\n private class ReversedList<T>(private val delegate: MutableList<T>) :
\n AbstractMutableList<T>() {
\n override val size: Int get() = delegate.size
\n override fun get(index: Int): T =
\n delegate[reverseElementIndex(index)]
\n override fun clear() = delegate.clear()
\n override fun removeAt(index: Int): T =
\n delegate.removeAt(reverseElementIndex(index))
\n override fun add(index: Int, element: T) =
\n delegate.add(reverseElementIndex(index), element)
\n override fun addAt(index: Int, element: T) =
\n delegate.addAt(reverseElementIndex(index), element)
\n override fun set(index: Int, element: T) =
\n delegate.set(reverseElementIndex(index), element)
\n override fun add(index: Int, element: T) {
\n delegate.add(reversePositionIndex(index), element)
\n delegate[reverseElementIndex(index)]
\n delegate[reverseElementIndex(index)]
\n @RestrictsSuspension
\n public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)
\n @RestrictsSuspension
\n public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)
\n /**
\n * Returns a reversed read-only view of the original List.
\n * All changes made in the original list will be reflected in the reversed one.
\n * @sample samples.collections.ReversedViews.asReversedList
\n */
\n public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)
\n /**
\n * Returns a reversed mutable view of the original mutable List.
\n * All changes made in the original list will be reflected in the reversed one and vice versa.
\n * @sample samples.collections.ReversedViews.asReversedList
\n */
\n fun list.<@BuilderInference block: suspend SequenceScope<T>.() -> Unit>: Sequence<T> =
\n Sequence { iterator(block) }
\n fun iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {
\n val iterator = SequenceBuilderIterator<T>()
\n iterator.nextStep =
\n block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)
\n return iterator
\n }
can be potentially infinite.

* @sample samples.collections.Sequences.Building.buildSequenceYieldAll

* An public abstract suspend fun yieldAll(Iterator<T>)

/**
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll

* Yields collections of values to the [Iterator] being built
* and suspends until all these values are iterated and the next one is requested.

* @sample samples.collections.Sequences.Building.buildSequenceYieldAll

* An public suspend fun yieldAll(elements: Iterable<T>)

* Yields potentially infinite sequence of values to the [Iterator] being built
* and suspends until all these values are iterated and the next one is requested.

* The sequence can be potentially infinite.

* @sample samples.collections.Sequences.Building.buildSequenceYieldAll

* An public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

* Use SequenceScope class instead.

ReplaceWith("SequenceScope<T>", level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady ->
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                    }
                State_Done -> return false
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }

            state = State_Failed
            val step = nextStep!!
            if (step!!.hasNext()) {
                state = State_ManyReady
                return true
            } else {
                state = State_NotReady
                return false
            }

        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady, State_ManyNotReady ->
                @Suppress("UNCHECKED_CAST") return nextValue as T
            State_ManyReady -> {
                state = State_ManyNotReady
                return nextIterator!!.next()
            }
            State_Ready -> {
                state = State_NotReady
                val result = nextValue
                nextValue = null
                return result
            }
            else -> throw exceptionalState()
        }
    }

    private fun exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed ->
            IllegalStateException("The iterator has failed.
            " + "Unexpected state of the iterator: $state")
        else ->
            IllegalStateException("The iterator has failed.
            " + "Unexpected state of the iterator: $state")
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            suspendCoroutineUninterceptedOrReturn { c ->
                c.resume(value)
            }
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextIterator = iterator
        state = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c ->
            c.resume(iterator)
        }
    }

    // Completion continuation implementation
    override suspend fun resumeWith(result: Result<Unit>) {
        result.getOrThrow()
        state = State_Done
    }

    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow()
    }

    override val context: CoroutineContext
        get() = EmptyCoroutineContext
}

internal fun checkWindowSizeStep(size: Int, step: Int) {
    require(size > 0 && step > 0) {
        if (size != step)
            "Both size $size and step $step must be greater than zero."
        else
            "size $size must be greater than zero."
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer) }
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---

```kotlin
@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left, right, index: Int) {
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

// Interfaces
=============================================================================
/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int)    = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int)   = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int)     = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int)    = quickSort(array, fromIndex, toIndex - 1)

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 */

package kotlin.contracts

import kotlin.internal.ContractsDsl
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is
 * used to opt-in for that feature
 * when declaring contracts of user functions.
 * * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalContracts::class)`
 * or by using the compiler argument `-Xopt-
Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to describe the contract of a function. This type is used as a receiver type of the lambda function passed to the [contract] function.

*ân *â@ContractsDsln@ExperimentalContracts\n\n*ân@ExperimentalContracts\n\n@RequiresOptIn@MustBeDocumented\n\n**ân * Describes a situation when a function returns normally, without any exceptions thrown.
*ân * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
*ân // @sample samplescontractsreturnsContract
    *ân * Describes a situation when a function returns normally with the specified return value.
*ân * The possible values of [value] are limited to `true`, `false` or `null`.
*ân * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
*ân // @sample samplescontractsreturnsTrueContract
// @sample samplescontractsreturnsFalseContract
// @sample samplescontractsreturnsNullContract
@ContractsDsln@ExperimentalContracts@SinceKotlin\n\n*ân // @sample samplescontractsreturnsNotNullContract
\n/**ân * Specifies that the function parameter [lambda] is invoked in place.
*ân * This contract specifies that:
*ân * 1. the function [lambda] can only be invoked during the call of the owner function,
*ân * and it won't be invoked after that owner function call is completed;
*ân * 2. (optionally) the function [lambda] is invoked the amount of times specified by the [kind] parameter,
*ân * see the [InvocationKind] enum for possible values.
*ân * A function declaring the `callsInPlace` effect must be _inline_.
@ContractsDsl
@ExperimentalContracts
@SinceKotlin\n\n/**ân * Specifies how many times a function invokes its function parameter in place.
@ContractsDsl
@ExperimentalContracts
@SinceKotlin\n\n/**ân * A function parameter will be invoked one time or not invoked at all.
@ContractsDsl@ExperimentalContracts\n\n/**ân * A function parameter will be invoked one or more times.
@ContractsDsl@ExperimentalContracts\n\n/**ân * A function parameter is called in place, but it's unknown how many times it can be called.
@ContractsDsl@ExperimentalContracts**|
public inline fun contract(builder: ContractBuilder.() -> Unit) { }

package kotlin.coroutines

/**
 * Marks coroutine context element that intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the
 * interceptor and intercepts all coroutine continuations with [interceptContinuation] invocations.
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that its
 * implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey]
 * respectively. [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 *
 * [ContinuationInterceptor.Key] is a specialized version of [AbstractCoroutineContextKey], thus implementing only
 * [get] and [minusKey] methods.
 *
 * @since @SinceKotlin("1.3")
 * @suppress("UNUSED_PARAMETER")
 * @visibleForTesting
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key :
        CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original
     * continuation, thus intercepting all resumptions.
     * This function is invoked by coroutines framework when needed and the resulting continuations are
     * cached internally per each instance of the original continuation.
     * This function may simply return original continuation if it does not want to intercept this particular
     * continuation.
     * When the original continuation completes, coroutines framework invokes [releaseInterceptedContinuation]
     * with the resulting continuation if it was intercepted, that is if `interceptContinuation` had previously
     * returned a different continuation instance.
     * Invoked for the continuation instance returned by [interceptContinuation] when the original
     * continuation completes and will not be used anymore. This function is invoked only if
     * [interceptContinuation] had returned a different
     * continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun <T>
        interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the continuation instance returned by this interceptor's [interceptContinuation] invocation.
     * This function is invoked only if [interceptContinuation] had returned a different
     * continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        E? {
        // getPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<* , *> ) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else
            null
        } @Suppress("UNCHECKED_CAST")
        return if (ContinuationInterceptor === key) this as E else
        null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext =
        if (key === EmptyCoroutineContext) this else // fast path -- avoid
        lambda creation
    }

        E? {
        // getPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<* , *> ) {
            return if (key.isSubKey(this.key) &&
            key.tryCast(this) != null) EmptyCoroutineContext else this
        }
        @Suppress("UNCHECKED_CAST")
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else
        this
    }

    public override fun plus(context: CoroutineContext): CoroutineContext =
        if (context === EmptyCoroutineContext) this else // fast path -- avoid
        lambda creation
    }

    public override fun fold(initial: R, operation: (R, Element) -> R): R {
        return initial
    }

    public override fun fold(key: Key<*>): R {
        return initial
    }

    public override fun <R, S> fold(key: Key<*>): R {
        return initial
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R {
        return initial
    }

    override fun plus(context: CoroutineContext): CoroutineContext =
        if (context === EmptyCoroutineContext) this else // fast path -- avoid
        lambda creation
    }

    override fun fold(this: Element, initial: R, operation: (R, Element) -> R): R {
        return initial
    }

        E? {
        val removed =
acc.minusKey(element.key)  
            if (removed === EmptyCoroutineContext) element else {  
                // make sure interceptor is always last in the context (and thus is fast to get when present)
                val interceptor = removed[ContinuationInterceptor]  
                if (interceptor == null) CombinedContext(removed, element) else  
                    val left = removed.minusKey(ContinuationInterceptor)  
                    if (left === EmptyCoroutineContext) CombinedContext(ContinuationInterceptor(element, interceptor) else
                
            }

        }  

    /**
     * Returns a context containing elements from this context, but without an element with
     * the specified [key].
     */
    public fun minusKey(key: Key<*>): CoroutineContext

    /**
     * Key for the elements of 
     * [CoroutineContext]. [E] is a type of element with this key.
     */
    public interface Key<E : Element>

    /**
     * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.
     */
    public interface Element : CoroutineContext {
        /**
         * A key of this coroutine context element.
         */
        public val key: Key<*>

        public override operator fun <E : Element> get(key: Key<E>): E? =
            @Suppress("UNCHECKED_CAST")
            if (this.key == key) this as E else null

        public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
            operation(initial, this)

        public override fun minusKey(key: Key<*>): CoroutineContext =
            if (this.key == key) EmptyCoroutineContext else this
    }
}

package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.Element
import kotlin.coroutines.CoroutineContext.Key

/**
 * Base class for 
 * [CoroutineContext.Element] implementations.
 */
@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * Base class for 
 * [CoroutineContext.Key] associated with polymorphic
 * [CoroutineContext.Element].
 * Polymorphic element implementation implies delegating its
 * [get][Element.get] and [minusKey][Element.minusKey] to [getPolymorphicElement] and
 * [minusPolymorphicKey] respectively.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public abstract class AbstractCoroutineContextKey<B : Element, E : B>(
    baseKey: Key<B>,
    private val safeCast: (element: Element) -> E?
) : Key<E> {
    private val topmostKey: Key<*> = if (baseKey is
        AbstractCoroutineContextKey<*, *>)
            baseKey.topmostKey else baseKey

    internal fun tryCast(element: Element): E? = safeCast(element)
    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey

    companion object {  
        @param B base class of a polymorphic element
        @param E element type associated with the current key
        @param safeCast a function that can safely cast
        * and return the element if it is a subtype of [E] or `null` otherwise.
        * @param baseKey an instance of base key
        * @param E element type associated with the current key
        * @param safeCast a function that can safely cast
    }
}
@Suppress("UNCHECKED_CAST")
return if (key isSubKey(this.key)) key.tryCast(this.key) as? E else null

@Suppress("UNCHECKED_CAST")
return if (this.key === key) this as E else null

/**
 * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner or
 * `null` otherwise.
 * This method returns empty context if either [Element.key] is equal to the given [key] or if the [key] is associated with [Element.key] via [AbstractCoroutineContextKey].
 * See [AbstractCoroutineContextKey] for the example of usage.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {
    if (key is AbstractCoroutineContextKey<*, *> && key.tryCast(this.key) != null) {
        return if (key == this.key) this as E else null
    }
    return if (this.key === key) EmptyCoroutineContext else this
}

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>?): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext()

    private fun contains(element: Element): Boolean = get(element.key) == element
    private fun containsAll(context: CoroutineContext): Boolean {
        var cur = context
        while (true) {
            if (!contains(cur.element)) return false
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return contains(next as Element)
            }
        }
    }

    override fun equals(other: Any?): Boolean = this === other || other is CombinedContext && other.size() == size() &&
    other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String = "[" + fold("") { acc, element ->
        if (acc.isEmpty()) element.toString() else
        "$acc, $element"
    } + "]

    private fun writeReplace(): Any {
        val n = size()
        val elements = arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element -> elements[index++] = element }
        check(index == n)
        @Suppress("UNCHECKED_CAST")
        return Serialized(elements as Array<CoroutineContext>)
    }
}

private class Serialized(val elements: Array<CoroutineContext>) :
    Serializable {
    companion object {
        private const val serialVersionUID: Long = 0L
    }

    private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
}

-opened

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 */

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

package kotlin.coroutines.intrinsics

import kotlin.contracts.*
import kotlin.coroutines.*
import kotlin.internal.InlineOnly
resumed by invoking [Continuation.resumeWith] at some moment in the\n * future when the result becomes available to resume the computation.\n * Otherwise, the return value of the [block] must have a type assignable\n to [T] and represents the result of this suspend function.\n * It means that the execution was not suspended and the\n [Continuation] provided to the [block] shall not be invoked.\n * As the result type of the [block] is declared as\n  `Any?` and cannot be correctly type-checked,\n * its proper return type remains on the conscience of the suspend\n function's author.\n * Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's\n thread without going through the\n * [Continuation] [ContinuationInterceptor] that might be present in the coroutine's\n [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n * Note that it is not\n recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions\n synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way\n to obtain current continuation instance.\n
*/
@SinceKotlin("1.3")
@InlineOnly
@Suppress("UNUSED_PARAMETER","RedundantSuspendModifier")
public suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    throw NotImplementedError("Implementation of\n suspendCoroutineUninterceptedOrReturn \n ‘block’ argument to state that it was the execution was suspended and will\n not return any result immediately.\n * * * Note: this value should not be used in general code.** Using it outside\n of the context of `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited\n to,\n * storing this value in other properties, returning it from other functions, etc)\n * can lead to unspecified\n behavior of the code.\n */\n // It is implemented as property with getter to avoid ProGuard <clinit> problem with\n // multife IntrinsicsKt class\n @SinceKotlin("1.3")\n @PublishedApi // This class is Published API via serialized\n // representation of SafeContinuation, don't rename/move\n internal enum class CoroutineSingletons {
    COROUTINE_SUSPENDED, UNDECIDED, RESUMED
}
license/LICENSE.txt file.

The experimental marker for type inference augmenting annotations.

Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTypeInference::class)` or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`.

`@Suppress("DEPRECATION")` specifies that the corresponding type should be ignored during type inference.

`@Retention(AnnotationRetention.BINARY)` uninstant annotation class

`@RequiresOptIn(level = RequiresOptIn.Level.ERROR)` uninstant annotation class

`@MustBeDocumented` uninstant annotation class

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`@Suppress("DEPRECATION")` uninstant annotation class

`@RequiresOptIn(level = RequiresOptIn.Level.ERROR)` uninstant annotation class

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Kotlin 1.2 is going to ignore this `[RequireKotlin]` altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version. This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.

```kotlin
@Target(AnnotationTarget.CLASS,
        AnnotationTarget.FUNCTION, AnnotationTargetPROPERTY, AnnotationTarget.CONSTRUCTOR,
        AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention(SOURCE))\n@Repeatable\n@SinceKotlin("1.2")\ninternal annotation class RequireKotlin\n    (val version: String,\n     val message: String = "",\n     val level: DeprecationLevel = DeprecationLevel.ERROR,\n     val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,\n     val errorCode: Int = -1)\n```

This kind of the version that is required by `[RequireKotlin]` is not treated as a requirement on the language version.

```kotlin
/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}
```

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```kotlin
private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}
```

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```kotlin
@Retention(AnnotationRetention(BINARY))\n@SinceKotlin("1.2")\ninternal annotation class ContractsDsl\n```

/*
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 */

```kotlin
package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write property with a non-'null' value that is initialized not during
     * object construction time but at a later time.
     *
     * Trying to read the property before the initial value has been
     * assigned results in an exception.
     * Returns a property delegate for a read/write property
     * calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called after the change of the property is made.
     * The value of the property has already been changed when this callback is invoked.
     *
     * @param onChange the callback which is called before a change to the property value is attempted.
     * If the callback returns `true` the value of the property is being set to the new value, and if the callback returns `false` the new value is discarded and the property remains its old value.
     * @param onThrowVetoableDelegate the callback which is called when a VetoableDelegate has been overridden.
     */
    public fun <T> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new value, and if the callback returns `false` the new value is discarded and the property remains its old value.
     */
    public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit): ReadWriteProperty<Any?, T> =
        object : ObservableProperty<T>(initialValue) {
            override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
        }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when
     * @param onThrowVetoableDelegate the callback which is called when a VetoableDelegate has been overridden.
     */
    public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean): ReadWriteProperty<Any?, T> =
        object : ObservableProperty<T>(initialValue) {
            override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
        }
```

/*
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 */

```kotlin
private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}
```

/*
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 */

```kotlin
package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Base interface that can be used for implementing property delegates of read-only properties.
 * @param T the type of object which owns the delegated property.
 */
@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTargetPROPERTY, AnnotationTarget.CONSTRUCTOR, AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention(SOURCE))\n@Repeatable\n@SinceKotlin("1.2")\ninternal annotation class RequireKotlin\n    (val version: String,\n     val message: String = "",\n     val level: DeprecationLevel = DeprecationLevel.ERROR,\n     val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,\n     val errorCode: Int = -1)\n```
*/\npublic fun interface ReadOnlyProperty<in T, out V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public operator fun getValue(thisRef: T, property: KProperty<*>): V
}

/**
 * Base interface that can be used for implementing property delegates of read-write properties.
 * This is provided only for convenience; you don't have to extend this interface as long as your property delegate has methods with the same signatures.
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 */
public interface ReadWriteProperty<in T, V>: ReadOnlyProperty<T, V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public operator fun getValue(thisRef: T, property: KProperty<*>): V

    /**
     * Sets the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @param value the value to set.
     */
    public operator fun setValue(thisRef: T, property: KProperty<*>, value: V)
}

/**
 * Base interface that can be used for implementing property delegate providers.
 * This is provided only for convenience; you don't have to extend this interface as long as your delegate provider has a method with the same signature.
 * @param T the type of object which owns the delegated property.
 * @param D the type of property delegates this provider provides.
 */
@SinceKotlin("1.4")
public fun interface PropertyDelegateProvider<in T, out D> {
    /**
     * Returns the delegate of the property for the given object.
     * This function can be used to extend the logic of creating the object (e.g. perform validation checks) to which the property implementation is delegated.
     * @param thisRef the object for which property delegate is requested.
     * @param property the metadata for the property.
     * @return the property delegate.
     */
    public operator fun provideDelegate(thisRef: T, property: KProperty<*>): D
}

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {
    private var value = initialValue

    /**
     * The callback which is called before a change to the property value is attempted.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new value,
     * and if the callback returns `false` the new value is discarded and the property remains its old value.
     * protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true
     * The callback which is called after the change of the property is made.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): V {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }
        this.value = value
        afterChange(property, oldValue, value)
    }
}
KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>): V {
    return get()
}

/**
 * An extension operator that allows delegating a mutable property of type [V] to a property reference to a mutable property of the same type [V]. The reference is without a receiver, i.e. it either references a top-level property or has the receiver bound to it. Example:

```kotlin
class Login(val username: String, var incorrectAttemptCounter: Int = 0) {
    var defaultLoginAttempts by this.login::incorrectAttemptCounter
    // equivalent to
    var defaultLoginAttempts: Int
        get() = this.login.incorrectAttemptCounter
        set(value) {
            this.login.incorrectAttemptCounter = value
        }
}
```

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <V> KMutableProperty0<V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    set(value)
}

/**
 * An extension operator that allows delegating a read-only member or extension property of type [V] to a property reference to a member or extension property of type [V] or its subtype. The reference has an unbound receiver of type [T]. Example:

```kotlin
class Login(val username: String)
val Login.user by Login::username
// equivalent to
val Login.user get() = this.username
```
public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)

/**
 * Creates a byte array of the specified [size], filled with random bytes.
 */
public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * Creates a byte array of the specified [size], filled with random bytes.
 * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
 */
@sample samples.random.Randoms.defaultRandom
@sample Randoms.companion object Default : Random() {

private val defaultRandom: Random = defaultPlatformRandom()

override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)

override fun nextInt(): Int = defaultRandom.nextInt()

override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)

override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from, until)

override fun nextLong(): Long = defaultRandom.nextLong()

override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)

override fun nextByte(): Int = defaultRandom.nextByte()

override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)

override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)

override fun nextBytes(fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(fromIndex, toIndex)

override fun nextDouble(): Double = defaultRandom.nextDouble()

override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)

override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)

override fun nextFloat(): Float = defaultRandom.nextFloat()

override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)

override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)

override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)

override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)

override fun nextByte(): Byte = defaultRandom.nextByte()

override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)

override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)

override fun nextBytes(fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(fromIndex, toIndex)

override fun nextDouble(): Double = defaultRandom.nextDouble()

override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)

override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)

override fun nextFloat(): Float = defaultRandom.nextFloat()

override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)

override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)

override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)

override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)

override fun nextByte(): Byte = defaultRandom.nextByte()

override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)

override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)

override fun nextBytes(fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(fromIndex, toIndex)

override fun nextDouble(): Double = defaultRandom.nextDouble()

override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)

override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)

override fun nextFloat(): Float = defaultRandom.nextFloat()
internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) { boundsErrorMessage(from, until) }

internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) { boundsErrorMessage(from, until) }

internal fun checkRangeBounds(from: Any, until: Any) = "Random range is empty: [$from, $until)."

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."

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package kotlin.random

/**
 * Gets the next random [UInt] from the random number generator.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt = nextInt().toUInt()

/**
 * Gets the next random [UInt] from the random number generator less than the specified [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until) xor until

/**
 * Gets the next random [UInt] from the random number generator in the specified range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt = nextUInt(from.toInt(), until.toInt())

/**
 * Gets the next random [ULong] from the random number generator.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(): ULong = nextLong().toULong()

/**
 * Gets the next random [ULong] from the random number generator less than the specified [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until: ULong): ULong = nextULong(from.toLong(), until.toLong())

/**
 * Fills
the specified unsigned byte [array] with random bytes and returns it.\n*\n* @return [array] filled with random
bytes.\n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* @public fun Random.nextUBytes(array:
UByteArray): UByteArray {\n\n    nextBytes(array.asByteArray())\n\n    return array\n*\n* **\n* Creates an unsigned
byte array of the specified [size], filled with random bytes.\n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* @public fun Random.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray()\n*\n* Creates an unsigned
byte array of the specified [size], filled with random bytes.\n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* @public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\n\n    nextBytes(array.asByteArray(), fromIndex, toIndex)\n\n    return array\n*\n* **\n* Fills a subrange of the specified 'UByte' [array] starting from
[fromIndex] inclusive and ending to [toIndex] exclusive with random UBytes.\n*\n* @SinceKotlin("1.3")\n*\n* @ExperimentalUnsignedTypes\n*\n* @public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\n\n    nextBytes(array.asByteArray(), fromIndex, toIndex)\n\n    return array
}
Closed range of values of type `Double`.

Numbers are compared with the ends of this range according to IEEE-754:

```
override fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b
override fun contains(value: Float): Boolean = value >= _start && value <= _endInclusive
override fun isEmpty(): Boolean = !_start <= _endInclusive
```

Closed range to that: `DoubleClosedRange(start, endInclusive)` = `ClosedDoubleRange(this, that)`

A closed range of values of type `Float`.

```
override fun lessThanOrEquals(a: float, b: float): Boolean = a <= b
override fun contains(value: Float): Boolean = value >= _start && value <= _endInclusive
```

Closed range to that: `FloatClosedRange(start, endInclusive)` = `ClosedFloatRange(this, that)`

`KClass<T>.cast(value)`

```
@SinceKotlin("1.4")
fun <T : Any> KClass<T>.cast(value: Any?): T {
    if (!isInstance(value)) throw ClassCastException("Value cannot be cast to $qualifiedOrSimpleName")
    return value as T
}
```

```
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.safeCast(value: Any?): T? {
    return if (isInstance(value)) value as T else null
}
```

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```
package kotlin.reflect

import kotlin.jvm.JvmField
import kotlin.jvm.JvmStatic

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),
 * or to a type in a projection (*use-site variance*).
 *
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance)
 * for more information.
 */
@SinceKotlin("1.1")
enum class KVariance{
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.
     */
    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.
     */
    OUT,
}
public fun replaceIndentByMargin(newIndent: String = " ", marginPrefix: String = "\n"): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        val firstNonWhitespaceIndex = line.indexOfFirst { it.isWhitespace() }

        when {
            firstNonWhitespaceIndex == -1 -> null
            line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)
            else -> null
        }
    })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and
 * also removes the first and the last * lines if they are blank (notice difference blank vs empty).
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is "\n" (pipe character).\n * @see trimIndent
 * @see kotlin.text.isBlank
 */
public fun String.replaceIndent(newIndent: String = " "): String {
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .minOrNull() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}

/**
 * Prepends \n* to every line of the original string.
 * @see String.replaceIndent
 * @see kotlin.text.isBlank
 */
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
        mapIndexedNotNull { index, value ->
            if ((index == 0 || index == lastIndex) && value.isBlank())
                null
            else
                indentCutFunction(value)?.let(indentAddFunction) ?: value
        }
        .joinTo(StringBuilder(resultSizeEstimate), "\n")
        .toString()
}

public object Typography {
    /** The character “ ” quotation mark */
    public const val quote: Char = '"'
    /** The character $ — dollar
     * sign */
    public const val dollar: Char = '
    /** The character & — ampersand */
    public const val amp: Char = '&'
    /** The character < — less-than sign */
    public const val less: Char = '<'
    /** The character > — greater-than sign */
    public const val greater: Char = '>
    /** The non-breaking space character */
    public const val nbsp: Char = ' 
    /** The character × */
    public const val times: Char = '×'
    /** The character ¢ */
    public const val cent: Char = '¢'
    */
val cent: Char = '\u00A2'
    /** The character ¢ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® */
    public const val registered: Char = '\u00AE'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ */
    public const val paragraph: Char = '\u00B6'
    /** The character · */
    public const val middleDot: Char = '\u00B7'
    /** The character ½ */
    public const val half: Char = '\u00BD'
    /** The character – */
    public const val ndash: Char = '\u2013'
    /** The character — */
    public const val mdash: Char = '\u2014'
    /** The character ' */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' */
    public const val rightSingleQuote: Char = '\u2019'
    /** The character ' */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character " */
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character " */
    public const val rightDoubleQuote: Char = '\u201D'
    /** The character " */
    public const val lowDoubleQuote: Char = '\u201E'
    /** The character † */
    public const val dagger: Char = '\u2020'
    /** The character ‡ */
    public const val doubleDagger: Char = '\u2021'
    /** The character • */
    public const val bullet: Char = '\u2022'
    /** The character … */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2032'
    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
}
from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
* If the group in the regular expression is optional and there were no match captured by that group, corresponding item in `groupValues` is an empty string.
* @sample samples.text.Regexps.matchDestructuringToGroupValues

/*
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 */

package kotlin.time

import kotlin.contracts.*
import kotlin.math.abs

@OptIn(ExperimentalTime::class)
private inline val storageUnit
    get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first one.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration], or the extension properties [hours],
 * [seconds], and so on.
 * To get the value of this duration expressed in a particular [duration units][DurationUnit]
 * use the functions [toInt], [toLong], and [toDouble]
 * or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {
// TODO: backend fails on init block, wait for KT-28055

//init {
//    require(_value.isNaN().not())
//}

    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. It is useful for representing timeouts that should
         * never expire. */
        public val INFINITE: Duration = Duration(Double.POSITIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
        public fun convert(value: Duration, sourceUnit: DurationUnit, targetUnit: DurationUnit): Duration {
            return convertDurationUnit(value, sourceUnit, targetUnit)
        }

        public fun toList(): List<String> = toList() { Duration::value }
    }

    // arithmetic operators

    /** Returns the negative of this value. */
    public operator fun unaryMinus(): Duration Unit

    /** Returns a new [MatchResult] with the results for the next match, starting at the position
     * at which the last match ended (at the character after the last matched character).
     */
    public fun next(): MatchResult?

    /** Provides components for destructuring assignment of group values.
     * @component1 corresponds to the value of the first group, @component2
     * corresponds to the value of the second, and so on.
     * If the group in the regular expression is optional and there were no match captured by that group,
     * corresponding item in \[groupValues\] is an empty string.
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public class Destructured internal constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly
        public operator inline fun component1(): String = match.groupValues[1]
        @kotlin.internal.InlineOnly
        public operator inline fun component2(): String = match.groupValues[2]
        @kotlin.internal.InlineOnly
        public operator inline fun component3(): String = match.groupValues[3]
        @kotlin.internal.InlineOnly
        public operator inline fun component4(): String = match.groupValues[4]
        @kotlin.internal.InlineOnly
        public operator inline fun component5(): String = match.groupValues[5]
        @kotlin.internal.InlineOnly
        public operator inline fun component6(): String = match.groupValues[6]
        @kotlin.internal.InlineOnly
        public operator inline fun component7(): String = match.groupValues[7]
        @kotlin.internal.InlineOnly
        public operator inline fun component8(): String = match.groupValues[8]
        @kotlin.internal.InlineOnly
        public operator inline fun component9(): String = match.groupValues[9]
        @kotlin.internal.InlineOnly
        public operator inline fun component10(): String = match.groupValues[10]

        /** Returns destructured group values as a list of strings.
         * First value in the returned list corresponds to the value of the first group, and so on.
         * @sample samples.text.Regexps.matchDestructuringToGroupValues
         */
        public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
    }
}
`Duration` is a value type that represents a duration. It has a `value` component which can be an`Instant` or `Duration`. `Duration` supports various operations such as comparison (`compareTo`), equality (`isEqualDuration`), and arithmetic operations (`times`, `div`, `plus`, `minus`).

- `compareTo` returns a `Int` value indicating the relationship between two durations.
- `isEqualDuration` checks if two durations are equal.
- `times` and `div` methods allow for scaling of durations.
- `plus` and `minus` methods allow for addition and subtraction of durations.

The `Duration` type also supports comparison with other types, such as `Double` and `Int`, and it has a `duration` method that returns a `Duration` object.

The `Duration` type is immutable and provides a fluent API for creating and manipulating durations.
nanoseconds and executes the given [action] with these components.
* The result of [action] is returned as the result
of this function.
* `nanoseconds` represents the whole number of nanoseconds in this duration,
and its absolute value is less than 1_000_000_000;`seconds` represents the whole number of seconds in this duration.
* If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than
[Long.MIN_VALUE], it is coerced into that range.
* `public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T
contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }

* `return action(inSeconds.toLong(), nanosecondsComponent)"`)"*
* Returns the value of this duration expressed as a [Double] number of specified [unit].
* `public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit) / *"**
* The value of this duration expressed as a [Double] number of days.
* `public val inDays: Double get() = toDouble(DurationUnit.DAYS)"*/ **
* The value of this duration expressed as a [Double] number of hours.
* `public val inHours: Double get() = toDouble(DurationUnit.HOURS)"*/ **
* The value of this duration expressed as a [Double] number of minutes.
* `public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)"*/ **
* The value of this duration expressed as a [Double] number of seconds.
* `public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)"*/ **
* The value of this duration expressed as a [Double] number of milliseconds.
* `public val inMilliseconds: Double get() =
toDouble(DurationUnit.MILLISECONDS)"*/ **
* The value of this duration expressed as a [Double] number of microseconds.
* `public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)"*/ **
* The value of this duration expressed as a [Double] number of nanoseconds.
* `public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)"*/ **
* A string representation of this duration value expressed in the unit which yields the most compact and readable number value.
* Special cases:
* - zero duration is formatted as "0s"
* - the infinite duration is formatted as "\"Infinity\""
* - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation
* - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation
* `override fun toString(): String = when {
    isInfinite() ->
    true -> "Infinity"
    else -> {"\n        value == 0.0 -> \"0s\n        else -> {\n            val absNs = absoluteValue.inNanoseconds
            var scientific = false
            var maxDecimals = 0
            val unit = when {\n                absNs < 1e-6 ->
            DurationUnit.SECONDS.also { scientific = true }
            absNs < 1 -> DurationUnit.NANOSECONDS.also { maxDecimals = 7 }
```
DurationUnit.MICROSECONDS

absNs < 1e9 -> DurationUnit.MILLISECOND

absNs < 1000e9 -> DurationUnit.SECOND

absNs < 60_000e9 -> DurationUnit.MINUTE

absNs < 3600_000e9 -> DurationUnit.HOUR

absNs < 86400e9 -> DurationUnit.DAY

else -> DurationUnit.DAY

also { scientific = true | ln value = toDouble(unit) | when { ln scientific -> formatScientific(value)|

maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals) | else -> formatToExactDecimals(value, precision(abs(value))), ln } |

+ unit.shortName() | ln | | } private fun precision(value: Double): Int = when {

value < 1 -> 3

value < 10 -> 2

value < 100 -> 1

else -> 0

} /*

* Returns a string representation of this duration value expressed in the given [unit] and formatted with the specified [decimals] number of digits after decimal point.

* *

* Special cases:

* - the infinite duration is formatted as `\"Infinity\"` without unit

* @return the value of duration in the specified [unit] followed by that unit abbreviated name: `\"d`, `\"h`, `\"m`, `\"s`, `\ms", `\us`, or `\ns\".

* *

* @throws IllegalArgument Exception if [decimals] is less than zero.

* *

@sample samples.time.Durations.toStringDecimals

* /

public fun toString(unit: DurationUnit, decimals: Int = 0): String |

require(decimals >= 0) { "decimals must be not negative, but was $decimals\" } if (isInfinite()) return value.toString() |

val number = toDouble(unit)

return when {

abs(number) < 1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12)) | else -> formatScientific(number) |

* *

* The returned value is presented in the format `\"PTHHMMSS.FS\"`, where `\"h`, `\"m`, `\"s` are the integer components of this duration (see [toComponents]) and `f` is a fractional part of second.

* Depending on the rounding of the value the fractional part can be formatted with either * 0, 3, 6, or 9 decimal digits. * * If the hours component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced with [Int.MAX_VALUE].

* * so the infinite duration is formatted as `\"PT2147483647H\"`.

* *

* Negative durations are indicated with the sign `\"-` in the beginning of the returned string, for example, `\"-PT5M30S\"`.

* *

* @sample samples.time.Durations.toIsoString(): String = buildString { if (isNegative()) append('-') | append("PT") | absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->

val hasHours = hours != 0

val hasSeconds = seconds != 0 || nanoseconds != 0

val hasMinutes = minutes != 0 || (hasSeconds && hasHours)

if (hasHours) {

append(hours).append('H')

}

if (hasMinutes) {

append(minutes).append('M')

}

if (hasSeconds || (!hasHours && !hasMinutes)) {

append(seconds)

if (nanoseconds != 0) {

append('.')

val nss = nanoseconds.toString().padStart(9, '0')

when { nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3)

nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 6)

else -> append(nss) |

} | ln | | }

append('S')

if (hasMinutes) {

append(minutes).append('M')

}

if (hasSeconds || hasHours || hasMinutes)) {

append(append(seconds) | ln append(append(hours).append('H')) | ln when { nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3)

nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 6)

else -> append(nss) |

} | ln | | }

append('S')

} | ln | | | ln

}| */

extension functions

/** Returns a [Duration] equal to this [Int] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.toDuration(unit: DurationUnit): Duration =

toDouble().toDuration(unit)

/** Returns a [Duration] equal to this [Long] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.toDuration(unit: DurationUnit): Duration =

toDouble().toDuration(unit)

/** Returns a [Duration] equal to this [Double] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.toDuration(unit: DurationUnit): Duration =

Duration(convertDurationUnit(this, unit, storageUnit))

| */

extension properties

/** Returns a [Duration] equal to this [Int] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() =

toDuration(DurationUnit.NANOSECOND)

/** Returns a [Duration] equal to this [Long] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() =

toDuration(DurationUnit.NANOSECOND)

/** Returns a [Duration] equal to this [Double] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() =

toDuration(DurationUnit.NANOSECOND)

/** Returns a [Duration] equal to this [Int] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() =


toDuration(DurationUnit.MICROSECONDS) Returns a [Duration] equal to this [Long] number of microseconds. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Long.microseconds get() =
toDuration(DurationUnit.MICROSECONDS) Returns a [Duration] equal to this [Double] number of microseconds. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS) Returns a [Duration] equal to this [Int] number of milliseconds. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS) Returns a [Duration] equal to this [Long] number of milliseconds. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Long.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS) Returns a [Duration] equal to this [Double] number of milliseconds. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Double.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS) Returns a [Duration] equal to this [Int] number of seconds. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Int.seconds get() =
toDuration(DurationUnit.SECONDS) Returns a [Duration] equal to this [Long] number of seconds. *\n@SinceKotlin(1.3)@ExperimentalTime\npublic val Long.seconds get() =
toDuration(DurationUnit.SECONDS) Returns a [Duration] equal to this [Double] number of seconds. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Double.seconds get() =
toDuration(DurationUnit.SECONDS) Returns a [Duration] equal to this [Int] number of minutes. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Int.minutes get() =
toDuration(DurationUnit.MINUTES) Returns a [Duration] equal to this [Long] number of minutes. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Long.minutes get() =
toDuration(DurationUnit.MINUTES) Returns a [Duration] equal to this [Double] number of minutes. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Double.minutes get() =
toDuration(DurationUnit.MINUTES) Returns a [Duration] equal to this [Int] number of hours. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Int.hours get() =
toDuration(DurationUnit.HOURS) Returns a [Duration] equal to this [Long] number of hours. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Long.hours get() =
toDuration(DurationUnit.HOURS) Returns a [Duration] equal to this [Double] number of hours. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Double.hours get() =
toDuration(DurationUnit.HOURS) Returns a [Duration] equal to this [Int] number of days. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Int.days get() =
toDuration(DurationUnit.DAYS) Returns a [Duration] equal to this [Long] number of days. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Long.days get() =
toDuration(DurationUnit.DAYS) Returns a [Duration] equal to this [Double] number of days. *\n@SinceKotlin("1.3")@ExperimentalTime\npublic val Double.days get() =
toDuration(DurationUnit.DAYS) Returns a duration whose value is the specified [duration] value multiplied by this number. *\n@SinceKotlin("1.3")@ExperimentalTime@kotlin.internal.InlineOnly\npublic inline operator fun Int.times(duration: Duration): Duration = duration * this
*\n@SinceKotlin("1.3")@ExperimentalTime@kotlin.internal.InlineOnly\npublic inline operator fun Double.times(duration: Duration): Duration = duration * this

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 */
@SinceKotlin("1.3")@ExperimentalTime\npublic expect enum class DurationUnit {
    /**
     * Represents the unit of time equal to one nanosecond.
     */
    NANOSECONDS,
    /**
     * Represents the unit of time equal to one microsecond.
     */
    MICROSECONDS,
    /**
     * Represents the unit of time equal to one millisecond.
     */
    MILLISECONDS,
    /**
     * Represents the unit of time equal to one second.
     */
    SECONDS,
    /**
     * Represents the unit of time equal to one minute.
     */
    MINUTES,
    /**
     * Represents the unit of time equal to one hour.
     */
    HOURS,
    /**
     * Represents the unit of time equal to one day.
     */
    DAYS,
}

/**
 * Returns a duration whose value is the specified [duration] value
 * multiplied by this number.
 */
@SinceKotlin("1.3")@ExperimentalTime\npublic expect enum class DurationUnitKt("DurationUnitKt")\npackage kotlin.time


/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

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

package kotlin.time


/**
 * The list of possible time measurement units, in which a duration can be expressed.
 */
@SinceKotlin("1.3")@ExperimentalTime\npublic expect enum class DurationUnit {
    /**
     * Represents the unit of time equal to one nanosecond.
     */
    NANOSECONDS,
    /**
     * Represents the unit of time equal to one microsecond.
     */
    MICROSECONDS,
    /**
     * Represents the unit of time equal to one millisecond.
     */
    MILLISECONDS,
    /**
     * Represents the unit of time equal to one second.
     */
    SECONDS,
    /**
     * Represents the unit of time equal to one minute.
     */
    MINUTES,
    /**
     * Represents the unit of time equal to one hour.
     */
    HOURS,
    /**
     * Represents the unit of time equal to one day.
     */
    DAYS,
}
* Time unit representing one nanosecond, which is 1/1000 of a microsecond.

**NANOSECONDS,**

* Time unit representing one millisecond, which is 1/1000 of a second.

**MILLISECONDS,**

* Time unit representing one second.

**SECONDS,**

* Time unit representing one minute.

**MINUTES,**

* Time unit representing one hour.

**HOURS,**

* Time unit representing one day, which is always equal to 24 hours.

**DAYS;**, 

* Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].

@SinceKotlin("1.3")
@ExperimentalTime
internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
time mark on the same time source that is behind this time mark by the specified [duration].

* The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is 

negative.

* An public open fun minus(duration: Duration): TimeMark = plus(-duration) un

* Returns true if this time mark has passed according to the time source from which this mark was taken.

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'false' to 'true', namely, when the time mark becomes behind the current point of the time source.

* An public fun hasPassedNow(): Boolean = elapsedNow().isNegative()

* Returns false if this time mark has not passed according to the time source from which this mark was taken.

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source.

* An public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source.

* An public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source.

* An public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

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* An public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source.

* An public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source.

* An public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()
override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
override fun plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)

override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)

/**
 * A time source that has programmatically updatable readings. It is useful as a predictable source of
 * time in tests. The current reading value can be advanced by the specified duration amount with
 * the operator [plusAssign]:
 *
 * ```
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 * ```
 *
 * Implementation note: the current reading value is stored as a [Long] number of nanoseconds,
 * thus it's capable to represent a time range of approximately ±292 years.
 *
 * Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.
 *
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {

    override fun read(): Long = reading

    operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(timeSource.unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0)
                throw IllegalStateException("TestTimeSource will overflow if its reading \${reading}ns is advanced by $duration.")
            newReading
        } else {
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) throw IllegalStateException("TestTimeSource will overflow if its reading \${reading}ns is advanced by $duration.")
            newReading.toLong()
        }
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.", ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias MonoClock = TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource", "kotlin.time.AbstractLongTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractLongClock = AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TestTimeSource instead.", ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"), DeprecationLevel.ERROR)
public typealias TestClock = TestTimeSource

package kotlin.time

import kotlin.contracts.*

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with the specified 'this' [TimeSource] instance.
 *
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return TimeSource.Monotonic.measureTime(block)
}


/**
 * A data class representing a result of executing an action, along with the duration of elapsed time interval.
 * Data class representing a result of executing an action, along with the duration of elapsed time interval.
 */

open class_measurement(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return mark.escapedNow()
@property duration the time elapsed to execute the action.

/*
 * @SinceKotlin("1.3")
 * @ExperimentalTime
 * public data class TimedValue<T>(val value: T, val duration: Duration)
 * @property
 */

@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing
 * both * the result of the function execution and the duration of elapsed time interval.
 * * The elapsed time is measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> { //
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both * the result of function execution and the duration of elapsed time interval.
 * * The elapsed time is measured with the specified `this` [TimeSource] instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> { //
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    return
}

package kotlin

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*

/**
 * Defines deep recursive function that keeps its stack on the heap, * which allows very deep recursive computations that do not use the actual call stack.
 * * To initiate a call to this deep recursive function use its [invoke] function.
 * * As a rule of thumb, it should be used if recursion goes deeper than a thousand calls.
 * * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a result of type [R].
 * * The [block] of code defines the body of a recursive function. In this block
 * * can call another [DeepRecursiveFunction] instance with `callRecursive` extension.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public class DeepRecursiveFunction<T, R>(
    internal val block: suspend DeepRecursiveScope<T, R>.`this`.T -> R
)

/**
 * Initiates a call to this deep recursive function, forming a root of the call tree.
 * * This operator should not be used from inside of [DeepRecursiveScope] as it uses the call stack slot for initial recursive invocation. From inside of [DeepRecursiveScope] use
 * */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public operator fun <T, R> DeepRecursiveFunction<T, R>.invoke(value: T): R =
    DeepRecursiveScopeImpl<T, R>(block, value).runCallLoop()

/**
 * A scope class for [DeepRecursiveFunction] function declaration that defines [callRecursive] methods to recursively call
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public class DeepRecursiveScope<T, R>(
    internal val block: suspend DeepRecursiveFunction<T, R>.`this`.T -> R
)

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 */
this function or another [DeepRecursiveFunction] putting the call activation frame on the heap.

```kotlin
*\n* @param [T]
* function parameter type.
* @param [R]
* function result type.
```

```kotlin
@RestrictsSuspension
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public sealed class
```

```kotlin
DeepRecursiveScope<T, R> {
```

```kotlin
/**
 * Makes recursive call to this [DeepRecursiveFunction] function putting the call activation frame on the heap,
 * as opposed to the actual call stack that is used by a regular recursive call.
 */
```

```kotlin
public abstract suspend fun callRecursive(value: T): R
```

```kotlin
/**
 * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap,
 * as opposed to the actual call stack that is used by a regular call.
 */
```

```kotlin
```

```kotlin
@Deprecated(
    level = DeprecationLevel.ERROR,
    message =
    "'invoke' should not be called from DeepRecursiveScope. Use 'callRecursive' to do recursion in the heap instead of the call stack.",
    replaceWith = ReplaceWith("this.callRecursive(value)")
)```

```kotlin
@Suppress("UNUSED_PARAMETER")
public operator fun DeepRecursiveFunction<*, *>.invoke(value: Any?): Nothing =
    throw UnsupportedOperationException("Should not be called from DeepRecursiveScope")
```

```kotlin
// Implementation
```

```kotlin
@ExperimentalStdlibApi
private typealias DeepRecursiveFunctionBlock = suspend
```

```kotlin
DeepRecursiveScope<*, *>.(Any?) -> Any?
```

```kotlin
private val UNDEFINED_RESULT =
    Result.success(COROUTINE_SUSPENDED)
```

```kotlin
@Suppress("UNCHECKED_CAST")
@ExperimentalStdlibApi
private class DeepRecursiveScopeImpl<T, R>(
    block: suspend DeepRecursiveScope<T, R>.(T) -> R,
    value: T
) : DeepRecursiveScope<T, R>(), Continuation<R> {
    // Active function block
    private var function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock
```

```kotlin
// Value to call function with
private var value: Any? = value
```

```kotlin
// Continuation of the current call
private var cont:
    Continuation<Any?>? = this as Continuation<Any?>

// Completion result (completion of the whole call stack)
private var result: Result<Any?> = UNDEFINED_RESULT

override val context:
    CoroutineContext
        get() = EmptyCoroutineContext

override fun resumeWith(result: Result<R>) {
    this.cont = null
    this.result = result
```

```kotlin
override suspend fun callRecursive(value: T): R =
    suspendCoroutineUninterceptedOrReturn { cont ->
        // calling the same function that is currently active
```

```kotlin
this.cont = cont as Continuation<Any?>
this.value = value
```

```kotlin
@Suppress("UNCHECKED_CAST")
private fun runCallLoop(): R {
    while (true) {
        // Note: cont is set to null in DeepRecursiveScopeImpl.resumeWith when the whole computation completes
        val result = this.result
        val cont = this.cont
```

```kotlin
// The order of comparison is important here for that case of rogue class with broken equals
if (UNDEFINED_RESULT == result) {
    // call "function" with "value" using "cont" as completion
    val r = try {
        function.startCoroutineUninterruptedOrReturn(this, value, cont)
    } catch (e: Throwable) {
        cont.resumeWithException(e)
        continue
```

```kotlin
} // If the function returns without suspension -- calls its continuation immediately
```

```kotlin
// When going back from a trampoline we cannot just call cont.resume (stack usage!)
// We delegate the cont.resumeWith(it) call to runCallLoop
this.cont = cont
this.result = it
```

```kotlin
@Suppress("UNCHECKED_CAST")
fun runCallLoop(): R {
```

```kotlin`
```
crossFunctionCompletion trampoline -- call resume here
            this.result = UNDEFINED_RESULT // reset
            result back
            cont.resumeWith(result)
        }
    }
}

```
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 */

package kotlin

import kotlin.internal.InlineOnly

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @param object The object whose `hashCode` is to be computed.
 * @return The `hashCode` value of `object`.
 */
@SinceKotlin("1.3")
public inline fun Any.hashCode(): Int = this?.hashCode() ?: 0

```

```
/*
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 */

package kotlin

/**
 * Represents a version of the Kotlin standard library.
 * 
 * @param major The major version component.
 * @param minor The minor version component.
 * @param patch The patch version component.
 * @constructor Creates a version from all three components.
 * @since 1.1
 */
@SinceKotlin("1.1")
    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = this.major > major || (this.major == major &&
            this.minor >= minor)
    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = this.major > major || (this.major == major &&
            this.minor > minor || this.minor == minor &&
            this.patch >= patch)

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 0)
    }
}
```

```
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 */

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise.
 */
@SinceKotlin("1.2")
inline val KProperty0<*>::isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")

```

```
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 */

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

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     */
    /**
     * Returns the current version of the Kotlin standard library.
     */
    @kotlin.jvm.JvmField
    public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 0)

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 0)
    }
}
```

```
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 */

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise.
 */
@SinceKotlin("1.2")
inline val KProperty0<*>::isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")

```

```
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 */

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

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     */
    /**
     * Returns the current version of the Kotlin standard library.
     */
    @kotlin.jvm.JvmField
    public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 0)

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 0)
    }
}
```
Lazy instance.

*azen public val value: T

/**
 * Creates a new instance of the [Lazy] that is already initialized with the specified [value].
 */

public fun <T> lazyOf(value: T): Lazy<T> =

/**
 * An extension to delegate a read-only property of type [T] to an instance of [Lazy].
 */

val */*

/**
 * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
 */

fun isInitialized(): Boolean

/**
 * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
 */

fun isInitialized(): Boolean

/**
 * An extension to delegate a read-only property of type [T] to an instance of [Lazy].
 */

val */*

/**
 * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.
 */

enum class LazyThreadSafetyMode {

    /**
     * Locks are used to ensure that only a single thread can initialize the [Lazy] instance.
     */
    SYNCHRONIZED,

    /**
     * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value,
     * but only the first returned value will be used as the value of [Lazy] instance.
     */
    PUBLICATION,

    /**
     * No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple
     * threads, its behavior is undefined.
     */
    NONE,
}

// internal to be called from lazy in JS
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {

    private var initializer: (() -> T)? = initializer

    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }

            return _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized())

    override fun writeReplace(): Any =

}
Int.rotateLeft(bitCount: Int): Int

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 * Rotating by a multiple of [Int.SIZE_BITS] returns the same number, or more generally:
 * number.rotateRight(n % 32) == number.rotateRight(n)
 */
fun Int.rotateRight(bitCount: Int): Int

Long.rotateLeft(bitCount: Int): Long

Long.rotateRight(bitCount: Int): Long

Byte.rotateLeft(bitCount: Int): Byte

Byte.rotateRight(bitCount: Int): Byte

Int.rotateLeft(bitCount: Int): Int

Int.rotateRight(bitCount: Int): Int

Long.rotateLeft(bitCount: Int): Long

Long.rotateRight(bitCount: Int): Long

Byte.rotateLeft(bitCount: Int): Byte

Byte.rotateRight(bitCount: Int): Byte

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number is zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()"n"n

// Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.
// The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

*\n
/*
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()"n"n

/\n*\n
/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
// Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
// number.rotateLeft(-n) == number.rotateRight(n)"n"

/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
// Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:
// number.rotateLeft(n % 8) == number.rotateLeft(n)"n"

/*
*\n
/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()"n"n

/\n*\n
/*
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()"n"n

|"n"

/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()"n"n

/\n*\n
/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()"n"n

|"n"

/*
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()"n"n

/\n*\n
/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()"n"n

/\n*\n
/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()"n"n

/\n*\n
/*
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.rotateLeft(bitCount: Int): Byte =
```

---

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(toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()*/
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 */

package kotlin

@kotlin.internal.InlineOnly
@SinceKotlin("1.2")
@Suppress("INVISIBLE_MEMBER", "INVISIBLE_REFERENCE")
@RequireKotlin("1.2.30", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin

/**
 * Represents a generic pair of two values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * An example of decomposing it into values:
 * @param A type of the first value.
 * @param B type of the second value.
 * @property first First value.
 * @property second Second value.
 * @constructor Creates a new instance of Pair.
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 * @param A type of the first value.
 * @param B type of the second value.
 * @property first First value.
 * @property second Second value.
 * @property third Third value.
 * @constructor Creates a new instance of Pair.
 */
public infix fun <A, B>
A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt)
: UIntProgression(start, endInclusive: UInt) : UIntProgression(start, endInclusive: UInt), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type UInt. */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt>{
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    }

    /**
     * The first element in the progression.
     */
    public override fun first(): UInt =
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentOutOfRangeException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }
}

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first: UInt = start

/** The last element in the progression. */
public val last: UInt = getProgressionLastElement(start, endInclusive, step)

/** The step of the progression. */
public val step: Int = step

override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

/** Checks if the progression is empty. */
public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

override fun equals(other: Any?): Boolean =
    other is UIntProgression &&
    (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt()).toInt()

override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

companion object {
    /**
     * Creates UIntProgression within the specified bounds of a closed range.
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
     * specified [step].
     * In order to go backwards the [step] must be negative. *in * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
     */
    public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
}

/**
 * An iterator over a progression of values of type `UInt`.
 * @property step the number by which the value is incremented on each step.
 */
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2-complement math for negative steps

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is ULongRange &&
        (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last &&
            overrider function contains(value: ULong): Boolean =
            first <= value && value <= last

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() +
            last xor (last shr 32)).toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type ULong. */
        public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
    }
}

/**
 * A progression of values of type
 */
`ULong`

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class

Iterable<ULong> {
  init {
    if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
  }

  /**
   * The first element in the progression.
   */
  public val first: ULong = start

  /**
   * The last element in the progression.
   */
  public val last: ULong = getProgressionLastElement(start, endInclusive, step)

  /**
   * The step of the progression.
   */
  public val step: Long = step

  override fun iterator(): ULongIterator =

  companion object {
    public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
  }
}

/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class

ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
  private val finalElement = last
  private var hasNext: Boolean = if (step > 0) first <= last else first >= last
  private val step = step.toULong() // use 2-complement math for negative steps
  private var next = if (hasNext) first else

  override fun hasNext(): Boolean = hasNext

  override fun nextULong(): ULong {
    val value = next
    if (value == finalElement) {
      if (!hasNext) throw kotlin.NoSuchElementException()
      hasNext = false
    } else {
      next += step
    }
    return value
  }
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */

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```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int =
toInt().countTrailingZeroBits()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt =
toInt().takeHighestOneBit().toUInt()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt =
toInt().takeLowestOneBit().toUInt()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt =
toInt().rotateLeft(bitCount).toUInt()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt =
toInt().rotateRight(bitCount).toUInt()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countOneBits(): Int =
toLong().countOneBits()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countLeadingZeroBits(): Int =
toLong().countLeadingZeroBits()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countTrailingZeroBits(): Int =
toLong().countTrailingZeroBits()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeHighestOneBit(): ULong =
toLong().takeHighestOneBit().toULong()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeLowestOneBit(): ULong =
toLong().takeLowestOneBit().toULong()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.rotateLeft(bitCount: Int): ULong =
toLong().rotateLeft(bitCount).toULong()/*n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.rotateRight(bitCount: Int): ULong =
toLong().rotateRight(bitCount).toULong()/*n*/
```

* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. /*n */ Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: /*n */ `number.rotateLeft(-n) == number.rotateRight(n)` /*n */ Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally /*n */ `number.rotateLeft(n) == number.rotateLeft(n % 32)`
Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:

\[ \text{number.rotateLeft}(n) == \text{number.rotateLeft}(n \mod 64) \]

\[ \text{number.rotateRight}(n) == \text{number.rotateRight}(n \mod 64) \]

The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:

\[ \text{number.rotateRight}(-n) == \text{number.rotateLeft}(n) \]

Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:

\[ \text{number.rotateRight}(n) == \text{number.rotateRight}(n \mod 64) \]

Counts the number of set bits in the binary representation of this [ULong] number:

\[ \text{number.countOneBits()} \]

Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countTrailingZeroBits()} \]

Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countLeadingZeroBits()} \]

Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number:

\[ \text{number.takeHighestOneBit()} \]

Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number:

\[ \text{number.takeLowestOneBit()} \]

Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits:

\[ \text{number.rotateLeft}(bitCount) \]

Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits:

\[ \text{number.rotateRight}(bitCount) \]

Counts the number of set bits in the binary representation of this [ULong] number:

\[ \text{number.countOneBits()} \]

Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countLeadingZeroBits()} \]

Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countTrailingZeroBits()} \]

Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number:

\[ \text{number.takeLowestOneBit()} \]

Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number:

\[ \text{number.takeHighestOneBit()} \]

Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:

\[ \text{number.rotateLeft}(n) == \text{number.rotateLeft}(n \mod 64) \]

\[ \text{number.rotateRight}(n) == \text{number.rotateRight}(n \mod 64) \]

The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:

\[ \text{number.rotateRight}(-n) == \text{number.rotateLeft}(n) \]

Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:

\[ \text{number.rotateRight}(n) == \text{number.rotateRight}(n \mod 64) \]

Counts the number of set bits in the binary representation of this [ULong] number:

\[ \text{number.countOneBits()} \]

Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countLeadingZeroBits()} \]

Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countTrailingZeroBits()} \]

Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number:

\[ \text{number.takeHighestOneBit()} \]

Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number:

\[ \text{number.takeLowestOneBit()} \]

Rotating the binary representation of this [ULong] number left by the specified [bitCount] number of bits:

\[ \text{number.rotateLeft}(bitCount) \]

Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits:

\[ \text{number.rotateRight}(bitCount) \]

Counts the number of set bits in the binary representation of this [ULong] number:

\[ \text{number.countOneBits()} \]

Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countLeadingZeroBits()} \]

Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number:

\[ \text{number.countTrailingZeroBits()} \]

Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number:

\[ \text{number.takeHighestOneBit()} \]

Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number:

\[ \text{number.takeLowestOneBit()} \]
Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.

```kotlin
/*
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countLeadingZeroBits(): Int =
    toShort().countLeadingZeroBits()\n
/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countTrailingZeroBits(): Int =
    toShort().countTrailingZeroBits()\n
/*
 * Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number.
 * The most significant set bit is the leftmost set bit.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeHighestOneBit(): UShort =
    toInt().takeHighestOneBit().toUShort()\n
/*
 * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number.
 * The least significant set bit is the rightmost set bit.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeLowestOneBit(): UShort =
    toInt().takeLowestOneBit().toUShort()\n
/*
 * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.
 * The leftmost bits pushed out from the left side reenter the number as the rightmost bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateLeft(bitCount: Int): UShort =
    toShort().rotateLeft(bitCount).toUShort()\n
/*
 * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.
 * The rightmost bits pushed out from the right side reenter the number as the leftmost bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateRight(bitCount: Int): UShort =
    toShort().rotateRight(bitCount).toUShort()\n```

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```kotlin
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative n * [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition n * either step > 0 and start <= end, n - or - step < 0 and start >= end. In case of a positive step, or from [end] to [start] in case of a negative n * [step].
 * The valid range of passed parameters is performed. The given parameters should satisfy the condition n * either step > 0 and start <= end. In case of a positive step, or from [end] to [start] in case of a negative n * [step].
 * The valid range of passed parameters is performed. The given parameters should satisfy the condition n * either step > 0 and start <= end. In case of a positive step, or from [end] to [start] in case of a negative n * [step].
 */
@PublishedApi
@whereIn(class)package kotlin.internal\n
@file:OptIn(ExperimentalUnsignedTypes::class)\npackage kotlin.internal\n
// (a - b) mod c
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else bc + c
}

@PublishedApi
@SinceKotlin("1.3")\nfun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt =
    when {\n        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUShort())\n        step < 0 -> if (start <= end) end else end + differenceModulo(end, start, step.toUShort())\n        else -> throw kotlin.IllegalArgumentException("Step is zero.")\n    }\n
@PublishedApi
@SinceKotlin("1.3")\nfun getProgressionNextElement(start: UInt, end: UInt, step: Int): UInt =
    when {\n        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUShort())\n        step < 0 -> if (start <= end) end else end + differenceModulo(end, start, step.toUShort())\n        else -> throw kotlin.IllegalArgumentException("Step is zero.")\n    }\n
@PublishedApi
@SinceKotlin("1.3")\nfun getProgressionLastElement(start: ULong, end: ULong, step: ULong): ULong =
    when {\n        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUShort())\n        step < 0 -> if (start <= end) end else end + differenceModulo(end, start, step.toUShort())\n        else -> throw kotlin.IllegalArgumentException("Step is zero.")\n    }\n
@PublishedApi
@SinceKotlin("1.3")\nfun getProgressionNextElement(start: ULong, end: ULong, step: ULong): ULong =
    when {\n        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUShort())\n        step < 0 -> if (start <= end) end else end + differenceModulo(end, start, step.toUShort())\n        else -> throw kotlin.IllegalArgumentException("Step is zero.")\n    }\n```

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of a positive [step], or from [end] to [start] in case of a negative

* [step].

*No validation on passed parameters is performed. The given parameters should satisfy the condition:* 

`*step > 0* and `*start <= end`, or `*step < 0* and `*start >= end`. 

* @param start first element of the progression 

* @param end ending bound for the progression 

* @param step increment, or difference of successive elements in the progression

* @return the final element of the progression

* @suppress

*/

@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@file:kotlin.jvm.JvmName("UStringsKt")
package kotlin.text

/**
 * Returns a string representation of this [Byte] value in the specified [radix].

 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].

 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].

 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this [Long] value in the specified [radix].

 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

/**
 * Parses the string as a signed [UByte] number and returns the result.

 * @throws NumberFormatException if the string is not a valid representation of a number.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [UByte] number and returns the result.

 * @throws NumberFormatException if the string is not a valid representation of a number.

 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.

 * @throws NumberFormatException if the string is not a valid representation of a number.

 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.

 * @throws NumberFormatException if the string is not a valid representation of a number.

 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result.

 * @throws NumberFormatException if the string is not a valid representation of a number.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result.

 * @throws NumberFormatException if the string is not a valid representation of a number.

 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result.

 * @throws NumberFormatException if the string is not a valid representation of a number.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)
result

@throws NumberFormatException if the string is not a valid representation of a number.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong =
    toULongOrNull() ?: numberFormatError(this)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong =
    toULongOrNull(radix) ?: numberFormatError(this)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? =
    toUByteOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(radix: Int): UByte? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UByte.MAX_VALUE) return null
    return int.toUByte()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(): UShort? =
    toUShortOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(radix: Int): UShort? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UShort.MAX_VALUE) return null
    return int.toUShort()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(): UInt? =
    toUIntOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(radix: Int): UInt? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: UInt = UInt.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 119304647u  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toUInt()
    var result = 0u
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) return null
            } else {
                return null
            }
        }

        result *= uradix
        result += digit.toUInt()
        if (result < limitBeforeMul) return null
    }

    return result
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? =
    toULongOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) return null
            } else {
                return null
            }
        }

        result *= uradix
        result += digit.toULong()
        if (result < limitBeforeMul) return null
    }

    return result
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) return null
            } else {
                return null
            }
        }

        result *= uradix
        result += digit.toULong()
        if (result < limitBeforeMul) return null
    }

    return result
}

@Throws(NumberFormatException::class)
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedByte(): UByte =
    toUnsignedByteOrNull() ?: numberFormatError(this)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedByteOrNull(): UByte? =
    toUnsignedByteOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedByteOrNull(radix: Int): UByte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int > UByte.MAX_VALUE) return null
    return int.toUByte()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedShort(): UShort =
    toUnsignedShortOrNull() ?: numberFormatError(this)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedShortOrNull(): UShort? =
    toUnsignedShortOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedShortOrNull(radix: Int): UShort? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int > UShort.MAX_VALUE) return null
    return int.toUShort()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedInt(): UInt =
    toUnsignedIntOrNull() ?: numberFormatError(this)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedIntOrNull(): UInt? =
    toUnsignedIntOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedIntOrNull(radix: Int): UInt? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: UInt = UInt.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 119304647u  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toUInt()
    var result = 0u
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) return null
            } else {
                return null
            }
        }

        result *= uradix
        result += digit.toUInt()
        if (result < limitBeforeMul) return null
    }

    return result
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedLong(): ULong =
    toUnsignedLongOrNull() ?: numberFormatError(this)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedLongOrNull(): ULong? =
    toUnsignedLongOrNull(radix = 10)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUnsignedLongOrNull(radix: Int): ULong? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) return null
            } else {
                return null
            }
        }

        result *= uradix
        result += digit.toULong()
        if (result < limitBeforeMul) return null
    }

    return result
}
```kotlin
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.WARNING)
@RequiresOptIn(level = RequiresOptIn.Level.WARNING)
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILE_TIME)
@Public annotation class ExperimentalUnsignedTypes

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * Marks the API that is dependent on the experimental unsigned types, including those types themselves.
 * Usages of such API will be reported as warnings unless an explicit opt-in within * the [OptIn] annotation, e.g. `@OptIn(ExperimentalUnsignedTypes::class)`, or with the `-Xopt-in=kotlin.ExperimentalUnsignedTypes` compiler option is given.
 * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.
 */
@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 */

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

package kotlin.math

// constants, can't use them from nativeMath as they are not constants there

/**
 * Ratio of the circumference of a circle to its diameter, approximately 3.14159.
 */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793
/**
 * Base of the natural logarithms, approximately 2.71828.
 */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045

// region: MathKt

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 *   - `sin(NaN|+Inf|-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 *   - `cos(NaN|+Inf|-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun cos(x: Double): Double

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 *   - `tan(NaN|+Inf|-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `asin(0)` is 0
 *   - `atan2(0,0)` is `0`
 */
@SinceKotlin("1.2")
public expect fun asin(x: Double): Double

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0` to `PI` radians.
 * Special cases:
 *   - `acos(1)` is 0
 *   - `atan2(0,0)` is `0`
 */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atan(0)` is 0
 *   - `atan2(0,0)` is `0`
 */
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double

/** Computes the hyperbolic sine of the value [x]; the returned value is a real number.
 * Special cases:
 *   - `sinh(NaN)` is `NaN`
 *   - `sinh(Inf)` is `Inf`
 */
@SinceKotlin("1.2")
public expect fun sinh(x: Double): Double

/** Computes the hyperbolic cosine of the value [x]; the returned value is a real number.
 * Special cases:
 *   - `cosh(NaN)` is `NaN`
 *   - `cosh(Inf)` is `Inf`
 */
@SinceKotlin("1.2")
public expect fun cosh(x: Double): Double
```

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the hyperbolic cosine of the value \[x\].

```kotlin
*\@InheritFrom(SinceKotlin("1.2.0"))public expect fun cosh(x: Double): Double\n
/**
 * Computes the hyperbolic cosine of the value \[x\].
 * The returned value is positive \(y\) such that \(\cosh(y) = x\).
 * Special cases:\n *   - \(\cosh\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\cosh(+Inf|-Inf)\) is \(+Inf\)
 *   @see [cosh] function
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun sinh(x: Double): Double

/**
 * Computes the inverse hyperbolic sine of the value \[x\].
 * The returned value is \(y\) such that \(\sinh(y) = x\).
 * Special cases:\n *   - \(\sinh\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\sinh(+Inf)\) is \(+Inf\)
 *   - \(\sinh(-Inf)\) is \(-Inf\)
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun asinh(x: Double): Double
```

### Square Root

```kotlin
@InheritFrom(SinceKotlin("1.2.0"))public expect fun sqrt(x: Double): Double

/**
 * Computes the positive square root of the value \[x\].
 * Special cases:\n *   - \(\sqrt{\text{NaN}}\) is \(\text{NaN}\)
 *   - \(\sqrt{x} < 0\) or \(x < 0\)
 *   - \(\sqrt{-\text{NaN}}\) is \(-\text{NaN}\)
 *   @see [sqrt] function
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun hypot(x: Double, y: Double): Double

/**
 * Computes \(\sqrt{x^2 + y^2}\) without intermediate overflow or underflow.
 * Special cases:\n *   - returns \(+Inf\) if any of arguments is infinite\n *   - returns \(\text{NaN}\) if any of arguments is \(\text{NaN}\) and the other is not infinite\n */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun exp(x: Double): Double

/**
 * Computes \(e^x\).
 * Special cases:\n *   - \(\exp\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\exp(+Inf)\) is \(+Inf\)
 *   - \(\exp(-Inf)\) is \(-1.0\)
 *   @see [exp] function
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun expm1(x: Double): Double

/**
 * Computes \(e^x - 1\).
 * This function can be implemented to produce more precise result for \(x\) near zero.
 * Special cases:\n *   - \(\expm1\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\expm1(+Inf)\) is \(+Inf\)
 *   - \(\expm1(-Inf)\) is \(-1.0\)
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun log(x: Double): Double

/**
 * Computes the natural logarithm (base \(E\)) of the value \[x\].
 * Special cases:\n *   - \(\ln\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\ln(x) < 0\) or \(x < 0\)
 *   - \(\ln\text{-Inf}\) is \(-Inf\)
 *   @see [ln] function
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun log10(x: Double): Double

/**
 * Computes the common logarithm of the value \[x\] in base \[10\].
 * Special cases:\n *   - \(\log\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\log(+Inf)\) is \(+Inf\)
 *   - \(\log(-Inf)\) is \(-Inf\)
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun log2(x: Double): Double

/**
 * Computes the binary logarithm (base \(2\)) of the value \[x\].
 * Special cases:\n *   - \(\log\text{2}(\text{NaN})\) is \(\text{NaN}\)
 *   - \(\log\text{2}(x) > 0\)
 *   - \(\log\text{2}(x) < 0\)
 *   - \(\log\text{2}(\text{-Inf})\) is \(-Inf\)
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun log1p(x: Double): Double

/**
 * Computes \(\log(1+x)\).
 * This function can be implemented to produce more precise result for \(x\) near zero.
 * Special cases:\n *   - \(\log1p\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\log1p(+Inf)\) is \(+Inf\)
 *   - \(\log1p(-Inf)\) is \(-Inf\)
 *   - \(\log1p(0.0)\) is \(-Inf\)
 *   - \(\log1p(-0.0)\) is \(+Inf\)
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun expm1p(x: Double): Double

/**
 * Computes \(e^{x} - 1\).
 * This function can be implemented to produce more precise result for \(x\) near zero.
 * Special cases:\n *   - \(\expm1p\text{(NaN)}\) is \(\text{NaN}\)
 *   - \(\expm1p(+Inf)\) is \(+Inf\)
 *   - \(\expm1p(-Inf)\) is \(-Inf\)
 *   @see [expm1] function
 */
@InheritFrom(SinceKotlin("1.2.0"))public expect fun log1p(x: Double): Double

```
* Special cases:
  - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
  - `abs(NaN)` is `NaN`.
** Computes the common logarithm (base 10) of the value `[x]`.

Special cases:

* `log(x)` is `NaN` when `x < 0`
* `log(1)` is `0.0`
* `log(infinity)` is `+Inf`
* `log(0)` is `-Inf`

** Computes the hyperbolic cosine of the value `[x]`.

Special cases:

* `cosh(x)` is `NaN` when `x > 1` or `x < -1`
* `cosh(0)` is `1.0`

** Computes the inverse hyperbolic tangent of the value `[x]`.

Special cases:

* `atanh(x)` is `NaN` when `x > 1` or `x < -1`
* `atanh(1)` is `-Inf`

** Computes the natural logarithm (base `E`) of the value `[x]`.

Special cases:

* `ln(x)` is `NaN` when `x < 0`
* `ln(1)` is `0.0`
* `ln(infinity)` is `+Inf`

** Computes the hyperbolic tangent of the value `[x]`.

Special cases:

* `tanh(x)` is `NaN` when `x > 1` or `x < -1`
* `tanh(1)` is `+Inf`

** Computes the arc tangent of the value `[x]`.

Special cases:

* `atan(x)` is `NaN` when `x > 1` or `x < -1`
* `atan(1)` is `PI/4`

** Computes the arc cosine of the value `[x]`.

Special cases:

* `acos(x)` is `NaN` when `x > 1` or `x < -1`
* `acos(1)` is `0.0`

** Computes the arc sine of the value `[x]`.

Special cases:

* `asin(x)` is `NaN` when `x > 1` or `x < -1`
* `asin(1)` is `PI/2`

** Computes the arc tangent of the value `y` / `x`.

Special cases:

* `atan2(y, x)` is `NaN` when `y > 0` or `x > 0`
* `atan2(y, 0)` is `PI/2` for `y > 0`
* `atan2(y, -0)` is `-PI/2` for `y < 0`

** Computes the exponential function `exp(x)`.

Special cases:

* `exp(x)` is `NaN` when `x > +Inf`
* `exp(-Inf)` is `0.0`

** Computes the natural exponential function `expm1(x)`.

Special cases:

* `expm1(x)` is `NaN` when `x > +Inf`
* `expm1(-Inf)` is `-1.0`

** Computes the square root of the value `[x]`.

Special cases:

* `sqrt(x)` is `NaN` when `x < 0`
* `sqrt(0)` is `0.0`

** Computes the hypotenuse of the values `[x]` and `[y]`.

Special cases:

* `hypot(x, y)` is `NaN` when `x` or `y` is `NaN`

** Computes the tangent of the value `[x]`.

Special cases:

* `tan(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `tan(PI)` is `-Inf`

** Computes the cotangent of the value `[x]`.

Special cases:

* `cot(x)` is `NaN` when `x = 0`
* `cot(0)` is `-Inf`

** Computes the cosecant of the value `[x]`.

Special cases:

* `csc(x)` is `NaN` when `x = 0`
* `csc(0)` is `-Inf`

** Computes the secant of the value `[x]`.

Special cases:

* `sec(x)` is `NaN` when `x = 0`
* `sec(0)` is `-Inf`

** Computes the sinusoidal functions of the value `[x]`.

Special cases:

* `sin(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `sin(PI)` is `0.0`

** Computes the hyperbolic sinusoidal functions of the value `[x]`.

Special cases:

* `sinh(x)` is `NaN` when `x = +Inf` or `x = -Inf`
* `sinh(0)` is `0.0`

** Computes the hyperbolic sine of the value `[x]`.

Special cases:

* `sinh(x)` is `NaN` when `x < 0` or `x > +Inf`
* `sinh(0)` is `0.0`

** Computes the cosine of the value `[x]`.

Special cases:

* `cos(x)` is `NaN` when `x = +Inf` or `x = -Inf`
* `cos(0)` is `1.0`

** Computes the hyperbolic cosine of the value `[x]`.

Special cases:

* `cosh(x)` is `NaN` when `x < -1` or `x > +1`
* `cosh(0)` is `1.0`

** Computes the tangent of the value `[x]`.

Special cases:

* `tan(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `tan(PI)` is `-Inf`

** Computes the cotangent of the value `[x]`.

Special cases:

* `cot(x)` is `NaN` when `x = 0` or `x = PI/2`
* `cot(0)` is `-Inf`

** Computes the cosecant of the value `[x]`.

Special cases:

* `csc(x)` is `NaN` when `x = 0` or `x = PI/2`
* `csc(0)` is `-Inf`

** Computes the secant of the value `[x]`.

Special cases:

* `sec(x)` is `NaN` when `x = 0` or `x = PI/2`
* `sec(0)` is `-Inf`

** Computes the sine of the value `[x]`.

Special cases:

* `sin(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `sin(PI)` is `0.0`

** Computes the cosine of the value `[x]`.

Special cases:

* `cos(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `cos(PI)` is `-1.0`

** Computes the tangent of the value `[x]`.

Special cases:

* `tan(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `tan(PI)` is `-Inf`

** Computes the cotangent of the value `[x]`.

Special cases:

* `cot(x)` is `NaN` when `x = 0` or `x = PI/2`
* `cot(0)` is `-Inf`

** Computes the cosecant of the value `[x]`.

Special cases:

* `csc(x)` is `NaN` when `x = 0` or `x = PI/2`
* `csc(0)` is `-Inf`

** Computes the secant of the value `[x]`.

Special cases:

* `sec(x)` is `NaN` when `x = 0` or `x = PI/2`
* `sec(0)` is `-Inf`

** Computes the sine of the value `[x]`.

Special cases:

* `sin(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `sin(PI)` is `0.0`

** Computes the cosine of the value `[x]`.

Special cases:

* `cos(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `cos(PI)` is `-1.0`

** Computes the tangent of the value `[x]`.

Special cases:

* `tan(x)` is `NaN` when `x = PI/2` or `x = -PI/2`
* `tan(PI)` is `-Inf`

** Computes the cotangent of the value `[x]`.

Special cases:

* `cot(x)` is `NaN` when `x = 0` or `x = PI/2`
* `cot(0)` is `-Inf`

** Computes the cosecant of the value `[x]`.

Special cases:

* `csc(x)` is `NaN` when `x = 0` or `x = PI/2`
* `csc(0)` is `-Inf`

** Computes the secant of the value `[x]`.

Special cases:

* `sec(x)` is `NaN` when `x = 0` or `x = PI/2`
* `sec(0)` is `-Inf`
special cases.

- For `log10(x)` where `x < -1.0`, the result is `-Inf`
- For `log10(+Inf)`, the result is `+Inf`
- For `log10(0)` or `log10(NaN)`, the result is `NaN`

- For `log2(x)` where `x < 0.0`, the result is `-Inf`
- For `log2(+Inf)`, the result is `+Inf`
- For `log2(0)` or `log2(NaN)`, the result is `NaN`

- For `ln1p(x)` where `x` is finite and `not 1.0`,
  - `ln1p(0)` is `0.0`
  - `ln1p(1)` is `+Inf`
  - `ln1p(NaN)` is `NaN`

- For `ceil(x)` where `x` is finite,
  - `ceil(-Inf)` is `-Inf`
  - `ceil(+Inf)` is `+Inf`
  - `ceil(NaN)` is `NaN`

- For `floor(x)` where `x` is finite,
  - `floor(-Inf)` is `-Inf`
  - `floor(+Inf)` is `+Inf`
  - `floor(NaN)` is `NaN`

- For `truncate(x)` where `x` is finite,
  - `truncate(-Inf)` is `-Inf`
  - `truncate(+Inf)` is `+Inf`
  - `truncate(NaN)` is `NaN`

- For `round(x)` where `x` is finite,
  - `round(-Inf)` is `-Inf`
  - `round(+Inf)` is `+Inf`
  - `round(NaN)` is `NaN`

- For `abs(x)` where `x` is finite,
  - `abs(-Inf)` is `-Inf`
  - `abs(+Inf)` is `+Inf`
  - `abs(NaN)` is `NaN`

- For `sign(x)` where `x` is finite,
  - `sign(-Inf)` is `-1.0`
  - `sign(+Inf)` is `1.0`
  - `sign(NaN)` is `NaN`

- For `min(a, b)` where `a` and `b` are finite,
  - `min(-Inf, -Inf)` is `-Inf`
  - `min(+Inf, -Inf)` is `-Inf`
  - `min(+Inf, +Inf)` is `+Inf`

- For `max(a, b)` where `a` and `b` are finite,
  - `max(-Inf, -Inf)` is `-Inf`
  - `max(+Inf, -Inf)` is `+Inf`
  - `max(+Inf, +Inf)` is `+Inf`

- For `Float.pow(x)` where `x` is finite,
  - `b.pow(0)` is `1.0`
  - `b.pow(1)` is `b`
  - `b.pow(NaN)` is `NaN`

- For `Float.roundToInt()` where `x` is finite,
  - `x.roundToInt()` is the nearest integer to `x`

- For `Float.roundToLong()` where `x` is finite,
  - `x.roundToLong()` is the nearest integer to `x`

- For `Float.withSign(sign)` where `x` is finite,
  - `x.withSign(sign)` is the nearest integer to `x`

- For `Float.withSign(sign)` where `x` is finite and `sign` is finite,
  - `x.withSign(sign)` is the nearest integer to `x`

- For `Float.abs()` where `x` is finite,
  - `x.abs()` is the nearest integer to `x`

- For `Float.sign()` where `x` is finite,
  - `x.sign()` is the nearest integer to `x`

- For `Float.withSign(sign)` where `x` is finite and `sign` is infinite,
  - `x.withSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign()` where `x` is finite,
  - `x.adjustSign()` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `x` is finite and `sign` is finite,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `x` is finite and `sign` is infinite,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `x` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `x` is infinite,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `x` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is infinite,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is infinite,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is finite and `sign` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is infinite,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`

- For `Float.adjustSign(sign)` where `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is finite and `sign` is infinite and `sign` is NaN,
  - `x.adjustSign(sign)` is the nearest integer to `x`
the absolute value of the given value \[n\]. \n* * Special cases:
* - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow
* @see absoluteValue extension property for [Int]

* @SinceKotlin("1.2")
public expect fun abs(n: Int): Int

/**
 * Returns the absolute value of the given value \[n\].
 *
 * Special cases:
 *   - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow
 *
 * @see absoluteValue extension property for [Long]

* @SinceKotlin("1.2")
public expect fun abs(n: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Int, b: Int): Int

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 *   - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow
 *
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.absoluteValue: Int

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int


@endregion

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B:K;+CAeC, Y:MACI, YAAY, W:MACZ, IAAI, UAAE, mBAAb, C:QAC1, IIAI, CAAC, cAAc, cAAa, UAAe, MAAa, 6B; QAC3B, iBAAU, K; QAGV, +BAAQ, SAAR, I; MAAE, OAAO, K; I:IAQuB, oD; MAAc, uB; MAAb, gB; MAC5D, sB AA2B, I; MAC3B, iBAAA, cBAAO, CAAX, GAAC, 6B, BAAO, CAAX, GAAC, 6B, BAAB, cAAa, YAAY, W: MACZ, IAAI, cAAa, mBAAb, C:QAC1, IIAI, CAAC, cAAc, cAAa, UAAe, MAAa, 6B; QAC3B, iBAAU, K; QAGV, +BAAQ, SAAR, I; MAAE, OAAO, K; I:IAQuB, oD; MAAc, uB; MAAb, gB; MAC5D, sB AA2B, I; MAC3B, iBAAA, cBAAO, CAAX, GAAC, 6B, BAAO, CAAX, GAAC, 6B, BAAB, cAAa, YAAY, W: MACZ, IAAI, cAAa, mBAAb, C:QAC1, IIAI, CAAC, cAAc, cAAa, UAAe, MAAa, 6B; QAC3B, iBAAU, K; QAGV, +BAAQ, SAAR, I; MAAE, OAAO, K; I:IAQuB, oD; MAAc, uB; MAAb, gB; MAC5D, sB AA2B, I; MAC3B, iBAAA, cAAO. 

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1.726 expat 2.2.1

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1.727 libwebp 0.6.1-2

1.727.1 Available under license:

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1.728 jetty-http 9.4.11.v20180605

1.729 jctools-core 3.0.0
1.729.1 Available under license :
No license file was found, but licenses were detected in source scan.

```xml
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<inceptionYear>2013</inceptionYear>

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<developers>
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<prerequisites>
  <maven>3.5.0</maven>
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  <java.test.version>1.8</java.test.version>
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  <maven.compiler.target>${java.version}</maven.compiler.target>
  <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
  <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>
  <hamcrest.version>1.3</hamcrest.version>
  <junit.version>4.12</junit.version>
  <guava-testlib.version>21.0</guava-testlib.version>
</properties>

/project>

Found in path(s):
* /opt/cola/permits/1257637630_1642977964.98/0/jctools-core-3-0-0-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
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*/

Found in path(s):
* /opt/cola/permits/1257637630_1642977964.98/0/jctools-core-3-0-0-sources-jar/org/jctools/queues/MessagePassingQueueUtil.java
* /opt/cola/permits/1257637630_1642977964.98/0/jctools-core-3-0-0-sources-jar/org/jctools/util/UnsafeJvmInfo.java
* /opt/cola/permits/1257637630_1642977964.98/0/jctools-core-3-0-0-sources-jar/org/jctools/queues/atomic/MpscAtomicArrayQueue.java
* /opt/cola/permits/1257637630_1642977964.98/0/jctools-core-3-0-0-sources-jar/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
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* /opt/cola/permits/1257637630_1642977964.98/0/jctools-core-3-0-0-sources-jar/org/jctools/queues/maps/NonBlockingIdentityHashMap.java
* /opt/cola/permits/1257637630_1642977964.98/0/jctools-core-3-0-0-sources-jar/org/jctools/queues/atomic/MpscGrowableArrayQueue.java
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1.732 wso2-carbon-consent-mgt-ui 2.0.18

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1.733 gpgme 1.13.1-9.el8

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@contents
What Was New

* What Was New in GPGME 1120::

What Was New in GPGME 1120

* New in GPGME 1120::

The following are all the past @emph{What's New} sections for the Python Bindings HOWTO and other documentation.
The most obviously new point for those reading this guide is this section on other new things, but that's hardly important. Not given all the other things which spurred the need for adding this section and its subsections.

There have been quite a number of additions to GPGME and the Python bindings to it since the last release of GPGME with versions 1.11.0 and 1.11.1 in April, 2018.

The bullet points of new additions are:

- An expanded section on \url{gpgme-python-howto#installation, installing} and \url{gpgme-python-howto#snafu, troubleshooting} the Python bindings.
- The release of Python 3.7.0; which appears to be working just fine with our bindings, in spite of intermittent reports of problems for many other Python projects with that new release.
- Python 3.7 has been moved to the head of the specified python versions list in the build process.
- In order to fix some other issues, there are certain underlying functions which are more exposed through the \url{gpgme-python-howto#howto-get-context, gpg.Context()}, but ongoing documentation ought to clarify that or otherwise provide the best means of using the bindings. Some additions to \samp{gpg.core} and the \samp{Context()}, however, were intended (see below).
- Continuing work in identifying and confirming the cause of oft-reported \url{gpgme-python-howto#snafu-runtime-not-funtime, problems installing the Python bindings on Windows}.
- GSOC: Google's Surreptitiously Ordered Conscription \dots{} erm \dots{} oh, right; Google's Summer of Code. Though there were two hopeful candidates this year; only one ended up involved with the GnuPG Project directly, the other concentrated on an unrelated third party.
Several new methods functions were added to the gpg.Context(),
including: @uref{gpgme-python-howto#howto-import-key, key@math{import}}, @uref{gpgme-python-howto#howto-export-key, key@math{export}}, @uref{gpgme-python-howto#howto-export-public-key, key@math{export@minimal}} and
@uref{gpgme-python-howto#howto-export-secret-key, key@math{export@secret}}.

Importing and exporting examples include versions integrated with
Marcel Fest's recently released @uref{https://github.com/Selfnet/hkp4py, HKP for Python} module. Some
@uref{gpgme-python-howto#hkp4py, additional notes on this module} are included at the end of the HOWTO.

Instructions for dealing with semi-walled garden implementations
like ProtonMail are also included. This is intended to make things
a little easier when communicating with users of ProtonMail's
services and should not be construed as an endorsement of said
service. The GnuPG Project neither favours, nor disfavours
ProtonMail and the majority of this deals with interacting with the
ProtonMail keyserver.

Semi-formalised the location where @uref{gpgme-python-howto#draft-editions, draft versions} of this HOWTO
may periodically be accessible. This is both for the reference of
others and testing the publishing of the document itself. Renamed
this file at around the same time.

The Texinfo documentation build configuration has been replicated
from the parent project in order to make to maintain consistency
with that project (and actually ship with each release).

a reStructuredText (@samp{.rst}) version is also generated for Python
developers more used to and comfortable with that format as it is
the standard Python documentation format and Python developers may
wish to use it with Sphinx. Please note that there has been no
testing of the reStructuredText version with Sphinx at all. The
reST file was generated by the simple expedient of using @uref{https://pandoc.org/, Pandoc}.

Added a new section for @uref{gpgme-python-howto#advanced-use, advanced or experimental use}.

Began the advanced use cases with @uref{gpgme-python-howto#cython, a section} on using the module with
@uref{https://cython.org/, Cython}.

Added a number of new scripts to the @samp{example/howto/} directory;
some of which may be in advance of their planned sections of the
HOWTO (and some are just there because it seemed like a good idea at
the time).
@item
Cleaned up a lot of things under the hood.
@end itemize
@bye
This is gpgme.info, produced by makeinfo version 6.3 from gpgme.texi.

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INFO-DIR-SECTION GNU Libraries
START-INFO-DIR-ENTRY
* GPGME: (gpgme). Adding support for cryptography to your program.
END-INFO-DIR-ENTRY

This file documents the GPGME library.

This is Edition 1.12.1-beta100, last updated 3 December 2018, of The

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File: gpgme.info, Node: Top, Next: Introduction, Up: (dir)

Main Menu
**********

* Menu:

  * Introduction:: How to use this manual.
  * Preparation:: What you should do before using the library.
  * Protocols and Engines:: Supported crypto protocols.
  * Algorithms:: Supported algorithms.
  * Error Handling:: Error numbers and their meanings.
  * Exchanging Data:: Passing data to and from GPGME.
  * Contexts:: Handling GPGME contexts.

Appendices

  * Debugging:: How to solve problems.
  * Deprecated Functions:: Documentation of deprecated functions.

  * Library Copying:: The GNU Lesser General Public License says how you can copy and share GnuPG Made Easy.
  * Copying:: The GNU General Public License says how you can copy and share this manual.

Indices

  * Concept Index:: Index of concepts and programs.
  * Function and Data Index:: Index of functions, variables and data types.

The Detailed Node Listing

Introduction

  * Getting Started:: Purpose of the manual, and how to use it.
  * Features:: Reasons to install and use GPGME.
  * Overview:: Basic architecture of the GPGME library.

Preparation

  * Header:: What header file you need to include.
  * Building the Source:: Compiler options to be used.
  * Largefile Support (LFS):: How to use GPGME with LFS.
  * Using Automake:: Compiler options to be used the easy way.
  * Using Libtool:: Avoiding compiler options entirely.
  * Library Version Check:: Getting and verifying the library version.
  * Signal Handling:: How GPGME affects signal handling.
* Multi-Threaded:: How GPGME can be used in an MT environment.

Protocols and Engines

* Engine Version Check:: Verifying the engine version.
* Engine Information:: Obtaining more information about the engines.
* Engine Configuration:: Changing the engine configuration.
* OpenPGP:: Support for the OpenPGP protocol.
* Cryptographic Message Syntax:: Support for the CMS.

Algorithms

* Public Key Algorithms:: A list of all public key algorithms.
* Hash Algorithms:: A list of all hash algorithms.

Error Handling

* Error Values:: The error value and what it means.
* Error Codes:: A list of important error codes.
* Error Sources:: A list of important error sources.
* Error Strings:: How to get a descriptive string from a value.

Exchanging Data

* Creating Data Buffers:: Creating new data buffers.
* Destroying Data Buffers:: Releasing data buffers.
* Manipulating Data Buffers:: Operations on data buffers.

Creating Data Buffers

* Memory Based Data Buffers:: Creating memory based data buffers.
* File Based Data Buffers:: Creating file based data buffers.
* Callback Based Data Buffers:: Creating callback based data buffers.

 Manipulating Data Buffers

* Data Buffer I/O Operations:: I/O operations on data buffers.
* Data Buffer Meta-Data:: Meta-data manipulation of data buffers.
* Data Buffer Convenience:: Convenience function for data buffers.

Contexts

* Creating Contexts:: Creating new GPGME contexts.
* Destroying Contexts:: Releasing GPGME contexts.
* Result Management:: Managing the result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with GPGME.
* Trust Item Management:: Managing trust items with GPGME.
* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations.
* Run Control:: Controlling how operations are run.

Context Attributes

* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting ASCII armored output.
* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode:: Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from gpg.
* Locale:: Setting the locale of a context.

Key Management

* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys:: Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.
* Advanced Key Editing:: Advanced key edit operation.

Trust Item Management

* Listing Trust Items:: Browsing the list of available trust items.
* Manipulating Trust Items:: Operations on trust items.

Crypto Operations

* Decrypt:: Decrypting a ciphertext.
* Verify:: Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.

Sign
---

* Selecting Signers:: How to choose the keys to sign with.
* Creating a Signature:: How to create a signature.
* Signature Notation Data:: How to add notation data to a signature.

Encrypt

* Encrypting a Plaintext:: How to encrypt a plaintext.

Miscellaneous

* Running other Programs:: Running other Programs.
* Using the Assuan protocol:: Using the Assuan protocol.
* Checking for updates:: How to check for software updates.

Run Control

* Waiting For Completion:: Waiting until an operation is completed.
* Using External Event Loops:: Advanced control over what happens when.
* Cancellation:: How to end pending operations prematurely.

Using External Event Loops

* I/O Callback Interface:: How I/O callbacks are registered.
* Registering I/O Callbacks:: How to use I/O callbacks for a context.
* I/O Callback Example:: An example how to use I/O callbacks.
* I/O Callback Example GTK+:: How to integrate GPGME in GTK+.
* I/O Callback Example GDK:: How to integrate GPGME in GDK.
* I/O Callback Example Qt:: How to integrate GPGME in Qt.

---

1 Introduction

**************

GnuPG Made Easy (GPGME) is a C language library that allows to add support for cryptography to a program. It is designed to make access to public key crypto engines like GnuPG or GpgSM easier for applications. GPGME provides a high-level crypto API for encryption, decryption, signing, signature verification and key management.

GPGME uses GnuPG and GpgSM as its backends to support OpenPGP and the Cryptographic Message Syntax (CMS).

* Menu:
This manual documents the GPGME library programming interface. All functions and data types provided by the library are explained.

The reader is assumed to possess basic knowledge about cryptography in general, and public key cryptography in particular. The underlying cryptographic engines that are used by the library are not explained, but where necessary, special features or requirements by an engine are mentioned as far as they are relevant to GPGME or its users.

This manual can be used in several ways. If read from the beginning to the end, it gives a good introduction into the library and how it can be used in an application. Forward references are included where necessary. Later on, the manual can be used as a reference manual to get just the information needed about any particular interface of the library. Experienced programmers might want to start looking at the examples at the end of the manual, and then only read up those parts of the interface which are unclear.

The documentation for the language bindings is currently not included in this manual. Those languages bindings follow the general programming model of GPGME but may provide some extra high level abstraction on top of the GPGME style API. For now please see the README files in the lang/ directory of the source distribution.
GPGME provides transparent support for several cryptographic protocols by different engines. Currently, GPGME supports the OpenPGP protocol using GnuPG as the backend, and the Cryptographic Message Syntax using GpgSM as the backend.

GPGME hides the differences between the protocols and engines from the programmer behind an easy-to-use interface. This way the programmer can focus on the other parts of the program, and still integrate strong cryptography in his application. Once support for GPGME has been added to a program, it is easy to add support for other crypto protocols once GPGME backends provide them.

GPGME comes with languages bindings for several common programming languages: Common Lisp, C++, Python 2, and Python 3.

GPGME provides a data abstraction that is used to pass data to the crypto engine, and receive returned data from it. Data can be read from memory or from files, but it can also be provided by a callback function.

The actual cryptographic operations are always set within a context. A context provides configuration parameters that define the behaviour of all operations performed within it. Only one operation per context is allowed at any time, but when one operation is finished, you can run the next operation in the same context. There can be more than one context, and all can run different operations at the same time.

Furthermore, GPGME has rich key management facilities including listing keys, querying their attributes, generating, importing, exporting and deleting keys, and acquiring information about the trust path.

With some precautions, GPGME can be used in a multi-threaded environment, although it is not completely thread safe and thus needs the support of the application.
2 Preparation

*************

To use GPGME, you have to perform some changes to your sources and the build system. The necessary changes are small and explained in the following sections. At the end of this chapter, it is described how the library is initialized, and how the requirements of the library are verified.

* Menu:

* Header:: What header file you need to include.
* Building the Source:: Compiler options to be used.
* Largefile Support (LFS):: How to use GPGME with LFS.
* Using Automake:: Compiler options to be used the easy way.
* Using Libtool:: Avoiding compiler options entirely.
* Library Version Check:: Getting and verifying the library version.
* Signal Handling:: How GPGME affects signal handling.
* Multi-Threading:: How GPGME can be used in an MT environment.

File: gpgme.info, Node: Header, Next: Building the Source, Up: Preparation

2.1 Header

=========

All interfaces (data types and functions) of the library are defined in the header file gpgme.h. You must include this in all programs using the library, either directly or through some other header file, like this:

    #include <gpgme.h>

The name space of GPGME is gpgme_* for function names and data types and GPGME_* for other symbols. Symbols internal to GPGME take the form _gpgme_* and _GPGME_*.

Because GPGME makes use of the GPG Error library, using GPGME will also use the GPG_ERR_* name space directly, and the gpg_err*, gpg_str*, and gpgrt_* name space indirectly.


2.2 Building the Source

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

If you want to compile a source file including the gpgme.h header
file, you must make sure that the compiler can find it in the directory hierarchy. This is accomplished by adding the path to the directory in which the header file is located to the compilers include search path (via the -I option).

However, the path to the include file is determined at the time the source is configured. To solve this problem, gpgme ships with a small helper program gpgme-config that knows about the path to the include file and other configuration options. The options that need to be added to the compiler invocation at compile time are output by the --cflags option to gpgme-config. The following example shows how it can be used at the command line:

```bash
gcc -c foo.c `gpgme-config --cflags`
```

Adding the output of gpgme-config --cflags to the compiler command line will ensure that the compiler can find the GPGME header file.

A similar problem occurs when linking the program with the library. Again, the compiler has to find the library files. For this to work, the path to the library files has to be added to the library search path (via the -L option). For this, the option --libs to gpgme-config can be used. For convenience, this option also outputs all other options that are required to link the program with GPGME (in particular, the -lgpgme option). The example shows how to link foo.o with the GPGME library to a program foo.

```bash
gcc -o foo foo.o `gpgme-config --libs`
```

Of course you can also combine both examples to a single command by specifying both options to gpgme-config:

```bash
gcc -o foo foo.c `gpgme-config --cflags --libs`
```

If you need to detect the installed language bindings you can use list them using:

```bash
gpgme-config --print-lang
```

or test for the availability using

```bash
gpgme-config --have-lang=python && echo 'Bindings for Pythons available'
```


2.3 Largefile Support (LFS)
GPGME is compiled with largefile support by default, if it is available on the system. This means that GPGME supports files larger than two gigabyte in size, if the underlying operating system can. On some systems, largefile support is already the default. On such systems, nothing special is required. However, some systems provide only support for files up to two gigabyte in size by default. Support for larger file sizes has to be specifically enabled.

To make a difficult situation even more complex, such systems provide two different types of largefile support. You can either get all relevant functions replaced with alternatives that are largefile capable, or you can get new functions and data types for largefile support added. Those new functions have the same name as their smallfile counterparts, but with a suffix of 64.

An example: The data type off_t is 32 bit wide on GNU/Linux PC systems. To address offsets in large files, you can either enable largefile support add-on. Then a new data type off64_t is provided, which is 64 bit wide. Or you can replace the existing off_t data type with its 64 bit wide counterpart. All occurrences of off_t are then automatically replaced.

As if matters were not complex enough, there are also two different types of file descriptors in such systems. This is important because if file descriptors are exchanged between programs that use a different maximum file size, certain errors must be produced on some file descriptors to prevent subtle overflow bugs from occurring.

As you can see, supporting two different maximum file sizes at the same time is not at all an easy task. However, the maximum file size does matter for GPGME, because some data types it uses in its interfaces are affected by that. For example, the off_t data type is used in the gpgme_data_seek function, to match its POSIX counterpart. This affects the call-frame of the function, and thus the ABI of the library. Furthermore, file descriptors can be exchanged between GPGME and the application.

For you as the user of the library, this means that your program must be compiled in the same file size mode as the library. Luckily, there is absolutely no valid reason for new programs to not enable largefile support by default and just use that. The compatibility modes (small file sizes or dual mode) can be considered an historic artefact, only useful to allow for a transitional period.

On POSIX platforms GPGME is compiled using largefile support by default. This means that your application must do the same, at least as
far as it is relevant for using the gpgme.h header file. All types in this header files refer to their largefile counterparts, if they are different from any default types on the system.

On 32 and 64 bit Windows platforms off_t is declared as 32 bit signed integer. There is no specific support for LFS in the C library. The recommendation from Microsoft is to use the native interface (CreateFile et al.) for large files. Released binary versions of GPGME (libgpgme-11.dll) have always been build with a 32 bit off_t. To avoid an ABI break we stick to this convention for 32 bit Windows by using long there. GPGME versions for 64 bit Windows have never been released and thus we are able to use int64_t instead of off_t there. For easier migration the typedef gpgme_off_t has been defined. The reason we cannot use off_t directly is that some toolchains (e.g. mingw64) introduce a POSIX compatible hack for off_t. Some widely used toolkits make use of this hack and in turn GPGME would need to use it also. However, this would introduce an ABI break and existing software making use of libgpgme might suffer from a severe break. Thus with version 1.4.2 we redefined all functions using off_t to use gpgme_off_t which is defined as explained above. This way we keep the ABI well defined and independent of any toolchain hacks. The bottom line is that LFS support in GPGME is only available on 64 bit versions of Windows.

On POSIX platforms you can enable largefile support, if it is different from the default on the system the application is compiled on, by using the Autoconf macro AC_SYS_LARGEFILE. If you do this, then you don't need to worry about anything else: It will just work. In this case you might also want to use AC_FUNC_FSEEKO to take advantage of some new interfaces, and AC_TYPE_OFF_T (just in case).

If you do not use Autoconf, you can define the preprocessor symbol _FILE_OFFSET_BITS to 64 before including any header files, for example by specifying the option -D_FILE_OFFSET_BITS=64 on the compiler command line. You will also want to define the preprocessor symbol LARGEFILE_SOURCE to 1 in this case, to take advantage of some new interfaces.

If you do not want to do either of the above, you probably know enough about the issue to invent your own solution. Just keep in mind that the GPGME header file expects that largefile support is enabled, if it is available. In particular, we do not support dual mode (_LARGEFILE64_SOURCE).


2.4 Using Automake
It is much easier if you use GNU Automake instead of writing your own
Makefiles. If you do that you do not have to worry about finding and
invoking the gpgme-config script at all. GPGME provides an extension
to Automake that does all the work for you.

--- Macro: AM_PATH_GPGME ([MINIMUM-VERSION], [ACTION-IF-FOUND],
 [ACTION-IF-NOT-FOUND])
--- Macro: AM_PATH_GPGME_PTH ([MINIMUM-VERSION], [ACTION-IF-FOUND],
 [ACTION-IF-NOT-FOUND])
--- Macro: AM_PATH_GPGME_PTHREAD ([MINIMUM-VERSION], [ACTION-IF-FOUND],
 [ACTION-IF-NOT-FOUND])

Check whether GPGME (at least version MINIMUM-VERSION, if given)
exists on the host system. If it is found, execute
ACTION-IF-FOUND, otherwise do ACTION-IF-NOT-FOUND, if given.

Additionally, the function defines GPGME_CFLAGS to the flags
needed for compilation of the program to find the gpgme.h header
file, and GPGME_LIBS to the linker flags needed to link the
program to the GPGME library. If the used helper script does not
match the target type you are building for a warning is printed and
the string libgcrypt is appended to the variable
gpg_config_script_warn.

AM_PATH_GPGME_PTH checks for the version of GPGME that can be
used with GNU Pth, and defines GPGME_PTH_CFLAGS and
GPGME_PTH_LIBS.

AM_PATH_GPGME_PTHREAD checks for the version of GPGME that can be
used with the native pthread implementation, and defines
GPGME_PTHREAD_CFLAGS and GPGME_PTHREAD_LIBS. Since version
1.8.0 this is no longer required to GPGME_PTHREAD as GPGME itself
is thread safe.

This macro searches for gpgme-config along the PATH. If you are
cross-compiling, it is useful to set the environment variable
SYSROOT to the top directory of your target. The macro will then
first look for the helper program in the bin directory below that
top directory. An absolute directory name must be used for
SYSROOT. Finally, if the configure command line option
--with-gpgme-prefix is used, only its value is used for the top
directory below which the helper script is expected.

You can use the defined Autoconf variables like this in your
Makefile.am:

AM_CPPFLAGS = $(GPGME_CFLAGS)
LDADD = $(GPGME_LIBS)


2.5 Using Libtool
=====================

The easiest way is to just use GNU Libtool. If you use libtool, and link to libgpgme.la, libgpgme-pth.la or libgpgme-pthread.la respectively, everything will be done automatically by Libtool.


2.6 Library Version Check
==========================

-- Function: const char * gpgme_check_version
       (const char *REQUIRED_VERSION)

The function gpgme_check_version has four purposes. It can be used to retrieve the version number of the library. In addition it can verify that the version number is higher than a certain required version number. In either case, the function initializes some sub-systems, and for this reason alone it must be invoked early in your program, before you make use of the other functions in GPGME. The last purpose is to run selftests.

As a side effect for W32 based systems, the socket layer will get initialized.

If REQUIRED_VERSION is NULL, the function returns a pointer to a statically allocated string containing the version number of the library.

If REQUIRED_VERSION is not NULL, it should point to a string containing a version number, and the function checks that the version of the library is at least as high as the version number provided. In this case, the function returns a pointer to a statically allocated string containing the version number of the library. If REQUIRED_VERSION is not a valid version number, or if the version requirement is not met, the function returns NULL.

If you use a version of a library that is backwards compatible with older releases, but contains additional interfaces which your program uses, this function provides a run-time check if the necessary features are provided by the installed version of the library.
If a selftest fails, the function may still succeed. Selftest errors are returned later when invoking gpgme_new or gpgme-data_new, so that a detailed error code can be returned (historically, gpgme_check_version does not return a detailed error code).

-- Function: int gpgme_set_global_flag (const char *NAME, const char *VALUE)

SINCE: 1.4.0

On some systems it is not easy to set environment variables and thus hard to use GPGMEs internal trace facility for debugging. This function has been introduced as an alternative way to enable debugging and for a couple of other rarely used tweaks. It is important to assure that only one thread accesses GPGME functions between a call to this function and after the return from the call to gpgme_check_version.

All currently supported features require that this function is called as early as possible even before gpgme_check_version. The features are identified by the following values for NAME:

- **debug**
  To enable debugging use the string debug for NAME and VALUE identical to the value used with the environment variable GPGME_DEBUG.

- **disable-gpgconf**
  Using this feature with any VALUE disables the detection of the gpgconf program and thus forces GPGME to fallback into the simple OpenPGP only mode. It may be used to force the use of GnuPG-1 on systems which have both GPG versions installed. Note that in general the use of gpgme_set_engine_info is a better way to select a specific engine version.

- **gpgconf-name**

- **gpg-name**
  Set the name of the gpgconf respective gpg binary. The defaults are GNU/GnuPG/gpgconf and GNU/GnuPG/gpg. Under Unix the leading directory part is ignored. Under Windows the leading directory part is used as the default installation directory; the .exe suffix is added by GPGME. Use forward slashed even under Windows.

- **require-gnupg**
  Set the minimum version of the required GnuPG engine. If that
version is not met, GPGME fails early instead of trying to use the existent version. The given version must be a string with major, minor, and micro number. Example: "2.1.0".

w32-inst-dir
On Windows GPGME needs to know its installation directory to find its spawn helper. This is in general no problem because a DLL has this information. Some applications however link statically to GPGME and thus GPGME can only figure out the installation directory of this application which may be wrong in certain cases. By supplying an installation directory as value to this flag, GPGME will assume that that directory is the installation directory. This flag has no effect on non-Windows platforms.

This function returns 0 on success. In contrast to other functions the non-zero return value on failure does not convey any error code. For setting debug the only possible error cause is an out of memory condition; which would exhibit itself later anyway. Thus the return value may be ignored.

After initializing GPGME, you should set the locale information to the locale required for your output terminal. This locale information is needed for example for the curses and Gtk pinentry. Here is an example of a complete initialization:

```c
#include <locale.h>
#include <gpgme.h>

void
init_gpgme (void)
{
  /* Initialize the locale environment. */
  setlocale (LC_ALL, "");
  gpgme_check_version (NULL);
  gpgme_set_locale (NULL, LC_CTYPE, setlocale (LC_CTYPE, NULL));
  #ifdef LC_MESSAGES
  gpgme_set_locale (NULL, LC_MESSAGES, setlocale (LC_MESSAGES, NULL));
  #endif
}
```

Note that you are highly recommended to initialize the locale settings like this. GPGME can not do this for you because it would not be thread safe. The conditional on LC_MESSAGES is only necessary for portability to W32 systems.

2.7 Signal Handling

The GPGME library communicates with child processes (the crypto engines). If a child process dies unexpectedly, for example due to a bug, or system problem, a SIGPIPE signal will be delivered to the application. The default action is to abort the program. To protect against this, gpgme_check_version sets the SIGPIPE signal action to SIG_IGN, which means that the signal will be ignored.

GPGME will only do that if the signal action for SIGPIPE is SIG_DEF at the time gpgme_check_version is called. If it is something different, GPGME will take no action.

This means that if your application does not install any signal handler for SIGPIPE, you dont need to take any precautions. If you do install a signal handler for SIGPIPE, you must be prepared to handle any SIGPIPE events that occur due to GPGME writing to a defunct pipe. Furthermore, if your application is multi-threaded, and you install a signal action for SIGPIPE, you must make sure you do this either before gpgme_check_version is called or afterwards.

2.8 Multi-Threading

The GPGME library is mostly thread-safe, and can be used in a multi-threaded environment but there are some requirements for multi-threaded use:

The function gpgme_check_version must be called before any other function in the library, because it initializes the thread support subsystem in GPGME. To achieve this in multi-threaded programs, you must synchronize the memory with respect to other threads that also want to use GPGME. For this, it is sufficient to call gpgme_check_version before creating the other threads using GPGME(1).

Any gpgme_data_t and gpgme_ctx_t object must only be accessed by one thread at a time. If multiple threads want to deal with the same object, the caller has to make sure that operations on that object are fully synchronized.

Only one thread at any time is allowed to call gpgme_wait. If multiple threads call this function, the caller must make sure that
all invocations are fully synchronized. It is safe to start asynchronous operations while a thread is running in gpgme_wait.

The function gpgme_strerror is not thread safe. You have to use gpgme_strerror_r instead.

---------- Footnotes ----------

(1) At least this is true for POSIX threads, as pthread_create is a function that synchronizes memory with respects to other threads. There are many functions which have this property, a complete list can be found in POSIX, IEEE Std 1003.1-2003, Base Definitions, Issue 6, in the definition of the term Memory Synchronization. For other thread packages other, more relaxed or more strict rules may apply.


3 Protocols and Engines

GPGME supports several cryptographic protocols, however, it does not implement them. Rather it uses backends (also called engines) which implement the protocol. GPGME uses inter-process communication to pass data back and forth between the application and the backend, but the details of the communication protocol and invocation of the backend is completely hidden by the interface. All complexity is handled by GPGME. Where an exchange of information between the application and the backend is necessary, GPGME provides the necessary callback function hooks and further interfaces.

-- Data type: enum gpgme_protocol_t

The gpgme_protocol_t type specifies the set of possible protocol values that are supported by GPGME. The following protocols are supported:

GPGME_PROTOCOL_OpenPGP
GPGME_PROTOCOL_OPENPGP

This specifies the OpenPGP protocol.

GPGME_PROTOCOL_CMS

This specifies the Cryptographic Message Syntax.

GPGME_PROTOCOL_GPGCONF

Under development. Please ask on <gnupg-devel@gnupg.org> for help.

GPGME_PROTOCOL_ASSUAN
SINCE: 1.2.0

This specifies the raw Assuan protocol.

GPGME_PROTOCOL_G13
SINCE: 1.3.0

Under development. Please ask on <gnupg-devel@gnupg.org> for help.

GPGME_PROTOCOL_UISERVER
Under development. Please ask on <gnupg-devel@gnupg.org> for help.

GPGME_PROTOCOL_SPAWN
SINCE: 1.5.0

Special protocol for use with gpgme_op_spawn.

GPGME_PROTOCOL_UNKNOWN
Reserved for future extension. You may use this to indicate that the used protocol is not known to the application. Currently, GPGME does not accept this value in any operation, though, except for gpgme_get_protocol_name.

-- Function: const char * gpgme_get_protocol_name (gpgme_protocol_t PROTOCOL)
The function gpgme_get_protocol_name returns a statically allocated string describing the protocol PROTOCOL, or NULL if the protocol number is not valid.

* Menu:

* Engine Version Check:: Verifying the engine version.
* Engine Information:: Obtaining more information about the engines.
* Engine Configuration:: Changing the engine configuration.
* OpenPGP:: Support for the OpenPGP protocol.
* Cryptographic Message Syntax:: Support for the CMS.
* Assuan:: Support for the raw Assuan protocol.


3.1 Engine Version Check
=================================

-- Function: const char * gpgme_get_dirinfo (cons char *WHAT)
SINCE: 1.5.0
The function gpgme_get_dirinfo returns a statically allocated string with the value associated to WHAT. The returned values are the defaults and won't change even after gpgme_set_engine_info has been used to configure a different engine. NULL is returned if no value is available. Commonly supported values for WHAT are:

- **homedir**
  Return the default home directory.

- **sysconfdir**
  Return the name of the system configuration directory

- **bindir**
  Return the name of the directory with GnuPG program files.

- **libdir**
  Return the name of the directory with GnuPG related library files.

- **libexecdir**
  Return the name of the directory with GnuPG helper program files.

- **datadir**
  Return the name of the directory with GnuPG shared data.

- **localedir**
  Return the name of the directory with GnuPG locale data.

- **agent-socket**
  Return the name of the socket to connect to the gpg-agent.

- **agent-ssh-socket**
  Return the name of the socket to connect to the ssh-agent component of gpg-agent.

- **dirmngr-socket**
  Return the name of the socket to connect to the dirmngr.

- **uiserver-socket**
  Return the name of the socket to connect to the user interface server.

- **gpgconf-name**
  Return the file name of the engine configuration tool.

- **gpg-name**
Return the file name of the OpenPGP engine.

gpgsm-name
   Return the file name of the CMS engine.

g13-name
   Return the name of the file container encryption engine.

gpg-wks-client-name
   Return the name of the Web Key Service tool.

-- Function: gpgme_error_t gpgme_engine_check_version
    (gpgme_protocol_t PROTOCOL)

The function gpgme_engine_check_version verifies that the engine
implementing the protocol PROTOCOL is installed in the expected
path and meets the version requirement of GPGME.

This function returns the error code GPG_ERR_NO_ERROR if the
engine is available and GPG_ERR_INV_ENGINE if it is not.


3.2 Engine Information
   =======================

-- Data type: gpgme_engine_info_t

The gpgme_engine_info_t type specifies a pointer to a structure
describing a crypto engine. The structure contains the following
elements:

gpgme_engine_info_t next
   This is a pointer to the next engine info structure in the
   linked list, or NULL if this is the last element.

gpgme_protocol_t protocol
   This is the protocol for which the crypto engine is used. You
can convert this to a string with gpgme_get_protocol_name
   for printing.

const char *file_name
   This is a string holding the file name of the executable of
the crypto engine. Currently, it is never NULL, but using
NULL is reserved for future use, so always check before you
use it.

const char *home_dir
This is a string holding the directory name of the crypto engines configuration directory. If it is NULL, then the default directory is used. See gpgme_get_dirinfo on how to get the default directory.

const char *version
This is a string containing the version number of the crypto engine. It might be NULL if the version number can not be determined, for example because the executable doesn't exist or is invalid.

const char *req_version
This is a string containing the minimum required version number of the crypto engine for GPGME to work correctly. This is the version number that gpgme_engine_check_version verifies against. Currently, it is never NULL, but using NULL is reserved for future use, so always check before you use it.

-- Function: gpgme_error_t gpgme_get_engine_info
    (gpgme_engine_info_t *INFO)
The function gpgme_get_engine_info returns a linked list of engine info structures in INFO. Each info structure describes the defaults of one configured backend.

The memory for the info structures is allocated the first time this function is invoked, and must not be freed by the caller.

This function returns the error code GPG_ERR_NO_ERROR if successful, and a system error if the memory could not be allocated.

Here is an example how you can provide more diagnostics if you receive an error message which indicates that the crypto engine is invalid.

gpgme_ctx_t ctx;
gpgme_error_t err;

[...]

if (gpgme_err_code (err) == GPG_ERR_INV_ENGINE)
{
    gpgme_engine_info_t info;
    err = gpgme_get_engine_info (&info);
    if (!err)
    {
        while (info && info->protocol != gpgme_get_protocol (ctx))
file = info->next;
if (!file)
  fprintf (stderr, "GPGME compiled without support for protocol %s",
    gpgme_get_protocol_name (info->protocol));
else if (info->file_name && !info->version)
  fprintf (stderr, "Engine %s not installed properly",
    info->file_name);
else if (info->file_name && info->version && info->req_version)
  fprintf (stderr, "Engine %s version %s installed, "
    "but at least version %s required", info->file_name,
    info->version, info->req_version);
else
  fprintf (stderr, "Unknown problem with engine for protocol %s",
    gpgme_get_protocol_name (info->protocol));
}
}


3.3 Engine Configuration
========================

You can change the configuration of a backend engine, and thus change
the executable program and configuration directory to be used. You can
make these changes the default or set them for some contexts
individually.

-- Function: gpgme_error_t gpgme_set_engine_info
    (gpgme_protocol_t PROTO, const char *FILE_NAME,
    const char *HOME_DIR)
SINCE: 1.1.0

The function gpgme_set_engine_info changes the default
configuration of the crypto engine implementing the protocol PROTO.

FILE_NAME is the file name of the executable program implementing
this protocol, and HOME_DIR is the directory name of the
configuration directory for this crypto engine. If HOME_DIR is
NULL, the engines default will be used.

The new defaults are not applied to already created GPGME contexts.

This function returns the error code GPG_ERR_NO_ERROR if
successful, or an error code on failure.

The functions gpgme_ctx_get_engine_info and
gpgme_ctx_set_engine_info can be used to change the engine configuration per context. *Note Crypto Engine::.


3.4 OpenPGP
============

OpenPGP is implemented by GnuPG, the GNU Privacy Guard. This is the first protocol that was supported by GPGME.

The OpenPGP protocol is specified by GPGME_PROTOCOL_OpenPGP.


3.5 Cryptographic Message Syntax
=================================

CMS is implemented by GpgSM, the S/MIME implementation for GnuPG.

The CMS protocol is specified by GPGME_PROTOCOL_CMS.


3.6 Assuan
==========

Assuan is the RPC library used by the various GnuPG components. The Assuan protocol allows one to talk to arbitrary Assuan servers using GPGME. *Note Using the Assuan protocol::.

The ASSUAN protocol is specified by GPGME_PROTOCOL_ASSUAN.


4 Algorithms
*********

The crypto backends support a variety of algorithms used in public key cryptography.(1) The following sections list the identifiers used to denote such an algorithm.
* Menu:

  * Public Key Algorithms: A list of all public key algorithms.
  * Hash Algorithms: A list of all hash algorithms.

-------- Footnotes --------

(1) Some engines also provide symmetric only encryption; see the description of the encryption function on how to use this.


4.1 Public Key Algorithms

Public key algorithms are used for encryption, decryption, signing and verification of signatures.

-- Data type: enum gpgme_pubkey_algo_t
The gpgme_pubkey_algo_t type specifies the set of all public key algorithms that are supported by GPGME. Possible values are:

GPGME_PK_RSA
This value indicates the RSA (Rivest, Shamir, Adleman) algorithm.

GPGME_PK_RSA_E
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman) algorithm for encryption and decryption only.

GPGME_PK_RSA_S
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman) algorithm for signing and verification only.

GPGME_PK_DSA
This value indicates DSA, the Digital Signature Algorithm.

GPGME_PK_ELG
This value indicates ElGamal.

GPGME_PK_ELG_E
This value also indicates ElGamal and is used specifically in GnuPG.

GPGME_PK_ECC
SINCE: 1.5.0
This value is a generic indicator for elliptic curve algorithms.

GPGME_PK_ECDSA
SINCE: 1.3.0

This value indicates ECDSA, the Elliptic Curve Digital Signature Algorithm as defined by FIPS 186-2 and RFC-6637.

GPGME_PK_ECDH
SINCE: 1.3.0

This value indicates ECDH, the Elliptic Curve Diffie-Hellmann encryption algorithm as defined by RFC-6637.

GPGME_PK_EDDSA
SINCE: 1.7.0

This value indicates the EdDSA algorithm.

-- Function: const char * gpgme_pubkey_algo_name
(gpgme_pubkey_algo_t ALGO)
The function gpgme_pubkey_algo_name returns a pointer to a statically allocated string containing a description of the public key algorithm ALGO. This string can be used to output the name of the public key algorithm to the user.

If ALGO is not a valid public key algorithm, NULL is returned.

-- Function: char * gpgme_pubkey_algo_string (gpgme_subkey_t KEY)
SINCE: 1.7.0

The function gpgme_pubkey_algo_string is a convenience function to build and return an algorithm string in the same way GnuPG does (e.g. rsa2048 or ed25519). The caller must free the result using gpgme_free. On error (e.g. invalid argument or memory exhausted), the function returns NULL and sets ERRNO.


4.2 Hash Algorithms

Hash (message digest) algorithms are used to compress a long message to make it suitable for public key cryptography.

-- Data type: enum gpgme_hash_algo_t
The `gpgme_hash_algo_t` type specifies the set of all hash algorithms that are supported by GPGME. Possible values are:

- GPGME_MD_MD5
- GPGME_MD_SHA1
- GPGME_MD_RMD160
- GPGME_MD_MD2
- GPGME_MD_TIGER
- GPGME_MD_HAVAL
- GPGME_MD_SHA256
- GPGME_MD_SHA384
- GPGME_MD_SHA512
- GPGME_MD_SHA224
  
  SINCE: 1.5.0

- GPGME_MD_MD4
- GPGME_MD_CRC32
- GPGME_MD_CRC32_RFC1510
- GPGME_MD_CRC24_RFC2440

---

`Function: const char * gpgme_hash_algo_name (gpgme_hash_algo_t ALGO)`

The function `gpgme_hash_algo_name` returns a pointer to a statically allocated string containing a description of the hash algorithm `ALGO`. This string can be used to output the name of the hash algorithm to the user.

If `ALGO` is not a valid hash algorithm, NULL is returned.

---

5 Error Handling

Many functions in GPGME can return an error if they fail. For this reason, the application should always catch the error condition and take appropriate measures, for example by releasing the resources and passing the error up to the caller, or by displaying a descriptive message to the user and cancelling the operation.

Some error values do not indicate a system error or an error in the operation, but the result of an operation that failed properly. For example, if you try to decrypt a tempered message, the decryption will fail. Another error value actually means that the end of a data buffer or list has been reached. The following descriptions explain for many error codes what they mean usually. Some error values have specific meanings if returned by a certain functions. Such cases are described in the documentation of those functions.
GPGME uses the libgpg-error library. This allows to share the error codes with other components of the GnuPG system, and thus pass error values transparently from the crypto engine, or some helper application of the crypto engine, to the user. This way no information is lost. As a consequence, GPGME does not use its own identifiers for error codes, but uses those provided by libgpg-error. They usually start with GPG_ERR_.

However, GPGME does provide aliases for the functions defined in libgpg-error, which might be preferred for name space consistency.

* Menu:

* Error Values:: The error value and what it means.
* Error Sources:: A list of important error sources.
* Error Codes:: A list of important error codes.
* Error Strings:: How to get a descriptive string from a value.

File: gpgme.info, Node: Error Values, Next: Error Sources, Up: Error Handling

5.1 Error Values

-- Data type: gpgme_err_code_t

The gpgme_err_code_t type is an alias for the libgpg-error type gpg_err_code_t. The error code indicates the type of an error, or the reason why an operation failed.

A list of important error codes can be found in the next section.

-- Data type: gpgme_err_source_t

The gpgme_err_source_t type is an alias for the libgpg-error type gpg_err_source_t. The error source has not a precisely defined meaning. Sometimes it is the place where the error happened, sometimes it is the place where an error was encoded into an error value. Usually the error source will give an indication to where to look for the problem. This is not always true, but it is attempted to achieve this goal.

A list of important error sources can be found in the next section.

-- Data type: gpgme_error_t

The gpgme_error_t type is an alias for the libgpg-error type gpg_error_t. An error value like this has always two components, an error code and an error source. Both together form the error value.
Thus, the error value can not be directly compared against an error code, but the accessor functions described below must be used. However, it is guaranteed that only 0 is used to indicate success (GPG_ERR_NO_ERROR), and that in this case all other parts of the error value are set to 0, too.

Note that in GPGME, the error source is used purely for diagnostical purposes. Only the error code should be checked to test for a certain outcome of a function. The manual only documents the error code part of an error value. The error source is left unspecified and might be anything.

-- Function: static inline gpgme_err_code_t gpgme_err_code (gpgme_error_t ERR)
The static inline function gpgme_err_code returns the gpgme_err_code_t component of the error value ERR. This function must be used to extract the error code from an error value in order to compare it with the GPG_ERR_* error code macros.

-- Function: static inline gpgme_err_source_t gpgme_err_source (gpgme_error_t ERR)
The static inline function gpgme_err_source returns the gpgme_err_source_t component of the error value ERR. This function must be used to extract the error source from an error value in order to compare it with the GPG_ERR_SOURCE_* error source macros.

-- Function: static inline gpgme_error_t gpgme_err_make (gpgme_err_source_t SOURCE, gpgme_err_code_t CODE)
The static inline function gpgme_err_make returns the error value consisting of the error source SOURCE and the error code CODE.

This function can be used in callback functions to construct an error value to return it to the library.

-- Function: static inline gpgme_error_t gpgme_error (gpgme_err_code_t CODE)
The static inline function gpgme_error returns the error value consisting of the default error source and the error code CODE.

For GPGME applications, the default error source is GPG_ERR_SOURCE_USER_1. You can define GPGME_ERR_SOURCE_DEFAULT before including gpgme.h to change this default.

This function can be used in callback functions to construct an error value to return it to the library.
The libgpg-error library provides error codes for all system error numbers it knows about. If ERR is an unknown error number, the error code `GPG_ERR_UNKNOWN_ERRNO` is used. The following functions can be used to construct error values from system error numbers.

-- Function: `gpgme_error_t gpgme_err_make_from_errno`  
`gpgme_err_make_from_errno (gpgme_err_source_t SOURCE, int ERR)`  
The function `gpgme_err_make_from_errno` is like `gpgme_err_make`, but it takes a system error like `errno` instead of a `gpgme_err_code_t` error code.

-- Function: `gpgme_error_t gpgme_error_from_errno`  
`gpgme_error_from_errno (int ERR)`  
The function `gpgme_error_from_errno` is like `gpgme_error`, but it takes a system error like `errno` instead of a `gpgme_err_code_t` error code.

Sometimes you might want to map system error numbers to error codes directly, or map an error code representing a system error back to the system error number. The following functions can be used to do that.

-- Function: `gpgme_err_code_t gpgme_err_code_from_errno`  
`gpgme_err_code_from_errno (int ERR)`  
The function `gpgme_err_code_from_errno` returns the error code for the system error `ERR`. If `ERR` is not a known system error, the function returns `GPG_ERR_UNKNOWN_ERRNO`.

-- Function: `int gpgme_err_code_to_errno`  
`gpgme_err_code_to_errno (gpgme_err_code_t ERR)`  
The function `gpgme_err_code_to_errno` returns the system error for the error code `ERR`. If `ERR` is not an error code representing a system error, or if this system error is not defined on this system, the function returns 0.

File: gpgme.info, Node: Error Sources, Next: Error Codes, Prev: Error Values, Up: Error Handling

5.2 Error Sources

The library libgpg-error defines an error source for every component of the GnuPG system. The error source part of an error value is not well defined. As such it is mainly useful to improve the diagnostic error message for the user.

If the error code part of an error value is 0, the whole error value will be 0. In this case the error source part is of course `GPG_ERR_SOURCE_UNKNOWN`.

The list of error sources that might occur in applications using GPGME is:
GPG_ERR_SOURCE_UNKNOWN
The error source is not known. The value of this error source is 0.

GPG_ERR_SOURCE_GPGME
The error source is GPGME itself. This is the default for errors that occur in the GPGME library.

GPG_ERR_SOURCE_GPG
The error source is GnuPG, which is the crypto engine used for the OpenPGP protocol.

GPG_ERR_SOURCE_GPGSM
The error source is GPGSM, which is the crypto engine used for the CMS protocol.

GPG_ERR_SOURCE_GCRYPT
The error source is libgcrypt, which is used by crypto engines to perform cryptographic operations.

GPG_ERR_SOURCE_GPGAGENT
The error source is gpg-agent, which is used by crypto engines to perform operations with the secret key.

GPG_ERR_SOURCE_PINENTRY
The error source is pinentry, which is used by gpg-agent to query the passphrase to unlock a secret key.

GPG_ERR_SOURCE_SCD
The error source is the SmartCard Daemon, which is used by gpg-agent to delegate operations with the secret key to a SmartCard.

GPG_ERR_SOURCE_KEYBOX
The error source is libkbx, a library used by the crypto engines to manage local keyrings.

GPG_ERR_SOURCE_USER_1
GPG_ERR_SOURCE_USER_2
GPG_ERR_SOURCE_USER_3
GPG_ERR_SOURCE_USER_4
These error sources are not used by any GnuPG component and can be used by other software. For example, applications using GPGME can use them to mark error values coming from callback handlers. Thus GPG_ERR_SOURCE_USER_1 is the default for errors created with gpgme_error and gpgme_error_from_errno, unless you define GPGME_ERR_SOURCE_DEFAULT before including gpgme.h.
5.3 Error Codes

The library libgpg-error defines many error values. Most of them are not used by GPGME directly, but might be returned by GPGME because it received them from the crypto engine. The below list only includes such error codes that have a specific meaning in GPGME, or which are so common that you should know about them.

GPG_ERR_EOF
This value indicates the end of a list, buffer or file.

GPG_ERR_NO_ERROR
This value indicates success. The value of this error code is 0. Also, it is guaranteed that an error value made from the error code 0 will be 0 itself (as a whole). This means that the error source information is lost for this error code, however, as this error code indicates that no error occurred, this is generally not a problem.

GPG_ERR_GENERAL
This value means that something went wrong, but either there is not enough information about the problem to return a more useful error value, or there is no separate error value for this type of problem.

GPG_ERR_ENOMEM
This value means that an out-of-memory condition occurred.

GPG_ERR_E...
System errors are mapped to GPG_ERR_FOO where FOO is the symbol for the system error.

GPG_ERR_INV_VALUE
This value means that some user provided data was out of range. This can also refer to objects. For example, if an empty gpgme_data_t object was expected, but one containing data was provided, this error value is returned.

GPG_ERR_UNUSABLE_PUBKEY
This value means that some recipients for a message were invalid.

GPG_ERR_UNUSABLE_SECKEY
This value means that some signers were invalid.
GPG_ERR_NO_DATA
This value means that a gpgme_data_t object which was expected to have content was found empty.

GPG_ERR_CONFLICT
This value means that a conflict of some sort occurred.

GPG_ERR_NOT_IMPLEMENTED
This value indicates that the specific function (or operation) is not implemented. This error should never happen. It can only occur if you use certain values or configuration options which do not work, but for which we think that they should work at some later time.

GPG_ERR_DECRYPT_FAILED
This value indicates that a decryption operation was unsuccessful.

GPG_ERR_BAD_PASSPHRASE
This value means that the user did not provide a correct passphrase when requested.

GPG_ERR_CANCELED
This value means that the operation was canceled.

GPG_ERR_INV_ENGINE
This value means that the engine that implements the desired protocol is currently not available. This can either be because the sources were configured to exclude support for this engine, or because the engine is not installed properly.

GPG_ERR_AMBIGUOUS_NAME
This value indicates that a user ID or other specifier did not specify a unique key.

GPG_ERR_WRONG_KEY_USAGE
This value indicates that a key is not used appropriately.

GPG_ERR_CERT_REVOKED
This value indicates that a key signature was revoked.

GPG_ERR_CERT_EXPIRED
This value indicates that a key signature expired.

GPG_ERR_NO_CRL_KNOWN
This value indicates that no certificate revocation list is known for the certificate.
GPG_ERR_NO_POLICY_MATCH
   This value indicates that a policy issue occurred.

GPG_ERR_NO_SECKEY
   This value indicates that no secret key for the user ID is available.

GPG_ERR_MISSING_CERT
   This value indicates that a key could not be imported because the issuer certificate is missing.

GPG_ERR_BAD_CERT_CHAIN
   This value indicates that a key could not be imported because its certificate chain is not good, for example it could be too long.

GPG_ERR_UNSUPPORTED_ALGORITHM
   This value means a verification failed because the cryptographic algorithm is not supported by the crypto backend.

GPG_ERR_BAD_SIGNATURE
   This value means a verification failed because the signature is bad.

GPG_ERR_NO_PUBKEY
   This value means a verification failed because the public key is not available.

GPG_ERR_USER_1
GPG_ERR_USER_2
 ...
GPG_ERR_USER_16
   These error codes are not used by any GnuPG component and can be freely used by other software. Applications using GPGME might use them to mark specific errors returned by callback handlers if no suitable error codes (including the system errors) for these errors exist already.

File: gpgme.info, Node: Error Strings, Prev: Error Codes, Up: Error Handling

5.4 Error Strings
=================

-- Function: const char * gpgme_strerror (gpgme_error_t ERR)
   The function gpgme_strerror returns a pointer to a statically allocated string containing a description of the error code contained in the error value ERR. This string can be used to output a diagnostic message to the user.
This function is not thread safe. Use gpgme_strerror_r in multi-threaded programs.

-- Function: int gpgme_strerror_r (gpgme_error_t ERR, char *BUF, size_t BUFLEN)
The function gpgme_strerror_r returns the error string for ERR in the user-supplied buffer BUF of size BUFLEN. This function is, in contrast to gpgme_strerror, thread-safe if a thread-safe strerror_r function is provided by the system. If the function succeeds, 0 is returned and BUF contains the string describing the error. If the buffer was not large enough, ERANGE is returned and BUF contains as much of the beginning of the error string as fits into the buffer.

-- Function: const char * gpgme_strsource (gpgme_error_t ERR)
The function gpgme_strsource returns a pointer to a statically allocated string containing a description of the error source contained in the error value ERR. This string can be used to output a diagnostic message to the user.

The following example illustrates the use of gpgme_strerror:

```c

gpgme_ctx_t ctx;
gpgme_error_t err = gpgme_new (&ctx);
if (err)
{
    fprintf (stderr, "%s: creating GpgME context failed: %s: %s\n", argv[0], gpgme_strsource (err), gpgme_strerror (err));
    exit (1);
}
```

File: gpgme.info, Node: Exchanging Data, Next: Contexts, Prev: Error Handling, Up: Top

6 Exchanging Data
***************

A lot of data has to be exchanged between the user and the crypto engine, like plaintext messages, ciphertext, signatures and information about the keys. The technical details about exchanging the data information are completely abstracted by GPGME. The user provides and receives the data via gpgme_data_t objects, regardless of the communication protocol between GPGME and the crypto engine in use.

-- Data type: gpgme_data_t
The gpgme_data_t type is a handle for a container for generic data, which is used by GPGME to exchange data with the user.
gpgme_data_t objects do not provide notifications on events. It is assumed that read and write operations are blocking until data is available. If this is undesirable, the application must ensure that all GPGME data operations always have data available, for example by using memory buffers or files rather than pipes or sockets. This might be relevant, for example, if the external event loop mechanism is used.

-- Data type: gpgme_off_t
SINCE: 1.4.1

On POSIX platforms the gpgme_off_t type is an alias for off_t; it may be used interchangeable. On Windows platforms gpgme_off_t is defined as a long (i.e. 32 bit) for 32 bit Windows and as a 64 bit signed integer for 64 bit Windows.

-- Data type: gpgme_ssize_t
The gpgme_ssize_t type is an alias for ssize_t. It has only been introduced to overcome portability problems pertaining to the declaration of ssize_t by different toolchains.

* Menu:

* Creating Data Buffers:: Creating new data buffers.
* Destroying Data Buffers:: Releasing data buffers.
* Manipulating Data Buffers:: Operations on data buffers.

File: gpgme.info, Node: Creating Data Buffers, Next: Destroying Data Buffers, Up: Exchanging Data

6.1 Creating Data Buffers
========================

Data objects can be based on memory, files, or callback functions provided by the user. Not all operations are supported by all objects.

* Menu:

* Memory Based Data Buffers:: Creating memory based data buffers.
* File Based Data Buffers:: Creating file based data buffers.
* Callback Based Data Buffers:: Creating callback based data buffers.

File: gpgme.info, Node: Memory Based Data Buffers, Next: File Based Data Buffers, Up: Creating Data Buffers

6.1.1 Memory Based Data Buffers
-------------------------------
Memory based data objects store all data in allocated memory. This is convenient, but only practical for an amount of data that is a fraction of the available physical memory. The data has to be copied from its source and to its destination, which can often be avoided by using one of the other data object

-- Function: gpgme_error_t gpgme_data_new (gpgme_data_t *DH)
   The function gpgme_data_new creates a new gpgme_data_t object and returns a handle for it in DH. The data object is memory based and initially empty.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_new_from_mem (gpgme_data_t *DH,
   const char *BUFFER, size_t SIZE, int COPY)
   The function gpgme_data_new_from_mem creates a new gpgme_data_t object and fills it with SIZE bytes starting from BUFFER.

   If COPY is not zero, a private copy of the data is made. If COPY is zero, the data is taken from the specified buffer as needed, and the user has to ensure that the buffer remains valid for the whole life span of the data object.

   The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH or BUFFER is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_new_from_file (gpgme_data_t *DH,
   const char *FILENAME, int COPY)
   The function gpgme_data_new_from_file creates a new gpgme_data_t object and fills it with the content of the file FILENAME.

   If COPY is not zero, the whole file is read in at initialization time and the file is not used anymore after that. This is the only mode supported currently. Later, a value of zero for COPY might cause all reads to be delayed until the data is needed, but this is not yet implemented.

   The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH or FILENAME is not a valid pointer, GPG_ERR_NOT_IMPLEMENTED if CODE is zero, and GPG_ERR_ENOMEM if not enough memory is available.
-- Function: gpgme_error_t gpgme_data_new_from_filepart
  (gpgme_data_t *DH, const char *FILENAME, FILE *FP,
   off_t OFFSET, size_t LENGTH)
The function gpgme_data_new_from_filepart creates a new
gpgme_data_t object and fills it with a part of the file
specified by FILENAME or FP.

Exactly one of FILENAME and FP must be non-zero, the other must be
zero. The argument that is not zero specifies the file from which
LENGTH bytes are read into the data object, starting from OFFSET.

The function returns the error code GPG_ERR_NO_ERROR if the data
object was successfully created, GPG_ERR_INV_VALUE if DH and
exactly one of FILENAME and FP is not a valid pointer, and
GPG_ERR_ENOMEM if not enough memory is available.

File: gpgme.info, Node: File Based Data Buffers, Next: Callback Based Data Buffers, Prev: Memory Based Data
Buffers, Up: Creating Data Buffers

6.1.2 File Based Data Buffers

File based data objects operate directly on file descriptors or streams.
Only a small amount of data is stored in core at any time, so the size
of the data objects is not limited by GPGME.

-- Function: gpgme_error_t gpgme_data_new_from_fd (gpgme_data_t *DH,
   int FD)
The function gpgme_data_new_from_fd creates a new gpgme_data_t
object and uses the file descriptor FD to read from (if used as an
input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might
read a bit more from the file descriptor than is actually needed by
the crypto engine in the desired operation because of internal
buffering.

Note that GPGME assumes that the file descriptor is set to blocking
mode. Errors during I/O operations, except for EINTR, are usually
fatal for crypto operations.

The function returns the error code GPG_ERR_NO_ERROR if the data
object was successfully created, and GPG_ERR_ENOMEM if not enough
memory is available.

-- Function: gpgme_error_t gpgme_data_new_from_stream
  (gpgme_data_t *DH, FILE *STREAM)
The function `gpgme_data_new_from_stream` creates a new `gpgme_data_t` object and uses the I/O stream `STREAM` to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code `GPG_ERR_NO_ERROR` if the data object was successfully created, and `GPG_ERR_ENOMEM` if not enough memory is available.

```c
-- Function: gpgme_error_t gpgme_data_new_from_estream
   (gpgme_data_t *DH, gpgrt_stream_t STREAM)
```

The function `gpgme_data_new_from_estream` creates a new `gpgme_data_t` object and uses the `gpgrt` stream `STREAM` to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code `GPG_ERR_NO_ERROR` if the data object was successfully created, and `GPG_ERR_ENOMEM` if not enough memory is available.

---

If neither memory nor file based data objects are a good fit for your application, you can implement the functions a data object provides yourself and create a data object from these callback functions.
-- Data type: ssize_t (*gpgme_data_read_cb_t) (void *HANDLE, 
    void *BUFFER, size_t SIZE)
The gpgme_data_read_cb_t type is the type of functions which
GPGME calls if it wants to read data from a user-implemented data
object. The function should read up to SIZE bytes from the current
read position into the space starting at BUFFER. The HANDLE is
provided by the user at data object creation time.

Note that GPGME assumes that the read blocks until data is
available. Errors during I/O operations, except for EINTR, are
usually fatal for crypto operations.

The function should return the number of bytes read, 0 on EOF, and
-1 on error. If an error occurs, ERRNO should be set to describe
the type of the error.

-- Data type: ssize_t (*gpgme_data_write_cb_t) (void *HANDLE, 
    const void *BUFFER, size_t SIZE)
The gpgme_data_write_cb_t type is the type of functions which
GPGME calls if it wants to write data to a user-implemented data
object. The function should write up to SIZE bytes to the current
write position from the space starting at BUFFER. The HANDLE is
provided by the user at data object creation time.

Note that GPGME assumes that the write blocks until data is
available. Errors during I/O operations, except for EINTR, are
usually fatal for crypto operations.

The function should return the number of bytes written, and -1 on
error. If an error occurs, ERRNO should be set to describe the
type of the error.

-- Data type: off_t (*gpgme_data_seek_cb_t) (void *HANDLE, 
    off_t OFFSET, int WHENCE)
The gpgme_data_seek_cb_t type is the type of functions which
GPGME calls if it wants to change the current read/write position
in a user-implemented data object, just like the lseek function.

The function should return the new read/write position, and -1 on
error. If an error occurs, ERRNO should be set to describe the
type of the error.

-- Data type: void (*gpgme_data_release_cb_t) (void *HANDLE)
The gpgme_data_release_cb_t type is the type of functions which
GPGME calls if it wants to destroy a user-implemented data object.
The HANDLE is provided by the user at data object creation time.

-- Data type: struct gpgme_data_cbs
This structure is used to store the data callback interface functions described above. It has the following members:

\begin{itemize}
\item \texttt{gpgme_data_read_cb_t read}
  
  This is the function called by GPGME to read data from the data object. It is only required for input data object.

\item \texttt{gpgme_data_write_cb_t write}
  
  This is the function called by GPGME to write data to the data object. It is only required for output data object.

\item \texttt{gpgme_data_seek_cb_t seek}
  
  This is the function called by GPGME to change the current read/write pointer in the data object (if available). It is optional.

\item \texttt{gpgme_data_release_cb_t release}
  
  This is the function called by GPGME to release a data object. It is optional.
\end{itemize}

\begin{verbatim}
-- Function: gpgme_error_t gpgme_data_new_from_cbs (gpgme_data_t *DH,
    gpgme_data_cbs_t CBS, void *HANDLE)
The function gpgme_data_new_from_cbs creates a new gpgme_data_t object and uses the user-provided callback functions to operate on the data object.

The handle HANDLE is passed as first argument to the callback functions. This can be used to identify this data object.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, and GPG_ERR_ENOMEM if not enough memory is available.
\end{verbatim}

File: gpgme.info,  Node: Destroying Data Buffers,  Next: Manipulating Data Buffers,  Prev: Creating Data Buffers,  Up: Exchanging Data

6.2 Destroying Data Buffers

\begin{verbatim}
-- Function: void gpgme_data_release (gpgme_data_t DH)
The function gpgme_data_release destroys the data object with the handle DH. It releases all associated resources that were not provided by the user in the first place.

-- Function: char * gpgme_data_release_and_get_mem (gpgme_data_t DH,
    size_t *LENGTH)
The function gpgme_data_release_and_get_mem is like
\end{verbatim}
gpgme_data_release, except that it returns the data buffer and its length that was provided by the object.

The user has to release the buffer with gpgme_free. In case the user provided the data buffer in non-copy mode, a copy will be made for this purpose.

In case an error returns, or there is no suitable data buffer that can be returned to the user, the function will return NULL. In any case, the data object DH is destroyed.

-- Function: void gpgme_free (void *BUFFER)
   SINCE: 1.1.1

The function gpgme_free releases the memory returned by gpgme_data_release_and_get_mem and gpgme_pubkey_algo_string. It should be used instead of the system libraries free function in case different allocators are used by a program. This is often the case if gpgme is used under Windows as a DLL.

6.3 Manipulating Data Buffers

Data buffers contain data and meta-data. The following operations can be used to manipulate both.

* Menu:

* Data Buffer I/O Operations:: I/O operations on data buffers.
* Data Buffer Meta-Data:: Meta-data manipulation of data buffers.
* Data Buffer Convenience:: Convenience function for data buffers.
of the data object is reached, the function returns 0.

In all other cases, the function returns -1 and sets ERRNO.

-- Function: ssize_t gpgme_data_write (gpgme_data_t DH,
   const void *BUFFER, size_t SIZE)
   The function gpgme_data_write writes up to SIZE bytes starting
   from BUFFER into the data object with the handle DH at the current
   write position.

   The function returns the number of bytes actually written, or -1 if
   an error occurs. If an error occurs, ERRNO is set.

-- Function: off_t gpgme_data_seek (gpgme_data_t DH, off_t OFFSET,
   int WHENCE)
   The function gpgme_data_seek changes the current read/write
   position.

   The WHENCE argument specifies how the OFFSET should be interpreted.
   It must be one of the following symbolic constants:

SEEK_SET
   Specifies that OFFSET is a count of characters from the
   beginning of the data object.

SEEK_CUR
   Specifies that OFFSET is a count of characters from the
   current file position. This count may be positive or
   negative.

SEEK_END
   Specifies that OFFSET is a count of characters from the end of
   the data object. A negative count specifies a position within
   the current extent of the data object; a positive count
   specifies a position past the current end. If you set the
   position past the current end, and actually write data, you
   will extend the data object with zeros up to that position.

   If successful, the function returns the resulting file position,
   measured in bytes from the beginning of the data object. You can
   use this feature together with SEEK_CUR to read the current
   read/write position.

   If the function fails, -1 is returned and ERRNO is set.
6.3.2 Data Buffer Meta-Data

---------------------------

-- Function: char * gpgme_data_get_file_name (gpgme_data_t DH)
SINCE: 1.1.0

The function gpgme_data_get_file_name returns a pointer to a string containing the file name associated with the data object. The file name will be stored in the output when encrypting or signing the data and will be returned to the user when decrypting or verifying the output data.

If no error occurs, the string containing the file name is returned. Otherwise, NULL will be returned.

-- Function: gpgme_error_t gpgme_data_set_file_name (gpgme_data_t DH,
const char *FILE_NAME)
SINCE: 1.1.0

The function gpgme_data_set_file_name sets the file name associated with the data object. The file name will be stored in the output when encrypting or signing the data and will be returned to the user when decrypting or verifying the output data.

The function returns the error code GPG_ERR_INV_VALUE if DH is not a valid pointer and GPG_ERR_ENOMEM if not enough memory is available.

-- Data type: enum gpgme_data_encoding_t
The gpgme_data_encoding_t type specifies the encoding of a gpgme_data_t object. For input data objects, the encoding is useful to give the backend a hint on the type of data. For output data objects, the encoding can specify the output data format on certain operations. Please note that not all backends support all encodings on all operations. The following data types are available:

GPGME_DATA_ENCODING_NONE
This specifies that the encoding is not known. This is the default for a new data object. The backend will try its best to detect the encoding automatically.

GPGME_DATA_ENCODING_BINARY
This specifies that the data is encoding in binary form; i.e. there is no special encoding.

GPGME_DATA_ENCODING_BASE64
This specifies that the data is encoded using the Base-64 encoding scheme as used by MIME and other protocols.

**GPGME_DATA_ENCODING_ARMOR**

This specifies that the data is encoded in an armored form as used by OpenPGP and PEM.

**GPGME_DATA_ENCODING_MIME**

SINCE: 1.7.0

This specifies that the data is encoded as a MIME part.

**GPGME_DATA_ENCODING_URL**

SINCE: 1.2.0

The data is a list of linefeed delimited URLs. This is only useful with gpgme_op_import.

**GPGME_DATA_ENCODING_URL0**

SINCE: 1.2.0

The data is a list of binary zero delimited URLs. This is only useful with gpgme_op_import.

**GPGME_DATA_ENCODING_URLESC**

SINCE: 1.2.0

The data is a list of linefeed delimited URLs with all control and space characters percent escaped. This mode is not yet implemented.

-- Function: gpgme_data_encoding_t gpgme_data_get_encoding
   (gpgme_data_t DH)

The function gpgme_data_get_encoding returns the encoding of the data object with the handle DH. If DH is not a valid pointer (e.g. NULL) GPGME_DATA_ENCODING_NONE is returned.

-- Function: gpgme_error_t gpgme_data_set_encoding
   (gpgme_data_t DH, gpgme_data_encoding_t ENC)

The function gpgme_data_set_encoding changes the encoding of the data object with the handle DH to ENC.

-- Function: gpgme_error_t gpgme_data_set_flag (gpgme_data_t DH,
   const char *NAME, const char *VALUE)

SINCE: 1.7.0

Some minor properties of the data object can be controlled with
flags set by this function. The properties are identified by the following values for NAME:

size-hint
  The value is a decimal number with the length gpgme shall assume for this data object. This is useful if the data is provided by callbacks or via file descriptors but the applications knows the total size of the data. If this is set the OpenPGP engine may use this to decide on buffer allocation strategies and to provide a total value for its progress information.

This function returns 0 on success.

File: gpgme.info, Node: Data Buffer Convenience, Prev: Data Buffer Meta-Data, Up: Manipulating Data Buffers

6.3.3 Data Buffer Convenience Functions
---------------------------------------

-- Data type: enum gpgme_data_type_t
  SINCE: 1.4.3

  The gpgme_data_type_t type is used to return the detected type of the content of a data buffer.

GPGME_DATA_TYPE_INVALID
  This is returned by gpgme_data_identify if it was not possible to identify the data. Reasons for this might be a non-seekable stream or a memory problem. The value is 0.

GPGME_DATA_TYPE_UNKNOWN
  The type of the data is not known.

GPGME_DATA_TYPE_PGP_SIGNED
  The data is an OpenPGP signed message. This may be a binary signature, a detached one or a cleartext signature.

GPGME_DATA_TYPE_PGP_ENCRYPTED
  SINCE: 1.7.0

  The data is an OpenPGP encrypted message.

GPGME_DATA_TYPE_PGP_SIGNATURE
  SINCE: 1.7.0

  The data is an OpenPGP detached signature.

GPGME_DATA_TYPE_PGP_OTHER
  This is a generic OpenPGP message. In most cases this will be encrypted data.

GPGME_DATA_TYPE_PGP_KEY
  This is an OpenPGP key (private or public).
GPGME_DATA_TYPE_CMS_SIGNED
This is a CMS signed message.

GPGME_DATA_TYPE_CMS_ENCRYPTED
This is a CMS encrypted (enveloped data) message.

GPGME_DATA_TYPE_CMS_OTHER
This is used for other CMS message types.

GPGME_DATA_TYPE_X509_CERT
The data is a X.509 certificate

GPGME_DATA_TYPE_PKCS12
The data is a PKCS#12 message. This is commonly used to exchange private keys for X.509.

-- Function: gpgme_data_type_t gpgme_data_identify (gpgme_data_t DH)
SINCE: 1.4.3

The function gpgme_data_identify returns the type of the data
with the handle DH. If it is not possible to perform the
identification, the function returns zero
(GPGME_DATA_TYPE_INVALID). Note that depending on how the data
object has been created the identification may not be possible or
the data object may change its internal state (file pointer moved).
For file or memory based data object, the state should not change.


7 Contexts
**********

All cryptographic operations in GPGME are performed within a context,
which contains the internal state of the operation as well as
configuration parameters. By using several contexts you can run several
cryptographic operations in parallel, with different configuration.

-- Data type: gpgme_ctx_t
The gpgme_ctx_t type is a handle for a GPGME context, which is
used to hold the configuration, status and result of cryptographic
operations.

* Menu:

* Creating Contexts:: Creating new GPGME contexts.
* Destroying Contexts:: Releasing GPGME contexts.
* Result Management:: Managing the result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with GPGME.
* Trust Item Management:: Managing trust items with GPGME.
* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations
* Run Control:: Controlling how operations are run.

File: gpgme.info, Node: Creating Contexts, Next: Destroying Contexts, Up: Contexts

7.1 Creating Contexts
=====================

-- Function: gpgme_error_t gpgme_new (gpgme_ctx_t *CTX)
The function gpgme_new creates a new gpgme_ctx_t object and returns a handle for it in CTX.

The function returns the error code GPG_ERR_NO_ERROR if the context was successfully created, GPG_ERR_INV_VALUE if CTX is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available. Also, it returns GPG_ERR_NOT_OPERATIONAL if gpgme_check_version was not called to initialize GPGME, and GPG_ERR_SELFTEST_FAILED if a selftest failed. Currently, the only selftest is for Windows MingW32 targets to see if -mms-bitfields was used (as required).


7.2 Destroying Contexts
======================

-- Function: void gpgme_release (gpgme_ctx_t CTX)
The function gpgme_release destroys the context with the handle CTX and releases all associated resources.


7.3 Result Management
======================

The detailed result of an operation is returned in operation-specific structures such as gpgme_decrypt_result_t. The corresponding retrieval functions such as gpgme_op_decrypt_result provide static access to the results after an operation completes. Those structures shall be considered read-only and an application must not allocate such a structure on its own. The following interfaces make it possible to detach a result structure from its associated context and give it a lifetime beyond that of the current operation or context.

-- Function: void gpgme_result_ref (void *RESULT)
The function `gpgme_result_ref` acquires an additional reference for the result `RESULT`, which may be of any type `gpgme_*_result_t`. As long as the user holds a reference, the result structure is guaranteed to be valid and unmodified.

```c
-- Function: void gpgme_result_unref (void *RESULT)
SINCE: 1.2.0
```

The function `gpgme_result_unref` releases a reference for the result `RESULT`. If this was the last reference, the result structure will be destroyed and all resources associated to it will be released.

Note that a context may hold its own references to result structures, typically until the context is destroyed or the next operation is started. In fact, these references are accessed through the `gpgme_op_*_result` functions.

---

7.4 Context Attributes

7.4.1 Protocol Selection

* Menu:

* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting ASCII armored output.
* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Pinentry Mode:: Choosing the pinentry mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode:: Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from gpg.
* Context Flags:: Additional flags for a context.
* Locale:: Setting the locale of a context.
* Additional Logs:: Additional logs of a context.
-- Function: gpgme_error_t gpgme_set_protocol (gpgme_ctx_t CTX, gpgme_protocol_t PROTO)
The function gpgme_set_protocol sets the protocol used within the context CTX to PROTO. All crypto operations will be performed by the crypto engine configured for that protocol. *Note Protocols and Engines::.

Setting the protocol with gpgme_set_protocol does intentionally not check if the crypto engine for that protocol is available and installed correctly. *Note Engine Version Check::.

The function returns the error code GPG_ERR_NO_ERROR if the protocol could be set successfully, and GPG_ERR_INV_VALUE if PROTOCOL is not a valid protocol.

-- Function: gpgme_protocol_t gpgme_get_protocol (gpgme_ctx_t CTX)
The function gpgme_get_protocol retrieves the protocol currently use with the context CTX.


7.4.2 Crypto Engine

The following functions can be used to set and retrieve the configuration of the crypto engines of a specific context. The default can also be retrieved without any particular context. *Note Engine Information::: The default can also be changed globally. *Note Engine Configuration:::

-- Function: gpgme_engine_info_t gpgme_ctx_get_engine_info (gpgme_ctx_t CTX)
SINCE: 1.1.0

The function gpgme_ctx_get_engine_info returns a linked list of engine info structures. Each info structure describes the configuration of one configured backend, as used by the context CTX.

The result is valid until the next invocation of gpgme_ctx_set_engine_info for this particular context.

This function can not fail.
The function `gpgme_ctx_set_engine_info` changes the configuration of the crypto engine implementing the protocol `PROTO` for the context `CTX`.

`FILE_NAME` is the file name of the executable program implementing this protocol, and `HOME_DIR` is the directory name of the configuration directory for this crypto engine. If `HOME_DIR` is `NULL`, the engines default will be used.

Currently this function must be used before starting the first crypto operation. It is unspecified if and when the changes will take effect if the function is called after starting the first operation on the context `CTX`.

This function returns the error code `GPG_ERR_NO_ERROR` if successful, or an error code on failure.

Some engines can make use of the senders address, for example to figure out the best user id in certain trust models. For verification and signing of mails, it is thus suggested to let the engine know the sender ("From:" address). GPGME provides two functions to accomplish that.

Note that the esoteric use of multiple "From:" addresses is not supported.

The function `gpgme_set_sender` specifies the sender address for use in sign and verify operations. `ADDRESS` is expected to be the addr-spec part of an address but my also be a complete mailbox address, in which case this function extracts the addr-spec from it. Using `NULL` for `ADDRESS` clears the sender address.

The function returns 0 on success or an error code on failure. The most likely failure is that no valid addr-spec was found in
ADDRESS.

-- Function: const char * gpgme_get_sender (gpgme_ctx_t CTX)

SINCE: 1.8.0

The function gpgme_get_sender returns the current sender address from the context, or NULL if none was set. The returned value is valid as long as the CTX is valid and gpgme_set_sender has not been called again.

File: gpgme.info, Node: ASCII Armor, Next: Text Mode, Prev: Setting the Sender, Up: Context Attributes

7.4.4 ASCII Armor

-------------

-- Function: void gpgme_set_armor (gpgme_ctx_t CTX, int YES)

The function gpgme_set_armor specifies if the output should be ASCII armored. By default, output is not ASCII armored.

ASCII armored output is disabled if YES is zero, and enabled otherwise.

-- Function: int gpgme_get_armor (gpgme_ctx_t CTX)

The function gpgme_get_armor returns 1 if the output is ASCII armored, and 0 if it is not, or if CTX is not a valid pointer.


7.4.5 Text Mode

-------------

-- Function: void gpgme_set_textmode (gpgme_ctx_t CTX, int YES)

The function gpgme_set_textmode specifies if canonical text mode should be used. By default, text mode is not used.

Text mode is for example used for the RFC2015 signatures; note that the updated RFC 3156 mandates that the mail user agent does some preparations so that text mode is not needed anymore.

This option is only relevant to the OpenPGP crypto engine, and ignored by all other engines.

Canonical text mode is disabled if YES is zero, and enabled otherwise.
-- Function: int gpgme_get_textmode (gpgme_ctx_t CTX)
   The function gpgme_get_textmode returns 1 if canonical text mode
   is enabled, and 0 if it is not, or if CTX is not a valid pointer.


7.4.6 Offline Mode

------------------

-- Function: void gpgme_set_offline (gpgme_ctx_t CTX, int YES)
   SINCE: 1.6.0

   The function gpgme_set_offline specifies if offline mode should
   be used. Offline mode is disabled if YES is zero, and enabled
   otherwise. By default, offline mode is disabled.

   The details of the offline mode depend on the used protocol and its
   backend engine. It may eventually be extended to be more stricter
   and for example completely disable the use of Dirmngr for any
   engine.

   For the CMS protocol the offline mode specifies whether Dirmngr
   shall be used to do additional validation that might require
   connecting external services (e.g. CRL / OCSP checks). Here the
   offline mode only affects the keylist mode
   GPGME_KEYLIST_MODE_VALIDATE.

   For the OpenPGP protocol offline mode entirely disables the use of
   the Dirmngr and will thus guarantee that no network connections are
   done as part of an operation on this context. It has only an
   effect with GnuPG versions 2.1.23 or later.

   For all other protocols the offline mode is currently ignored.

-- Function: int gpgme_get_offline (gpgme_ctx_t CTX)
   SINCE: 1.6.0

   The function gpgme_get_offline returns 1 if offline mode is
   enabled, and 0 if it is not, or if CTX is not a valid pointer.

File: gpgme.info, Node: Pinentry Mode, Next: Included Certificates, Prev: Offline Mode, Up: Context Attributes

7.4.7 Pinentry Mode

-------------------

-- Function: gpgme_error_t gpgme_set_pinentry_mode (gpgme_ctx_t CTX,
The function `gpgme_set_pinentry_mode` specifies the pinentry mode to be used.

For GnuPG >= 2.1 this option is required to be set to `GPGME_PINENTRY_MODE_LOOPBACK` to enable the passphrase callback mechanism in GPGME through `gpgme_set_passphrase_cb`.

-- Function: gpgme_pinentry_mode_t gpgme_get_pinentry_mode (gpgme_ctx_t CTX)

SINCE: 1.4.0

The function `gpgme_get_pinentry_mode` returns the mode set for the context.

-- Data type: enum gpgme_pinentry_mode_t
SINCE: 1.4.0

The `gpgme_minentry_mode_t` type specifies the set of possible pinentry modes that are supported by GPGME if GnuPG >= 2.1 is used.

The following modes are supported:

- `GPGME_PINENTRY_MODE_DEFAULT`
  SINCE: 1.4.0
  Use the default of the agent, which is ask.

- `GPGME_PINENTRY_MODE_ASK`
  SINCE: 1.4.0
  Force the use of the Pinentry.

- `GPGME_PINENTRY_MODE_CANCEL`
  SINCE: 1.4.0
  Emulate use of Pinentry's cancel button.

- `GPGME_PINENTRY_MODE_ERROR`
  SINCE: 1.4.0
  Return a Pinentry error No Pinentry.

- `GPGME_PINENTRY_MODE_LOOPBACK`
  SINCE: 1.4.0
Redirect Pinentry queries to the caller. This enables the use of gpgme_set_passphrase_cb because pinentry queries are redirected to gpgme.

Note: For 2.1.0 - 2.1.12 this mode requires allow-loopback-pinentry to be enabled in the gpg-agent.conf or an agent started with that option.

File: gpgme.info, Node: Included Certificates, Next: Key Listing Mode, Prev: Pinentry Mode, Up: Context Attributes

7.4.8 Included Certificates

------------

-- Function: void gpgme_set_include_certs (gpgme_ctx_t CTX, int NR_OF_CERTS)
The function gpgme_set_include_certs specifies how many certificates should be included in an S/MIME signed message. By default, only the senders certificate is included. The possible values of NR_OF_CERTS are:

GPGME_INCLUDE_CERTS_DEFAULT
     SINCE: 1.0.3

     Fall back to the default of the crypto backend. This is the default for GPGME.
-2
     Include all certificates except the root certificate.
-1
     Include all certificates.
0
     Include no certificates.
1
     Include the senders certificate only.
n
     Include the first n certificates of the certificates path, starting from the senders certificate. The number n must be positive.

Values of NR_OF_CERTS smaller than -2 are undefined.

This option is only relevant to the CMS crypto engine, and ignored by all other engines.

-- Function: int gpgme_get_include_certs (gpgme_ctx_t CTX)
The function gpgme_get_include_certs returns the number of certificates to include into an S/MIME signed message.
7.4.9 Key Listing Mode

------------

-- Function: gpgme_error_t gpgme_set_keylist_mode (gpgme_ctx_t CTX,
           gpgme_keylist_mode_t MODE)

The function gpgme_set_keylist_mode changes the default behaviour
of the key listing functions. The value in MODE is a bitwise-or
combination of one or multiple of the following bit values:

GPGME_KEYLIST_MODE_LOCAL

The GPGME_KEYLIST_MODE_LOCAL symbol specifies that the local
keyring should be searched for keys in the keylisting
operation. This is the default.

Using only this option results in a --list-keys.

GPGME_KEYLIST_MODE_EXTERN

The GPGME_KEYLIST_MODE_EXTERN symbol specifies that an
external source should be searched for keys in the keylisting
operation. The type of external source is dependent on the
crypto engine used and whether it is combined with
GPGME_KEYLIST_MODE_LOCAL. For example, it can be a remote
keyserver or LDAP certificate server.

Using only this option results in a --search-keys for
GPGME_PROTOCOL_OpenPGP and something similar to
--list-external-keys for GPGME_PROTOCOL_CMS.

GPGME_KEYLIST_MODE_LOCATE

This is a shortcut for the combination of
GPGME_KEYLIST_MODE_LOCAL and GPGME_KEYLIST_MODE_EXTERN,
which results in a --locate-keys for
GPGME_PROTOCOL_OpenPGP.

GPGME_KEYLIST_MODE_SIGS

The GPGME_KEYLIST_MODE_SIGS symbol specifies that the key
signatures should be included in the listed keys.

GPGME_KEYLIST_MODE_SIG_NOTATIONS

SINCE: 1.1.1

The GPGME_KEYLIST_MODE_SIG_NOTATIONS symbol specifies that
the signature notations on key signatures should be included
in the listed keys. This only works if
GPGME_KEYLIST_MODE_SIGS is also enabled.

GPGME_KEYLIST_MODE_WITH_TOFU
SINCE: 1.7.0

The GPGME_KEYLIST_MODE_WITH_TOFU symbol specifies that
information pertaining to the TOFU trust model should be
included in the listed keys.

GPGME_KEYLIST_MODE_WITH_SECRET
SINCE: 1.5.1

The GPGME_KEYLIST_MODE_WITH_SECRET returns information about
the presence of a corresponding secret key in a public key
listing. A public key listing with this mode is slower than a
standard listing but can be used instead of a second run to
list the secret keys. This is only supported for GnuPG
versions >= 2.1.

GPGME_KEYLIST_MODE_EPHEMERAL
SINCE: 1.2.0

The GPGME_KEYLIST_MODE_EPHEMERAL symbol specifies that keys
flagged as ephemeral are included in the listing.

GPGME_KEYLIST_MODE_VALIDATE
SINCE: 0.4.5

The GPGME_KEYLIST_MODE_VALIDATE symbol specifies that the
backend should do key or certificate validation and not just
get the validity information from an internal cache. This
might be an expensive operation and is in general not useful.
Currently only implemented for the S/MIME backend and ignored
for other backends.

At least one of GPGME_KEYLIST_MODE_LOCAL and
GPGME_KEYLIST_MODE_EXTERN must be specified. For future binary
compatibility, you should get the current mode with
gpgme_get_keylist_mode and modify it by setting or clearing the
appropriate bits, and then using that calculated value in the
gpgme_set_keylisting_mode operation. This will leave all other
bits in the mode value intact (in particular those that are not
used in the current version of the library).

The function returns the error code GPG_ERR_NO_ERROR if the mode
could be set correctly, and GPG_ERR_INV_VALUE if CTX is not a
valid pointer or MODE is not a valid mode.
-- Function: gpgme_keylist_mode_t gpgme_get_keylist_mode
  (gpgme_ctx_t CTX)

  The function gpgme_get_keylist_mode returns the current key
  listing mode of the context CTX. This value can then be modified
  and used in a subsequent gpgme_set_keylist_mode operation to only
  affect the desired bits (and leave all others intact).

  The function returns 0 if CTX is not a valid pointer, and the
  current mode otherwise. Note that 0 is not a valid mode value.

File: gpgme.info, Node: Passphrase Callback, Next: Progress Meter Callback, Prev: Key Listing Mode, Up:
Context Attributes

7.4.10 Passphrase Callback

----------------------------------

-- Data type: gpgme_error_t (*gpgme_passphrase_cb_t)(void *HOOK, const
char *UID_HINT, const char *PASSPHRASE_INFO, int PREV_WAS_BAD,
int FD)

  The gpgme_passphrase_cb type is the type of functions usable as
  passphrase callback function.

  The argument UID_HINT might contain a string that gives an
  indication for which user ID the passphrase is required. If this
  is not available, or not applicable (in the case of symmetric
  encryption, for example), UID_HINT will be NULL.

  The argument PASSPHRASE_INFO, if not NULL, will give further
  information about the context in which the passphrase is required.
  This information is engine and operation specific.

  If this is the repeated attempt to get the passphrase, because
  previous attempts failed, then PREV_WAS_BAD is 1, otherwise it will
  be 0.

  The user must write the passphrase, followed by a newline
  character, to the file descriptor FD. The function
  gpgme_io_writen should be used for the write operation. Note
  that if the user returns 0 to indicate success, the user must at
  least write a newline character before returning from the callback.

  If an error occurs, return the corresponding gpgme_error_t value.
  You can use the error code GPG_ERR_CANCELED to abort the
  operation. Otherwise, return 0.

  Note: The passphrase_cb only works with GnuPG 1.x and 2.1.x and not
with the 2.0.x series. See gpgme_set_pinentry_mode for more details on 2.1.x usage.

-- Function: void gpgme_set_passphrase_cb (gpgme_ctx_t CTX, 
   gpgme_passphrase_cb_t PASSFUNC, void *HOOK_VALUE)
The function gpgme_set_passphrase_cb sets the function that is used when a passphrase needs to be provided by the user to PASSFUNC. The function PASSFUNC needs to implemented by the user, and whenever it is called, it is called with its first argument being HOOK_VALUE. By default, no passphrase callback function is set.

Not all crypto engines require this callback to retrieve the passphrase. It is better if the engine retrieves the passphrase from a trusted agent (a daemon process), rather than having each user to implement their own passphrase query. Some engines do not even support an external passphrase callback at all, in this case the error code GPG_ERR_NOT_SUPPORTED is returned.

For GnuPG >= 2.1 the pinentry mode has to be set to GPGME_PINENTRY_MODE_LOOPBACK to enable the passphrase callback. See gpgme_set_pinentry_mode.

The user can disable the use of a passphrase callback function by calling gpgme_set_passphrase_cb with PASSFUNC being NULL.

-- Function: void gpgme_get_passphrase_cb (gpgme_ctx_t CTX, 
   gpgme_passphrase_cb_t *PASSFUNC, void **HOOK_VALUE)
The function gpgme_get_passphrase_cb returns the function that is used when a passphrase needs to be provided by the user in *PASSFUNC, and the first argument for this function in *HOOK_VALUE. If no passphrase callback is set, or CTX is not a valid pointer, NULL is returned in both variables.

PASSFUNC or HOOK_VALUE can be NULL. In this case, the corresponding value will not be returned.


7.4.11 Progress Meter Callback
---------------------------------

-- Data type: void (*gpgme_progress_cb_t)(void *HOOK, const char *WHAT, 
   int TYPE, int CURRENT, int TOTAL)
The gpgme_progress_cb_t type is the type of functions usable as progress callback function.
The arguments are specific to the crypto engine. More information about the progress information returned from the GnuPG engine can be found in the GnuPG source code in the file doc/DETAILS in the section PROGRESS.

-- Function: void gpgme_set_progress_cb (gpgme_ctx_t CTX, gpgme_progress_cb_t PROGFUNC, void *HOOK_VALUE)

The function gpgme_set_progress_cb sets the function that is used when progress information about a cryptographic operation is available. The function PROGFUNC needs to implemented by the user, and whenever it is called, it is called with its first argument being HOOK_VALUE. By default, no progress callback function is set.

Setting a callback function allows an interactive program to display progress information about a long operation to the user.

The user can disable the use of a progress callback function by calling gpgme_set_progress_cb with PROGFUNC being NULL.

-- Function: void gpgme_get_progress_cb (gpgme_ctx_t CTX, gpgme_progress_cb_t *PROGFUNC, void **HOOK_VALUE)

The function gpgme_get_progress_cb returns the function that is used to inform the user about the progress made in *PROGFUNC, and the first argument for this function in *HOOK_VALUE. If no progress callback is set, or CTX is not a valid pointer, NULL is returned in both variables.

PROGFUNC or HOOK_VALUE can be NULL. In this case, the corresponding value will not be returned.


7.4.12 Status Message Callback

------------------------

-- Data type: gpgme_error_t (*gpgme_status_cb_t)(void *HOOK, const char *KEYWORD, const char *ARGS)

The gpgme_status_cb_t type is the type of function usable as a status message callback function.

The argument KEYWORD is the name of the status message while the ARGS argument contains any arguments for the status message.

If an error occurs, return the corresponding gpgme_error_t value.
Otherwise, return 0.

-- Function: void gpgme_set_status_cb (gpgme_ctx_t CTX,
   gpgme_status_cb_t STATUSFUNC, void *HOOK_VALUE)
SINCE: 1.6.0

The function gpgme_set_status_cb sets the function that is used
when a status message is received from gpg to STATUSFUNC. The
function STATUSFUNC needs to be implemented by the user, and
whenever it is called, it is called with its first argument being
HOOK_VALUE. By default, no status message callback function is
set.

The user can disable the use of a status message callback function
by calling gpgme_set_status_cb with STATUSFUNC being NULL.

-- Function: void gpgme_get_status_cb (gpgme_ctx_t CTX,
   gpgme_status_cb_t *STATUSFUNC, void **HOOK_VALUE)
SINCE: 1.6.0

The function gpgme_get_status_cb returns the function that is
used to process status messages from gpg in *STATUSFUNC, and the
first argument for this function in *HOOK_VALUE. If no status
message callback is set, or CTX is not a valid pointer, NULL is
returned in both variables.

7.4.13 Context Flags

-- Function: gpgme_error_t gpgme_set_ctx_flag (gpgme_ctx_t CTX,
   const char *NAME, const char *VALUE)
SINCE: 1.7.0

Some minor properties of the context can be controlled with flags
set by this function. The properties are identified by the
following values for NAME:

"redraw"
This flag is normally not changed by the caller because GPGME
sets and clears it automatically: The flag is cleared before
an operation and set if an operation noticed that the engine
has launched a Pinentry. A Curses based application may use
this information to redraw the screen; for example:
err = gpgme_op_keylist_start (ctx, "foo@example.org", 0);
while (!err)
{
    err = gpgme_op_keylist_next (ctx, &key);
    if (err)
        break;
    show_key (key);
    gpgme_key_release (key);
}
if ((s = gpgme_get_ctx_flag (ctx, "redraw")) && *s)
    redraw_screen ();
    gpgme_release (ctx);

"full-status"
Using a VALUE of "1" the status callback set by
gpgme_set_status_cb returns all status lines with the
exception of PROGRESS lines. With the default of "0" the
status callback is only called in certain situations.

"raw-description"
Setting the VALUE to "1" returns human readable strings in a
raw format. For example the non breaking space characters
("~") will not be removed from the description field of the
gpgme_tofu_info_t object.

"export-session-key"
Using a VALUE of "1" specifies that the context should try to
export the symmetric session key when decrypting data. By
default, or when using an empty string or "0" for VALUE,
session keys are not exported.

"override-session-key"
The string given in VALUE is passed to the GnuPG engine to
override the session key for decryption. The format of that
session key is specific to GnuPG and can be retrieved during a
decrypt operation when the context flag "export-session-key"
is enabled. Please be aware that using this feature with
GnuPG < 2.1.16 will leak the session key on many platforms via
ps(1).

"auto-key-retrieve"
Setting the VALUE to "1" asks the backend to automatically
retrieve a key for signature verification if possible. Note
that this option makes a "web bug" like behavior possible.
Keyserver or Web Key Directory operators can see which keys
you request, so by sending you a message signed by a brand new
key (which you naturally will not have on your local keyring),
the operator can tell both your IP address and the time when
you verified the signature.

"request-origin"
The string given in VALUE is passed to the GnuPG engines to request restrictions based on the origin of the request. Valid values are documented in the GnuPG manual and the gpg man page under the option --request-origin. Requires at least GnuPG 2.2.6 to have an effect.

"no-symkey-cache"
For OpenPGP disable the passphrase cache used for symmetrical en- and decryption. This cache is based on the message specific salt value. Requires at least GnuPG 2.2.7 to have an effect.

"ignore-mdc-error"
This flag passes the option --ignore-mdc-error to gpg. This can be used to force decryption of a message which failed due to a missing integrity check. This flag must be used with great caution and only if it is a known non-corrupted old message and the decryption result of the former try had the decryption result flag legacy_cipher_nomdc set. For failsafe reasons this flag is reset after each operation.

"auto-key-locate"
The string given in VALUE is passed to gpg. This can be used to change the behavior of a GPGME_KEYLIST_MODE_LOCATE keylisting. Valid values are documented in the GnuPG manual and the gpg man page under the option --auto-key-locate. Requires at least GnuPG 2.1.18.

Note: Keys retrieved through auto-key-locate are automatically imported in the keyring.

trust-model
SINCE: 1.11.2

Change the trust-model for all GnuPG engine operations. An empty string sets the trust-model back to the users default. If the trust-model is not supported by GnuPG the behavior is undefined and will likely cause all operations to fail. Example: "tofu+pgp".

This options should be used carefully with a strict version requirement. In some versions of GnuPG setting the trust-model changes the default trust-model for future operations. A change in the trust-model also can have unintended side effects, like rebuilding the trust-db.
This function returns 0 on success.

-- Function: const char * gpgme_get_ctx_flag (gpgme_ctx_t CTX,
     const char *NAME)

SINCE: 1.8.0

The value of flags settable by gpgme_set_ctx_flag can be
retrieved by this function. If NAME is unknown the function
returns NULL. For boolean flags an empty string is returned for
False and the string "1" is returned for True; either atoi(3) or a
test for an empty string can be used to get the boolean value.


7.4.14 Locale

----------

A locale setting can be associated with a context. This locale is
passed to the crypto engine, and used for applications like the PIN
entry, which is displayed to the user when entering a passphrase is
required.

The default locale is used to initialize the locale setting of all
contexts created afterwards.

-- Function: gpgme_error_t gpgme_set_locale (gpgme_ctx_t CTX,
     int CATEGORY, const char *VALUE)

SINCE: 0.4.3

The function gpgme_set_locale sets the locale of the context CTX,
or the default locale if CTX is a null pointer.

The locale settings that should be changed are specified by
CATEGORY. Supported categories are LC_CTYPE, LC_MESSAGES, and
LC_ALL, which is a wildcard you can use if you want to change all
the categories at once.

The value to be used for the locale setting is VALUE, which will be
copied to GPGMEs internal data structures. VALUE can be a null
pointer, which disables setting the locale, and will make PIN entry
and other applications use their default setting, which is usually
not what you want.

Note that the settings are only used if the application runs on a
text terminal, and that the settings should fit the configuration
of the output terminal. Normally, it is sufficient to initialize
the default value at startup.

The function returns an error if not enough memory is available.


7.4.15 Additional Logs
----------------------

Additional logs can be associated with a context. These logs are engine
specific and can be be obtained with gpgme_op_getauditlog.

-- Function: gpgme_error_t gpgme_op_getauditlog (gpgme_ctx_t CTX,
gpgme_data_t OUTPUT, unsigned int FLAGS)
SINCE: 1.1.1

The function gpgme_op_getauditlog is used to obtain additional
logs as specified by FLAGS into the OUTPUT data. If

The function returns the error code GPG_ERR_NO_ERROR if a log
could be queried from the engine, and GPG_ERR_NOT_IMPLEMENTED if
the log specified in FLAGS is not available for this engine. If no
log is available GPG_ERR_NO_DATA is returned.

The value in FLAGS is a bitwise-or combination of one or multiple
of the following bit values:

GPGME_AUDITLOG_DIAG
SINCE: 1.11.2

Obtain diagnostic output which would be written to stderr in
interactive use of the engine. This can be used to provide
additional diagnostic information in case of errors in other
operations.

Note: If log-file has been set in the configuration the log
will be empty and GPG_ERR_NO_DATA will be returned.

Implemented for: GPGME_PROTOCOL_OpenPGP

GPGME_AUDITLOG_DEFAULT
SINCE: 1.11.2

This flag has the value 0 for compatibility reasons. Obtains
additional information from the engine by issuing the
GETAUDITLOG command. For GPGME_PROTOCOL_CMS this provides
additional information about the X509 certificate chain.

Implemented for: GPGME_PROTOCOL_CMS

GPGME_AUDITLOG_HTML

SINCE: 1.1.1

Same as GPGME_AUDITLOG_DEFAULT but in HTML.

Implemented for: GPGME_PROTOCOL_CMS

-- Function: gpgme_error_t gpgme_op_getauditlog_start (gpgme_ctx_t CTX,
           gpgme_data_t OUTPUT, unsigned int FLAGS)

SINCE: 1.1.1

This is the asynchronous variant of gpgme_op_getauditlog.

File: gpgme.info, Node: Key Management, Next: Trust Item Management, Prev: Context Attributes, Up: Contexts

7.5 Key Management

Some of the cryptographic operations require that recipients or signers are specified. This is always done by specifying the respective keys that should be used for the operation. The following section describes how such keys can be selected and manipulated.

* Menu:

* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys:: Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.
* Advanced Key Editing:: Advanced key edit operation.

File: gpgme.info, Node: Key objects, Next: Listing Keys, Up: Key Management

7.5.1 Key objects

----------------
The keys are represented in GPGME by structures which may only be read by the application but never be allocated or changed. They are valid as long as the key object itself is valid.

-- Data type: gpgme_key_t

The gpgme_key_t type is a pointer to a key object. It has the following members:

gpgme_keylist_mode_t keylist_mode
    SINCE: 0.9.0

    The keylist mode that was active when the key was retrieved.

    unsigned int revoked : 1
        This is true if the key is revoked.

    unsigned int expired : 1
        This is true if the key is expired.

    unsigned int disabled : 1
        This is true if the key is disabled.

    unsigned int invalid : 1
        This is true if the key is invalid. This might have several reasons, for a example for the S/MIME backend, it will be set during key listings if the key could not be validated due to missing certificates or unmatched policies.

    unsigned int can_encrypt : 1
        This is true if the key (ie one of its subkeys) can be used for encryption.

    unsigned int can_sign : 1
        This is true if the key (ie one of its subkeys) can be used to create data signatures.

    unsigned int can_certify : 1
        This is true if the key (ie one of its subkeys) can be used to create key certificates.

    unsigned int canAuthenticate : 1
        SINCE: 0.4.5

        This is true if the key (ie one of its subkeys) can be used for authentication.
unsigned int is_qualified : 1
SINCE: 1.1.0

This is true if the key can be used for qualified signatures according to local government regulations.

unsigned int secret : 1
This is true if the key is a secret key. Note, that this will always be true even if the corresponding subkey flag may be false (offline/stub keys). This is only set if a listing of secret keys has been requested or if GPGME_KEYLIST_MODE_WITH_SECRET is active.

unsigned int origin : 5
SINCE: 1.8.0

Reserved for the origin of this key.

gpgme_protocol_t protocol
This is the protocol supported by this key.

char *issuer_serial
If protocol is GPGME_PROTOCOL_CMS, then this is the issuer serial.

char *issuer_name
If protocol is GPGME_PROTOCOL_CMS, then this is the issuer name.

char *chain_id
If protocol is GPGME_PROTOCOL_CMS, then this is the chain ID, which can be used to built the certificate chain.

gpgme_validity_t owner_trust
If protocol is GPGME_PROTOCOL_OpenPGP, then this is the owner trust.

gpgme_subkey_t subkeys
This is a linked list with the subkeys of the key. The first subkey in the list is the primary key and usually available.

gpgme_user_id_t uids
This is a linked list with the user IDs of the key. The first user ID in the list is the main (or primary) user ID.

char *fpr
SINCE: 1.7.0
This field gives the fingerprint of the primary key. Note that this is a copy of the fingerprint of the first subkey. For an incomplete key (for example from a verification result) a subkey may be missing but this field may be set nevertheless.

`unsigned long last_update`

SINCE: 1.8.0

Reserved for the time of the last update of this key.

-- Data type: gpgme_subkey_t

SINCE: 1.5.0

The gpgme_subkey_t type is a pointer to a subkey structure. Subkeys are one component of a gpgme_key_t object. In fact, subkeys are those parts that contains the real information about the individual cryptographic keys that belong to the same key object. One gpgme_key_t can contain several subkeys. The first subkey in the linked list is also called the primary key.

The subkey structure has the following members:

`gpgme_subkey_t next`

This is a pointer to the next subkey structure in the linked list, or NULL if this is the last element.

`unsigned int revoked : 1`

This is true if the subkey is revoked.

`unsigned int expired : 1`

This is true if the subkey is expired.

`unsigned int disabled : 1`

This is true if the subkey is disabled.

`unsigned int invalid : 1`

This is true if the subkey is invalid.

`unsigned int can_encrypt : 1`

This is true if the subkey can be used for encryption.

`unsigned int can_sign : 1`

This is true if the subkey can be used to create data signatures.

`unsigned int can_certify : 1`

This is true if the subkey can be used to create key
certificates.

unsigned int can_authenticate : 1
SINCE: 0.4.5

This is true if the subkey can be used for authentication.

unsigned int is_qualified : 1
SINCE: 1.1.0

This is true if the subkey can be used for qualified signatures according to local government regulations.

unsigned int is_de_vs : 1
SINCE: 1.8.0

This is true if the subkey complies with the rules for classified information in Germany at the restricted level (VS-NfD). This are currently RSA keys of at least 2048 bits or ECDH/ECDSA keys using a Brainpool curve.

unsigned int secret : 1
This is true if the subkey is a secret key. Note that it will be false if the key is actually a stub key; i.e. a secret key operation is currently not possible (offline-key). This is only set if a listing of secret keys has been requested or if GPGME_KEYLIST_MODE_WITH_SECRET is active.

gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm supported by this subkey.

unsigned int length
This is the length of the subkey (in bits).

char *keyid
This is the key ID of the subkey in hexadecimal digits.

char *fpr
This is the fingerprint of the subkey in hexadecimal digits, if available.

char *keygrip
SINCE: 1.7.0
The keygrip of the subkey in hex digit form or NULL if not available.

long int timestamp
This is the creation timestamp of the subkey. This is -1 if the timestamp is invalid, and 0 if it is not available.

long int expires
This is the expiration timestamp of the subkey, or 0 if the subkey does not expire.

unsigned int is_cardkey : 1
SINCE: 1.2.0
True if the secret key is stored on a smart card.

char *card_number
SINCE: 1.2.0
The serial number of a smart card holding this key or NULL.

char *curve
For ECC algorithms the name of the curve.

-- Data type: gpgme_user_id_t

A user ID is a component of a gpgme_key_t object. One key can have many user IDs. The first one in the list is the main (or primary) user ID.

The user ID structure has the following members.

gpgme_user_id_t next
This is a pointer to the next user ID structure in the linked list, or NULL if this is the last element.

unsigned int revoked : 1
This is true if the user ID is revoked.

unsigned int invalid : 1
This is true if the user ID is invalid.

gpgme_validity_t validity
This specifies the validity of the user ID.

char *uid
This is the user ID string.

char *name
This is the name component of uid, if available.

char *comment
This is the comment component of uid, if available.

char *email
This is the email component of uid, if available.

char *address;
The mail address (addr-spec from RFC-5322) of the user ID string. This is generally the same as the email part of this structure but might be slightly different. If no mail address is available NULL is stored.

gpgme_tofu_info_t tofu
SINCE: 1.7.0

If not NULL information from the TOFU database pertaining to this user id.

gpgme_key_sig_t signatures
This is a linked list with the signatures on this user ID.

unsigned int origin : 5
SINCE: 1.8.0

Reserved for the origin of this user ID.

unsigned long last_update
SINCE: 1.8.0

Reserved for the time of the last update of this user ID.

-- Data type: gpgme_tofu_info_t

SINCE: 1.7.0

The gpgme_tofu_info_t type is a pointer to a tofu info structure. Tofu info structures are one component of a gpgme_user_id_t object, and provide information from the TOFU database pertaining to the user ID.

The tofu info structure has the following members:

gpgme_key_sig_t next
This is a pointer to the next tofu info structure in the linked list, or NULL if this is the last element.

unsigned int validity : 3
This is the TOFU validity. It can have the following values:
The value 0 indicates a conflict.

The value 1 indicates a key without history.

The value 2 indicates a key with too little history.

The value 3 indicates a key with enough history for basic trust.

The value 4 indicates a key with a lot of history.

unsigned int policy : 4
    This is the TOFU policy, see gpgme_tofu_policy_t.

unsigned short signcount
    This is the number of signatures seen for this binding (or USHRT_MAX if there are more than that).

unsigned short encrcount
    This is the number of encryptions done with this binding (or USHRT_MAX if there are more than that).

unsigned long signfirst
    Number of seconds since Epoch when the first signature was seen with this binding.

unsigned long signlast
    Number of seconds since Epoch when the last signature was seen with this binding.

unsigned long encrfirst
    Number of seconds since Epoch when the first encryption was done with this binding.

unsigned long encrlast
    Number of seconds since Epoch when the last encryption was done with this binding.

char *description
    A human-readable string summarizing the TOFU data (or NULL).

-- Data type: gpgme_key_sig_t
The gpgme_key_sig_t type is a pointer to a key signature structure. Key signatures are one component of a gpgme_key_t object, and validate user IDs on the key in the OpenPGP protocol.

The signatures on a key are only available if the key was retrieved via a listing operation with the GPGME_KEYLIST_MODE_SIGS mode enabled, because it can be expensive to retrieve all signatures of a key.

The signature notations on a key signature are only available if the key was retrieved via a listing operation with the GPGME_KEYLIST_MODE_SIG_NOTATIONS mode enabled, because it can be expensive to retrieve all signature notations.

The key signature structure has the following members:

gpgme_key_sig_t next
This is a pointer to the next key signature structure in the linked list, or NULL if this is the last element.

unsigned int revoked : 1
This is true if the key signature is a revocation signature.

unsigned int expired : 1
This is true if the key signature is expired.

unsigned int invalid : 1
This is true if the key signature is invalid.

unsigned int exportable : 1
This is true if the key signature is exportable.

gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm used to create the signature.

char *keyid
This is the key ID of the key (in hexadecimal digits) used to create the signature.

long int timestamp
This is the creation timestamp of the key signature. This is -1 if the timestamp is invalid, and 0 if it is not available.

long int expires
This is the expiration timestamp of the key signature, or 0 if the key signature does not expire.

gpgme_error_t status
This is the status of the signature and has the same meaning as the member of the same name in a gpgme_signature_t object.

unsigned int sig_class
This specifies the signature class of the key signature. The meaning is specific to the crypto engine.

char *uid
This is the main user ID of the key used to create the signature.

cchar *name
This is the name component of uid, if available.

cchar *comment
This is the comment component of uid, if available.

cchar *email
This is the email component of uid, if available.

gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.

File: gpgme.info, Node: Listing Keys, Next: Information About Keys, Prev: Key objects, Up: Key Management

7.5.2 Listing Keys

-- Function: gpgme_error_t gpgme_op_keylist_start (gpgme_ctx_t CTX,
const char *PATTERN, int SECRET_ONLY)

The function gpgme_op_keylist_start initiates a key listing operation inside the context CTX. It sets everything up so that subsequent invocations of gpgme_op_keylist_next return the keys in the list.

If PATTERN is NULL, all available keys are returned. Otherwise, PATTERN contains an engine specific expression that is used to limit the list to all keys matching the pattern. Note that the total length of the pattern is restricted to an engine-specific maximum (a couple of hundred characters are usually accepted). The pattern should be used to restrict the search to a certain common name or user, not to list many specific keys at once by listing their fingerprints or key IDs.

If SECRET_ONLY is not 0, the list is restricted to secret keys
The context will be busy until either all keys are received (and
`gpgme_op_keylist_next` returns `GPG_ERR_EOF`), or
`gpgme_op_keylist_end` is called to finish the operation.

The function returns the error code `GPG_ERR_INV_VALUE` if `CTX` is
not a valid pointer, and passes through any errors that are
reported by the crypto engine support routines.

-- Function: `gpgme_error_t gpgme_op_keylist_ext_start (gpgme_ctx_t CTX,
const char *PATTERN[], int SECRET_ONLY, int RESERVED)`

The function `gpgme_op_keylist_ext_start` initiates an extended key
listing operation inside the context `CTX`. It sets everything up so
that subsequent invocations of `gpgme_op_keylist_next` return the
keys in the list.

If `PATTERN` or `*PATTERN` is NULL, all available keys are returned.
Otherwise, `PATTERN` is a NULL terminated array of strings that are
used to limit the list to all keys matching at least one of the
patterns verbatim. Note that the total length of all patterns is
restricted to an engine-specific maximum (the exact limit also
depends on the number of patterns and amount of quoting required,
but a couple of hundred characters are usually accepted). Patterns
should be used to restrict the search to a certain common name or
user, not to list many specific keys at once by listing their
fingerprints or key IDs.

If `SECRET_ONLY` is not 0, the list is restricted to secret keys
only.

The value of `RESERVED` must be 0.

The context will be busy until either all keys are received (and
`gpgme_op_keylist_next` returns `GPG_ERR_EOF`), or
`gpgme_op_keylist_end` is called to finish the operation.

The function returns the error code `GPG_ERR_INV_VALUE` if `CTX` is
not a valid pointer, and passes through any errors that are
reported by the crypto engine support routines.

-- Function: `gpgme_error_t gpgme_op_keylist_from_data_start
(gpgme_ctx_t CTX, gpgme_data_t DATA, int RESERVED)`

`SINCE: 1.8.0`

The function `gpgme_op_keylist_from_data_start` initiates a key
listing operation from data.
listing operation inside the context CTX. In contrast to the other
key listing operation the keys are read from the supplied DATA and
not from the local key database. The keys are also not imported
into the local key database. The function sets everything up so
that subsequent invocations of gpgme_op_keylist_next return the
keys from DATA.

The value of RESERVED must be 0.

This function requires at least GnuPG version 2.1.14 and currently
works only with OpenPGP keys.

The context will be busy until either all keys are received (and
gpgme_op_keylist_next returns GPG_ERR_EOF), or
gpgme_op_keylist_end is called to finish the operation. While
the context is busy DATA may not be released.

The function returns the error code GPG_ERR_INV_VALUE if CTX is
not a valid pointer, and passes through any errors that are
reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_keylist_next (gpgme_ctx_t CTX,
gpgme_key_t *R_KEY)

The function gpgme_op_keylist_next returns the next key in the
list created by a previous gpgme_op_keylist_start operation in
the context CTX. The key will have one reference for the user.
*Note Manipulating Keys::.

This is the only way to get at gpgme_key_t objects in GPGME.

If the last key in the list has already been returned,
gpgme_op_keylist_next returns GPG_ERR_EOF.

The function returns the error code GPG_ERR_INV_VALUE if CTX or
R_KEY is not a valid pointer, and GPG_ERR_ENOMEM if there is not
enough memory for the operation.

-- Function: gpgme_error_t gpgme_op_keylist_end (gpgme_ctx_t CTX)

The function gpgme_op_keylist_end ends a pending key list
operation in the context CTX.

After the operation completed successfully, the result of the key
listing operation can be retrieved with gpgme_op_keylist_result.

The function returns the error code GPG_ERR_INV_VALUE if CTX is
not a valid pointer, and GPG_ERR_ENOMEM if at some time during
the operation there was not enough memory available.

The following example illustrates how all keys containing a certain string (g10code) can be listed with their key ID and the name and email address of the main user ID:

```c

gpgme_ctx_t ctx;
gpgme_key_t key;
gpgme_error_t err = gpgme_new (&ctx);

if (!err)
{
    err = gpgme_op_keylist_start (ctx, "g10code", 0);
    while (!err)
    {
        err = gpgme_op_keylist_next (ctx, &key);
        if (err)
            break;
        printf ("%s: ", key->subkeys->keyid);
        if (key->uids && key->uids->name)
            printf (" %s", key->uids->name);
        if (key->uids && key->uids->email)
            printf (" <%s>", key->uids->email);
        putchar ('\n');
        gpgme_key_release (key);
    }
    gpgme_release (ctx);
}
if (gpg_err_code (err) != GPG_ERR_EOF)
{
    fprintf (stderr, "can not list keys: %s
", gpgme_strerror (err));
    exit (1);
}
```

-- Data type: gpgme_keylist_result_t
This is a pointer to a structure used to store the result of a gpgme_op_keylist_* operation. After successfully ending a key listing operation, you can retrieve the pointer to the result with gpgme_op_keylist_result. The structure contains the following member:

unsigned int truncated : 1
This is true if the crypto backend had to truncate the result, and less than the desired keys could be listed.

-- Function: gpgme_keylist_result_t gpgme_op_keylist_result
(gpgme_ctx_t CTX)
The function gpgme_op_keylist_result returns a
gpgme_keylist_result_t pointer to a structure holding the result of a gpgme_op_keylist_* operation. The pointer is only valid if the last operation on the context was a key listing operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.

In a simple program, for which a blocking operation is acceptable, the following function can be used to retrieve a single key.

-- Function: gpgme_error_t gpgme_get_key (gpgme_ctx_t CTX, const char *FPR, gpgme_key_t *R_KEY, int SECRET)
The function gpgme_get_key gets the key with the fingerprint (or key ID) FPR from the crypto backend and return it in R_KEY. If SECRET is true, get the secret key. The currently active keylist mode is used to retrieve the key. The key will have one reference for the user.

If the key is not found in the keyring, gpgme_get_key returns the error code GPG_ERR_EOF and *R_KEY will be set to NULL.

The function returns the error code GPG_ERR_INV_VALUE if CTX or R_KEY is not a valid pointer or FPR is not a fingerprint or key ID, GPG_ERR_AMBIGUOUS_NAME if the key ID was not a unique specifier for a key, and GPG_ERR_ENOMEM if at some time during the operation there was not enough memory available.


7.5.3 Information About Keys

Please see the beginning of this section for more information about gpgme_key_t objects.

-- Data type: gpgme_validity_t

The gpgme_validity_t type is used to specify the validity of a user ID in a key. The following validities are defined:

GPGME_VALIDITY_UNKNOWN
The user ID is of unknown validity. The string representation of this validity is ?.

GPGME_VALIDITY_UNDEFINED
The validity of the user ID is undefined. The string representation of this validity is q.
GPGME_VALIDITY_NEVER
The user ID is never valid. The string representation of this validity is n.

GPGME_VALIDITY_MARGINAL
The user ID is marginally valid. The string representation of this validity is m.

GPGME_VALIDITY_FULL
The user ID is fully valid. The string representation of this validity is f.

GPGME_VALIDITY_ULTIMATE
The user ID is ultimately valid. The string representation of this validity is u.


7.5.4 Manipulating Keys
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-- Function: void gpgme_key_ref (gpgme_key_t KEY)
The function gpgme_key_ref acquires an additional reference for the key KEY.

-- Function: void gpgme_key_unref (gpgme_key_t KEY)
The function gpgme_key_unref releases a reference for the key KEY. If this was the last reference, the key will be destroyed and all resources associated to it will be released.


7.5.5 Generating Keys
---------------------

GPGME provides a set of functions to create public key pairs. Most of these functions require the use of GnuPG 2.1 and later; for older GnuPG versions the gpgme_op_genkey function can be used. Existing code which wants to update to the new functions or new code which shall supports older GnuPG versions may try the new functions first and provide a fallback to the old function if the error code GPG_ERR_NOT_SUPPORTED is received.

-- Function: gpgme_error_t gpgme_op_createkey (gpgme_ctx_t CTX,
const char *USERID, const char *ALGO, unsigned long RESERVED,
unsigned long EXPIRES, gpgme_key_t EXTRAKEY,
unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_createkey generates a new key for the protocol active in the context CTX. As of now this function does only work for OpenPGP and requires at least version 2.1.13 of GnuPG.

USERID is commonly the mail address associated with the key. GPGME does not require a specific syntax but if more than a mail address is given, RFC-822 style format is suggested. The value is expected to be in UTF-8 encoding (i.e. no IDN encoding for mail addresses). This is a required parameter.

ALGO specifies the algorithm for the new key (actually a keypair of public and private key). For a list of supported algorithms, see the GnuPG manual. If ALGO is NULL or the string "default", the key is generated using the default algorithm of the engine. If the string "future-default" is used the engine may use an algorithm which is planned to be the default in a future release of the engine; however existing implementation of the protocol may not be able to already handle such future algorithms. For the OpenPGP protocol, the specification of a default algorithm, without requesting a non-default usage via FLAGS, triggers the creation of a primary key plus a secondary key (subkey).

RESERVED must be set to zero.

EXPIRES specifies the expiration time in seconds. If you supply 0, a reasonable expiration time is chosen. Use the flag GPGME_CREATE_NOEXPIRE to create keys that do not expire. Note that this parameter takes an unsigned long value and not a time_t to avoid problems on systems which use a signed 32 bit time_t. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

EXTRAKEY is currently not used and must be set to NULL. A future version of GPGME may use this parameter to create X.509 keys.

FLAGS can be set to the bit-wise OR of the following flags:

GPGME_CREATE_SIGN
GPGME_CREATE_ENCR
GPGME_CREATE_CERT
GPGME_CREATE_AUTH
SINCE: 1.7.0
Do not create the key with the default capabilities (key usage) of the requested algorithm but use those explicitly given by these flags: signing, encryption, certification, or authentication. The allowed combinations depend on the algorithm.

If any of these flags are set and a default algorithm has been selected only one key is created in the case of the OpenPGP protocol.

GPGME_CREATE_NOPASSWD
SINCE: 1.7.0

Request generation of the key without password protection.

GPGME_CREATE_SELFSIGNED
SINCE: 1.7.0

For an X.509 key do not create a CSR but a self-signed certificate. This has not yet been implemented.

GPGME_CREATE_NOSTORE
SINCE: 1.7.0

Do not store the created key in the local key database. This has not yet been implemented.

GPGME_CREATE_WANTPUB
GPGME_CREATE_WANTSEC
SINCE: 1.7.0

Return the public or secret key as part of the result structure. This has not yet been implemented.

GPGME_CREATE_FORCE
SINCE: 1.7.0

The engine does not allow the creation of a key with a user ID already existing in the local key database. This flag can be used to override this check.

GPGME_CREATE_NOEXPIRE
SINCE: 1.8.0

Request generation of keys that do not expire.

After the operation completed successfully, information about the
created key can be retrieved with gpgme_op_genkey_result.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_createkey_start (gpgme_ctx_t CTX,
    const char *USERID, const char *ALGO, unsigned long RESERVED,
    unsigned long EXPIRES, gpgme_key_t EXTRAKEY,
    unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_createkey_start initiates a
gpgme_op_createkey operation; see there for details. It must be
completed by calling gpgme_wait on the context. *Note Waiting
For Completion::.

-- Function: gpgme_error_t gpgme_op_createsubkey (gpgme_ctx_t CTX,
    gpgme_key_t KEY, const char *ALGO, unsigned long RESERVED,
    unsigned long EXPIRES, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_createsubkey creates and adds a new subkey
to the primary OpenPGP key given by KEY. The only allowed protocol
in CTX is GPGME_PROTOCOL_OPENPGP. Subkeys (aka secondary keys)
are a concept in the OpenPGP protocol to bind several keys to a
primary key. As of now this function requires at least version
2.1.13 of GnuPG.

KEY specifies the key to operate on.

ALGO specifies the algorithm for the new subkey. For a list of
supported algorithms, see the GnuPG manual. If ALGO is NULL or
the string "default", the subkey is generated using the default
algorithm for an encryption subkey of the engine. If the string
"future-default" is used the engine may use an encryption algorithm
which is planned to be the default in a future release of the
engine; however existing implementation of the protocol may not be
able to already handle such future algorithms.

RESERVED must be set to zero.

EXPIRES specifies the expiration time in seconds. If you supply 0,
a reasonable expiration time is chosen. Use the flag
GPGME_CREATE_NOEXPIRE to create keys that do not expire. Note
that this parameter takes an unsigned long value and not a time_t
to avoid problems on systems which use a signed 32 bit time_t. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

FLAGS takes the same values as described above for gpgme_op_createkey.

After the operation completed successfully, information about the created key can be retrieved with gpgme_op_genkey_result.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_createsubkey_start
   (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *ALGO,
    unsigned long RESERVED, unsigned long EXPIRES,
    unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_createsubkey_start initiates a gpgme_op_createsubkey operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_adduid (gpgme_ctx_t CTX,
    gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_adduid adds a new user ID to the OpenPGP key given by KEY. Adding additional user IDs after key creation is a feature of the OpenPGP protocol and thus the protocol for the context CTX must be set to OpenPGP. As of now this function requires at least version 2.1.13 of GnuPG.

KEY specifies the key to operate on.

USERID is the user ID to add to the key. A user ID is commonly the mail address to be associated with the key. GPGME does not require a specific syntax but if more than a mail address is given, RFC-822 style format is suggested. The value is expected to be in UTF-8 encoding (i.e. no IDN encoding for mail addresses). This is a required parameter.

FLAGS are currently not used and must be set to zero.
The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_adduid_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_adduid_start initiates a gpgme_op_adduid operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_revuid (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_revuid revokes a user ID from the OpenPGP key given by KEY. Revoking user IDs after key creation is a feature of the OpenPGP protocol and thus the protocol for the context CTX must be set to OpenPGP. As of now this function requires at least version 2.1.13 of GnuPG.

KEY specifies the key to operate on.

USERID is the user ID to be revoked from the key. The user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the uid field from the user ID object (gpgme_user_id_t) is to be used. This is a required parameter.

FLAGS are currently not used and must be set to zero.

Note that the engine won't allow to revoke the last valid user ID.
To change a user ID is better to first add the new user ID, then revoke the old one, and finally publish the key.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_revuid_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_revuid_start initiates a gpgme_op_revuid operation; see there for details. It must be completed by calling
gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_set_uid_flag (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, cons char * NAME, cons char * VALUE);

SINCE: 1.8.0

The function gpgme_op_set_uid_flag is used to set flags on a user ID from the OpenPGP key given by KEY. Setting flags on user IDs after key creation is a feature of the OpenPGP protocol and thus the protocol for the context CTX must be set to OpenPGP.

KEY specifies the key to operate on. This parameter is required.

USERID is the user ID of the key to be manipulated. This user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the uid field from the user ID object (gpgme_user_id_t) is to be used. This is a required parameter.

NAME names the flag which is to be changed. The only currently supported flag is:

primary
   This sets the primary key flag on the given user ID. All other primary key flag on other user IDs are removed. VALUE must be given as NULL. For technical reasons this function bumps the creation timestamp of all affected self-signatures up by one second. At least GnuPG version 2.1.20 is required.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_set_uid_flag_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, cons char * NAME, cons char * VALUE);

SINCE: 1.8.0

The function gpgme_op_set_uid_flag_start initiates a gpgme_op_set_uid_flag operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_genkey (gpgme_ctx_t CTX, const char *PARMS, gpgme_data_t PUBLIC, gpgme_data_t SECRET)
The function gpgme_op_genkey generates a new key pair in the context CTX. The meaning of PUBLIC and SECRET depends on the crypto backend.

GPG does not support PUBLIC and SECRET, they should be NULL. GnuPG will generate a key pair and add it to the standard key ring. The fingerprint of the generated key is available with gpgme_op_genkey_result.

GpgSM requires PUBLIC to be a writable data object. GpgSM will generate a secret key (which will be stored by gpg-agent, and return a certificate request in PUBLIC, which then needs to be signed by the certification authority and imported before it can be used. GpgSM does not make the fingerprint available.

The argument PARMS specifies parameters for the key in an string that looks something like XML. The details about the format of PARMS are specific to the crypto engine used by CTX. The first line of the parameters must be <GnupgKeyParams format="internal">
and the last line must be </GnupgKeyParams>. Every line in between the first and last lines is treated as a Header: Value pair. In particular, no XML escaping is necessary if you need to include the characters <, >, or &.

Here is an example for GnuPG as the crypto engine (all parameters of OpenPGP key generation are documented in the GPG manual):

```xml
<GnupgKeyParms format="internal">
  Key-Type: default
  Subkey-Type: default
  Name-Real: Joe Tester
  Name-Comment: with stupid passphrase
  Name-Email: joe@foo.bar
  Expire-Date: 0
  Passphrase: abc
</GnupgKeyParms>
```

Here is an example for GpgSM as the crypto engine (all parameters of OpenPGP key generation are documented in the GPGSM manual):

```xml
<GnupgKeyParms format="internal">
  Key-Type: RSA
  Key-Length: 1024
  Name-DN: C=de,O=g10 code,OU=Testlab,CN=Joe 2 Tester
  Name-Email: joe@foo.bar
</GnupgKeyParms>
```

Strings should be given in UTF-8 encoding. The only format
supported for now is internal. The content of the
GnupgKeyParms container is passed verbatim to the crypto backend.
Control statements are not allowed.

After the operation completed successfully, the result can be
retrieved with gpgme_op_genkey_result.

The function returns the error code GPG_ERR_NO_ERROR if the
operation could be started successfully, GPG_ERR_INV_VALUE if
PARMS is not a well-formed string (e.g. does not have the expected
tag-like headers and footers), GPG_ERR_NOT_SUPPORTED if PUBLIC or
SECRET is not valid, and GPG_ERR_GENERAL if no key was created by
the backend.

-- Function: gpgme_error_t gpgme_op_genkey_start (gpgme_ctx_t CTX,
        const char *PARMS, gpgme_data_t PUBLIC, gpgme_data_t SECRET)

The function gpgme_op_genkey_start initiates a gpgme_op_genkey
operation. It can be completed by calling gpgme_wait on the
context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the
operation could be started successfully, GPG_ERR_INV_VALUE if
PARMS is not a valid XML string, and GPG_ERR_NOT_SUPPORTED if
PUBLIC or SECRET is not NULL.

-- Data type: gpgme_genkey_result_t

This is a pointer to a structure used to store the result of a
gpgme_op_genkey operation. After successfully generating a key,
you can retrieve the pointer to the result with
gpgme_op_genkey_result. The structure contains the following
members:

unsigned int primary : 1
    This flag is set to 1 if a primary key was created and to 0 if
    not.

unsigned int sub : 1
    This flag is set to 1 if a subkey was created and to 0 if not.

unsigned int uid : 1
    This flag is set to 1 if a user ID was created and to 0 if
    not.

char *fpr
    This is the fingerprint of the key that was created. If both
    a primary and a subkey were generated, the fingerprint of the
primary key will be returned. If the crypto engine does not provide the fingerprint, fpr will be a null pointer.

gpgme_data_t pubkey
SINCE: 1.7.0

This will eventually be used to return the public key. It is currently not used.

gpgme_data_t seckey
SINCE: 1.7.0

This will eventually be used to return the secret key. It is currently not used.

-- Function: gpgme_genkey_result_t gpgme_op_genkey_result
    (gpgme_ctx_t CTX)

The function gpgme_op_genkey_result returns a gpgme_genkey_result_t pointer to a structure holding the result of a gpgme_op_genkey operation. The pointer is only valid if the last operation on the context was a gpgme_op_genkey or gpgme_op_genkey_start operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.


7.5.6 Signing Keys

Key signatures are a unique concept of the OpenPGP protocol. They can be used to certify the validity of a key and are used to create the Web-of-Trust (WoT). Instead of using the gpgme_op_interact function along with a finite state machine, GPGME provides a convenient function to create key signatures when using modern GnuPG versions.

-- Function: gpgme_error_t gpgme_op_keysign (gpgme_ctx_t CTX,
    gpgme_key_t KEY, const char *USERID, unsigned long EXPIRES,
    unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_keysign adds a new key signature to the public key KEY. This function requires at least version 2.1.12 of GnuPG.
CTX is the usual context which describes the protocol to use (which must be OpenPGP) and has also the list of signer keys to be used for the signature. The common case is to use the default key for signing other keys. If another key or more than one key shall be used for a key signature, gpgme_signers_add can be used. *Note Selecting Signers:*

KEY specifies the key to operate on.

USERID selects the user ID or user IDs to be signed. If USERID is set to NULL all valid user IDs are signed. The user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the uid field from the user ID object (gpgme_user_id_t) is to be used. To select more than one user ID put them all into one string separated by linefeeds characters (\n) and set the flag GPGME_KEYSIGN_LFSEP.

EXPIRES specifies the expiration time of the new signature in seconds. The common case is to use 0 to not set an expiration date. However, if the configuration of the engine defines a default expiration for key signatures, that is still used unless the flag GPGME_KEYSIGN_NOEXPRIE is used. Note that this parameter takes an unsigned long value and not a time_t to avoid problems on systems which use a signed 32 bit time_t. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

FLAGS can be set to the bit-wise OR of the following flags:

GPGME_KEYSIGN_LOCAL

SINCE: 1.7.0

Instead of creating an exportable key signature, create a key signature which is is marked as non-exportable.

GPGME_KEYSIGN_LFSEP

SINCE: 1.7.0

Although linefeeds are uncommon in user IDs this flag is required to explicitly declare that USERID may contain several linefeed separated user IDs.

GPGME_KEYSIGN_NOEXPRIE

Force the creation of a key signature without an expiration date. This overrides EXPIRE and any local configuration of the engine.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if
the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_keysign_start (gpgme_ctx_t CTX,
gpgme_key_t KEY, const char *USERID, unsigned long EXPIRES,
unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_keysign_start initiates a
gpgme_op_keysign operation; see there for details. It must be
completed by calling gpgme_wait on the context. *Note Waiting
For Completion:.


7.5.7 Exporting Keys

Exporting keys means the same as running gpg with the command
--export. However, a mode flag can be used to change the way the
export works. The available mode flags are described below, they may be
or-ed together.

GPGME_EXPORT_MODE_EXTERN
If this bit is set, the output is send directly to the default
keyserver. This is currently only allowed for OpenPGP keys. It is
good practise to not send more than a few dozens key to a keyserver
at one time. Using this flag requires that the KEYDATA argument of
the export function is set to NULL.

GPGME_EXPORT_MODE_MINIMAL
SINCE: 1.3.1

If this bit is set, the smallest possible key is exported. For
OpenPGP keys it removes all signatures except for the latest
self-signatures. For X.509 keys it has no effect.

GPGME_EXPORT_MODE_SECRET
SINCE: 1.6.0

Instead of exporting the public key, the secret key is exported.
This may not be combined with GPGME_EXPORT_MODE_EXTERN. For
X.509 the export format is PKCS#8.

GPGME_EXPORT_MODE_RAW
SINCE: 1.6.0
If this flag is used with GPGME_EXPORT_MODE_SECRET for an X.509 key the export format will be changed to PKCS#1. This flag may not be used with OpenPGP.

GPGME_EXPORT_MODE_PKCS12
SINCE: 1.6.0

If this flag is used with GPGME_EXPORT_MODE_SECRET for an X.509 key the export format will be changed to PKCS#12 which also includes the certificate. This flag may not be used with OpenPGP.

GPGME_EXPORT_MODE_NOUID
SINCE: 1.12.0 - experimental Do not export user ids. Works only with certain gpg version.

-- Function: gpgme_error_t gpgme_op_export (gpgme_ctx_t CTX, const char *PATTERN, gpgme_export_mode_t MODE, gpgme_data_t KEYDATA)
The function gpgme_op_export extracts public keys and returns them in the data buffer KEYDATA. The output format of the key data returned is determined by the ASCII armor attribute set for the context CTX, or, if that is not set, by the encoding specified for KEYDATA.

If PATTERN is NULL, all available keys are returned. Otherwise, PATTERN contains an engine specific expression that is used to limit the list to all keys matching the pattern.

MODE is usually 0; other values are described above.

The function returns the error code GPG_ERR_NO_ERROR if the operation completed successfully, GPG_ERR_INV_VALUE if KEYDATA is not a valid empty data buffer, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_export_start (gpgme_ctx_t CTX, const char *PATTERN, gpgme_export_mode_t MODE, gpgme_data_t KEYDATA)
The function gpgme_op_export_start initiates a gpgme_op_export operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::*

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, and GPG_ERR_INV_VALUE if KEYDATA is not a valid empty data buffer.

-- Function: gpgme_error_t gpgme_op_export_ext (gpgme_ctx_t CTX,
const char *PATTERN[], gpgme_export_mode_t MODE,
gpgme_data_t KEYDATA)
The function gpgme_op_export extracts public keys and returns
them in the data buffer KEYDATA. The output format of the key data
returned is determined by the ASCII armor attribute set for the
context CTX, or, if that is not set, by the encoding specified for
KEYDATA.

If PATTERN or *PATTERN is NULL, all available keys are returned.
Otherwise, PATTERN is a NULL terminated array of strings that are
used to limit the list to all keys matching at least one of the
patterns verbatim.

MODE is usually 0; other values are described above.

The function returns the error code GPG_ERR_NO_ERROR if the
operation completed successfully, GPG_ERR_INV_VALUE if KEYDATA is
not a valid empty data buffer, and passes through any errors that
are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_export_ext_start (gpgme_ctx_t CTX,
const char *PATTERN[], gpgme_export_mode_t MODE,
gpgme_data_t KEYDATA)
The function gpgme_op_export_ext_start initiates a
gpgme_op_export_ext operation. It can be completed by calling
gpgme_wait on the context.  *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the
operation could be started successfully, and GPG_ERR_INV_VALUE if
KEYDATA is not a valid empty data buffer.

-- Function: gpgme_error_t gpgme_op_export_keys (gpgme_ctx_t CTX,
gpgme_key_t keys[], gpgme_export_mode_t MODE,
gpgme_data_t KEYDATA)
SINCE: 1.2.0

The function gpgme_op_export_keys extracts public keys and
returns them in the data buffer KEYDATA. The output format of the
key data returned is determined by the ASCII armor attribute set
for the context CTX, or, if that is not set, by the encoding
specified for KEYDATA.

The keys to export are taken form the NULL terminated array KEYS.
Only keys of the currently selected protocol of CTX which do have a
fingerprint set are considered for export. Other keys specified by
the KEYS are ignored. In particular OpenPGP keys retrieved via an
external key listing are not included.
MODE is usually 0; other values are described above.

The function returns the error code GPG_ERR_NO_ERROR if the operation completed successfully, GPG_ERR_INV_VALUE if KEYDATA is not a valid empty data buffer, GPG_ERR_NO_DATA if no useful keys are in KEYS and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_export_keys_start (gpgme_ctx_t CTX, gpgme_key_t KEYS[], gpgme_export_mode_t MODE, gpgme_data_t KEYDATA)

SINCE: 1.2.0

The function gpgme_op_export_keys_start initiates a gpgme_op_export_ext operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::*.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, and GPG_ERR_INV_VALUE if KEYDATA is not a valid empty data buffer, GPG_ERR_NO_DATA if no useful keys are in KEYS and passes through any errors that are reported by the crypto engine support routines.


7.5.8 Importing Keys

Importing keys means the same as running gpg with the command --import.

-- Function: gpgme_error_t gpgme_op_import (gpgme_ctx_t CTX, gpgme_data_t KEYDATA)

The function gpgme_op_import adds the keys in the data buffer KEYDATA to the key ring of the crypto engine used by CTX. The format of KEYDATA can be ASCII armored, for example, but the details are specific to the crypto engine.

After the operation completed successfully, the result can be retrieved with gpgme_op_import_result.

The function returns the error code GPG_ERR_NO_ERROR if the import was completed successfully, GPG_ERR_INV_VALUE if KEYDATA if CTX or KEYDATA is not a valid pointer, and GPG_ERR_NO_DATA if KEYDATA is an empty data buffer.

-- Function: gpgme_error_t gpgme_op_import_start (gpgme_ctx_t CTX,
The function `gpgme_data_t KEYDATA)`
The function `gpgme_op_import_start` initiates a `gpgme_op_import` operation. It can be completed by calling `gpgme_wait` on the context. *Note Waiting For Completion:*

The function returns the error code `GPG_ERR_NO_ERROR` if the import could be started successfully, `GPG_ERR_INV_VALUE` if `CTX` or `KEYDATA` is not a valid pointer, and `GPG_ERR_NO_DATA` if `KEYDATA` is an empty data buffer.

-- Function: `gpgme_error_t gpgme_op_import_keys (gpgme_ctx_t CTX, gpgme_key_t *KEYS)`

SINCE: 1.2.0

The function `gpgme_op_import_keys` adds the keys described by the NULL terminated array `KEYS` to the key ring of the crypto engine used by `CTX`. It is used to actually import and make keys permanent which have been retrieved from an external source (i.e. using `GPGME_KEYLIST_MODE_EXTERN`) earlier. The external keylisting must have been made with the same context configuration (in particular the same home directory). (1) Note that for OpenPGP this may require another access to the keys server over the network.

Only keys of the currently selected protocol of `CTX` are considered for import. Other keys specified by the `KEYS` are ignored. As of now all considered keys must have been retrieved using the same method, i.e. the used key listing mode must be identical.

After the operation completed successfully, the result can be retrieved with `gpgme_op_import_result`.

To move keys from one home directory to another, export and import the keydata using `gpgme_op_export` and `gpgme_op_import`.

The function returns the error code `GPG_ERR_NO_ERROR` if the import was completed successfully, `GPG_ERR_INV_VALUE` if `CTX` is not a valid pointer, `GPG_ERR_CONFLICT` if the key listing mode does not match, and `GPG_ERR_NO_DATA` if no keys are considered for export.

-- Function: `gpgme_error_t gpgme_op_import_keys_start (gpgme_ctx_t CTX, gpgme_key_t *KEYS)`

SINCE: 1.2.0

The function `gpgme_op_import_keys_start` initiates a `gpgme_op_import_keys` operation. It can be completed by calling `gpgme_wait` on the context. *Note Waiting For Completion:*
The function returns the error code GPG_ERR_NO_ERROR if the import was completed successfully, GPG_ERR_INV_VALUE if KEYDATA if CTX or KEYDATA is not a valid pointer, GPG_ERR_CONFLICT if the key listing mode does not match, and GPG_ERR_NO_DATA if no keys are considered for export.

-- Data type: gpgme_import_status_t
This is a pointer to a structure used to store a part of the result of a gpgme_op_import operation. For each considered key one status is added that contains information about the result of the import. The structure contains the following members:

gpgme_import_status_t next
  This is a pointer to the next status structure in the linked list, or NULL if this is the last element.

char *fpr
  This is the fingerprint of the key that was considered.

gpgme_error_t result
  If the import was not successful, this is the error value that caused the import to fail. Otherwise the error code is GPG_ERR_NO_ERROR.

unsigned int status
  This is a bit-wise OR of the following flags that give more information about what part of the key was imported. If the key was already known, this might be 0.

  GPGME_IMPORT_NEW
    The key was new.

  GPGME_IMPORT_UID
    The key contained new user IDs.

  GPGME_IMPORT_SIG
    The key contained new signatures.

  GPGME_IMPORT_SUBKEY
    The key contained new sub keys.

  GPGME_IMPORT_SECRET
    The key contained a secret key.

-- Data type: gpgme_import_result_t
This is a pointer to a structure used to store the result of a gpgme_op_import operation. After a successful import operation, you can retrieve the pointer to the result with
gpgme_op_import_result. The structure contains the following members:

- int considered
  The total number of considered keys.

- int no_user_id
  The number of keys without user ID.

- int imported
  The total number of imported keys.

- int imported_rsa
  The number of imported RSA keys.

- int unchanged
  The number of unchanged keys.

- int new_user_ids
  The number of new user IDs.

- int new_sub_keys
  The number of new sub keys.

- int new_signatures
  The number of new signatures.

- int new_revocations
  The number of new revocations.

- int secret_read
  The total number of secret keys read.

- int secret_imported
  The number of imported secret keys.

- int secret_unchanged
  The number of unchanged secret keys.

- int not_imported
  The number of keys not imported.

- gpgme_import_status_t imports
  A list of gpgme_import_status_t objects which contain more information about the keys for which an import was attempted.

- int skipped_v3_keys
  For security reasons modern versions of GnuPG do not anymore
support v3 keys (created with PGP 2.x) and ignores them on import. This counter provides the number of such skipped v3 keys.

-- Function: gpgme_import_result_t gpgme_op_import_result
  (gpgme_ctx_t CTX)

  The function gpgme_op_import_result returns a
gpgme_import_result_t pointer to a structure holding the result
of a gpgme_op_import operation. The pointer is only valid if the
last operation on the context was a gpgme_op_import or
gpgme_op_import_start operation, and if this operation finished
successfully. The returned pointer is only valid until the next
operation is started on the context.

---------- Footnotes ----------
(1) Thus it is a replacement for the usual workaround of exporting
and then importing a key to make an X.509 key permanent.


7.5.9 Deleting Keys

----------

-- Function: gpgme_error_t gpgme_op_delete_ext (gpgme_ctx_t CTX,
  const gpgme_key_t KEY, unsigned int FLAGS)
  SINCE: 1.9.1

  The function gpgme_op_delete_ext deletes the key KEY from the key
ring of the crypto engine used by CTX.

  FLAGS can be set to the bit-wise OR of the following flags:

  GPGME_DELETE_ALLOW_SECRET
  SINCE: 1.9.1

  If not set, only public keys are deleted. If set, secret keys
are deleted as well, if that is supported.

  GPGME_DELETE_FORCE
  SINCE: 1.9.1

  If set, the user is not asked to confirm the deletion.

  The function returns the error code GPG_ERR_NO_ERROR if the key
was deleted successfully, GPG_ERR_INV_VALUE if CTX or KEY is not
The function gpgme_op_delete_ext_start initiates a gpgme_op_delete operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion:*.

The function returns the error code GPG_ERR_NO_ERROR if the operation was started successfully, and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.

The following functions allow only to use one particular flag.

-- Function: gpgme_error_t gpgme_op_delete (gpgme_ctx_t CTX, const gpgme_key_t KEY, int ALLOW_SECRET)
Similar to gpgme_op_delete_ext, but only the flag GPGME_DELETE_ALLOW_SECRET can be provided.

-- Function: gpgme_error_t gpgme_op_delete_start (gpgme_ctx_t CTX, const gpgme_key_t KEY, int ALLOW_SECRET)
Similar to gpgme_op_delete_ext_start, but only the flag GPGME_DELETE.Allow_SECRET can be provided.

The function gpgme_op_passwd changes the passphrase of the private key associated with KEY. The only allowed value for FLAGS is 0. The backend engine will usually popup a window to ask for the old and the new passphrase. Thus this function is not useful in a server application (where passphrases are not required anyway).
Note that old gpg engines (before version 2.0.15) do not support this command and will silently ignore it.

-- Function: gpgme_error_t gpgme_op_passwd_start (gpgme_ctx_t CTX,
       const gpgme_key_t KEY, unsigned int FLAGS)

SINCE: 1.3.0

The function gpgme_op_passwd_start initiates a gpgme_op_passwd operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion:*

The function returns 0 if the operation was started successfully, and an error code if one of the arguments is not valid or the operation could not be started.


7.5.11 Changing TOFU Data
-------------------------

The OpenPGP engine features a Trust-On-First-Use (TOFU) key validation model. For resolving conflicts it is necessary to declare the policy for a key. See the GnuPG manual for details on the TOFU implementation.

-- Data type: enum gpgme_tofu_policy_t

SINCE: 1.7.0

The gpgme_tofu_policy_t type specifies the set of possible policy values that are supported by GPGME:

GPGME_TOFU_POLICY_AUTO
Set the policy to auto.
GPGME_TOFU_POLICY_GOOD
Set the policy to good.
GPGME_TOFU_POLICY_BAD
Set the policy to bad.
GPGME_TOFU_POLICY_ASK
Set the policy to ask.
GPGME_TOFU_POLICY_UNKNOWN
Set the policy to unknown.

To change the policy for a key the following functions can be used:

-- Function: gpgme_error_t gpgme_op_tofu_policy (gpgme_ctx_t CTX,
       const gpgme_key_t KEY, gpgme_tofu_policy_t POLICY)
The function `gpgme_op_tofu_policy` changes the TOFU policy of `KEY`. The valid values for `POLICY` are listed above. As of now this function does only work for OpenPGP and requires at least version 2.1.10 of GnuPG.

The function returns zero on success, `GPG_ERR_NOT_SUPPORTED` if the engine does not support the command, or a bunch of other error codes.

```c
-- Function: gpgme_error_t gpgme_op_tofu_policy_start (gpgme_ctx_t CTX,
        const gpgme_key_t KEY, gpgme_tofu_policy_t POLICY)
```

The function `gpgme_op_tofu_policy_start` initiates a `gpgme_op_tofu_policy` operation. It can be completed by calling `gpgme_wait` on the context. *Note Waiting For Completion.*

The function returns 0 if the operation was started successfully, and an error code if one of the arguments is not valid or the operation could not be started.

File: gpgme.info, Node: Advanced Key Editing, Prev: Changing TOFU Data, Up: Key Management

7.5.12 Advanced Key Editing

------------

```c
-- Data type: gpgme_error_t (*gpgme_interact_cb_t) (void *HANDLE,
        const char *STATUS, const char *ARGS, int FD)
```

The `gpgme_interact_cb_t` type is the type of functions which GPGME calls if a key interact operation is on-going. The status keyword `STATUS` and the argument line `ARGS` are passed through by GPGME from the crypto engine. An empty string represents EOF. The file descriptor `FD` is -1 for normal status messages. If `STATUS` indicates a command rather than a status message, the response to the command should be written to `FD`. The `HANDLE` is provided by the user at start of operation.

The function should return `GPG_ERR_FALSE` if it did not handle the status code, 0 for success, or any other error value.
-- Function: gpgme_error_t gpgme_op_interact (gpgme_ctx_t CTX,
gpgme_key_t KEY, unsigned int FLAGS, gpgme_interact_cb_t FNC,
void *HANDLE, gpgme_data_t OUT)

SINCE: 1.7.0

The function gpgme_op_interact processes the key KEY interactively, using the interact callback function FNC with the handle HANDLE. The callback is invoked for every status and command request from the crypto engine. The output of the crypto engine is written to the data object OUT.

Note that the protocol between the callback function and the crypto engine is specific to the crypto engine and no further support in implementing this protocol correctly is provided by GPGME.

FLAGS modifies the behaviour of the function; the only defined bit value is:

GPGME_INTERACT_CARD
SINCE: 1.7.0

This is used for smartcard based keys and uses gpgs --card-edit command.

The function returns 0 if the edit operation completes successfully, GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer, and any error returned by the crypto engine or the edit callback handler.

-- Function: gpgme_error_t gpgme_op_interact_start (gpgme_ctx_t CTX,
gpgme_key_t KEY, unsigned int FLAGS, gpgme_interact_cb_t FNC,
void *HANDLE, gpgme_data_t OUT)

SINCE: 1.7.0

The function gpgme_op_interact_start initiates a gpgme_op_interact operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns 0 if the operation was started successfully, and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.


7.6 Trust Item Management

====================================
*Caution:* The trust items interface is experimental.

-- Data type: gpgme_trust_item_t
The gpgme_trust_item_t type is a pointer to a trust item object.
It has the following members:

char *keyid
This is a string describing the key to which this trust items
belongs.

int type
This is the type of the trust item. A value of 1 refers to a
key, a value of 2 refers to a user ID.

int level
This is the trust level.

char *owner_trust
The owner trust if type is 1.

char *validity
The calculated validity.

char *name
The user name if type is 2.

* Menu:

* Listing Trust Items:: Browsing the list of available trust items.
* Manipulating Trust Items:: Operations on trust items.

File: gpgme.info, Node: Listing Trust Items, Next: Manipulating Trust Items, Up: Trust Item Management

7.6.1 Listing Trust Items
------------------------

-- Function: gpgme_error_t gpgme_op_trustlist_start (gpgme_ctx_t CTX,
        const char *PATTERN, int MAX_LEVEL)
The function gpgme_op_trustlist_start initiates a trust item
listing operation inside the context CTX. It sets everything up so
that subsequent invocations of gpgme_op_trustlist_next return the
trust items in the list.

The string PATTERN contains an engine specific expression that is
used to limit the list to all trust items matching the pattern. It
can not be the empty string.
The argument MAX_LEVEL is currently ignored.

The context will be busy until either all trust items are received
(and gpgme_op_trustlist_next returns GPG_ERR_EOF), or
gpgme_op_trustlist_end is called to finish the operation.

The function returns the error code GPG_ERR_INV_VALUE if CTX is
not a valid pointer, and passes through any errors that are
reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_trustlist_next (gpgme_ctx_t CTX,
gpgme_trust_item_t *R_ITEM)
The function gpgme_op_trustlist_next returns the next trust item
in the list created by a previous gpgme_op_trustlist_start
operation in the context CTX. The trust item can be destroyed with
gpgme_trust_item_release. *Note Manipulating Trust Items::.

This is the only way to get at gpgme_trust_item_t objects in
GPGME.

If the last trust item in the list has already been returned,
gpgme_op_trustlist_next returns GPG_ERR_EOF.

The function returns the error code GPG_ERR_INV_VALUE if CTX or
R_ITEM is not a valid pointer, and GPG_ERR_ENOMEM if there is not
enough memory for the operation.

-- Function: gpgme_error_t gpgme_op_trustlist_end (gpgme_ctx_t CTX)
The function gpgme_op_trustlist_end ends a pending trust list
operation in the context CTX.

The function returns the error code GPG_ERR_INV_VALUE if CTX is
not a valid pointer, and GPG_ERR_ENOMEM if at some time during
the operation there was not enough memory available.


7.6.2 Manipulating Trust Items

-----------------------------

-- Function: void gpgme_trust_item_ref (gpgme_trust_item_t ITEM)
The function gpgme_trust_item_ref acquires an additional
reference for the trust item ITEM.

-- Function: void gpgme_trust_item_unref (gpgme_trust_item_t ITEM)
The function gpgme_trust_item_unref releases a reference for the
trust item ITEM. If this was the last reference, the trust item will be destroyed and all resources associated to it will be released.


7.7 Crypto Operations

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

Sometimes, the result of a crypto operation returns a list of invalid keys encountered in processing the request. The following structure is used to hold information about such a key.

-- Data type: gpgme_invalid_key_t
This is a pointer to a structure used to store a part of the result of a crypto operation which takes user IDs as one input parameter. The structure contains the following members:

    gpgme_invalid_key_t next
This is a pointer to the next invalid key structure in the linked list, or NULL if this is the last element.

    char *fpr
The fingerprint or key ID of the invalid key encountered.

    gpgme_error_t reason
An error code describing the reason why the key was found invalid.

* Menu:

* Decrypt:: Decrypting a ciphertext.
* Verify:: Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.

File: gpgme.info, Node: Decrypt, Next: Verify, Up: Crypto Operations

7.7.1 Decrypt

----------

-- Function: gpgme_error_t gpgme_op_decrypt (gpgme_ctx_t CTX,
    gpgme_data_t CIPHER, gpgme_data_t PLAIN)
The function gpgme_op_decrypt decrypts the ciphertext in the data object CIPHER and stores it into the data object PLAIN.
The function returns the error code GPG_ERR_NO_ERROR if the ciphertext could be decrypted successfully, GPG_ERR_INV_VALUE if CTX, CIPHER or PLAIN is not a valid pointer, GPG_ERR_NO_DATA if CIPHER does not contain any data to decrypt, GPG_ERR_DECRYPT_FAILED if CIPHER is not a valid cipher text, GPG_ERR_BAD_PASSPHRASE if the passphrase for the secret key could not be retrieved, and passes through some errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_decrypt_start (gpgme_ctx_t CTX,
gpgme_data_t CIPHER, gpgme_data_t PLAIN)
The function gpgme_op_decrypt_start initiates a gpgme_op_decrypt operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion:.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, and GPG_ERR_INV_VALUE if CIPHER or PLAIN is not a valid pointer.

-- Function: gpgme_error_t gpgme_op_decrypt_ext ( gpgme_ctx_t CTX,
gpgme_decrypt_flags_t FLAGS, gpgme_data_t CIPHER,
gpgme_data_t PLAIN)
SINCE: 1.8.0

The function gpgme_op_decrypt_ext is the same as gpgme_op_decrypt but has an additional argument FLAGS. If FLAGS is 0 both function behave identically.

The value in FLAGS is a bitwise-or combination of one or multiple of the following bit values:

GPGME_DECRYPT_VERIFY
SINCE: 1.8.0

The GPGME_DECRYPT_VERIFY symbol specifies that this function shall exactly act as gpgme_op_decrypt_verify.

GPGME_DECRYPT_UNWRAP
SINCE: 1.8.0

The GPGME_DECRYPT_UNWRAP symbol specifies that the output shall be an OpenPGP message with only the encryption layer removed. This requires GnuPG 2.1.12 and works only for OpenPGP. This is the counterpart to GPGME_ENCRYPT_WRAP.

The function returns the error codes as described for
gpgme_op_decrypt respective gpgme_op_encrypt.

-- Function: gpgme_error_t gpgme_op_decrypt_ext_start (  
gpgme_ctx_t CTX, gpgme_decrypt_flags_t FLAGS,  
gpgme_data_t CIPHER, gpgme_data_t PLAIN)

SINCE: 1.8.0

The function gpgme_op_decrypt_ext_start initiates a  
gpgme_op_decrypt_ext operation. It can be completed by calling  
gpgme_wait on the context. *Note Waiting For Completion:.*

The function returns the error code GPG_ERR_NO_ERROR if the  
operation could be started successfully, and GPG_ERR_INV_VALUE if  
CIPHER or PLAIN is not a valid pointer.

-- Data type: gpgme_recipient_t  
SINCE: 1.1.0

This is a pointer to a structure used to store information about  
the recipient of an encrypted text which is decrypted in a  
gpgme_op_decrypt operation. This information (except for the  
status field) is even available before the operation finished  
successfully, for example in a passphrase callback. The structure  
contains the following members:

```
gpgme_recipient_t next  
  This is a pointer to the next recipient structure in the  
  linked list, or NULL if this is the last element.

gpgme_pubkey_algo_t  
  The public key algorithm used in the encryption.

c char *keyid  
  This is the key ID of the key (in hexadecimal digits) used as  
  recipient.

gpgme_error_t status  
  This is an error number with the error code GPG_ERR_NO_SECKEY  
  if the secret key for this recipient is not available, and 0  
  otherwise.
```

-- Data type: gpgme_decrypt_result_t  
This is a pointer to a structure used to store the result of a  
gpgme_op_decrypt operation. After successfully decrypting data,  
you can retrieve the pointer to the result with  
gpgme_op_decrypt_result. As with all result structures, it this  
structure shall be considered read-only and an application must not
allocate such a structure on its own. The structure contains the following members:

`char *unsupported_algorithm`

If an unsupported algorithm was encountered, this string describes the algorithm that is not supported.

`unsigned int wrong_key_usage : 1`

SINCE: 0.9.0 This is true if the key was not used according to its policy.

`unsigned int legacy_cipher_nomdc : 1`

SINCE: 1.11.2 The message was made by a legacy algorithm without any integrity protection. This might be an old but legitimate message.

`unsigned int is_mime : 1;`

SINCE: 1.11.0 The message claims that the content is a MIME object.

`unsigned int is_de_vs : 1;`

SINCE: 1.10.0 The message was encrypted in a VS-NfD compliant way. This is a specification in Germany for a restricted communication level.

`gpgme_recipient_t recipients`

SINCE: 1.1.0

This is a linked list of recipients to which this message was encrypted.

`char *file_name`

This is the filename of the original plaintext message file if it is known, otherwise this is a null pointer.

`char *session_key`

SINCE: 1.8.0

A textual representation (null-terminated string) of the session key used in symmetric encryption of the message, if the context has been set to export session keys (see `gpgme_set_ctx_flag`, "export-session-key"), and a session key was available for the most recent decryption operation. Otherwise, this is a null pointer.

You must not try to access this member of the struct unless `gpgme_set_ctx_flag(ctx, "export-session-key")` returns success or `gpgme_get_ctx_flag(ctx, "export-session-key")`
returns true (non-empty string).

char *symkey_algo
SINCE: 1.11.0

A string with the symmetric encryption algorithm and mode using the format "<algo>.<mode>". Note that the deprecated non-MDC encryption mode of OpenPGP is given as "PGPFB".

-- Function: gpgme_decrypt_result_t gpgme_op_decrypt_result
        (gpgme_ctx_t CTX)
The function gpgme_op_decrypt_result returns a
gpgme_decrypt_result_t pointer to a structure holding the result of a gpgme_op_decrypt operation. The pointer is only valid if the last operation on the context was a gpgme_op_decrypt or gpgme_op_decrypt_start operation. If the operation failed this might be a NULL pointer. The returned pointer is only valid until the next operation is started on the context.


7.7.2 Verify
------------

-- Function: gpgme_error_t gpgme_op_verify (gpgme_ctx_t CTX,
        gpgme_data_t SIG, gpgme_data_t SIGNED_TEXT,
        gpgme_data_t PLAIN)
The function gpgme_op_verify verifies that the signature in the data object SIG is a valid signature. If SIG is a detached signature, then the signed text should be provided in SIGNED_TEXT and PLAIN should be a null pointer. Otherwise, if SIG is a normal (or cleartext) signature, SIGNED_TEXT should be a null pointer and PLAIN should be a writable data object that will contain the plaintext after successful verification.

The results of the individual signature verifications can be retrieved with gpgme_op_verify_result.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be completed successfully, GPG_ERR_INV_VALUE if CTX, SIG or PLAIN is not a valid pointer, GPG_ERR_NO_DATA if SIG does not contain any data to verify, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_verify_start (gpgme_ctx_t CTX,
        gpgme_data_t SIG, gpgme_data_t SIGNED_TEXT,
        gpgme_data_t PLAIN)
The function \texttt{gpgme\_op\_verify\_start} initiates a \texttt{gpgme\_op\_verify} operation. It can be completed by calling \texttt{gpgme\_wait} on the context. *Note Waiting For Completion::.

The function returns the error code \texttt{GPG\_ERR\_NO\_ERROR} if the operation could be started successfully, \texttt{GPG\_ERR\_INV\_VALUE} if \texttt{CTX}, \texttt{SIG} or \texttt{PLAIN} is not a valid pointer, and \texttt{GPG\_ERR\_NO\_DATA} if \texttt{SIG} or \texttt{PLAIN} does not contain any data to verify.

\textbf{-- Data type: gpgme\_sig\_notation\_t}

This is a pointer to a structure used to store a part of the result of a \texttt{gpgme\_op\_verify} operation. The structure contains the following members:

\begin{verbatim}
gpgme\_sig\_notation\_t next
This is a pointer to the next new signature notation structure in the linked list, or NULL if this is the last element.

char *name
The name of the notation field. If this is NULL, then the member value will contain a policy URL.

int name\_len
The length of the name field. For strings the length is counted without the trailing binary zero.

char *value
The value of the notation field. If name is NULL, then this is a policy URL.

int value\_len
The length of the value field. For strings the length is counted without the trailing binary zero.

gpgme\_sig\_notation\_flags\_t flags
The accumulated flags field. This field contains the flags associated with the notation data in an accumulated form which can be used as an argument to the function \texttt{gpgme\_sig\_notation\_add}. The value flags is a bitwise-or combination of one or multiple of the following bit values:

\begin{verbatim}
GPGME\_SIG\_NOTATION\_HUMAN\_READABLE
SINCE: 1.1.0

The GPGME\_SIG\_NOTATION\_HUMAN\_READABLE symbol specifies that the notation data is in human readable form

GPGME\_SIG\_NOTATION\_CRITICAL
\end{verbatim}
\end{verbatim}
SINCE: 1.1.0

The GPGME_SIG_NOTATION_CRITICAL symbol specifies that
the notation data is critical.

unsigned int human_readable : 1
This is true if the GPGME_SIG_NOTATION_HUMAN_READABLE flag
is set and false otherwise. This flag is only valid for
notation data, not for policy URLs.

unsigned int critical : 1
This is true if the GPGME_SIG_NOTATION_CRITICAL flag is set
and false otherwise. This flag is valid for notation data and
policy URLs.

-- Data type: gpgme_signature_t
This is a pointer to a structure used to store a part of the result
of a gpgme_op_verify operation. The structure contains the
following members:

gpgme_signature_t next
This is a pointer to the next new signature structure in the
linked list, or NULL if this is the last element.

gpgme_sigsum_t summary
This is a bit vector giving a summary of the signature status.
It provides an easy interface to a defined semantic of the
signature status. Checking just one bit is sufficient to see
whether a signature is valid without any restrictions. This
means that you can check for GPGME_SIGSUM_VALID like this:

    if ((sig.summary & GPGME_SIGSUM_VALID))
    {
        ..do stuff if valid..
    }
    else
    {
        ..do stuff if not fully valid..
    }

The defined bits are:
GPGME_SIGSUM_VALID
The signature is fully valid.

GPGME_SIGSUM_GREEN
The signature is good but one might want to display some
extra information. Check the other bits.
GPGME_SIGSUM_RED
The signature is bad. It might be useful to check other bits and display more information, i.e. a revoked certificate might not render a signature invalid when the message was received prior to the cause for the revocation.

GPGME_SIGSUM_KEY_REVOKED
The key or at least one certificate has been revoked.

GPGME_SIGSUM_KEY_EXPIRED
The key or one of the certificates has expired. It is probably a good idea to display the date of the expiration.

GPGME_SIGSUM_SIG_EXPIRED
The signature has expired.

GPGME_SIGSUM_KEY_MISSING
Can't verify due to a missing key or certificate.

GPGME_SIGSUM_CRL_MISSING
The CRL (or an equivalent mechanism) is not available.

GPGME_SIGSUM_CRL_TOO_OLD
Available CRL is too old.

GPGME_SIGSUM_BAD_POLICY
A policy requirement was not met.

GPGME_SIGSUM_SYS_ERROR
A system error occurred.

GPGME_SIGSUM_TOFU_CONFLICT
A TOFU conflict was detected.

char *fpr
This is the fingerprint or key ID of the signature.

gpgme_error_t status
This is the status of the signature. In particular, the following status codes are of interest:

GPG_ERR_NO_ERROR
This status indicates that the signature is valid. For the combined result this status means that all signatures are valid.
GPG_ERR_SIG_EXPIRED
This status indicates that the signature is valid but expired. For the combined result this status means that all signatures are valid and expired.

GPG_ERR_KEY_EXPIRED
This status indicates that the signature is valid but the key used to verify the signature has expired. For the combined result this status means that all signatures are valid and all keys are expired.

GPG_ERR_CERT_REVOKED
This status indicates that the signature is valid but the key used to verify the signature has been revoked. For the combined result this status means that all signatures are valid and all keys are revoked.

GPG_ERR_BAD_SIGNATURE
This status indicates that the signature is invalid. For the combined result this status means that all signatures are invalid.

GPG_ERR_NO_PUBKEY
This status indicates that the signature could not be verified due to a missing key. For the combined result this status means that all signatures could not be checked due to missing keys.

GPG_ERR_GENERAL
This status indicates that there was some other error which prevented the signature verification.

gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.

unsigned long timestamp
The creation timestamp of this signature.

unsigned long exp_timestamp
The expiration timestamp of this signature, or 0 if the signature does not expire.

unsigned int wrong_key_usage : 1
This is true if the key was not used according to its policy.

unsigned int pka_trust : 2
This is set to the trust information gained by means of the PKA system. Values are:
0
    No PKA information available or verification not possible.
1
    PKA verification failed.
2
    PKA verification succeeded.
3
    Reserved for future use.

Depending on the configuration of the engine, this metric may also be reflected by the validity of the signature.

unsigned int chain_model : 1
    SINCE: 1.1.6

    This is true if the validity of the signature has been checked using the chain model. In the chain model the time the signature has been created must be within the validity period of the certificate and the time the certificate itself has been created must be within the validity period of the issuing certificate. In contrast the default validation model checks the validity of signature as well at the entire certificate chain at the current time.

gpgme_validity_t validity
    The validity of the signature.

gpgme_error_t validity_reason
    If a signature is not valid, this provides a reason why.

gpgme_pubkey_algo_t
    The public key algorithm used to create this signature.

gpgme_hash_algo_t
    The hash algorithm used to create this signature.

char *pka_address
    The mailbox from the PKA information or NULL.

gpgme_key_t key
    SINCE: 1.7.0

    An object describing the key used to create the signature. This key object may be incomplete in that it only conveys information available directly with a signature. It may also be NULL if such information is not readily available.

-- Data type: gpgme_verify_result_t
This is a pointer to a structure used to store the result of a
`gpgme_op_verify` operation. After verifying a signature, you can
retrieve the pointer to the result with `gpgme_op_verify_result`.
If the operation failed this might be a NULL pointer. The
structure contains the following member:

```
gpgme_signature_t signatures
   A linked list with information about all signatures for which
   a verification was attempted.
```

```
char *file_name
   This is the filename of the original plaintext message file if
   it is known, otherwise this is a null pointer. Warning: The
   filename is not covered by the signature.
```

```
unsigned int is_mime : 1;
   SINCE: 1.11.0
```

The message claims that the content is a MIME object.
Warning: This flag is not covered by the signature.

```
-- Function: gpgme_verify_result_t gpgme_op_verify_result
   (gpgme_ctx_t CTX)
   The function `gpgme_op_verify_result` returns a
   `gpgme_verify_result_t` pointer to a structure holding the result
   of a `gpgme_op_verify` operation. The pointer is only valid if the
   last operation on the context was a `gpgme_op_verify`,
   `gpgme_op_verify_start`, `gpgme_op_decrypt_verify` or
   `gpgme_op_decrypt_verify_start` operation, and if this operation
   finished successfully (for `gpgme_op_decrypt_verify` and
   `gpgme_op_decrypt_verify_start`, the error code GPG_ERR_NO_DATA
   counts as successful in this context). The returned pointer is
   only valid until the next operation is started on the context.
```


7.7.3 Decrypt and Verify

```
-- Function: gpgme_error_t gpgme_op_decrypt_verify (gpgme_ctx_t CTX,
   gpgme_data_t CIPHER, gpgme_data_t PLAIN)
   The function `gpgme_op_decrypt_verify` decrypts the ciphertext in
   the data object `CIPHER` and stores it into the data object `PLAIN`.
   If `CIPHER` contains signatures, they will be verified.

   After the operation completed, `gpgme_op_decrypt_result` and
   `gpgme_op_verify_result` can be used to retrieve more information
```
about the signatures.

If the error code GPG_ERR_NO_DATA is returned, CIPHER does not contain any data to decrypt. However, it might still be signed. The information about detected signatures is available with gpgme_op_verify_result in this case.

The function returns the error code GPG_ERR_NO_ERROR if the ciphertext could be decrypted successfully, GPG_ERR_INV_VALUE if CTX, CIPHER or PLAIN is not a valid pointer, GPG_ERR_NO_DATA if CIPHER does not contain any data to decrypt, GPG_ERR_DECRYPT_FAILED if CIPHER is not a valid cipher text, GPG_ERR_BAD_PASSPHRASE if the passphrase for the secret key could not be retrieved, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_decrypt_verify_start
   (gpgme_ctx_t CTX, gpgme_data_t CIPHER, gpgme_data_t PLAIN)

   The function gpgme_op_decrypt_verify_start initiates a gpgme_op_decrypt_verify operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

   The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, GPG_ERR_INV_VALUE if CTX, CIPHER, PLAIN or R_STAT is not a valid pointer, and GPG_ERR_NO_DATA if CIPHER does not contain any data to decrypt.

   When processing mails it is sometimes useful to extract the actual mail address (the addr-spec) from a string. GPGME provides this helper function which uses the same semantics as the internal functions in GPGME and GnuPG:

-- Function: char * gpgme_addrspec_from_uid (const char *UID)

   SINCE: 1.7.1

   Return the mail address (called addr-spec in RFC-5322) from the string UID which is assumed to be a user id (called address in RFC-5322). All plain ASCII characters (i.e. those with bit 7 cleared) in the result are converted to lowercase. Caller must free the result using gpgme_free. Returns NULL if no valid address was found (in which case ERRNO is set to EINVAL) or for other errors.

7.7.4 Sign

----------

A signature can contain signatures by one or more keys. The set of keys used to create a signature is contained in a context, and is applied to all following signing operations in this context (until the set is changed).

* Menu:

* Selecting Signers: How to choose the keys to sign with.
* Creating a Signature: How to create a signature.
* Signature Notation Data: How to add notation data to a signature.

File: gpgme.info, Node: Selecting Signers, Next: Creating a Signature, Up: Sign

7.7.4.1 Selecting Signers

......................

The key or the keys used to create a signature are stored in the context. The following functions can be used to manipulate this list. If no signer has been set into the context a default key is used for signing.

-- Function: void gpgme_signers_clear (gpgme_ctx_t CTX)
  The function gpgme_signers_clear releases a reference for each key on the signers list and removes the list of signers from the context CTX.

  Every context starts with an empty list.

-- Function: gpgme_error_t gpgme_signers_add (gpgme_ctx_t CTX, const gpgme_key_t KEY)
  The function gpgme_signers_add adds the key KEY to the list of signers in the context CTX.

  Calling this function acquires an additional reference for the key.

-- Function: unsigned int gpgme_signers_count (const gpgme_ctx_t CTX)
  SINCE: 1.4.3

  The function gpgme_signers_count returns the number of signer keys in the context CTX.

-- Function: gpgme_key_t gpgme_signers_enum (const gpgme_ctx_t CTX, int SEQ)
  The function gpgme_signers_enum returns the SEQth key in the list
of signers in the context CTX. An additional reference is acquired
for the user.

If SEQ is out of range, NULL is returned.

File: gpgme.info, Node: Creating a Signature, Next: Signature Notation Data, Prev: Selecting Signers, Up: Sign

7.7.4.2 Creating a Signature

-----------------------

-- Data type: enum gpgme_sig_mode_t

The gpgme_sig_mode_t type is used to specify the desired type of
a signature. The following modes are available:

GPGME_SIG_MODE_NORMAL
   A normal signature is made, the output includes the plaintext
   and the signature.

GPGME_SIG_MODE_DETACH
   A detached signature is made.

GPGME_SIG_MODE_CLEAR
   A clear text signature is made. The ASCII armor and text mode
   settings of the context are ignored.

-- Function: gpgme_error_t gpgme_op_sign (gpgme_ctx_t CTX,
    gpgme_data_t PLAIN, gpgme_data_t SIG, gpgme_sig_mode_t MODE)

The function gpgme_op_sign creates a signature for the text in
the data object PLAIN and returns it in the data object SIG. The
type of the signature created is determined by the ASCII armor (or,
if that is not set, by the encoding specified for SIG), the text
mode attributes set for the context CTX and the requested signature
mode MODE.

After the operation completed successfully, the result can be
retrieved with gpgme_op_sign_result.

If an S/MIME signed message is created using the CMS crypto engine,
the number of certificates to include in the message can be
specified with gpgme_set_include_certs. *Note Included
Certificates:::

The function returns the error code GPG_ERR_NO_ERROR if the
signature could be created successfully, GPG_ERR_INV_VALUE if
CTX, PLAIN or SIG is not a valid pointer, GPG_ERR_NO_DATA if the
signature could not be created, GPG_ERR_BAD_PASSPHRASE if the
passphrase for the secret key could not be retrieved,
GPG_ERR_UNUSABLE_SECKEY if there are invalid signers, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_sign_start (gpgme_ctx_t CTX, gpgme_data_t PLAIN, gpgme_data_t SIG, gpgme_sig_mode_t MODE)
   The function gpgme_op_sign_start initiates a gpgme_op_sign operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

   The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, and GPG_ERR_INV_VALUE if CTX, PLAIN or SIG is not a valid pointer.

-- Data type: gpgme_new_signature_t
   This is a pointer to a structure used to store a part of the result of a gpgme_op_sign operation. The structure contains the following members:

   gpgme_new_signature_t next
      This is a pointer to the next new signature structure in the linked list, or NULL if this is the last element.

   gpgme_sig_mode_t type
      The type of this signature.

   gpgme_pubkey_algo_t pubkey_algo
      The public key algorithm used to create this signature.

   gpgme_hash_algo_t hash_algo
      The hash algorithm used to create this signature.

   unsigned int sig_class
      The signature class of this signature.

   long int timestamp
      The creation timestamp of this signature.

   char *fpr
      The fingerprint of the key which was used to create this signature.

-- Data type: gpgme_sign_result_t
   This is a pointer to a structure used to store the result of a gpgme_op_sign operation. After successfully generating a signature, you can retrieve the pointer to the result with gpgme_op_sign_result. The structure contains the following members:
gpgme_invalid_key_t invalid_signers
   A linked list with information about all invalid keys for
   which a signature could not be created.

gpgme_new_signature_t signatures
   A linked list with information about all signatures created.

-- Function: gpgme_sign_result_t gpgme_op_sign_result (gpgme_ctx_t CTX)
The function gpgme_op_sign_result returns a gpgme_sign_result_t
pointer to a structure holding the result of a gpgme_op_sign
operation. The pointer is only valid if the last operation on the
context was a gpgme_op_sign, gpgme_op_sign_start,
gpgme_op_encrypt_sign or gpgme_op_encrypt_sign_start operation.
If that operation failed, the function might return a NULL
pointer. The returned pointer is only valid until the next
operation is started on the context.

File: gpgme.info, Node: Signature Notation Data, Prev: Creating a Signature, Up: Sign

7.7.4.3 Signature Notation Data

Using the following functions, you can attach arbitrary notation data to
a signature. This information is then available to the user when the
signature is verified.

-- Function: void gpgme_sig_notation_clear (gpgme_ctx_t CTX)
   SINCE: 1.1.0

   The function gpgme_sig_notation_clear removes the notation data
   from the context CTX. Subsequent signing operations from this
   context will not include any notation data.

   Every context starts with an empty notation data list.

   -- Function: gpgme_error_t gpgme_sig_notation_add (gpgme_ctx_t CTX,
         const char *NAME, const char *VALUE,
         gpgme_sig_notation_flags_t FLAGS)
   SINCE: 1.1.0

   The function gpgme_sig_notation_add adds the notation data with
   the name NAME and the value VALUE to the context CTX.

   Subsequent signing operations will include this notation data, as
   well as any other notation data that was added since the creation
   of the context or the last gpgme_sig_notation_clear operation.
The arguments NAME and VALUE must be NUL-terminated strings in human-readable form. The flag GPGME_SIG_NOTATION_HUMAN_READABLE is implied (non-human-readable notation data is currently not supported). The strings must be in UTF-8 encoding.

If NAME is NULL, then VALUE should be a policy URL.

The function gpgme_sig_notation_add returns the error code GPG_ERR_NO_ERROR if the notation data could be added successfully, GPG_ERR_INV_VALUE if CTX is not a valid pointer, or if NAME, VALUE and FLAGS are an invalid combination. The function also passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_sig_notation_t gpgme_sig_notation_get
           (const gpgme_ctx_t CTX)
SINCE: 1.1.0

The function gpgme_sig_notation_get returns the linked list of notation data structures that are contained in the context CTX.

If CTX is not a valid pointer, or there is no notation data added for this context, NULL is returned.


7.7.5 Encrypt
-------------

One plaintext can be encrypted for several recipients at the same time. The list of recipients is created independently of any context, and then passed to the encryption operation.

* Menu:

* Encrypting a Plaintext:: How to encrypt a plaintext.

File: gpgme.info, Node: Encrypting a Plaintext, Up: Encrypt

7.7.5.1 Encrypting a Plaintext
..............................

-- Function: gpgme_error_t gpgme_op_encrypt (gpgme_ctx_t CTX,
   gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS,
   gpgme_data_t PLAIN, gpgme_data_t CIPHER)
The function `gpgme_op_encrypt` encrypts the plaintext in the data object `PLAIN` for the recipients `RECP` and stores the ciphertext in the data object `CIPHER`. The type of the ciphertext created is determined by the ASCII armor (or, if that is not set, by the encoding specified for `CIPHER`) and the text mode attributes set for the context `CTX`.

`RECP` must be a NULL-terminated array of keys. The user must keep references for all keys during the whole duration of the call (but see `gpgme_op_encrypt_start` for the requirements with the asynchronous variant).

The value in `FLAGS` is a bitwise-or combination of one or multiple of the following bit values:

- **GPGME_ENCRYPT_ALWAYS_TRUST**
  The `GPGME_ENCRYPT_ALWAYS_TRUST` symbol specifies that all the recipients in `RECP` should be trusted, even if the keys do not have a high enough validity in the keyring. This flag should be used with care; in general it is not a good idea to use any untrusted keys.

- **GPGME_ENCRYPT_NO_ENCRYPT_TO**
  Since: 1.2.0
  The `GPGME_ENCRYPT_NO_ENCRYPT_TO` symbol specifies that no default or hidden default recipients as configured in the crypto backend should be included. This can be useful for managing different user profiles.

- **GPGME_ENCRYPT_NO_COMPRESS**
  Since: 1.5.0
  The `GPGME_ENCRYPT_NO_COMPRESS` symbol specifies that the plaintext shall not be compressed before it is encrypted. This is in some cases useful if the length of the encrypted message may reveal information about the plaintext.

- **GPGME_ENCRYPT_PREPARE**
- **GPGME_ENCRYPT_EXPECT_SIGN**
  The `GPGME_ENCRYPT_PREPARE` symbol is used with the UI Server protocol to prepare an encryption (i.e. sending the `PREP_ENCRYPT` command). With the `GPGME_ENCRYPT_EXPECT_SIGN` symbol the UI Server is advised to also expect a sign command.

- **GPGME_ENCRYPT_SYMMETRIC**
  Since: 1.7.0
The GPGME_ENCRYPT_SYMMETRIC symbol specifies that the output should be additionally encrypted symmetrically even if recipients are provided. This feature is only supported for the OpenPGP crypto engine.

GPGME_ENCRYPT_THROW_KEYIDS
SINCE: 1.8.0

The GPGME_ENCRYPT_THROW_KEYIDS symbol requests that the identifiers for the decryption keys are not included in the ciphertext. On the receiving side, the use of this flag may slow down the decryption process because all available secret keys must be tried. This flag is only honored for OpenPGP encryption.

GPGME_ENCRYPT_WRAP
SINCE: 1.8.0

The GPGME_ENCRYPT_WRAP symbol specifies that the input is an OpenPGP message and not a plain data. This is the counterpart to GPGME_DECRYPT_UNWRAP.

GPGME_ENCRYPT_WANT_ADDRESS
SINCE: 1.11.0

The GPGME_ENCRYPT_WANT_ADDRESS symbol requests that all supplied keys or key specifications include a syntactically valid mail address. If this is not the case the operation is not even tried and the error code GPG_ERR_INV_USER_ID is returned. Only the address part of the key specification is conveyed to the backend. As of now the key must be specified using the RECPSTRING argument of the extended encrypt functions. This feature is currently only supported for the OpenPGP crypto engine.

If GPG_ERR_UNUSABLE_PUBKEY is returned, some recipients in RECP are invalid, but not all. In this case the plaintext might be encrypted for all valid recipients and returned in CIPHER (if this happens depends on the crypto engine). More information about the invalid recipients is available with gpgme_op_encrypt_result.

If RECP is NULL, symmetric rather than public key encryption is performed. Symmetrically encrypted cipher text can be deciphered with gpgme_op_decrypt. Note that in this case the crypto backend needs to retrieve a passphrase from the user. Symmetric encryption is currently only supported for the OpenPGP crypto backend.

The function returns the error code GPG_ERR_NO_ERROR if the
ciphertext could be created successfully, GPG_ERR_INV_VALUE if CTX, RECP, PLAIN or CIPHER is not a valid pointer, GPG_ERR_UNUSABLE_PUBKEY if RECP contains some invalid recipients, GPG_ERR_BAD_PASSPHRASE if the passphrase for the symmetric key could not be retrieved, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_encrypt_start (gpgme_ctx_t CTX, gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)

The function gpgme_op_encrypt_start initiates a gpgme_op_encrypt operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::*

References to the keys only need to be held for the duration of this call. The user can release its references to the keys after this function returns, even if the operation is not yet finished.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, GPG_ERR_INV_VALUE if CTX, RSET, PLAIN or CIPHER is not a valid pointer, and GPG_ERR_UNUSABLE_PUBKEY if RSET does not contain any valid recipients.

-- Function: gpgme_error_t gpgme_op_encrypt_ext (gpgme_ctx_t CTX, gpgme_key_t RECP[], const char *RECPSTRING, gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)

SINCE: 1.11.0

This is an extended version of gpgme_op_encrypt with RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to RECP the keys are given directly as strings and there is no need to first create key objects. Leading and trailing white space is remove from each line in RECPSTRING. The keys are then passed verbatim to the backend engine.

For the OpenPGP backend several special keywords are supported to modify the operation. These keywords are given instead of a key specification. The currently supported keywords are:

  --hidden
  --no-hidden

These keywords toggle between normal and hidden recipients for all following key specifications. When a hidden recipient is
requested the gpg option -R (or -F in file mode) is used instead of -r (-f in file mode).

--file
--no-file

These keywords toggle between regular and file mode for all following key specification. In file mode the option -f or -F is passed to gpg. At least GnuPG version 2.1.14 is required to handle these options. The GPGME_ENCRYPT_WANT_ADDRESS flag is ignored in file mode.

--

This keyword disables all keyword detection up to the end of the string. All keywords are treated as verbatim arguments.

To create a RECPSTRING it is often useful to employ a strconcat style function. For example this function creates a string to encrypt to two keys:

```c
char *
xbuild_recpstring (const char *key1, const char *key2)
{
    char *result = gpgrt_strconcat ("--\n", key1, "\n", key2, NULL);
    if (!result)
        { perror ("strconcat failed"); exit (2); }
    return result;
}
```

Note the use of the double dash here; unless you want to specify a keyword, it is a good idea to avoid any possible trouble with key specifications starting with a double dash. The used strconcat function is available in Libgpg-error 1.28 and later; Libgpg-error (aka Gpgrt) is a dependency of GPGME. The number of arguments to gpgrt_strconcat is limited to 47 but that should always be sufficient. In case a larger and non-fixed number of keys are to be supplied the following code can be used:

```c
char *
xbuild_long_recpstring (void)
{
    gpgrt_stream_t memfp;
    const char *s;
    void *result;

    memfp = gpgrt_fopenmem (0, "w+b");
    if (!memfp)
        { perror ("fopenmem failed"); exit (2); }
    gpgrt_fputs ("--", memfp);
```
while ((s = get_next_keyspec ()))
{
    gpgrt_fputc ('\n', memfp);
    gpgrt_fputs (s, memfp);
}
gpgrt_fputc (0, memfp);
if (gpgrt_ferror (memfp))
    { perror ("writing to memstream failed"); exit (2); }
if (gpgrt_fclose_snatch (memfp, &result, NULL))
    { perror ("fclose_snatch failed"); exit (2); }
return result;
}

In this example get_next_keyspec is expected to return the next key to be added to the string. Please take care: Encrypting to a large number of recipients is often questionable due to security reasons and also for the technicality that all keys are currently passed on the command line to gpg which has as a platform specific length limitation.

-- Function: gpgme_error_t gpgme_op_encrypt_ext_start (gpgme_ctx_t CTX,
    gpgme_key_t RECP[], const char *RECPSTRING,
    gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN,
    gpgme_data_t CIPHER)

SINCE: 1.11.0

This is an extended version of gpgme_op_encrypt_start with RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to RECP the keys are given directly as strings and there is no need to first create key objects. The keys are passed verbatim to the backend engine.

-- Data type: gpgme_encrypt_result_t
This is a pointer to a structure used to store the result of a gpgme_op_encrypt operation. After successfully encrypting data, you can retrieve the pointer to the result with gpgme_op_encrypt_result. The structure contains the following members:

gpgme_invalid_key_t invalid_recipients
A linked list with information about all invalid keys for which the data could not be encrypted.

-- Function: gpgme_encrypt_result_t gpgme_op_encrypt_result
(gpgme_ctx_t CTX)
The function `gpgme_op_encrypt_result` returns a
`gpgme_encrypt_result_t` pointer to a structure holding the result
of a `gpgme_op_encrypt` operation. The pointer is only valid if
the last operation on the context was a `gpgme_op_encrypt`,
`gpgme_op_encrypt_start`, `gpgme_op_sign` or `gpgme_op_sign_start`
operation. If this operation failed, this might be a NULL
pointer. The returned pointer is only valid until the next
operation is started on the context.

-- Function: `gpgme_error_t gpgme_op_encrypt_sign (gpgme_ctx_t CTX,
gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS,
gpgme_data_t PLAIN, gpgme_data_t CIPHER)`
The function `gpgme_op_encrypt_sign` does a combined encrypt and
sign operation. It is used like `gpgme_op_encrypt`, but the
ciphertext also contains signatures for the signers listed in CTX.

The combined encrypt and sign operation is currently only available
for the OpenPGP crypto engine.

-- Function: `gpgme_error_t gpgme_op_encrypt_sign_start`
`gpgme_ctx_t CTX, gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS,
gpgme_data_t PLAIN, gpgme_data_t CIPHER)`
The function `gpgme_op_encrypt_sign_start` initiates a
`gpgme_op_encrypt_sign` operation. It can be completed by calling
`gpgme_wait` on the context. *Note Waiting For Completion:::

The function returns the error code `GPG_ERR_NO_ERROR` if the
operation could be started successfully, and `GPG_ERR_INV_VALUE` if
CTX, RSET, PLAIN or CIPHER is not a valid pointer.

-- Function: `gpgme_error_t gpgme_op_encrypt_sign_ext (gpgme_ctx_t CTX,
gpgme_key_t RECP[], const char *RECPSTRING,
gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN,
gpgme_data_t CIPHER)`

SINCE: 1.11.0

This is an extended version of `gpgme_op_encrypt_sign` with
RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING
is not NULL, the latter is expected to be a linefeed delimited
string with the set of key specifications. In contrast to RECP the
keys are given directly as strings and there is no need to first
create the key objects. The keys are passed verbatim to the
backend engine.

-- Function: `gpgme_error_t gpgme_op_encrypt_sign_ext_start`
`gpgme_ctx_t CTX, gpgme_key_t RECP[], const char *RECPSTRING,`
This is an extended version of gpgme_op_encrypt_sign_start with RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to RECP the keys are given directly as strings and there is no need to first create the key objects. The keys are passed verbatim to the backend engine.

File: gpgme.info, Node: Miscellaneous, Next: Run Control, Prev: Crypto Operations, Up: Contexts

7.8 Miscellaneous operations
============================

Here are some support functions which are sometimes useful.

* Menu:
  * Running other Programs:: Running other Programs
  * Using the Assuan protocol:: Using the Assuan protocol
  * Checking for updates:: How to check for software updates

File: gpgme.info, Node: Running other Programs, Next: Using the Assuan protocol, Up: Miscellaneous

7.8.1 Running other Programs
---------------------------

GPGME features an internal subsystem to run the actual backend engines. Along with data abstraction object this subsystem can be used to run arbitrary simple programs which even need not be related to cryptographic features. It may for example be used to run tools which are part of the GnuPG system but are not directly accessible with the GPGME API.

-- Function: gpgme_error_t gpgme_op_spawn (gpgme_ctx_t CTX,
    const char *FILE, const char *ARGV[],
    gpgme_data_t DATAIN, gpgme_data_t DATAOUT,
    gpgme_data_t DATAERR,
    unsigned int FLAGS)

SINCE: 1.5.0

The function gpgme_op_spawn runs the program FILE with the
arguments taken from the NULL terminated array ARGV. If no arguments are required ARGV may be given as NULL. In the latter case or if argv[0] is the empty string, GPGME uses the basename of FILE for argv[0]. The file descriptors stdin, stdout, and stderr are connected to the data objects DATAIN, DATAOUT, and DATAERR. If NULL is passed for one of these data objects the corresponding file descriptor is connected to /dev/null.

The value in FLAGS is a bitwise-or combination of one or multiple of the following bit values:

GPGME_SPAWN_DETACHED
SINCE: 1.5.0

Under Windows this flag inhibits the allocation of a new console for the program. This is useful for a GUI application which needs to call a command line helper tool.

GPGME_SPAWN_ALLOW_SET_FG
SINCE: 1.5.0

Under Windows this flag allows the called program to put itself into the foreground.

-- Function: gpgme_error_t gpgme_op_spawn_start (gpgme_ctx_t CTX, const char *FILE, const char *ARGV[], gpgme_data_t DATAIN, gpgme_data_t DATAOUT, gpgme_data_t DATAERR, unsigned int FLAGS)
SINCE: 1.5.0

This is the asynchronous variant of gpgme_op_spawn.

File: gpgme.info, Node: Using the Assuan protocol, Next: Checking for updates, Prev: Running other Programs, Up: Miscellaneous

7.8.2 Using the Assuan protocol
--------------------------------

The Assuan protocol can be used to talk to arbitrary Assuan servers. By default it is connected to the GnuPG agent, but it may be connected to arbitrary servers by using gpgme_ctx_set_engine_info, passing the location of the servers socket as FILE_NAME argument, and an empty string as HOME_DIR argument.

The Assuan protocol functions use three kinds of callbacks to transfer data:
This callback obtains any data sent by the server. OPAQUE is the pointer passed to gpgme_op_assuan_transact_start, DATA of length DATALEN refers to the data sent.

This callback is used to provide additional data to the Assuan server. OPAQUE is the pointer passed to gpgme_op_assuan_transact_start, NAME and ARGS specify what kind of data the server requested, and R_DATA is used to return the actual data.

Note: Returning data is currently not implemented in GPGME.

This callback receives any status lines sent by the server. OPAQUE is the pointer passed to gpgme_op_assuan_transact_start, STATUS and ARGS denote the status update sent.

Send the Assuan COMMAND and return results via the callbacks. Any callback may be NULL. The result of the operation may be retrieved using gpgme_wait_ext.

Asynchronous variant.
Send the Assuan COMMAND and return results via the callbacks. The result of the operation is returned in OP_ERR.

Synchronous variant.

File: gpgme.info,  Node: Checking for updates,  Prev: Using the Assuan protocol,  Up: Miscellaneous

7.8.3 How to check for software updates

The GnuPG Project operates a server to query the current versions of software packages related to GnuPG. GPGME can be used to access this online database and check whether a new version of a software package is available.

-- Data type: gpgme_query_swdb_result_t
SINCE: 1.8.0

This is a pointer to a structure used to store the result of a gpgme_op_query_swdb operation. After success full call to that function, you can retrieve the pointer to the result with gpgme_op_query_swdb_result. The structure contains the following member:

name
   This is the name of the package.

iversion
   The currently installed version or an empty string. This value is either a copy of the argument given to gpgme_op_query_swdb or the version of the installed software as figured out by GPGME or GnuPG.

created
   This gives the date the file with the list of version numbers has originally be created by the GnuPG project.

retrieved
   This gives the date the file was downloaded.

warning
   If this flag is set either an error has occurred or some of
the information in this structure are not properly set. For example if the version number of the installed software could not be figured out, the update flag may not reflect a required update status.

update
If this flag is set an update of the software is available.

urgent
If this flag is set an available update is important.

noinfo
If this flag is set, no valid information could be retrieved.

unknown
If this flag is set the given name is not known.

toold
If this flag is set the available information is not fresh enough.

toold
If this flag is set the available information is not fresh enough.

error
If this flag is set some other error has occurred.

version
The version string of the latest released version.

reldate
The release date of the latest released version.

-- Function: gpgme_error_t gpgme_op_query_swdb (gpgme_ctx_t CTX, const char *NAME, const char *IVERSION, gpgme_data_t RESERVED)

SINCE: 1.8.0

Query the software version database for software package NAME and check against the installed version given by IVERSION. If IVERSION is given as NULL a check is only done if GPGME can figure out the version by itself (for example when using "gpgme" or "gnupg"). If NULL is used for NAME the current gpgme version is checked. RESERVED must be set to 0.

-- Function: gpgme_query_swdb_result_t gpgme_op_query_swdb_result (gpgme_ctx_t CTX)

SINCE: 1.8.0

The function gpgme_op_query_swdb_result returns a
gpgme_query_swdb_result_t pointer to a structure holding the result of a gpgme_op_query_swdb operation. The pointer is only valid if the last operation on the context was a successful call to gpgme_op_query_swdb. If that call failed, the result might be a NULL pointer. The returned pointer is only valid until the next operation is started on the context CTX.

Here is an example on how to check whether GnuPG is current:

```c
#include <gpgme.h>

int main (void) {
    gpg_error_t err;
    gpgme_ctx_t ctx;
    gpgme_query_swdb_result_t result;

    gpgme_check_version (NULL);
    err = gpgme_new (&ctx);
    if (err)
        fprintf (stderr, "error creating context: %s\n", gpg_strerror (err));
    else
    {
        gpgme_set_protocol (ctx, GPGME_PROTOCOL_GPGCONF);

        err = gpgme_op_query_swdb (ctx, "gnupg", NULL, 0);
        if (err)
            fprintf (stderr, "error querying swdb: %s\n", gpg_strerror (err));
        else
        {
            result = gpgme_op_query_swdb_result (ctx);
            if (!result)
                fprintf (stderr, "error querying swdb\n");
            if (!result->warning && !result->update)
                printf ("GnuPG version %s is current\n", result->iversion);
            else if (!result->warning && result->update)
                printf ("GnuPG version %s can be updated to %s\n", result->iversion, result->version);
            else
                fprintf (stderr, "error finding the update status\n");
        }
    }
    gpgme_release (ctx);
    return 0;
}
```
7.9 Run Control

GPGME supports running operations synchronously and asynchronously. You can use asynchronous operation to set up a context up to initiating the desired operation, but delay performing it to a later point.

Furthermore, you can use an external event loop to control exactly when GPGME runs. This ensures that GPGME only runs when necessary and also prevents it from blocking for a long time.

* Menu:

* Waiting For Completion:: Waiting until an operation is completed.
* Using External Event Loops:: Advanced control over what happens when.
* Cancellation:: How to end pending operations prematurely.

7.9.1 Waiting For Completion

The function gpgme_wait continues the pending operation within the context CTX. In particular, it ensures the data exchange between GPGME and the crypto backend and watches over the run time status of the backend process.

If HANG is true, the function does not return until the operation is completed or cancelled. Otherwise the function will not block for a long time.

The error status of the finished operation is returned in STATUS if gpgme_wait does not return NULL.

The CTX argument can be NULL. In that case, gpgme_wait waits for any context to complete its operation.

gpgme_wait can be used only in conjunction with any context that has a pending operation initiated with one of the gpgme_op_*_start functions except gpgme_op_keylist_start and gpgme_op_trustlist_start (for which you should use the corresponding gpgme_op_*_next functions). If CTX is NULL, all
of such contexts are waited upon and possibly returned. Synchronous operations running in parallel, as well as key and trust item list operations, do not affect gpgme_wait.

In a multi-threaded environment, only one thread should ever call gpgme_wait at any time, regardless of whether CTX is specified or not. This means that all calls to this function should be fully synchronized by locking primitives. It is safe to start asynchronous operations while a thread is running in gpgme_wait.

The function returns the CTX of the context which has finished the operation. If HANG is false, and the timeout expires, NULL is returned and *status will be set to 0. If an error occurs, NULL is returned and the error is returned in *status.

File: gpgme.info, Node: Using External Event Loops, Next: Cancellation, Prev: Waiting For Completion, Up: Run Control

7.9.2 Using External Event Loops

GPGME hides the complexity of the communication between the library and the crypto engine. The price of this convenience is that the calling thread can block arbitrary long waiting for the data returned by the crypto engine. In single-threaded programs, in particular if they are interactive, this is an unwanted side-effect. OTOH, if gpgme_wait is used without the HANG option being enabled, it might be called unnecessarily often, wasting CPU time that could be used otherwise.

The I/O callback interface described in this section lets the user take control over what happens when. GPGME will provide the user with the file descriptors that should be monitored, and the callback functions that should be invoked when a file descriptor is ready for reading or writing. It is then the users responsibility to decide when to check the file descriptors and when to invoke the callback functions. Usually this is done in an event loop, that also checks for events in other parts of the program. If the callback functions are only called when the file descriptors are ready, GPGME will never block. This gives the user more control over the program flow, and allows to perform other tasks when GPGME would block otherwise.

By using this advanced mechanism, GPGME can be integrated smoothly into GUI toolkits like GTK+ even for single-threaded programs.

* Menu:

* I/O Callback Interface:: How I/O callbacks are registered.
7.9.2.1 I/O Callback Interface

-- Data type: gpgme_error_t (*gpgme_io_cb_t) (void *DATA, int FD)

The gpgme_io_cb_t type is the type of functions which GPGME wants to register as I/O callback handlers using the gpgme_register_io_cb_t functions provided by the user.

DATA and FD are provided by GPGME when the I/O callback handler is registered, and should be passed through to the handler when it is invoked by the user because it noticed activity on the file descriptor FD.

The callback handler always returns 0, but you should consider the return value to be reserved for later use.

-- Data type: gpgme_error_t (*gpgme_register_io_cb_t) (void *DATA, int FD, int DIR, gpgme_io_cb_t FNC, void *FNC_DATA, void **TAG)

The gpgme_register_io_cb_t type is the type of functions which can be called by GPGME to register an I/O callback function FNC for the file descriptor FD with the user. FNC_DATA should be passed as the first argument to FNC when the handler is invoked (the second argument should be FD). If DIR is 0, FNC should be called by the user when FD is ready for writing. If DIR is 1, FNC should be called when FD is ready for reading.

DATA was provided by the user when registering the gpgme_register_io_cb_t function with GPGME and will always be passed as the first argument when registering a callback function. For example, the user can use this to determine the event loop to which the file descriptor should be added.

GPGME will call this function when a crypto operation is initiated in a context for which the user has registered I/O callback handler functions with gpgme_set_io_cbs. It can also call this function when it is in an I/O callback handler for a file descriptor associated to this context.
The user should return a unique handle in TAG identifying this I/O callback registration, which will be passed to the gpgme_register_io_cb_t function without interpretation when the file descriptor should not be monitored anymore.

-- Data type: void (*gpgme_remove_io_cb_t) (void *TAG)
The gpgme_remove_io_cb_t type is the type of functions which can be called by GPGME to remove an I/O callback handler that was registered before. TAG is the handle that was returned by the gpgme_register_io_cb_t for this I/O callback.

GPGME can call this function when a crypto operation is in an I/O callback. It will also call this function when the context is destroyed while an operation is pending.

-- Data type: enum gpgme_event_io_t
The gpgme_event_io_t type specifies the type of an event that is reported to the user by GPGME as a consequence of an I/O operation. The following events are defined:

GPGME_EVENT_START
The operation is fully initialized now, and you can start to run the registered I/O callback handlers now. Note that registered I/O callback handlers must not be run before this event is signalled. TYPE_DATA is NULL and reserved for later use.

GPGME_EVENT_DONE
The operation is finished, the last I/O callback for this operation was removed. The accompanying TYPE_DATA points to a struct gpgme_io_event_done_data variable that contains the status of the operation that finished. This event is signalled after the last I/O callback has been removed.

GPGME_EVENT_NEXT_KEY
In a gpgme_op_keylist_start operation, the next key was received from the crypto engine. The accompanying TYPE_DATA is a gpgme_key_t variable that contains the key with one reference for the user.

GPGME_EVENT_NEXT_TRUSTITEM
In a gpgme_op_trustlist_start operation, the next trust item was received from the crypto engine. The accompanying TYPE_DATA is a gpgme_trust_item_t variable that contains the trust item with one reference for the user.

-- Data type: void (*gpgme_event_io_cb_t) (void *DATA, gpgme_event_io_t TYPE, void *TYPE_DATA)
The `gpgme_event_io_cb_t` type is the type of functions which can be called by GPGME to signal an event for an operation running in a context which has I/O callback functions registered by the user.

DATA was provided by the user when registering the `gpgme_event_io_cb_t` function with GPGME and will always be passed as the first argument when registering a callback function. For example, the user can use this to determine the context in which this event has occurred.

TYPE will specify the type of event that has occurred. TYPE_DATA specifies the event further, as described in the above list of possible `gpgme_event_io_t` types.

GPGME can call this function in an I/O callback handler.

---

Data type: struct `gpgme_io_cbs`

This structure is used to store the I/O callback interface functions described in the previous section. It has the following members:

- `gpgme_register_io_cb_t add`  
  This is the function called by GPGME to register an I/O callback handler. It must be specified.

- `void *add_priv`  
  This is passed as the first argument to the add function when it is called by GPGME. For example, it can be used to determine the event loop to which the file descriptor should be added.

- `gpgme_remove_io_cb_t remove`  
  This is the function called by GPGME to remove an I/O callback handler. It must be specified.

- `gpgme_event_io_cb_t event`  
  This is the function called by GPGME to signal an event for an operation. It must be specified, because at least the start event must be processed.

- `void *event_priv`
This is passed as the first argument to the event function when it is called by GPGME. For example, it can be used to determine the context in which the event has occurred.

-- Function: void gpgme_set_io_cbs (gpgme_ctx_t CTX,
   struct gpgme_io_cbs *IO_CBS)
   The function gpgme_set_io_cbs enables the I/O callback interface for the context CTX. The I/O callback functions are specified by IO_CBS.

   If IO_CBS->add is NULL, the I/O callback interface is disabled for the context, and normal operation is restored.

-- Function: void gpgme_get_io_cbs (gpgme_ctx_t CTX,
   struct gpgme_io_cbs *IO_CBS)
   The function gpgme_get_io_cbs returns the I/O callback functions set with gpgme_set_io_cbs in IO_CBS.

To actually use an external event loop, you have to implement the I/O callback functions that are used by GPGME to register and unregister file descriptors. Furthermore, you have to actually monitor these file descriptors for activity and call the appropriate I/O callbacks.

The following example illustrates how to do that. The example uses locking to show in which way the callbacks and the event loop can run concurrently. For the event loop, we use a fixed array. For a real-world implementation, you should use a dynamically sized structure because the number of file descriptors needed for a crypto operation in GPGME is not predictable.

```c
#include <assert.h>
#include <errno.h>
#include <stdlib.h>
#include <pthread.h>
#include <sys/types.h>
#include <gpgme.h>

/* The following structure holds the result of a crypto operation. */
struct op_result
{
    int done;
};
```
gpgme_error_t err;
);

/* The following structure holds the data associated with one I/O callback. */
struct one_fd
{
    int fd;
    int dir;
    gpgme_io_cb_t fnc;
    void *fnc_data;
    void *loop;
};

struct event_loop
{
    pthread_mutex_t lock;
#define MAX_FDS 32
    /* Unused slots are marked with FD being -1. */
    struct one_fd fds[MAX_FDS];
};

The following functions implement the I/O callback interface.

gpgme_error_t
add_io_cb (void *data, int fd, int dir, gpgme_io_cb_t fnc, void *fnc_data,
    void **r_tag)
{
    struct event_loop *loop = data;
    struct one_fd *fds = loop->fds;
    int i;

    pthread_mutex_lock (&loop->lock);
    for (i = 0; i < MAX_FDS; i++)
    {
        if (fds[i].fd == -1)
        {
            fds[i].fd = fd;
            fds[i].dir = dir;
            fds[i].fnc = fnc;
            fds[i].fnc_data = fnc_data;
            fds[i].loop = loop;
            break;
        }
    }
    pthread_mutex_unlock (&loop->lock);
    if (i == MAX_FDS)
        return gpg_error (GPG_ERR_GENERAL);
The final missing piece is the event loop, which will be presented next. We only support waiting for the success of a single operation.

```c
int do_select (struct event_loop *loop)
{
    fd_set rfds;
    fd_set wfds;
    int i, n;
    int any = 0;
    struct timeval tv;
    struct one_fd *fdlist = loop->fds;

    pthread_mutex_lock (&loop->lock);
    FD_ZERO (&rfds);
    FD_ZERO (&wfds);
    for (i = 0; i < MAX_FDS; i++)
        if (fdlist[i].fd != -1)
            FD_SET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds);
    pthread_mutex_unlock (&loop->lock);
tv.tv_sec = 0;
tv.tv_usec = 1000;

do
{
    n = select (FD_SETSIZE, &rfds, &wfds, NULL, &tv);
} while (n < 0 && errno == EINTR);

if (n < 0)
    return n; /* Error or timeout. */

pthread_mutex_lock (&loop->lock);
for (i = 0; i < MAX_FDS && n; i++)
{
    if (fdlist[i].fd != -1)
{
    if (FD_ISSET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds))
    {
        assert (n);
        n--;
        any = 1;
        /* The I/O callback handler can register/remove callbacks,
         * so we have to unlock the file descriptor list. */
        pthread_mutex_unlock (&loop->lock);
        (*fdlist[i].fnc) (fdlist[i].fnc_data, fdlist[i].fd);
        pthread_mutex_lock (&loop->lock);
    }
}
}
pthread_mutex_unlock (&loop->lock);
return any;
}

void
wait_for_op (struct event_loop *loop, struct op_result *result)
{
    int ret;

do
{
    ret = do_select (loop);
}
while (ret >= 0 && !result->done);
}

The main function shows how to put it all together.
int
main (int argc, char *argv[])
{
    struct event_loop loop;
    struct op_result result;
    gpgme_ctx_t ctx;
    gpgme_error_t err;
    gpgme_data_t sig, text;
    int i;
    pthread_mutexattr_t attr;
    struct gpgme_io_cbs io_cbs =
    {
        add_io_cb,
        &loop,
        remove_io_cb,
        event_io_cb,
        &result
    };

    init_gpgme ();

    /* Initialize the loop structure. */

    /* The mutex must be recursive, since remove_io_cb (which acquires a
     * lock) can be called while holding a lock acquired in do_select. */
    pthread_mutexattr_init (&attr);
    pthread_mutexattr_settype (&attr, PTHREAD_MUTEX_RECURSIVE);
    pthread_mutex_init (&loop.lock, &attr);
    pthread_mutexattr_destroy (&attr);

    for (i = 0; i < MAX_FDS; i++)
        loop.fds[i].fd = -1;

    /* Initialize the result structure. */
    result.done = 0;

    err = gpgme_data_new_from_file (&sig, "signature", 1);
    if (!err)
        err = gpgme_data_new_from_file (&text, "text", 1);
    if (!err)
        err = gpgme_new (&ctx);
    if (!err)
        
            gpgme_set_io_cbs (ctx, &io_cbs);
            err = gpgme_op_verify_start (ctx, sig, text, NULL);

    if (err)
The I/O callback interface can be used to integrate GPGME with the GTK+ event loop. The following code snippets shows how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any GTK+ specific setup.

```c
#include <gtk/gtk.h>

struct my_gpgme_io_cb
{
    gpgme_io_cb_t fnc;
    void *fnc_data;
    guint input_handler_id
};

void
my_gpgme_io_cb (gpointer data, gint source, GdkInputCondition condition)
```
The I/O callback interface can also be used to integrate GPGME with the GDK event loop. The following code snippets show how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any GDK specific setup.

It is very similar to the GTK+ example in the previous section.

```
#include <gdk/gdk.h>

struct my_gpgme_io_cb
{
    struct my_gpgme_io_cb *iocb = data;
    (*(iocb->fnc)) (iocb->data, source);
}

void
my_gpgme_remove_io_cb (void *data)
{
    struct my_gpgme_io_cb *iocb = data;
    gtk_input_remove (data->input_handler_id);
}

void
my_gpgme_register_io_callback (void *data, int fd, int dir, gpgme_io_cb_t fnc,
    void *fnc_data, void **tag)
{
    struct my_gpgme_io_cb *iocb = g_malloc (sizeof (struct my_gpgme_io_cb));
    iocb->fnc = fnc;
    iocb->data = fnc_data;
    iocb->input_handler_id = gtk_input_add_full (fd, dir
        ? GDK_INPUT_READ
        : GDK_INPUT_WRITE,
        my_gpgme_io_callback,
        0, iocb, NULL);
    *tag = iocb;
    return 0;
}
```
The I/O callback interface can also be used to integrate GPGME with the Qt event loop. The following code snippets show how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any Qt specific setup.

```c
#include <qsocketnotifier.h>
#include <qapplication.h>
```

struct IOCB {
  IOCB( GpgmeIOCb f, void * d, QSocketNotifier * n )
  : func( f ), data( d ), notifier( n ) {}  
GpgmeIOCb func;
void * data;
QSocketNotifier * notifier;
}

class MyApp : public QApplication {

  // ...

  static void registerGpgmeIOCcallback( void * data, int fd, int dir,
                                   GpgmeIOCb func, void * func_data,
                                   void ** tag ) {
    QSocketNotifier * n =
        new QSocketNotifier( fd, dir ? QSocketNotifier::Read :
                             QSocketNotifier::Write );
    connect( n, SIGNAL(activated(int)),
             qApp, SLOT(slotGpgmeIOCcallback(int)) );
    qApp->mIOCBs.push_back( IOCB( func, func_data, n ) );
    *tag = (void*)n;
  }

  static void removeGpgmeIOCcallback( void * tag ) {
    if ( !tag ) return;
    QSocketNotifier * n = static_cast<QSocketNotifier*>( tag );
    for ( QValueList<IOCB>::iterator it = qApp->mIOCBs.begin() ;
          it != qApp->mIOCBs.begin() ; ++it )
    if ( it->notifier == n ) {
      delete it->notifier;
      qApp->mIOCBs.erase( it );
      return;
    }
  }

  public slots:

  void slotGpgmeIOCcallback( int fd ) {
    for ( QValueList<IOCB>::const_iterator it = mIOCBs.begin() ;
          it != mIOCBs.begin() ; ++it )
    if ( it->notifier && it->notifier->socket() == fd )
      (*it->func)( it->func_data, fd );
  }

  // ...

  private:

Sometimes you do not want to wait for an operation to finish. GPGME provides two different functions to achieve that. The function `gpgme_cancel` takes effect immediately. When it returns, the operation is effectively canceled. However, it has some limitations and can not be used with synchronous operations. In contrast, the function `gpgme_cancel_async` can be used with any context and from any thread, but it is not guaranteed to take effect immediately. Instead, cancellation occurs at the next possible time (typically the next time I/O occurs in the target context).

-- Function: `gpgme_ctx_t gpgme_cancel (gpgme_ctx_t CTX)`

Since: 0.4.5

The function `gpgme_cancel` attempts to cancel a pending operation in the context CTX. This only works if you use the global event loop or your own event loop.

If you use the global event loop, you must not call `gpgme_wait` during cancellation. After successful cancellation, you can call `gpgme_wait` (optionally waiting on CTX), and the context CTX will appear as if it had finished with the error code `GPG_ERRCANCEL`.

If you use an external event loop, you must ensure that no I/O callbacks are invoked for this context (for example by halting the event loop). On successful cancellation, all registered I/O callbacks for this context will be unregistered, and a GPGME_EVENT_DONE event with the error code GPG_ERRCANCEL will be signalled.

The function returns an error code if the cancellation failed (in this case the state of CTX is not modified).

-- Function: `gpgme_ctx_t gpgme_cancel_async (gpgme_ctx_t CTX)`

Since: 1.1.7

The function `gpgme_cancel_async` attempts to cancel a pending operation in the context CTX. This can be called by any thread at any time after starting an operation on the context, but will not
take effect immediately. The actual cancellation happens at the
next time GPGME processes I/O in that context.

The function returns an error code if the cancellation failed (in
this case the state of CTX is not modified).


Appendix A The GnuPG UI Server Protocol
***************************************

This section specifies the protocol used between clients and a User
Interface Server (UI server). This protocol helps to build a system
where all cryptographic operations are done by a server and the server
is responsible for all dialogs. Although GPGME has no direct support
for this protocol it is believed that servers will utilize the GPGME
library; thus having the specification included in this manual is an
appropriate choice. This protocol should be referenced as The GnuPG UI
Server Protocol.

A server needs to implement these commands:(1)

* Menu:

* UI Server Encrypt:: Encrypt a message.
* UI Server Sign:: Sign a message.
* UI Server Decrypt:: Decrypt a message.
* UI Server Verify:: Verify a message.
* UI Server Set Input Files:: Specifying the input files to operate on.
* UI Server Sign/Encrypt Files:: Encrypting and signing files.
* UI Server Verify/Decrypt Files:: Decrypting and verifying files.
* UI Server Import/Export Keys:: Managing certificates.
* UI Server Checksum Files:: Create and verify checksums for files.
* Miscellaneous UI Server Commands:: Commands not related to a specific operation.

-------- Footnotes --------

(1) In all examples we assume that the connection has already been
established; see the Assuan manual for details.


A.1 UI Server: Encrypt a Message
=================================

Before encryption can be done the recipients must be set using the
command:

-- Command: RECIPIENT STRING

Set the recipient for the encryption. STRING is an RFC-2822 recipient name ("mailbox" as per section 3.4). This command may or may not check the recipient for validity right away; if it does not all recipients are expected to be checked at the time of the ENCRYPT command. All RECIPIENT commands are cumulative until a successful ENCRYPT command or until a RESET command. Linefeeds are obviously not allowed in STRING and should be folded into spaces (which are equivalent).

To tell the server the source and destination of the data, the next two commands are to be used:

-- Command: INPUT FD=N

Set the file descriptor for the message to be encrypted to N. The message send to the server is binary encoded.

GpgOL is a Windows only program, thus N is not a libc file descriptor but a regular system handle. Given that the Assuan connection works over a socket, it is not possible to use regular inheritance to make the file descriptor available to the server. Thus DuplicateHandle needs to be used to duplicate a handle to the server process. This is the reason that the server needs to implement the GETINFO pid command. Sending this command a second time replaces the file descriptor set by the last one.

-- Command: OUTPUT FD=N [--binary]

Set the file descriptor to be used for the output (i.e. the encrypted message) to N. If the option --binary is given the output shall be in binary format; if not given, the output for OpenPGP needs to be ASCII armored and for CMS Base-64 encoded. For details on the file descriptor, see the INPUT command.

The setting of the recipients, the data source and destination may happen in any order, even intermixed. If this has been done the actual encryption operation is called using:

-- Command: ENCRYPT --protocol=NAME

This command reads the plaintext from the file descriptor set by the INPUT command, encrypts it and writes the ciphertext to the file descriptor set by the OUTPUT command. The server may (and should) overlap reading and writing. The recipients used for the encryption are all the recipients set so far. If any recipient is not usable the server should take appropriate measures to notify
the user about the problem and may cancel the operation by returning an error code. The used file descriptors are void after this command; the recipient list is only cleared if the server returns success.

Because GpgOL uses a streaming mode of operation the server is not allowed to auto select the protocol and must obey to the mandatory PROTOCOL parameter:

OpenPGP
Use the OpenPGP protocol (RFC-2440).
CMS
Use the CMS (PKCS#7) protocol (RFC-3852).

To support automagically selection of the protocol depending on the selected keys, the server MAY implement the command:

-- Command: PREP_ENCRYPT [--protocol=NAME] [--expect-sign]

This commands considers all recipients set so far and decides whether it is able to take input and start the actual encryption. This is kind of a dry-run ENCRYPT without requiring or using the input and output file descriptors. The server shall cache the result of any user selection to avoid asking this again when the actual ENCRYPT command is send. The --protocol option is optional; if it is not given, the server should allow the user to select the protocol to be used based on the recipients given or by any other means.

If --expect-sign is given the server should expect that the message will also be signed and use this hint to present a unified recipient and signer selection dialog if possible and desired. A selected signer should then be cached for the expected SIGN command (which is expected in the same session but possible on another connection).

If this command is given again before a successful ENCRYPT command, the second one takes effect.

Before sending the OK response the server shall tell the client the protocol to be used (either the one given by the argument or the one selected by the user) by means of a status line:

-- Status line: PROTOCOL NAME
Advise the client to use the protocol NAME for the ENCRYPT command. The valid protocol names are listed under the description of the ENCRYPT command. The server shall emit exactly one PROTOCOL status line.
Here is an example of a complete encryption sequence; client lines are indicated by a C:, server responses by C::

C: RESET  
S: OK  
C: RECIPIENT foo@example.net  
S: OK  
C: RECIPIENT bar@example.com  
S: OK  
C: PREP_ENCRYPT  
S: S PROTOCOL OpenPGP  
S: OK  
C: INPUT FD=17  
S: OK  
C: OUTPUT FD=18  
S: OK  
C: ENCRYPT  
S: OK  


A.2 UI Server: Sign a Message

The server needs to implement opaque signing as well as detached signing. Due to the nature of OpenPGP messages it is always required to send the entire message to the server; sending just the hash is not possible. The following two commands are required to set the input and output file descriptors:

-- Command: INPUT FD=N  
Set the file descriptor for the message to be signed to N. The message send to the server is binary encoded. For details on the file descriptor, see the description of INPUT in the ENCRYPT section.

-- Command: OUTPUT FD=N [--binary]  
Set the file descriptor to be used for the output. The output is either the complete signed message or in case of a detached signature just that detached signature. If the option --binary is given the output shall be in binary format; if not given, the output for OpenPGP needs to be ASCII armored and for CMS Base-64 encoded. For details on the file descriptor, see the INPUT command.
To allow the server the selection of a non-default signing key the client may optionally use the SENDER command, see *note command SENDER:.*

The signing operation is then initiated by:

```
-- Command: SIGN --protocol=NAME [--detached]
Sign the data set with the INPUT command and write it to the sink set by OUTPUT. NAME is the signing protocol used for the message.
For a description of the allowed protocols see the ENCRYPT command. With option --detached given, a detached signature is created; this is actually the usual way the command is used.
```

The client expects the server to send at least this status information before the final OK response:

```
-- Status line: MICALG STRING
The STRING represents the hash algorithm used to create the signature. It is used with RFC-1847 style signature messages and defined by PGP/MIME (RFC-3156) and S/MIME (RFC-3851). The GPGME library has a supporting function gpgme_hash_algo_name to return the algorithm name as a string. This string needs to be lowercased and for OpenPGP prefixed with "pgp-".
```


A.3 UI Server: Decrypt a Message

Decryption may include the verification of OpenPGP messages. This is due to the often used combined signing/encryption modus of OpenPGP. The client may pass an option to the server to inhibit the signature verification. The following two commands are required to set the input and output file descriptors:

```
-- Command: INPUT FD=N
Set the file descriptor for the message to be decrypted to N. The message send to the server is either binary encoded or in the case of OpenPGP ASCII armored. For details on the file descriptor, see the description of INPUT in the ENCRYPT section.
```

```
-- Command: OUTPUT FD=N
Set the file descriptor to be used for the output. The output is binary encoded. For details on the file descriptor, see the description of INPUT in the ENCRYPT section.
```
The decryption is started with the command:

```
-- Command: DECRYPT --protocol=NAME [--no-verify]
    [--export-session-key]
```

NAME is the encryption protocol used for the message. For a description of the allowed protocols see the ENCRYPT command. This argument is mandatory. If the option --no-verify is given, the server should not try to verify a signature, in case the input data is an OpenPGP combined message. If the option --export-session-key is given and the underlying engine knows how to export the session key, it will appear on a status line.

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* MIT License

For files:
- cJSON.c, cJSON.h

```
#+begin_quote
Copyright (c) 2009 Dave Gamble

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```

#+end_quote
NB: ChangeLog files are no longer manually maintained. Starting on December 1st, 2011 we put change information only in the GIT commit log, and generate a top-level ChangeLog file from logs at "make dist". See doc/HACKING for details.

2011-10-25 Marcus Brinkmann <marcus@g10code.com>

* m4/pth.m4: Removed.
* configure.ac: Remove check for pth and automake conditional HAVE_PTH.

2011-06-16 Marcus Brinkmann <marcus@g10code.com>

Release 1.3.1

* configure.ac: Set LT version to C19/A8/R0.

2011-05-06 Marcus Brinkmann <marcus@g10code.com>

* Makefile.am (SUBDIRS): Remove complus.

* configure.ac (AC_CONFIG_FILES): Remove complus/Makefile.
  (BUILD_COMPLUS): Remove AM_CONDITIONAL.
* complus/: Remove very old and stale component.

* acinclude.m4 (GNUPG_FIX_HDR_VERSION): Remove.

2011-04-14 Werner Koch <wk@g10code.com>

* configure.ac: Require automake 1.11.

2011-04-06 Werner Koch <wk@g10code.com>

* autogen.sh (--build-w32): Support option --build-w64.
* configure.ac (HAVE_W64_SYSTEM): Define.
  (INSERT_TYPEDEFS_FOR_GPGME_H): New.
  (GPGME_CONFIG_HOST): New.

2011-02-02 Marcus Brinkmann <mb@g10code.com>

* configure.ac (NEED_LIBASSUAN_VERSION): Bump to 2.0.2 for system hooks.

2010-12-30 Werner Koch <wk@g10code.com>
* configure.ac: Support a git revision.

2010-11-03 Werner Koch  <wk@g10code.com>

* configure.ac (AC_CHECK_HEADERS): Check for sys/types.h and sys.stat.h.

2010-11-02 Werner Koch  <wk@g10code.com>

* configure.ac (AC_CHECK_HEADERS): Check for sys.time.h.

2010-08-19 Werner Koch  <wk@g10code.com>

* configure.ac (AH_BOTTOM): Define GPG_ERR_ENABLE_ERRNO_MACROS.

2010-05-12 Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Check for setlocale.

2010-05-07 Werner Koch  <wk@g10code.com>

* configure.ac: Change checks to always require libassuan.

2010-05-07 Marcus Brinkmann  <marcus@g10code.de>

* autogen.sh: Update the thing.

* configure.ac: Check for locale.h.

2010-05-06 Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Detect Windows CE.

(HAVE_W32CE_SYSTEM): New symbol and automake conditional.

* ltmain.sh, m4/libtool.m4: Patch so that it works for Windows CE.

* configure.ac: Require libgpg-error 1.8.

2010-03-15 Werner Koch  <wk@g10code.com>

* configure.ac (emacs_local_vars_begin)

(emacs_local_vars_read_only, emacs_local_vars_end): New.

2010-01-22 Werner Koch  <wk@g10code.com>

* autogen.sh (--build-w32): Add --with-libassuan-prefix.

2010-01-11 Marcus Brinkmann  <marcus@g10code.de>
Release 1.3.0.

2009-12-22  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Do not use echo -n. Test for __thread.

2009-12-17  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Make largefile check more robust.

2009-12-10  Werner Koch  <wk@g10code.com>

* configure.ac: Check for getgid and getegid.

2009-12-08  Marcus Brinkmann  <marcus@g10code.de>

Update to libtool 2.2.6a.
* configure.ac: Invoke AC_CONFIG_MACRO_DIR.
(AC_LIBTOOL_WIN32_DLL, AC_LIBTOOL_RC): Replace by ...
(LT_PREREQ, LT_INIT, LT_LANG): ... these.
* config.guess, config.sub, install-sh, ltmain.sh, m4/libtool.m4:
Updated to libtool 2.2.6a.
* m4/ltoptions.m4, m4/ltsugar.m4, m4/ltversion.m4,
m4/lt~obsolete.m4: New files from libtool 2.2.6a.

2009-11-10  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Activate UIServer if FD passing is enabled and
Assuan is available.

2009-10-30  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Check for argp.h and error_t.

2009-10-26  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac (NEED_GPG_VERSION_DEFAULT): Bump to 1.4.0 as 1.3.0
was development versions only.

2009-10-22  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Add support for G13.

2009-10-20  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac (AC_CONFIG_FILES): Remove assuan/Makefile.
* configure.ac: Replace internal libassuan by external libassuan.
* Makefile.am (assuan): Remove variable.
  (SUBDIRS): Remove ${assuan}.
* assuan/: Removed.

2009-06-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add AC_TYPE_UINTPTR_T.

* assuan/assuan.h [__ASSUAN_IN_GPGME_BUILD_ASSUAN]: Declare __gpgme_io_connect.

2009-06-18 Marcus Brinkmann <marcus@g10code.de>

Released GPGME 1.2.0.

* configure.ac (my_version): Set to 1.2.0.
  (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump.
  (LIBGPGME_LT_REVISION): Reset.

2009-05-05 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add infrastructure for compile time check of __FILE_OFFSET_BITS.

2009-04-19 Moritz <moritz@gnu.org>


2009-03-06 Marcus Brinkmann <marcus@g10code.de>

* assuan/: Update to libassuan SVN 2009-03-06.

2009-01-26 Werner Koch <wk@g10code.com>

* configure.ac (AC_CONFIG_FILES): Add tests/opassuan/Makefile.

2008-12-08 Marcus Brinkmann <marcus@g10code.de>

Release GPGME 1.1.8.

* configure.ac: Bump API revision.

2008-11-03 Marcus Brinkmann <marcus@g10code.com>

* configure.ac: Replace gpgme paths with src.
* gpgme: Move to ...
* src: ... this new directory.

2008-10-20 Werner Koch <wk@g10code.com>

* configure.ac (AC_CONFIG_FILES): Add gpgme.h.
(GNUPG_FIX_HDR_VERSION): Remove.

2008-10-17 Marcus Brinkmann <marcus@g10code.com>

Release GPGME 1.1.7.

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2008-09-19 Moritz <moritz@gnu.org>

* configure.ac: Remove bogus "esac".

2008-09-16 Marcus Brinkmann <marcus@g10code.com>

* configure.ac: Bump required version of automake up to 1.10.
* autogen.sh: Fix aclocal check.

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* assuan-pipe-connect.c (pipe_connect_gpgme): Do not close process handle here. Use this function also on Unix systems.

* assuan-pipe-connect.c (pipe_connect_gpgme): Fix last change.
* assuan-pipe-connect.c (pipe_connect_gpgme): New function, use it if _ASSUAN_IN_GPGME_BUILD_ASSUAN.

2007-09-17 Werner Koch <wk@g10code.com>

* configure.ac: Use the svn version magic.

2007-09-07 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Check for C++, Qt and support --enable-w32-qt.

2007-08-21 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (--enable-w32-glib): Use --enableval, not --withval.

2007-07-16 Marcus Brinkmann <marcus@g10code.de>

* assuan/assuan-socket.c (_assuan_close): Always use close().
* assuan/assuan.h (_gpgme_io_close): New prototype.
  (close): New macro, define as _gpgme_io_close.

2007-07-13 Marcus Brinkmann <marcus@g10code.de>

* assuan/assuan-io.c (_assuan_simple_read, _assuan_simple_write):
  Always use read/write (which means _gpgme_io_read and _gpgme_io_write).

2007-07-09 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.5.

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2007-07-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (GPGSM_DEFAULT) [*-mingw32*]: Initialize it.
  (HAVE_ASSUAN_H): Set to 1 if we have it.
  (funopen): Use AC_REPLACE_FUNCS.
  (USE_DESCRIPTOR_PASSING): Define to 1 if we have it. Do not define it at all if we don't.
  (NETLIBS) [have_w32_system]: Add -lws2_32.
  (DIRSEP_C, DIRSEP_S, EXPSEP_C, EXPSEP_S, PATHSEP_S) [HAVE_DOSISH_SYSTEM]: Remove definitions.

* assuan/assuan.h (_assuan_funopen): Define to _gpgme_funopen.
* assuan/funopen.c: Move to ./gpgme/funopen.c.
* assuan/Makefile.am (libassuan_la_SOURCES): Remove funopen.c.

2007-07-04 Marcus Brinkmann <marcus@g10code.de>

* assuan/Makefile.am (INCLUDES): Include $(top_srcdir)/gpgme.
* assuan/assuan.h: Include <ath.h> instead of trying to duplicate
the definitions.

* assuan/: Update files to 2007-07-04 version of assuan.

* autogen.sh: Use = not == in test.

2007-03-05 Werner Koch <wk@g10code.com>

Released 1.1.4.

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

* autogen.sh: New option --force.

2007-01-29 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.3.

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2007-01-26 Werner Koch <wk@g10code.com>

* configure.ac: Changed gpg and gpgsm version checks to work with
arbitrary names of the gpg binary. New option --disable-gpg-test
and --disable-gpgsm-test.

2007-01-09 Werner Koch <wk@g10code.com>

* configure.ac (NEED_GPG_VERSION, NEED_GPGSM_VERSION): Must define
after it may have been changed by an option.

2007-01-08 Werner Koch <wk@g10code.com>

* configure.ac: Require gpg-error 1.4 due to the use of
gpg_error_from_syserror.
(HAVE_ASSUAN_H): New.

2007-01-05 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add options --with-gpg-version and
--with-gpgsm-version to allow overriding the minimum version
requirements.

2006-12-17 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Fix two typos in last change.

2006-12-03 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Use descriptor passing only if --enable-fd-passing is provided.

* configure.ac: Add check for use of descriptor passing.

2006-11-29 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (NEED_GPG_VERSION): Bump to 1.3.0.

2006-09-19 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Turn stpcpy into a replacement function. Check for unistd.h and add setenv as replacement function.

2006-07-29 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Check for network libraries and set NETLIBS.

2006-07-06 Marcus Brinkmann <marcus@g10code.de>

* lang, lang/cl: New subdirectories.

* lang/Makefile.am, lang/README: New files.

* configure.ac (AC_CONFIG_FILES): Add lang/Makefile, lang/cl/Makefile and lang/cl/gpgme.asd.

* Makefile.am (SUBDIRS): Add lang.

2006-03-02 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2006-02-22 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.1.

* configure.ac (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump for release.

(LIBGPGME_LT_REVISION): Reset to 0 for release.

2006-01-05 Werner Koch <wk@g10code.com>
* configure.ac: Test for inline feature.
  (AH_BOTTOM): New to define the pure attribute.

2006-01-03 Werner Koch <wk@g10code.com>

* configure.ac: Append SVN revision to the version.

2005-11-18 Werner Koch <wk@g10code.com>

* configure.ac (BUILD_REVISION): New.

2005-11-17 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add support for --enable-w32-glib (disabled by default). Invoke AM_PATH_GLIB_2_0.

2005-11-16 Werner Koch <wk@g10code.com>

* configure.ac (CFLAGS) [W32]: Make sure that -mms-bitfields are used.

2005-11-15 Werner Koch <wk@g10code.com>

* configure.ac: Create BUILD_FILEVERSION from SVN Revision.

* autogen.sh [W32]: Build shared and static versions of the library.

2005-10-20 Marcus Brinkmann <marcus@g10code.de>

* w32-dll/ChangeLog, w32-dll/build-dll, w32-dll/gpgme.def: Remove files.

* configure.ac: Instead checking for windres and dlltool, invoke AC_LIBTOOL_WIN32_DLL and AC_LIBTOOL_RC.
* src/Makefile.am [HAVE_W32_SYSTEM]: Use libtool, which simplifies the rules.

2005-10-01 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.0.

* configure.ac (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump for release.
  (LIBGPGME_LT_REVISION): Reset to 0 for release.

2005-09-12 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (HAVE_PTH): Don't add $PTH_CFLAGS to SCFLAGS here.
2005-08-26 Werner Koch <wk@g10code.com>

* configure.ac (SEPCONSTANTS): New to define DIRSEP_C et al.

2005-08-19 Werner Koch <wk@g10code.com>

* configure.ac [W32]: Create values for versioninfo.rc and list substuture versioninfo.rc.
  * configure.ac: Define ENABLE_GPGSM.

2005-08-08 Werner Koch <wk@g10code.com>

* configure.ac (stpcpy): Changed from replace to test.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AH_BOTTOM): Removed.

2005-03-09 Werner Koch <wk@g10code.com>

* acinclude.m4 (GNUPG_CHECK_VA_COPY): Assume no when cross-compiling.
  
* Makefile.am (EXTRA_DIST): Include autogen.sh

* autogen.sh: Added the usual code to build for W32 (--build-w32).

  * configure.ac: Fixed the mingw32 host string, removed OS/2 stuff.
    (HAVE_DRIVE_LETTERS): Removed.
    (HAVE_W32_SYSTEM): Added.
    (AC_GNU_SOURCE): New to replace the identical AH_VERBATIM.
    (AH_BOTTOM): Added.

2004-12-28 Werner Koch <wk@g10code.com>

Released 1.0.2.

  * Makefile.am (AUTOMAKE_OPTIONS): Build bzip 2 version.
    (ACLOCAL_AMFLAGS): Add -I m4.
  * configure.ac: Require automake 1.9.3 and autoconf 2.59.
  * acinclude.m4: Changed quoting for automake 1.9.
  * README: Use SHA1 instead of MD5.

2004-12-11 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Replace ttyname_r if it doesn't exist (and warn in that case).

2004-12-07 Marcus Brinkmann <marcus@g10code.de>
* README: Refer to COPYING.LESSER and "each file" instead of COPYING.
* COPYING.LESSER: New file.
* gpgme.spec.in (%doc): Add COPYING.LESSER.
* acinclude.m4, configure.ac, Makefile.am: Change license to LGPL 2.1 or later.
* TODO: Add copyright notice.
* README.CVS: Likewise.

* configure.ac (GPGSM_VERSION): Fix filter to get it.

2004-10-22 Marcus Brinkmann <marcus@g10code.de>

Released 1.0.1.

* configure.ac (LIBGPGME_LT_REVISION): Bump up to 2.
  (AC_INIT): Set version to 1.0.1.

* configure.ac: Set HAVE_GPGSM to true only if SGPGSM is not "no".

2004-09-30 Marcus Brinkmann <marcus@g10code.de>

Released 1.0.0.

* configure.ac (LIBGPGME_LT_REVISION): Bump up to 1.
  (AC_INIT): Set version to 1.0.0.

* Makefile.am (EXTRA_DIST): Remove README-alpha.
* README-alpha: Remove file.

2004-09-17 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Disable AC_CONFIG_MACRO_DIR for now.

2004-09-14 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Improve diagnostics with version check.

* configure.ac: Print diagnostics about found thread libraries at the end. Check for the versions of GPG and GPGSM and print the found versions at the end.
  (HAVE_GPGSM): Do not require GPGSM to exist and be readable.
  (AC_CONFIG_MACRO_DIR): Invoke with argument m4.

* acinclude.m4: Add copyright notice.
  (jm_GLIBC21, AM_PATH_GPG_ERROR, _AC_PTH_ERROR, _AC_PTH_VERBOSE, AC_CHECK_PTH): Removed.
2004-06-23 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Check for <sys/uio.h>.

2004-06-08 Marcus Brinkmann <marcus@g10code.de>

Released 0.9.0.

* configure.ac (AC_INIT): Set version number to 0.9.0.
  (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump up by one.
  (LIBGPGME_LT_REVISION): Reset to zero.

2004-05-21 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (GPGME_CONFIG_API_VERSION): New variable, substitute it.

2004-04-29 Marcus Brinkmann <marcus@g10code.de>

Released 0.4.7.

* configure.ac (LIBGPGME_LT_REVISION): Bump it up.

2004-04-02 Thomas Schwinge <schwinge@nic-nac-project.de>

* autogen.sh: Added ACLOCAL_FLAGS.

2004-04-06 Werner Koch <wk@gnupg.org>

Released 0.4.6.

* config.guess, config.sub, ltmain.sh: Updated to those from libtool 1.5.4.

2004-03-07 Marcus Brinkmann <marcus@g10code.de>

Released 0.4.5.

* configure.ac (NEED_GPGSM_VERSION): Bump up to 1.9.6.

* Makefile.am (EXTRA_DIST): Remove autogen.sh and README.CVS.

2004-02-18 Werner Koch <wk@gnupg.org>

* configure.ac: Make the check for funopen fail with just a warning.
2004-02-11 Werner Koch <wk@gnupg.org>

* autogen.sh (check_version): Removed bashism and simplified.

2004-02-10 Werner Koch <wk@gnupg.org>

* configure.ac: Fixed funopen test change.

2004-02-06 Moritz Schulte <mo@g10code.com>

* configure.ac: Fix funopen replacement mechanism.

2004-01-31 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add invocation of AC_SYS_LARGEFILE, AC_TYPE_OFF_T
  and AC_FUNC_FSEEKO.

2004-01-12 Werner Koch <wk@gnupg.org>

Released 0.4.4.

* configure.ac: Bumped LT_Revision; now at C12/A1/R1.
  (NEED_GPGSM_VERSION): Set to 1.9.3.
  (min_automake_version): Added.
* README.CVS: New.
* Makefile.am (EXTRA_DIST): Added README.CVS.
* autogen.sh: Updated.

2003-11-19 Werner Koch <wk@gnupg.org>

* acinclude.m4: Add AM_PATH_GPG_ERROR.
* configure.ac: Check for timegm. Made warning messages more
  prominent.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

Released 0.4.3.

* configure.ac (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump up by 1.
  (LIBGPGME_LT_REVISION): Set to 0.

2003-09-13 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Require libgpg-error 0.5.

* acinclude.m4: Remove libtool cruft, add jm_GLIBC21.
* configure.ac: Add check for getenv_r, and call jm_GLIBC21.
Define HAVE_THREAD_SAFE_GETENV if appropriate.
2003-09-03 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Remove GPGME_CONFIG_LIBS and GPGME_CONFIG_CFLAGS.

2003-09-02 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Move invocation of AC_CANONICAL_HOST up to suppress warning by autoconf.

2003-08-30 Robert Schiele <rschiele@uni-mannheim.de>

* gpgme.spec.in: %{_infodir}/dir is not packaged, remove to prevent checking failure.

2003-08-18 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: If building Assuan, check for funopen and fopencookie, and make isascii, putc_unlocked and memrchr replacement functions.
(AM_PATH_GPG_ERROR): Require 0.3.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT): Bump version to 0.4.3.

2003-07-30 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_REVISION): Bump up to 1.

Released 0.4.2.

2003-07-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Complain if libgpg-error is not found.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT): Bump version to 0.4.2.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_CURRENT): Bump up to 11.

* configure.ac: Use AM_PATH_GPG_ERROR.

* configure.ac: Check for libgpg-error. Define
GPG_ERR_SOURCE_DEFAULT.
2003-05-26 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (NEED_GPG_VERSION): Bump up to 1.2.2.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

In all files, replace the Gpgme* type names with the new gpgme_*
type names.

2003-02-01 Marcus Brinkmann <marcus@g10code.de>

* assuan/: Update files to 2002-11-10 version of assuan.

2003-01-29 Marcus Brinkmann <marcus@g10code.de>

* bonobo/gpgme.c, bonobo/main.c, bonobo/main.h, bonobo/Makefile,
bonobo/Makefile.am, bonobo/Makefile.in: Dead files removed.
* configure.ac: Remove automake conditional BUILD_BONOBO
(AC_CONFIG_FILES): Remove bonobo/Makefile.
* Makefile.am (bonobo): Remove variable.
(SUBDIRS): Remove $[bonobo].

* configure.ac: Remove all uses of GNUPG_CHECK_TYPEDEF, for byte,
ushort, ulong, u16 and u32.
* acinclude.m4 (GNUPG_CHECK_TYPEDEF): Remove macro.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: New conditional HAVE_LD_VERSION_SCRIPT.
Call AC_CANONICAL_HOST, use host instead target.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Bump up to 0.4.1.

Released 0.4.0.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh (automake_vers): Require 1.7 (really 1.7.1) for the
conditional source distribution bug fix.

2002-12-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_CURRENT): Increase by one.
(LIBGPGME_LT_AGE, LIBGPGME_LT_REVISION): Set to 0.
2002-11-28 Marcus Brinkmann <marcus@g10code.de>

* NEWS: Add note about moving "gpgmeplug" to the "cryptplug" package.
* README: Remove instructions related to "gpgmeplug".
* configure.ac: Remove enable option "gpgmeplug" and automake conditional BUILD_GPGMEPLUG, as well as the status info about it. (GPGMEPLUG): Remove variable.
* Makefile.am (gpgmeplug): Remove variable. (SUBDIRS): Remove ${gpgmeplug}.
* cryptplug.h, gpgme-openpgp.c, gpgmeplug.dox, gpgme-smime.c, Makefile.am, gpgmeplug.c, ChangeLog: Files removed.

2002-11-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Disable GPGSM for all dosish systems.

2002-10-12 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add automake conditional HAVE_GPGSM.

2002-10-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT): Bump version up to 0.4.0.
(NEED_GPG_VERSION): Bump up to 1.2.0.
(NEED_GPGSM_VERSION): Bump up to 0.9.0.
* README: Update version numbers.
* NEWS: Start entry for 0.4.0.

2002-09-20 Werner Koch <wk@gnupg.org>

Released 0.3.11.

* configure.ac: Bump up LIBGPGME_LT_REVISION.

* configure.ac (AC_CHECK_HEADERS): Check for sys/select.h.

2002-09-04 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh (autoconf_vers): Bump up to 2.53 to get the @&t@ quadrigraph. Always cutting the edge!

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Create and substitute LTLIBOBS.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>
Released 0.3.10.

* NEWS: Update for 0.3.9 release.
* configure.ac: Bump up LIBGPGME_LT_REVISION.

2002-08-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.spec.in: Changed user name in Wojciech Polak's email address from ghostface to polak per request by himself.

2002-08-28 Werner Koch <wk@gnupg.org>

* acinclude.m4 (GNUPG_CHECK_VA_COPY): New.
* configure.ac: Use it.

2002-08-23 Werner Koch <wk@gnupg.org>

* configure.ac (GPGME_CONFIG_CFLAGS): Renamed from GPGME_CFLAGS and removed the libpath because it is set by the config script.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Bump version number to 0.3.10.
* NEWS: Add template for development version.

Released 0.3.9.

* NEWS: Update for 0.3.9 release.
* Makefile.am (EXTRA_DIST): Add gpgme.spec.in.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* jnlib/argparse.c, jnlib/argparse.h, jnlib/ChangeLog, jnlib/dotlock.c, jnlib/dotlock.h, jnlib/libjnlib-config.h, jnlib/logging.c, jnlib/logging.h,jnlib/Makefile.am, jnlib/mischelp.h, jnlib/README, jnlib/stringhelp.c, jnlib/stringhelp.h, jnlib/strlist.c, jnlib/strlist.h, jnlib/types.h, jnlib/xmalloc.c, jnlib/xmalloc.h: Remove files.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (SUBDIRS): Remove jnlib.
* configure.ac: Don't check for unsigned short or unsigned long. Don't check for memicmp, strlwr, strtoul, memmove, strcmp. Make stpcpy a replaced function.
Don't define HAVE_JNLIB_LOGGING.
Don't generate jnlib/Makefile.

2002-07-02 Werner Koch <wk@gnupg.org>
* configure.ac: Bumped version number to 0.3.9; add a comment on when to change it.

* Makefile.am (dist-hook): New.

* AUTHORS: Added Wojciech and bug reporting addresses.

2002-06-25 Werner Koch <wk@gnupg.org>
Released 0.3.8.

* configure.ac: Bumped LT version to 9/3/0.
(NEED_GPGSM_VERSION): Need 0.3.8 due to fixed export command.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>
Released 0.3.7.

* configure.ac (AC_INIT): Set version to 0.3.7.
(LIBGPGME_LT_REVISION): Add one.

* README: Document version requirement correctly.

2002-06-02 Marcus Brinkmann <marcus@g10code.de>
* acinclude.m4: Fix Pth check so that it doesn't error out if pth is not found.

2002-06-02 Marcus Brinkmann <marcus@g10code.de>
* configure.ac: Add checks for Pth and pthreads.
* acinclude.m4: Add slightly hacked check for pth (seems to be an autoconf version problem).

2002-05-21 Werner Koch <wk@gnupg.org>
* configure.ac (NEED_GPGSM_VERSION): We need gpgsm 0.3.7.

2002-05-03 Werner Koch <wk@gnupg.org>
Released 0.3.6.
2002-04-05  Marcus Brinkmann  <marcus@g10code.de>

* acconfig.h: File removed.
* configure.ac (NEED_GPG_VERSION): Add description.
   (NEED_GPGSM_VERSION): Likewise.
   (HAVE_DOSISH_SYSTEM): Likewise.
   (HAVE_DRIVE_LETTERS): Likewise.
   (GPG_PATH): Likewise.
   (GPGSM_PATH): Likewise.
* acinclude.m4 (GNUPG_CHECK_TYPEDEF): Likewise.

2002-04-01  Werner Koch  <wk@gnupg.org>

Released 0.3.5.

2002-03-17  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac: Add automake conditional HAVE_DOSISH_SYSTEM.

2002-03-04  Werner Koch  <wk@gnupg.org>

* configure.ac: Bumped version to 0.3.4-cvs to continue development.

Released 0.3.4.

* configure.ac: Bumped LT version numbers to (7,1,0), requires
  gpgsm 0.3.1.

2002-03-03  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac (AC_INIT): Change version number to snapshot CVS
  version.

2002-02-13  Werner Koch  <wk@gnupg.org>

* configure.ac (vasprintf,fopencookie): Add checks.

2002-02-12  Marcus Brinkmann  <marcus@g10code.de>

* configure.ac (AC_INIT): Bump version to 0.3.3.
* jnlib/Makefile.am: Revert to older version that includes xmalloc
  but not dotlock and some other files. Reported by Stephane
  Corthsy.

2002-02-10  Marcus Brinkmann  <marcus@g10code.de>

* Released 0.3.2.
* configure.ac (AC_INIT): Bump version to 0.3.2.
* jnlib/libjnlibconfig.h: Revert to older version that doesn't expect libgcrypt. Reported by Jose Carlos Garcia Sogo <jsogo@debian.org>.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* Released 0.3.1.

* configure.ac (LIBGPGME_LT_CURRENT): Bump it up to 6!
  (NEED_GPGSM_VERSION): Bump it up to 0.3.0!
  (AC_INIT): Bump version to 0.3.1

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (HAVE_JNLIB_LOGGING): Define always for assuan.

2001-12-19 Werner Koch <wk@gnupg.org>

* configure.ac (VERSION,PACKAGE): Defined and subst. Used for 
  AM_INIT_AUTOMAKE and moved all version number more to the top.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh (libtool_vers): Bump to 1.4.

* configure.ac (LIBGPGME_LT_CURRENT): Increment.
  (LIBGPGME_LT_AGE): Reset.
  Improve comment.
  Fix wrong comment character.

2001-12-18 Werner Koch <wk@gnupg.org>

* acinclude.m4 (GNUPG_FIX_HDR_VERSION): Fixed for new automake.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (GPG): Substitute this variable.
  (GPGSM): Likewise.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_CONFIG_FILES): Add tests/gpg/Makefile and tests/gpgsm/Makefile.

2001-11-21 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (gpgmeplug): New variable, set to gpgmeplug if
[BUILD_GPGMEPLUG].
* configure.ac (AC_CONFIG_FILES): Add gpgmeplug/Makefile. Support --enable-gpgmeplug.

2001-11-21 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh: Tighten version dependencies.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (SUBDIRS): Support building the assuan library (currently if GPGSM_PATH is set).
* configure.ac: Support building the assuan library.
* assuan: New directory, populated with the Assuan library (copied from the newpg repository).

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (NEED_GPGSM_VERSION): New variable. Treat it similarly to NEED_GPG_VERSION.
* acconfig.h: Likewise.

2001-11-18 Marcus Brinkmann <marcus@g10code.de>

* configure.in: Renamed to ...
* configure.ac: ... this. Update to autoconf 2.52. Lots of small changes in the transition. Support --with-gpg=PATH and --with-gpgsm=PATH options. Check if test suites can be run.
* acconfig.h: Add GPGSM_PATH.
* Makefile.am: New variable `tests', set to `tests' if RUN_GPG_TESTS.
(SUBDIRS): Replace string `tests' with variable `tests'.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh: Invoke automake with `-a' (add missing files).
Do not invoke configure.

2001-09-17 Werner Koch <wk@gnupg.org>

Released 0.2.3.

* configure.in (NEED_GPG_VERSION): Set to 1.0.6. Incremented LT current and age.

* Makefile.am (SUBDIRS): Add doc

2001-06-12 Werner Koch <wk@gnupg.org>
Released 0.2.2.

2001-04-05 Werner Koch <wk@gnupg.org>

* configure.in (NEED_GPG_VERSION): Set to 1.0.4g

2001-04-02 Werner Koch <wk@gnupg.org>

Released 0.2.1.

Changed the copyright notices all over the place.

2001-02-28 Werner Koch <wk@gnupg.org>

Released 0.2.0.

2001-01-18 Werner Koch <wk@gnupg.org>

* autogen.sh: Added option --build-w32.


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INFO-DIR-SECTION GNU Libraries
START-INFO-DIR-ENTRY
* GPGME: (gpgme). Adding support for cryptography to your program.

This file documents the GPGME library.


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A.4 UI Server: Verify a Message

The server needs to support the verification of opaque signatures as well as detached signatures. The kind of input sources controls what kind message is to be verified.

-- Command: MESSAGE FD=N
   This command is used with detached signatures to set the file descriptor for the signed data to N. The data is binary encoded (used verbatim). For details on the file descriptor, see the description of INPUT in the ENCRYPT section.

-- Command: INPUT FD=N
   Set the file descriptor for the opaque message or the signature part of a detached signature to N. The message send to the server is either binary encoded or in the case of OpenPGP ASCII armored. For details on the file descriptor, see the description of INPUT in the ENCRYPT section.

-- Command: OUTPUT FD=N
   Set the file descriptor to be used for the output. The output is binary encoded and only used for opaque signatures. For details on
the file descriptor, see the description of INPUT in the ENCRYPT section.

The verification is then started using:

-- Command: VERIFY --protocol=NAME [--silent]
NAME is the signing protocol used for the message. For a description of the allowed protocols see the ENCRYPT command. This argument is mandatory. Depending on the combination of MESSAGE INPUT and OUTPUT commands, the server needs to select the appropriate verification mode:

MESSAGE and INPUT
This indicates a detached signature. Output data is not applicable.

INPUT
This indicates an opaque signature. As no output command has been given, the server is only required to check the signature.

INPUT and OUTPUT
This indicates an opaque signature. The server shall write the signed data to the file descriptor set by the output command. This data shall even be written if the signatures cant be verified.

With --silent the server shall not display any dialog; this is for example used by the client to get the content of opaque signed messages. The client expects the server to send at least this status information before the final OK response:

-- Status line: SIGSTATUS FLAG DISPLAYSTRING
Returns the status for the signature and a short string explaining the status. Valid values for FLAG are:

none
The message has a signature but it could not not be verified due to a missing key.
green
The signature is fully valid.
yellow
The signature is valid but additional information was shown regarding the validity of the key.
red
The signature is not valid.

DISPLAYSTRING is a percent-and-plus-encoded string with a short human readable description of the status. For example
Note that this string needs to fit into an Assuan line and should be short enough to be displayed as short one-liner on the clients window. As usual the encoding of this string is UTF-8 and it should be send in its translated form.

The server shall send one status line for every signature found on the message.


A.5 UI Server: Specifying the input files to operate on.

All file related UI server commands operate on a number of input files or directories, specified by one or more FILE commands:

-- Command: FILE [--clear] NAME
Add the file or directory NAME to the list of pathnames to be processed by the server. The parameter NAME must be an absolute path name (including the drive letter) and is percent espaced (in particular, the characters %, = and white space characters are always escaped). If the option --clear is given, the list of files is cleared before adding NAME.

Historical note: The original spec did not define --clear but the keyword --continued after the file name to indicate that more files are to be expected. However, this has never been used and thus removed from the specs.


A.6 UI Server: Encrypting and signing files.

First, the input files need to be specified by one or more FILE commands. Afterwards, the actual operation is requested:

-- Command: ENCRYPT_FILES --nohup
-- Command: SIGN_FILES --nohup
-- Command: ENCRYPT_SIGN_FILES --nohup
Request that the files specified by FILE are encrypted and/or signed. The command selects the default action. The UI server may
allow the user to change this default afterwards interactively, and
even abort the operation or complete it only on some of the
selected files and directories.

What it means to encrypt or sign a file or directory is specific to
the preferences of the user, the functionality the UI server
provides, and the selected protocol. Typically, for each input
file a new file is created under the original filename plus a
protocol specific extension (like .gpg or .sig), which contain
the encrypted/signed file or a detached signature. For
directories, the server may offer multiple options to the user (for
example ignore or process recursively).

The ENCRYPT_SIGN_FILES command requests a combined sign and
encrypt operation. It may not be available for all protocols (for
example, it is available for OpenPGP but not for CMS).

The option --nohup is mandatory. It is currently unspecified
what should happen if --nohup is not present. Because --nohup
is present, the server always returns OK promptly, and completes
the operation asynchronously.


A.7 UI Server: Decrypting and verifying files.

First, the input files need to be specified by one or more FILE
commands. Afterwards, the actual operation is requested:

-- Command: DECRYPT_FILES --nohup
-- Command: VERIFY_FILES --nohup
-- Command: DECRYPT_VERIFY_FILES --nohup

Request that the files specified by FILE are decrypted and/or
verified. The command selects the default action. The UI server
may allow the user to change this default afterwards interactively,
and even abort the operation or complete it only on some of the
selected files and directories.

What it means to decrypt or verify a file or directory is specific
to the preferences of the user, the functionality the UI server
provides, and the selected protocol. Typically, for decryption, a
new file is created for each input file under the original filename
minus a protocol specific extension (like .gpg) which contains
the original plaintext. For verification a status is displayed for
each signed input file, indicating if it is signed, and if yes, if
the signature is valid. For files that are signed and encrypted, the VERIFY command transiently decrypts the file to verify the enclosed signature. For directories, the server may offer multiple options to the user (for example ignore or process recursively).

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup is present, the server always returns OK promptly, and completes the operation asynchronously.

A.8 UI Server: Managing certificates.

First, the input files need to be specified by one or more FILE commands. Afterwards, the actual operation is requested:

-- Command: IMPORT_FILES --nohup
   Request that the certificates contained in the files specified by FILE are imported into the local certificate databases.

For directories, the server may offer multiple options to the user (for example ignore or process recursively).

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup is present, the server always returns OK promptly, and completes the operation asynchronously.

FIXME: It may be nice to support an EXPORT command as well, which is enabled by the context menu of the background of a directory.

A.9 UI Server: Create and verify checksums for files.

First, the input files need to be specified by one or more FILE commands. Afterwards, the actual operation is requested:

-- Command: CHECKSUM_CREATE_FILES --nohup
   Request that checksums are created for the files specified by FILE. The choice of checksum algorithm and the destination
storage and format for the created checksums depend on the preferences of the user and the functionality provided by the UI server. For directories, the server may offer multiple options to the user (for example ignore or process recursively).

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup is present, the server always returns OK promptly, and completes the operation asynchronously.

-- Command: CHECKSUM_VERIFY_FILES --nohup
Request that checksums are created for the files specified by FILE and verified against previously created and stored checksums. The choice of checksum algorithm and the source storage and format for previously created checksums depend on the preferences of the user and the functionality provided by the UI server. For directories, the server may offer multiple options to the user (for example ignore or process recursively).

If the source storage of previously created checksums is available to the user through the Windows shell, this command may also accept such checksum files as FILE arguments. In this case, the UI server should instead verify the checksum of the referenced files as if they were given as INPUT files.

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup is present, the server always returns OK promptly, and completes the operation asynchronously.


A.10 Miscellaneous UI Server Commands
=====================================

The server needs to implement the following commands which are not related to a specific command:

-- Command: GETINFO WHAT
This is a multi purpose command, commonly used to return a variety of information. The required subcommands as described by the WHAT parameter are:

pid
Return the process id of the server in decimal notation using an Assuan data line.
To allow the server to pop up the windows in the correct relation to the client, the client is advised to tell the server by sending the option:

-- Command option: window-id NUMBER
The NUMBER represents the native window ID of the clients current window. On Windows systems this is a windows handle (HWND) and on X11 systems it is the X Window ID. The number needs to be given as a hexadecimal value so that it is easier to convey pointer values (e.g. HWND).

A client may want to fire up the certificate manager of the server. To do this it uses the Assuan command:

-- Command: START_KEYMANAGER
The server shall pop up the main window of the key manager (aka certificate manager). The client expects that the key manager is brought into the foreground and that this command immediately returns (does not wait until the key manager has been fully brought up).

A client may want to fire up the configuration dialog of the server. To do this it uses the Assuan command:

-- Command: START_CONFDIALOG
The server shall pop up its configuration dialog. The client expects that this dialog is brought into the foreground and that this command immediately returns (i.e. it does not wait until the dialog has been fully brought up).

When doing an operation on a mail, it is useful to let the server know the address of the sender:

-- Command: SENDER [--info] [--protocol=NAME] EMAIL
EMAIL is the plain ASCII encoded address ("addr-spec" as per RFC-2822) enclosed in angle brackets. The address set with this command is valid until a successful completion of the operation or until a RESET command. A second command overrides the effect of the first one; if EMAIL is not given and --info is not used, the server shall use the default signing key.

If option --info is not given, the server shall also suggest a protocol to use for signing. The client may use this suggested protocol on its own discretion. The same status line as with PREP_ENCRYPT is used for this.

The option --protocol may be used to give the server a hint on which signing protocol should be preferred.
To allow the UI-server to visually identify a running operation or to associate operations the server MAY support the command:

```
-- Command: SESSION NUMBER [STRING]
```

The NUMBER is an arbitrary value, a server may use to associate simultaneous running sessions. It is a 32 bit unsigned integer with 0 as a special value indicating that no session association shall be done.

If STRING is given, the server may use this as the title of a window or, in the case of an email operation, to extract the senders address. The string may contain spaces; thus no plus-escaping is used.

This command may be used at any time and overrides the effect of the last command. A RESET undoes the effect of this command.

---

### Appendix B How to solve problems

Everyone knows that software often does not do what it should do and thus there is a need to track down problems. This is in particular true for applications using a complex library like GPGME and of course also for the library itself. Here we give a few hints on how to solve such problems.

First of all you should make sure that the keys you want to use are installed in the GnuPG engine and are usable. Thus the first test is to run the desired operation using gpg or gpgsm on the command line.

If you cant figure out why things dont work, you may use GPGMEs built in trace feature. This feature is either enabled using the environment variable GPGME_DEBUG or, if this is not possible, by calling the function gpgme_set_global_flag. The value is the trace level and an optional file name. If no file name is given the trace output is printed to stderr.

For example

```
GPGME_DEBUG=9:/home/user/mygpgme.log
```

(Note that under Windows you use a semicolon in place of the colon to separate the fields.)

A trace level of 9 is pretty verbose and thus you may want to start off with a lower level. The exact definition of the trace levels and the output format may change with any release; you need to check the
In any case the trace log should be helpful to understand what is going on. Warning: The trace log may reveal sensitive details like passphrases or other data you use in your application. If you are asked to send a log file, make sure that you run your tests only with play data.

Appendix C Deprecated Functions

For backward compatibility GPGME has a number of functions, data types and constants which are deprecated and should not be used anymore. We document here those which are really old to help understanding old code and to allow migration to their modern counterparts.

*Warning:* These interfaces will be removed in a future version of GPGME.

-- Function: void gpgme_key_release (gpgme_key_t KEY)

    The function gpgme_key_release is equivalent to
    gpgme_key_unref.

-- Function: void gpgme_trust_item_release (gpgme_trust_item_t ITEM)

    The function gpgme_trust_item_release is an alias for
    gpgme_trust_item_unref.

-- Function: gpgme_error_t gpgme_op_import_ext (gpgme_ctx_t CTX,
    gpgme_data_t KEYDATA, int *NR)

SINCE: 0.3.9

    The function gpgme_op_import_ext is equivalent to:

    
gpgme_error_t err = gpgme_op_import (ctx, keydata);
    if (!err)
    {
        gpgme_import_result_t result = gpgme_op_import_result (ctx);
        *nr = result->considered;
    }

-- Data type: gpgme_error_t (*gpgme_edit_cb_t) (void *HANDLE,
    gpgme_status_code_t STATUS, const char *ARGS, int FD)

    The gpgme_edit_cb_t type is the type of functions which GPGME
    calls if it a key edit operation is on-going. The status code
    STATUS and the argument line ARGS are passed through by GPGME from
    the crypto engine. The file descriptor FD is -1 for normal status
    messages. If STATUS indicates a command rather than a status
message, the response to the command should be written to FD. The HANDLE is provided by the user at start of operation.

The function should return GPG_ERR_FALSE if it did not handle the status code, 0 for success, or any other error value.

-- Function: gpgme_error_t gpgme_op_edit (gpgme_ctx_t CTX,
gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE,
gpgme_data_t OUT)
SINCE: 0.3.9

Note: This function is deprecated, please use gpgme_op_interact instead.

The function gpgme_op_edit processes the key KEY interactively, using the edit callback function FNC with the handle HANDLE. The callback is invoked for every status and command request from the crypto engine. The output of the crypto engine is written to the data object OUT.

Note that the protocol between the callback function and the crypto engine is specific to the crypto engine and no further support in implementing this protocol correctly is provided by GPGME.

The function returns the error code GPG_ERR_NO_ERROR if the edit operation completes successfully, GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer, and any error returned by the crypto engine or the edit callback handler.

-- Function: gpgme_error_t gpgme_op_edit_start (gpgme_ctx_t CTX,
gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE,
gpgme_data_t OUT)
SINCE: 0.3.9

Note: This function is deprecated, please use gpgme_op_interact_start instead.

The function gpgme_op_edit_start initiates a gpgme_op_edit operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::*.

The function returns the error code GPG_ERR_NO_ERROR if the operation was started successfully, and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.

-- Function: gpgme_error_t gpgme_op_card_edit (gpgme_ctx_t CTX,
gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE,
Note: This function is deprecated, please use gpgme_op_interact with the flag GPGME_INTERACT_CARD instead.

The function gpgme_op_card_edit is analogous to gpgme_op_edit, but should be used to process the smart card corresponding to the key KEY.

-- Function: gpgme_error_t gpgme_op_card_edit_start (gpgme_ctx_t CTX,
      gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE,
      gpgme_data_t OUT)
Note: This function is deprecated, please use
gpgme_op_interact_start with the flag GPGME_INTERACT_CARD instead.

The function gpgme_op_card_edit_start initiates a
gpgme_op_card_edit operation. It can be completed by calling
 gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation was started successfully, and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.

-- Function: gpgme_error_t gpgme_data_new_with_read_cb
      (gpgme_data_t *DH, int (*READFUNC) (void *HOOK, char *BUFFER,
      size_t COUNT, size_t *NREAD), void *HOOK_VALUE)
The function gpgme_data_new_with_read_cb creates a new
gpgme_data_t object and uses the callback function READFUNC to retrieve the data on demand. As the callback function can supply the data in any way it wants, this is the most flexible data type GPGME provides. However, it can not be used to write data.

The callback function receives HOOK_VALUE as its first argument whenever it is invoked. It should return up to COUNT bytes in BUFFER, and return the number of bytes actually read in NREAD. It may return 0 in NREAD if no data is currently available. To indicate EOF the function should return with an error code of -1 and set NREAD to 0. The callback function may support to reset its internal read pointer if it is invoked with BUFFER and NREAD being NULL and COUNT being 0.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH or READFUNC is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_rewind (gpgme_data_t DH)
The function gpgme_data_rewind is equivalent to:
return (gpgme_data_seek (dh, 0, SEEK_SET) == -1)
? gpgme_error_from_errno (errno) : 0;

-- Data type: gpgme_attr_t
The gpgme_attr_t type is used to specify a key or trust item attribute. The following attributes are defined:

GPGME_ATTR_KEYID
This is the key ID of a sub key. It is representable as a string.

For trust items, the trust item refers to the key with this ID.

GPGME_ATTR_FPR
This is the fingerprint of a sub key. It is representable as a string.

GPGME_ATTR_ALGO
This is the crypto algorithm for which the sub key can be used. It is representable as a string and as a number. The numbers correspond to the enum gcry_pk_algos values in the gcrypt library.

GPGME_ATTR_LEN
This is the key length of a sub key. It is representable as a number.

GPGME_ATTR_CREATED
This is the timestamp at creation time of a sub key. It is representable as a number.

GPGME_ATTR_EXPIRE
This is the expiration time of a sub key. It is representable as a number.

GPGME_ATTR_OTRUST
XXX FIXME (also for trust items)

GPGME_ATTR_USERID
This is a user ID. There can be more than one user IDs in a GPGME_KEY_T object. The first one (with index 0) is the primary user ID. The user ID is representable as a number.

For trust items, this is the user ID associated with this trust item.
GPGME_ATTR_NAME
This is the name belonging to a user ID. It is representable as a string.

GPGME_ATTR_EMAIL
This is the email address belonging to a user ID. It is representable as a string.

GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a string.

GPGME_ATTR_VALIDITY
This is the validity belonging to a user ID. It is representable as a string and as a number. See below for a list of available validities.

For trust items, this is the validity that is associated with this trust item.

GPGME_ATTR_UID_REVOKED
This specifies if a user ID is revoked. It is representable as a number, and is 1 if the user ID is revoked, and 0 otherwise.

GPGME_ATTR_UID_INVALID
This specifies if a user ID is invalid. It is representable as a number, and is 1 if the user ID is invalid, and 0 otherwise.

GPGME_ATTR_LEVEL
This is the trust level of a trust item.

GPGME_ATTR_TYPE
This returns information about the type of key. For the string function this will either be "PGP" or "X.509". The integer function returns 0 for PGP and 1 for X.509. It is also used for the type of a trust item.

GPGME_ATTR_IS_SECRET
This specifies if the key is a secret key. It is representable as a number, and is 1 if the key is revoked, and 0 otherwise.

GPGME_ATTR_KEY_REVOKED
This specifies if a sub key is revoked. It is representable as a number, and is 1 if the key is revoked, and 0 otherwise.
GPGME_ATTR_KEY_INVALID
This specifies if a sub key is invalid. It is representable as a number, and is 1 if the key is invalid, and 0 otherwise.

GPGME_ATTR_KEY_EXPIRED
This specifies if a sub key is expired. It is representable as a number, and is 1 if the key is expired, and 0 otherwise.

GPGME_ATTR_KEY_DISABLED
This specifies if a sub key is disabled. It is representable as a number, and is 1 if the key is disabled, and 0 otherwise.

GPGME_ATTR_KEY_CAPS
This is a description of the capabilities of a sub key. It is representable as a string. The string contains the letter e if the key can be used for encryption, s if the key can be used for signatures, and c if the key can be used for certifications.

GPGME_ATTR_CAN_ENCRYPT
This specifies if a sub key can be used for encryption. It is representable as a number, and is 1 if the sub key can be used for encryption, and 0 otherwise.

GPGME_ATTR_CAN_SIGN
This specifies if a sub key can be used to create data signatures. It is representable as a number, and is 1 if the sub key can be used for signatures, and 0 otherwise.

GPGME_ATTR_CAN_CERTIFY
This specifies if a sub key can be used to create key certificates. It is representable as a number, and is 1 if the sub key can be used for certifications, and 0 otherwise.

GPGME_ATTR_SERIAL
The X.509 issuer serial attribute of the key. It is representable as a string.

GPGME_ATTR_ISSUE
The X.509 issuer name attribute of the key. It is representable as a string.

GPGME_ATTR_CHAINID
The X.509 chain ID can be used to build the certification...
chain. It is representable as a string.

-- Function: const char * gpgme_key_get_string_attr (gpgme_key_t KEY, gpgme_attr_t WHAT, const void *RESERVED, int IDX)
The function gpgme_key_get_string_attr returns the value of the string-representable attribute WHAT of key KEY. If the attribute is an attribute of a sub key or an user ID, IDX specifies the sub key or user ID of which the attribute value is returned. The argument RESERVED is reserved for later use and should be NULL.

The string returned is only valid as long as the key is valid.

The function returns 0 if an attribute can’t be returned as a string, KEY is not a valid pointer, IDX out of range, or RESERVED not NULL.

-- Function: unsigned long gpgme_key_get_ulong_attr (gpgme_key_t KEY, gpgme_attr_t WHAT, const void *RESERVED, int IDX)
The function gpgme_key_get_ulong_attr returns the value of the number-representable attribute WHAT of key KEY. If the attribute is an attribute of a sub key or an user ID, IDX specifies the sub key or user ID of which the attribute value is returned. The argument RESERVED is reserved for later use and should be NULL.

The function returns 0 if the attribute can’t be returned as a number, KEY is not a valid pointer, IDX out of range, or RESERVED not NULL.

The signatures on a key are only available if the key was retrieved via a listing operation with the GPGME_KEYLIST_MODE_SIGS mode enabled, because it is expensive to retrieve all signatures of a key.

So, before using the below interfaces to retrieve the signatures on a key, you have to make sure that the key was listed with signatures enabled. One convenient, but blocking, way to do this is to use the function gpgme_get_key.

-- Data type: gpgme_attr_t
The gpgme_attr_t type is used to specify a key signature attribute. The following attributes are defined:

GPGME_ATTR_KEYID
This is the key ID of the key which was used for the signature. It is representable as a string.

GPGME_ATTR_ALGO
This is the crypto algorithm used to create the signature. It is representable as a string and as a number. The numbers
correspond to the enum gcry_pk_algos values in the gcrypt library.

GPGME_ATTR_CREATED
This is the timestamp at creation time of the signature. It is representable as a number.

GPGME_ATTR_EXPIRE
This is the expiration time of the signature. It is representable as a number.

GPGME_ATTR_USERID
This is the user ID associated with the signing key. The user ID is representable as a number.

GPGME_ATTR_NAME
This is the name belonging to a user ID. It is representable as a string.

GPGME_ATTR_EMAIL
This is the email address belonging to a user ID. It is representable as a string.

GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a string.

GPGME_ATTR_KEY_REVOKED
This specifies if a key signature is a revocation signature. It is representable as a number, and is 1 if the key is revoked, and 0 otherwise.

GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is representable as a number. The meaning is specific to the crypto engine.

GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is representable as a number. The meaning is specific to the crypto engine.

GPGME_ATTR_SIG_STATUS
This is the same value as returned by gpgme_get_sig_status.

-- Function: const char * gpgme_key_sig_get_string_attr
   (gpgme_key_t KEY, int UID_IDX, gpgme_attr_t WHAT,
    const void *RESERVED, int IDX)
The function `gpgme_key_sig_get_string_attr` returns the value of the string-representable attribute WHAT of the signature IDX on the user ID UID_IDX in the key KEY. The argument RESERVED is reserved for later use and should be NULL.

The string returned is only valid as long as the key is valid.

The function returns 0 if an attribute cant be returned as a string, KEY is not a valid pointer, UID_IDX or IDX out of range, or RESERVED not NULL.

-- Function: unsigned long gpgme_key_sig_get_ulong_attr

```
(gpgme_key_t KEY, int UID_IDX, gpgme_attr_t WHAT,
 const void *RESERVED, int IDX)
```

The function `gpgme_key_sig_get_ulong_attr` returns the value of the number-representable attribute WHAT of the signature IDX on the user ID UID_IDX in the key KEY. The argument RESERVED is reserved for later use and should be NULL.

The function returns 0 if an attribute cant be returned as a string, KEY is not a valid pointer, UID_IDX or IDX out of range, or RESERVED not NULL.

Trust items have attributes which can be queried using the interfaces below. The attribute identifiers are shared with those for key attributes. *Note Information About Keys::.

-- Function: const char * gpgme_trust_item_get_string_attr

```
(gpgme_trust_item_t ITEM, gpgme_attr_t WHAT,
 const void *RESERVED, int IDX)
```

The function `gpgme_trust_item_get_string_attr` returns the value of the string-representable attribute WHAT of trust item ITEM. The arguments IDX and RESERVED are reserved for later use and should be 0 and NULL respectively.

The string returned is only valid as long as the key is valid.

The function returns 0 if an attribute cant be returned as a string, KEY is not a valid pointer, IDX out of range, or RESERVED not NULL.

-- Function: int gpgme_trust_item_get_int_attr

```
(gpgme_trust_item_t ITEM, gpgme_attr_t WHAT,
 const void *RESERVED, int IDX)
```

The function `gpgme_trust_item_get_int_attr` returns the value of the number-representable attribute WHAT of trust item ITEM. If the attribute occurs more than once in the trust item, the index is specified by IDX. However, currently no such attribute exists, so
IDX should be 0. The argument RESERVED is reserved for later use and should be NULL.

The function returns 0 if the attribute can't be returned as a number, KEY is not a valid pointer, IDX out of range, or RESERVED not NULL.

-- Data type: enum gpgme_sig_stat_t
The gpgme_sig_stat_t type holds the result of a signature check, or the combined result of all signatures. The following results are possible:

GPGME_SIG_STAT_NONE
This status should not occur in normal operation.

GPGME_SIG_STAT_GOOD
This status indicates that the signature is valid. For the combined result this status means that all signatures are valid.

GPGME_SIG_STAT_GOOD_EXP
This status indicates that the signature is valid but expired. For the combined result this status means that all signatures are valid and expired.

GPGME_SIG_STAT_GOOD_EXPKEY
This status indicates that the signature is valid but the key used to verify the signature has expired. For the combined result this status means that all signatures are valid and all keys are expired.

GPGME_SIG_STAT_BAD
This status indicates that the signature is invalid. For the combined result this status means that all signatures are invalid.

GPGME_SIG_STAT_NOKEY
This status indicates that the signature could not be verified due to a missing key. For the combined result this status means that all signatures could not be checked due to missing keys.

GPGME_SIG_STAT_NOSIG
This status indicates that the signature data provided was not a real signature.

GPGME_SIG_STAT_ERROR
This status indicates that there was some other error which
prevented the signature verification.

GPGME_SIG_STAT_DIFF

For the combined result this status means that at least two signatures have a different status. You can get each keys status with gpgme_get_sig_status.

-- Function: const char * gpgme_get_sig_status (gpgme_ctx_t CTX, int IDX, gpgme_sig_stat_t *R_STAT, time_t *R_CREATED)

The function gpgme_get_sig_status is equivalent to:

```c

gpgme_verify_result_t result;
gpgme_signature_t sig;

result = gpgme_op_verify_result (ctx);
sig = result->signatures;

while (sig && idx)
{
    sig = sig->next;
    idx--;
}
if (!sig || idx)
    return NULL;
if (r_stat)
    {
        switch (gpg_err_code (sig->status))
        {
            case GPG_ERR_NO_ERROR:
                *r_stat = GPGME_SIG_STAT_GOOD;
                break;
            case GPG_ERR_BAD_SIGNATURE:
                *r_stat = GPGME_SIG_STAT_BAD;
                break;
            case GPG_ERR_NO_PUBKEY:
                *r_stat = GPGME_SIG_STAT_NOKEY;
                break;
            case GPG_ERR_NO_DATA:
                *r_stat = GPGME_SIG_STAT_NOSIG;
                break;
            case GPG_ERR_SIG_EXPIRED:
                *r_stat = GPGME_SIG_STAT_GOOD_EXP;
                break;
        }
    }
```


case GPG_ERR_KEY_EXPIRED:
    *r_stat = GPGME_SIG_STAT_GOOD_EXPKEY;
    break;

default:
    *r_stat = GPGME_SIG_STAT_ERROR;
    break;

}]
if (r_created)
    *r_created = sig->timestamp;
return sig->fpr;

-- Function: const char * gpgme_get_sig_string_attr (gpgme_ctx_t CTX,
                                            int IDX, gpgme_attr_t WHAT, int WHATIDX)
The function gpgme_get_sig_string_attr is equivalent to:

    gpgme_verify_result_t result;
    gpgme_signature_t sig;

    result = gpgme_op_verify_result (ctx);
    sig = result->signatures;

    while (sig && idx)
    {
        sig = sig->next;
        idx--;
    }
if (!sig || idx)
    return NULL;

    switch (what)
    {
    case GPGME_ATTR_FPR:
        return sig->fpr;

    case GPGME_ATTR_ERRTOK:
        if (whatidx == 1)
            return sig->wrong_key_usage ? "Wrong_Key_Usage" : "";
        else
            return "";
        default:
        break;
    }

    return NULL;
-- Function: const char * gpgme_get_sig_ulong_attr (gpgme_ctx_t CTX,
    int IDX, gpgme_attr_t WHAT, int WHATIDX)

The function gpgme_get_sig_ulong_attr is equivalent to:

```c
            gpgme_verify_result_t result;
            gpgme_signature_t sig;

            result = gpgme_op_verify_result (ctx);
            sig = result->signatures;

            while (sig && idx)
            {
                sig = sig->next;
                idx--;
            }
            if (!sig || idx)
                return 0;

            switch (what)
            {
                case GPGME_ATTR_CREATED:
                    return sig->timestamp;

                case GPGME_ATTR_EXPIRE:
                    return sig->exp_timestamp;

                case GPGME_ATTR_VALIDITY:
                    return (unsigned long) sig->validity;

                case GPGME_ATTR_SIG_STATUS:
                    switch (sig->status)
                    {
                        case GPG_ERR_NO_ERROR:
                            return GPGME_SIG_STAT_GOOD;

                        case GPG_ERR_BAD_SIGNATURE:
                            return GPGME_SIG_STAT_BAD;

                        case GPG_ERR_NO_PUBKEY:
                            return GPGME_SIG_STAT_NOKEY;

                        case GPG_ERR_NO_DATA:
                            return GPGME_SIG_STAT_NOSIG;

                        case GPG_ERR_SIG_EXPIRED:
                            return GPGME_SIG_STAT_GOOD_EXP;

                        case GPG_ERR_KEY_EXPIRED:
```
return GPGME_SIG_STAT_GOOD_EXPKEY;

default:
    return GPGME_SIG_STAT_ERROR;
}

case GPGME_ATTR_SIG_SUMMARY:
    return sig->summary;

default:
    break;
}
return 0;

-- Function: const char * gpgme_get_sig_key (gpgme_ctx_t CTX, int IDX,
                              gpgme_key_t *R_KEY)
The function gpgme_get_sig_key is equivalent to:

gpgme_verify_result_t result;
  gpgme_signature_t sig;

  result = gpgme_op_verify_result (ctx);
  sig = result->signatures;

  while (sig && idx)
    {
      sig = sig->next;
      idx--;
    }
  if (!sig || idx)
    return gpg_error (GPG_ERR_EOF);
  return gpgme_get_key (ctx, sig->fpr, r_key, 0);

File: gpgme.info, Node: Library Copying, Next: Copying, Prev: Deprecated Functions, Up: Top

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* gpgme_op_export_keys_start: Exporting Keys. (line 144)
* gpgme_op_export_start: Exporting Keys. (line 71)
* gpgme_op_genkey: Generating Keys. (line 304)
* gpgme_op_genkey_result: Generating Keys. (line 418)
* gpgme_op_genkey_start: Generating Keys. (line 369)
* gpgme_op_getauditlog: Additional Logs. (line 9)
* gpgme_op_getauditlog_start: Additional Logs. (line 54)
* gpgme_op_import: Importing Keys. (line 9)
* gpgme_op_import_ext: Deprecated Functions. (line 22)
* gpgme_op_import_keys: Importing Keys. (line 35)
* gpgme_op_import_keys_start: Importing Keys. (line 65)
* gpgme_op_import_result: Importing Keys. (line 174)
* gpgme_op_import_start: Importing Keys. (line 24)
* gpgme_op_interact: Advanced Key Editing. (line 23)
* gpgme_op_interact_start: Advanced Key Editing. (line 53)
* gpgme_op_keylist_end: Listing Keys. (line 111)
* gpgme_op_keylist_ext_start: Listing Keys. (line 34)
* gpgme_op_keylist_from_data_start: Listing Keys. (line 67)
* gpgme_op_keylist_next: Listing Keys. (line 94)
* gpgme_op_keylist_result: Listing Keys. (line 166)
* gpgme_op_keylist_start: Listing Keys. (line 6)
* gpgme_op_keysign: Signing Keys. (line 12)
* gpgme_op_keysign_start: Signing Keys. (line 73)
* gpgme_op_passwd: Changing Passphrases. (line 6)
* gpgme_op_passwd_start: Changing Passphrases. (line 21)
* gpgme_op_query_swdb: Checking for updates. (line 68)
* gpgme_op_query_swdb_result: Checking for updates. (line 80)
* gpgme_op_revuid: Generating Keys. (line 224)
* gpgme_op_revuid_start: Generating Keys. (line 252)
* gpgme_op_set_uid_flag_start: Generating Keys. (line 293)
* gpgme_op_set_ui_flag: Generating Keys. (line 261)
* gpgme_op_sign: Creating a Signature. (line 21)
* gpgme_op_sign_result: Creating a Signature. (line 99)
* gpgme_op_sign_start: Creating a Signature. (line 47)
* gpgme_op_spawn: Running other Programs. (line 13)
* gpgme_op_spawn_start: Running other Programs. (line 45)
* gpgme_op_tofu_policy: Changing TOFU Data. (line 29)
* gpgme_op_tofu_policy_start: Changing TOFU Data. (line 43)
* gpgme_op_trustlist_end: Listing Trust Items. (line 44)
* gpgme_op_trustlist_next: Listing Trust Items. (line 27)
* gpgme_op_trustlist_start: Listing Trust Items. (line 6)
* gpgme_op_verify: Verify. (line 6)
* gpgme_op_verify_result: Verify. (line 290)
* gpgme_op_verify_start: Verify. (line 26)
* gpgme_passphrase_cb_t: Pinentry Callback. (line 10)
* gpgme_pinentry_mode_t: Pinentry Callback. (line 26)
* gpgme_progress_cb_t: Progress Meter Callback. (line 8)
* gpgme_protocol_t: Protocols and Engines.
  (line 17)
* gpgme_protocol_t <1>: Engine Information. (line 7)
* gpgme_pubkey_algo_name: Public Key Algorithms.
  (line 58)
* gpgme_pubkey_algo_string: Public Key Algorithms.
  (line 68)
* gpgme_pubkey_algo_t: Public Key Algorithms.
  (line 10)
* gpgme_query_swdb_result_t: Checking for updates.
  (line 11)
* gpgme_recipient_t: Decrypt. (line 75)
* gpgme_register_io_cb_t: I/O Callback Interface.
  (line 23)
* gpgme_release: Destroying Contexts. (line 6)
* gpgme_result_ref: Result Management. (line 15)
* gpgme_result_unref: Result Management. (line 23)
* gpgme_set_armor: ASCII Armor. (line 6)
* gpgme_set_ctx_flag: Context Flags. (line 6)
* gpgme_set_global_flag: Library Version Check. (line 44)
* gpgme_set_include_certs: Included Certificates. (line 6)
* gpgme_set_io_cbs: Registering I/O Callbacks. (line 35)
* gpgme_set_keylist_mode: Key Listing Mode. (line 6)
* gpgme_set_locale: Locale. (line 14)
* gpgme_set_offline: Offline Mode. (line 6)
* gpgme_set_passphrase_cb: Passphrase Callback. (line 40)
* gpgme_set_pinentry_mode: Pinentry Mode. (line 6)
* gpgme_set_progress_cb: Progress Meter Callback. (line 16)
* gpgme_set_protocol: Protocol Selection. (line 6)
* gpgme_set_sender: Setting the Sender. (line 13)
* gpgme_set_status_cb: Status Message Callback. (line 17)
* gpgme_set_textmode: Text Mode. (line 6)
* gpgme_signature_t: Verify. (line 92)
* gpgme_signers_add: Selecting Signers. (line 18)
* gpgme_signers_clear: Selecting Signers. (line 11)
* gpgme_signers_count: Selecting Signers. (line 25)
* gpgme_signers_enum: Selecting Signers. (line 31)
* gpgme_sign_result_t: Creating a Signature. (line 85)
* gpgme_sig_mode_t: Creating a Signature. (line 7)
* gpgme_sig_notation_add: Signature Notation Data.  
   (line  19)
* gpgme_sig_notation_clear: Signature Notation Data.  
   (line  10)
* gpgme_sig_notation_get: Signature Notation Data.  
   (line  45)
* gpgme_sig_notation_t: Verify.  (line  38)
* gpgme_sig_stat_t: Deprecated Functions.  
   (line 442)
* gpgme_ssize_t: Exchanging Data.  (line  32)
* gpgme_status_cb_t: Status Message Callback.  
   (line   8)
* gpgme_strerror: Error Strings.  (line   6)
* gpgme_strerror_r: Error Strings.  (line  15)
* gpgme_strsource: Error Strings.  (line  26)
* gpgme_subkey_t: Key objects.  (line 112)
* gpgme_tofu_info_t: Key objects.  (line 275)
* gpgme_tofu_policy_t: Changing TOFU Data.  (line  13)
* gpgme_trust_item_get_int_attr: Deprecated Functions.  
   (line 426)
* gpgme_trust_item_get_string_attr: Deprecated Functions.  
   (line 411)
* gpgme_trust_item_ref: Manipulating Trust Items.  
   (line   6)
* gpgme_trust_item_release: Deprecated Functions.  
   (line  18)
* gpgme_trust_item_t: Trust Item Management.  
   (line   8)
* gpgme_trust_item_unref: Manipulating Trust Items.  
   (line  10)
* gpgme_user_id_t: Key objects.  (line 217)
* gpgme_validity_t: Information About Keys.  
   (line   9)
* gpgme_verify_result_t: Verify.  (line 268)
* gpgme_wait: Waiting For Completion.  
   (line   6)
* IMPORT_FILES: UI Server Import/Export Keys.  
   (line   9)
* INPUT: UI Server Encrypt.  (line  23)
* INPUT <1>: UI Server Sign.  (line  12)
* INPUT <2>: UI Server Decrypt.  (line  12)
* INPUT <3>: UI Server Verify.  (line  16)
* MESSAGE: UI Server Verify.  (line  10)
* MICALG: UI Server Sign.  (line  43)
* off_t (*gpgme_data_seek_cb_t) (void *HANDLE, off_t OFFSET, int WHENCE): Callback Based Data Buffers.  
   (line  43)
* OUTPUT: UI Server Encrypt.  (line  36)
* OUTPUT <1>: UI Server Sign.  (line  18)
* OUTPUT <2>: UI Server Decrypt. (line 19)
* OUTPUT <3>: UI Server Verify. (line 23)
* PREP_ENCRYPT: UI Server Encrypt. (line 72)
* PROTOCOL: UI Server Encrypt. (line 98)
* RECIPIENT: UI Server Encrypt. (line 9)
* SENDER: Miscellaneous UI Server Commands. (line 50)
* SESSION: Miscellaneous UI Server Commands. (line 69)
* SIGN: UI Server Sign. (line 33)
* SIGN_FILES: UI Server Sign/Encrypt Files. (line 10)
* SIGSTATUS: UI Server Verify. (line 56)
* ssize_t (*gpgme_data_read_cb_t) (void *HANDLE, void *BUFFER, size_t SIZE): Callback Based Data Buffers. (line 10)
* ssize_t (*gpgme_data_write_cb_t) (void *HANDLE, const void *BUFFER, size_t SIZE): Callback Based Data Buffers. (line 27)
* START_CONFDIALOG: Miscellaneous UI Server Commands. (line 41)
* START_KEYMANAGER: Miscellaneous UI Server Commands. (line 31)
* struct gpgme_data_cbs: Callback Based Data Buffers. (line 59)
* struct gpgme_io_cbs: Registering I/O Callbacks. (line 6)
* VERIFY: UI Server Verify. (line 31)
* VERIFY_FILES: UI Server Verify/Decrypt Files. (line 10)
* void (*gpgme_data_release_cb_t) (void *HANDLE): Callback Based Data Buffers. (line 54)
* void (*gpgme_event_io_cb_t) (void *DATA, gpgme_event_io_t TYPE, void *TYPE_DATA): I/O Callback Interface. (line 89)
* void (*gpgme_progress_cb_t)(void *HOOK, const char *WHAT, int TYPE, int CURRENT, int TOTAL): Progress Meter Callback. (line 6)
* void (*gpgme_remove_io_cb_t) (void *TAG): I/O Callback Interface. (line 48)
* window-id: Miscellaneous UI Server Commands. (line 21)

# -*- mode: org -*-
#+TITLE: Maintenance Mode
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltextra}
From the beginning of 2019 the Python bindings to GPGME will enter maintenance mode, meaning that new features will not be added and only bug fixes and security fixes will be made. This also means that documentation beyond that existing at the end of 2018 will not be developed further except to correct errors.

Though use of these bindings appears to have been quite well received, there has been no indication of what demand there is, if any for either financial backing of the current Python bindings development or support contracts with g10code GmbH citing the necessity of including the bindings.

How does this affect the position of GnuPG Python Bindings Maintainer?

Well, I will remain as maintainer of the bindings; but without funding for that position, the amount of time I will be able to dedicate solely to this task will be limited and reduced to volunteered time. As with all volunteered time and effort in free software projects, this will be subject to numerous external imperatives.

** Using the Python Bindings from 2019 and beyond

How does this affect the position of GnuPG Python Bindings Maintainer?
For most, if not all, Python developers using these bindings; they will continue to just work the same as they always have. Expansions of GPGME itself are usually handled by SWIG with the existing code and thus bindings are generated properly when the bindings are installed alongside GPGME and when the latter is built from source.

In the rare circumstances where that is not enough to address some new addition to GPGME, then that is a bug and thus subject to the maintenance mode provisions (i.e. it will be fixed following a bug report being raised and your humble author will need to remember where the timesheet template was filed, depending on how many years off such an event is).

All the GPGME functionality will continue to be accessible via the lower level, dynamically generated methods which match the GPGME C documentation. While the more intuitively Pythonic higher level layer already covers the vast majority of functionality people require with key generation, signatures, certifications (key signing), encryption, decryption, verification, validation, trust levels and so on.

Any wanted features lacking in the Python bindings are usually lacking because they are missing from GPGME itself (e.g. revoking keys via the API) and in such cases they are usually deliberately excluded. More discussion of these issues can be found in the archives of the [gnupg-devel mailing list].

Any features existing in the dynamically generated layer for which people want a specific, higher level function included to make it more Pythonic (e.g. to avoid needing to learn or memorise cryptographic mode values or GnuPG status code numbers), would be a feature request and /not/ a bug.

It is still worthwhile requesting it, but the addition of such a feature would not be guaranteed and provided on a purely volunteer basis. Expediting such a request would require funding that request.

Those with a commercial interest in expediting such a feature request already know how to [expedite it] (use the message field to state what feature is being requested).

** Documentation formats
:PROPERTIES:
:CUSTOM_ID: docs
:END:
The documentation has been written in Org mode for GNU Emacs, with both Texinfo and reStructuredText formats generated from that. The Texinfo files are intended for use with the rest of the GnuPG documentation; while the reStructuredText files are intended for use with Docutils and Sphinx, as with other Python projects.

*** Cautionary Notes regarding Sphinx and EPUB

Though Python's Doctools in conjunction with Sphinx is capable of generating some very useful HTML sites, as proven by [Read the Docs] and the [Python documentation], there are a number of output formats it does not handle well. At the top of the list of things it manages to break so atrociously as to be embarassing is the [EPUB 3] format.

The automatically generated EPUB of the CPython documentation always contains hundreds of validation errors and even the modest amount of documentation here [[produced a file]] with approximately thirty validation errors. As the volume of documentation content increases, so does the induced errors. Whereas Texinfo doesn't produce EPUB output at all, nor does Org-mode.

Should there ever be genuine demand for this format, lodge a [feature request] case marked for [my] attention. The means of generating such files flawlessly is already available, but is not yet part of the GnuPG build system. Nor is it integrated with a means of converting Org mode input files to the relevant base format automatically, as can already be done when converting Org to reStructuredText or Org to Texinfo. As a certain amount of work would be required to get it done, there would need to be clear demand for that work to be done.

2011-12-02 Werner Koch <wk@g10code.com>

NB: ChangeLog files are no longer manually maintained. Starting on December 1st, 2011 we put change information only in the GIT commit log, and generate a top-level ChangeLog file from logs at "make dist". See doc/HACKING for details.

2011-05-11 Marcus Brinkmann <marcus@g10code.com>

* gpgsm/Makefile.am (DISTCLEANFILES): Move to ...
  (CLEANFILES): ... here.
  (clean-local): New rule.
* gpg/Makefile.am (DISTCLEANFILES): Move to ...
(CLEANFILES): ... here.

2011-05-05 Marcus Brinkmann <marcus@g10code.com>

* gpg/Makefile.am: Unset GPG_AGENT_INFO when setting up local configuration.
(clean-local): Shut down local gpg-agent.

2011-05-04 Marcus Brinkmann <marcus@g10code.com>

* gpg/t-import.c (check_result): Complete secret key pair counting and disable status check, as GPG 2.1 currently emits two IMPORT_OK lines and we only look at the first.

2011-04-27 Marcus Brinkmann <marcus@g10code.com>

* gpg/Makefile.am (DISTCLEANFILES): Add S.gpg-agent.
(mkdemodirs, ./Alpha/Secret.gpg): Remove targets.
(GNUPGHOME): Export as absolute build directory (for gpg-agent).
(./pubring.gpg): Remove --homedir option, import secdemo.asc.
(clean-local): Rewrite.
* gpg/pubkey-1.asc, gpg/seckey-1.asc: Change passphrase to "abc" (now needed as GnuPG 2.1 asks for secret key passphrase on import).
* gpg/t-keylist.c (keys): Update key info for Joe Random Hacker.
(main): Disable check for can_encrypt, as this is now in a different subkey.
* gpg/t-encrypt-sign.c (check_result): Allow RMD160 hash algorithm.
* gpg/t-import.c (check_result): One secret key pair now counts as two secret keys, allow that.

2009-11-03 Werner Koch <wk@g10code.com>

* run-support.h (fail_if_err): Include program name.

* run-sign.c (main): Add option --uiserver.

2009-10-26 Marcus Brinkmann <marcus@g10code.de>

* opassuan/t-command.c: Update to new interface.

2009-10-15 Werner Koch <wk@g10code.com>

* run-verify.c: New.

2009-08-06 Werner Koch <wk@g10code.com>
* run-sign.c: New.

2009-07-07 Werner Koch <wk@g10code.com>

* run-keylist.c (main): Add options --cms and --openpgp.

* gpg/pgp-keylist.c: Rename to ...
* run-keylist.c: ... this.
* gpg/pgp-import.c: Rename to ...
* run-import.c: ... this.
* gpg/pgp-export.c: Rename to ...
* run-export.c: ... this.
* run-support.h: New. Copied from gpg/t-support.h.
* gpg/Makefile.am (noinst_PROGRAMS): Remove them.
* Makefile.am (noinst_PROGRAMS): Add them.
(noinst_HEADERS): New.

2009-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-support.h (passphrase_cb): Implement write() according to
  the book to silence compiler warning.
* gpgsm/t-support.h (passphrase_cb): Likewise.

2009-06-16 Werner Koch <wk@g10code.com>

* gpg/pgp-import.c: New.
* gpg/t-support.h (print_import_result, nonnull): Factored out
  from other tools.

* gpg/pgp-export.c, gpg/pgp-keylist.c: New.

2009-06-09 Werner Koch <wk@g10code.com>

* gpg/Makefile.am (./pubring.gpg): Ignore errors in case of
  already imported keys. Add --no-permission-warning and remove
  obsolete --allow-secret-key-import.
* gpg/mkdemodirs.in (GPG): Add --no-permission-warning.

* gpg/t-edit.c (edit_fnc): Use gpgme_io_write.

2009-04-19 Moritz <moritz@gnu.org>

* gpg/Makefile.am (EXTRA_DIST): Replaced mkdemodirs with mkdemodirs.in.
  (mkdemodirs): New target.
(clean-local): Added command for removing mkdemodirs script.
(.//Alpha/Secret.gpg): Added dependency on mkdemodirs.
* gpg/mkdemodirs: Renamed to ...
* gpg/mkdemodirs.in: ... here.
* gpg/mkdemodirs.in (GPG): Derive value from @GPG@ instead of hard-coding "gpg".

2009-02-24 Werner Koch <wk@g10code.com>

* opassuan/t-command.c: Adjust for changed new op_assuan interface.

2009-02-03 Werner Koch <wk@g10code.com>

* gpg/t-keylist.c (main): Check that new fields is_cardkey and card_number are not set.

2009-01-26 Werner Koch <wk@g10code.com>

* opassuan/: New.
* opassuan/Makefile.am: New.
* opassuan/t-command.c: New.

2008-12-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (INCLUDES): Fix path to include file.
* gpg/Makefile.am (INCLUDES), gpgsm/Makefile.am (INCLUDES): Likewise.

2008-11-18 Werner Koch <wk@g10code.com>

* gpgsm/cms-decrypt.c: New.

2008-11-03 Marcus Brinkmann <marcus@g10code.com>

* gpgsm/Makefile.am (INCLUDES, LDADD): Replace gpgme path with src.
* gpg/Makefile.am (INCLUDES, LDADD, t_thread1_LDADD): Likewise.
* Makefile.am (LDADD): Likewise.

2008-10-30 Werner Koch <wk@g10code.com>

* gpgsm/cms-keylist.c: New.

2008-06-19 Werner Koch <wk@g10code.com>

* gpg/t-gpgconf.c (dump_arg): Add new types. Print strings in quotes.

2008-01-28 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (DISTCLEANFILES): Add pubring.kbx~.
2008-01-10 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-gpgconf.c (main): Allow for dirmngr not to be available.

* gpg/Makefile.am (/gpg-agent.conf): Correct pinentry path.

(EXTRA_DIST): Add pinentry.

* gpg/t-gpgconf.c (main): Exit early if compiled without gpgconf.

2008-01-04 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (CLEANFILES): Add pubring.kbx and dirmngr.conf.

* Makefile.am (TESTS_ENVIRONMENT): Use absolute path for GNUPGHOME.
* gpg/Makefile.am (TESTS_ENVIRONMENT): Use absolute path for GNUPGHOME.
* gpgsm/Makefile.am (TESTS_ENVIRONMENT): Use absolute path for GNUPGHOME.
* gpg/Makefile.am (TESTS): Add t-gpgconf.
  t-gpgconf.c: New file.

2007-11-23 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (show_auditlog): Check for GPG_ERR_ASS_UNKNOWN_CMD.

2007-11-23 Werner Koch <wk@g10code.com>

* gpgsm/t-verify.c (check_result): Don't exit on error but set a flag.
(main): Consult flag for return value.
(show_auditlog): New.
(main): Use it.

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* t-engine-info.c (check_engine_info): Fix debug output.
* gpg/Makefile.am (tests_unix): New variable.
  (TESTS): Use it.
* gpg/t-support.h (passphrase_cb) [HAVE_W32_SYSTEM]: Use WriteFile instead of write.
* gpg/t-wait.c [HAVE_W32_SYSTEM]: Define sleep as _sleep.

2007-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (main): Release TEXT and SIG.
2007-07-12  Marcus Brinkmann  <marcus@g10code.de>

* gpgsm/Makefile.am (key_id): Change := into =.

2007-07-12  Werner Koch  <wk@g10code.com>

* gpgsm/t-support.h (init_gpgme) [W32]: Do not init the locales as the constants are not available.

2007-02-26  Werner Koch  <wk@g10code.com>

* gpg/t-verify.c (double_plaintext_sig): New.
  (main): Check it.

2006-12-02  Marcus Brinkmann  <marcus@g10code.de>

* gpgsm/t-keylist.c (main): Skip unknown keys. Newer versions of GPGSM import more keys than older ones.

2005-12-06  Werner Koch  <wk@g10code.com>

* gpg/t-keylist.c (main): Changed for that secondary keys now have a fingerprint.
* gpg/t-keylist-sig.c (main): Ditto.
* gpgsm/t-keylist.c (main): Ditto. The test used to be wrong.

2005-10-18  Werner Koch  <wk@g10code.com>

* gpg/pubdemo.asc, gpg/secdemo.asc: Add 2 expired subkeys to Whisky.
* gpg/t-keylist.c: Reordered list to match new demo keyring. Add arg for number of subkeys and for extra checking function.
  (main): Enhanced a few error outputs. Changed subkey counting. Call extra checking function.
  (check_whisky): New.

2005-10-07  Marcus Brinkmann  <marcus@g10code.de>

* gpgsm/t-keylist.c (main): Allow for an email address as a second uid.

* gpg/t-sig-notation.c: Change critical notation to something GnuPG understands.

2005-10-01  Marcus Brinkmann  <marcus@g10code.de>

* gpg/Makefile.am (EXTRA_DIST): Remove gpg.conf.
(DISTCLEANFILES): Add gpg.conf.
(all-local): Add gpg.conf.
(./gpg.conf): New target.
* gpg/gpg.conf: Remove file.

* gpg/Makefile.am (EXTRA_DIST): Add gpg.conf.

* gpg/Makefile.am (TESTS): Add t-sig-notation.
* gpg/t-sig-notation.c (check_result): New file.
* gpg/t-verify.c (check_result): Also check the length of the
notation data.

2005-09-30 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (TESTS): Add t-filename.

2005-09-23 Werner Koch <wk@g10code.com>

* gpg/t-support.h (init_gpgme) [W32]: Don't use LC_MESSAGES.

* gpg/t-encrypt-large.c: New test.
* gpg/Makefile.am (TESTS): Add t-encrypt-large.

2005-06-03 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (TESTS): Add t-wait.
* gpg/t-wait.c (main): New test.

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* gpg/mkdemodirs: Add copyright notice.

* gpgsm/Makefile.am, gpgsm/t-support.h, gpgsm/t-decrypt.c,
gpgsm/t-encrypt.c, gpgsm/t-export.c, gpgsm/t-genkey.c,
gpgsm/t-import.c, gpgsm/t-keylist.c, gpgsm/t-sign.c,
gpgsm/t-verify.c, gpg/Makefile.am, gpg/t-decrypt.c,
gpg/t-decrypt-verify.c, gpg/t-edit.c, gpg/t-encrypt.c,
gpg/t-encrypt-sign.c, gpg/t-encrypt-sym.c, gpg/t-eventloop.c,
gpg/t-export.c, gpg/t-genkey.c, gpg/t-import.c, gpg/t-keylist.c,
gpg/t-keylist-sig.c, gpg/t-sign.c, gpg/t-signers.c,
gpg/t-support.h, gpg/t-thread1.c, gpg/t-trustlist.c,
gpg/t-verify.c, Makefile.am, t-data.c, t-engine-info.c,
t-version.c: Change license to LGPL.

2004-08-17 Marcus Brinkmann <marcus@g10code.de>
* gpgsm/t-keylist.c (struct): Add new fields VALIDITY and KEY_LENGTH.
  (main): Use them.
* gpgsm/t-import.c (check_result): New argument total_stat.
  (main): Pass this argument. Reduce number of total considered keys to 1 for the second test.

2004-04-05 Werner Koch <wk@gnupg.org>

* gpgsm/Makefile.am: Changed the faked system time to 20011213T12000.

2004-03-07 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c: Add chain IDs.

2004-03-03 Werner Koch <wk@gnupg.org>

* gpgsm/t-export.c (main): Also check exporting 2 certificates.

2004-02-17 Werner Koch <wk@gnupg.org>

* gpgsm/t-import.c (check_result): gpgsm does now return info in the result->imports; adjust for that.

* gpgsm/Makefile.am (TESTS_ENVIRONMENT): Reset the GPG_AGENT_INFO.

  Include config.h at the top of each C source. This is required due to LFS support.

* gpg/t-keylist-sig.c (main): s/class/sig_class/.
* gpg/t-signers.c (check_result): Ditto.
* gpg/t-sign.c (check_result): Ditto.
* gpg/t-encrypt-sign.c (check_result): Ditto.
* gpgsm/t-sign.c (check_result): Ditto.

2004-01-12 Werner Koch <wk@gnupg.org>

* gpg/t-keylist-sig.c (main): Temporary disabled one test due top gpg 1.3.4 problems.
* gpg/t-import.c (check_result): Likewise.

2003-11-19 Werner Koch <wk@gnupg.org>

* gpg/t-support.h (DIM): Added.

* gpg/t-verify.c (check_result): Rewrote test for notations because the order of notaions is not guaranteed.
* gpgsm/t-support.h (fail_if_err): Also print the numeric values.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-eventloop.c: Include <sys/types.h> for old systems.

* gpgsm/Makefile.am (DISTCLEANFILES): Add random_seed.

* gpg/t-thread1.c (thread_one): Do not call initialize_gpgme.
Likewise.

2003-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-thread1.c (main): Call init_gpgme here.
(initialize_gpgme): Function removed.

* gpg/t-thread1.c: New file.
* gpg/Makefile.am (TESTS): Add t-thread1.c.
(t_thread1_LDADD): New variable.
(LDADD): Remove GPG Error lib.
* gpgsm/Makefile.am (LDADD): Likewise.

* gpg/t-import.c (main): Likewise.
* gpg/t-keylist-sig.c (main): Likewise.
* gpg/t-keylist.c (main): Likewise.
* gpg/t-sign.c (main): Likewise.
* gpg/t-signers.c (main): Likewise.
* gpg/t-trustlist.c (main): Likewise.
* gpgsm/t-support.h: Include <stdlib.h> and <locale.h>.
(init_gpgme): New function.
* gpg/t-support.h: Likewise.
* gpgsm/t-verify.c (main): Call init_gpgme.
* gpgsm/t-decrypt.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.
* gpgsm/t-export.c (main): Likewise.
* gpgsm/t-genkey.c (main): Likewise.
* gpgsm/t-import.c (main): Likewise.
* gpgsm/t-keylist.c (main): Likewise.
* gpgsm/t-sign.c (main): Likewise.
* gpg/t-verify.c (main): Call init_gpgme.
* gpg/t-decrypt-verify.c (main): Likewise.
* gpg/t-decrypt.c (main): Likewise.
* gpg/t-edit.c (main): Likewise.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpg/t-encrypt-sym.c (main): Likewise.
* gpg/t-genkey.c (main): Likewise.

2003-08-14 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-sign.c (check_result): Change output format for signature class to unsigned int.
* gpg/t-signers.c (check_result): Likewise.
* gpg/t-encrypt-sign.c (check_result): Likewise.
* gpgsm/t-sign.c (check_result): Likewise.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-verify.c (check_result): Change type of SUMMARY to unsigned int.
* gpg/t-decrypt-verify.c (check_verify_result): Likewise.
* gpg/t-keylist-sig.c (keys): Change type of member CLASS to unsigned int.
* t-data.c (read_cb): Change type of AMOUNT to unsigned int.
* t-version.c (version): Remove unused variable.

2003-07-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (AM_CPPFLAGS): New variable.
  (LDADD): Add @GPG_ERROR_LIBS@.
* gpg/Makefile.am (AM_CPPFLAGS): New variable.
  (LDADD): Add @GPG_ERROR_LIBS@.
* gpgsm/Makefile.am (AM_CPPFLAGS): New variable.
  (LDADD): Add @GPG_ERROR_LIBS@.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

Everywhere: Use libgpg-error error codes.

* gpg/Makefile.am (noinst_HEADERS): New variable.
* gpg/t-support.h: New file.
* gpgsm/Makefile.am (noinst_HEADERS): New variable.
* gpgsm/t-support.h: New file.

2003-05-29 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-encrypt-sym.c (main): Adapt to new syntax.
* gpg/t-encrypt.c (main): Likewise.
* gpg/t-eventloop.c (main): Likewise.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpgsm/t-export.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.

2003-05-28 Marcus Brinkmann <marcus@g10code.de>
* gpg/t-eventloop.c (main): Rewrite recipient management.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpg/t-encrypt.c (main): Likewise.
* gpg/t-export.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.
* gpgsm/t-export.c (main): Likewise.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (TESTS): Order t-keylist and t-keylist-sig after t-import.
* gpg/t-edit.c (edit_fnc): Fix primary UID for keylisting tests.
* gpg/t-keylist.c: Change order of user IDs.
* gpg/t-keylist-sig.c: Likewise.
* gpg/t-import.c: Add support for gpg in CVS.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* t-data.c: Remove TEST_OUT_CB.
  (main): Likewise.
* gpg/t-trustlist.c (main): Access ITEM directly.

* (t-decrypt-verify.c, t-decrypt.c, t-edit.c, t-encrypt-sign.c,
  t-encrypt-sym.c, t-sign.c, t-signers.c): Include <unistd.h>.
  (passphrase_cb): Rewritten.
* t-edit.c (edit_fnc): Rewritten.

2003-05-04 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-keylist-sig.c (main): Remove timestamp check.

* gpgsm/t-keylist.c: Add check for timestamp.

* gpg/Makefile.am (TESTS): Add t-keylist-sig.

2003-04-30 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-eventloop.c (main): Do not call print_op_info.
  (print_op_info): Function removed.

* gpg/t-keylist.c: Rewritten.
* gpgsm/t-keylist.c (main): Rewritten.
* gpg/t-edit.c (main): Do not use gpgme_key_get_as_xml. Use gpgme_key_unref instead gpgme_key_release.
* gpg/t-signers.c (main): Use gpgme_key_unref instead gpgme_key_release.
2003-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-trustlist.c: Rewritten.

* gpg/t-verify.c (main): Rewritten.
* gpg/t-decrypt-verify.c: Rewritten.
* gpgsm/t-verify.c (main): Rewritten.

2003-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-decrypt.c (main): Rewritten.

* gpg/t-decrypt.c: Rewritten.

* gpg/t-signers.c: Rewritten.

2003-04-27 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-encrypt-sign.c (check_result): Rewritten.

* gpg/t-sign.c: Rewritten.
* gpgsm/t-sign.c: Rewritten.
* gpg/t-encrypt.c: Check for invalid recipients.
* gpgsm/t-encrypt.c: Likewise.

* gpg/t-import.c (check_result): Really use FPR.
* gpgsm/t-import.c (check_result): Rewritten.

2003-04-25 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-import.c: Rewritten.

* gpgsm/t-genkey.c: Rewritten.
* gpgsm/Makefile.am (noinst_PROGRAMS): Add t-genkey.
* gpg/t-genkey.c: Include <stdlib.h>.
  (main): Check result->fpr before checking its length.

2003-04-24 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-genkey.c: Rewritten to match new semantics.

2003-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-decrypt.c (passphrase_cb): Fix to new prototype.
* gpg/t-decrypt-verify.c (passphrase_cb): Likewise.
* gpg/t-edit.c (passphrase_cb): Likewise.
* gpg/t-encrypt-sign.c (passphrase_cb): Likewise.
* gpg/t-encrypt-sym.c (passphrase_cb): Likewise.
* gpg/t-sign.c (passphrase_cb): Likewise.
* gpg/t-signers.c (passphrase_cb): Likewise.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* t-engine-info.c: Use file_name instead path throughout.

* Makefile.am (TESTS): Add t-engine-info.
* t-engine-info.c: New file.
* gpg/t-encrypt.c (main): Don't print engine info.
* gpg/t-eventloop.c (main): Likewise.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (main): Adjust caller of gpgme_op_verify.
* gpg/t-verify.c (main): Likewise.
* gpg/t-decrypt-verify.c (main): Likewise for gpgme_op_decrypt_verify.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (/gpgsm.conf): Add a faked system time to avoid certification's expiry.
* gpgsm/t-encrypt.c (main): Use the short certification name.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-genkey.c (main): Add missing argument to gpgme_op_genkey invocation.

2002-10-09 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-decrypt.c (print_data): Update to new gpgme_data_read interface, and use gpgme_engine_check_version instead gpgme_check_version.
* gpg/t-decrypt-verify.c (print_data): Likewise.
* gpg/t-edit.c (main): Likewise.
* gpg/t-encrypt.c (print_data): Likewise.
* gpg/t-encrypt-sign.c (print_data): Likewise.
* gpg/t-encrypt-sym.c (print_data): Likewise.
* gpg/t-eventloop.c (print_data): Likewise.
* gpg/t-export.c (print_data): Likewise.
* gpg/t-sign.c (print_data): Likewise.
* gpg/t-signers.c (print_data): Likewise.
* gpgsm/t-decrypt.c (print_data): Likewise.
* gpgsm/t-encrypt.c (print_data): Likewise.
* gpgsm/t-export.c (print_data): Likewise.
* gpgsm/t-sign.c (print_data): Likewise.
* gpg/t-verify.c (main): Likewise for gpgme_op_verify.
* gpgsm/t-verify.c (main): Likewise for gpgme_op_verify.
* t-data.c (read_once_test): Likewise.
  (write_test): Update for new behaviour of data objects.
  (main): Remove type test.

2002-09-30  Werner Koch  <wk@gnupg.org>

* gpgsm/t-keylist.c (doit): Add arg SECRET.
  (main): Add option --secret.

2002-09-28  Marcus Brinkmann  <marcus@g10code.de>

* t-version.c: Include <string.h>.  Reported by Stphane Corthsy.

2002-09-02  Marcus Brinkmann  <marcus@g10code.de>

* gpg/t-keylist.c (main): Test PATTERN for NULL before printing.
  Reported by Dr. Stefan Dalibor <Dr.Stefan.Dalibor@bfa.de>.

2002-08-01  Marcus Brinkmann  <marcus@g10code.de>

* gpg/t-edit.c: Also add a test for the expire command (testing
  the passphrase callback).

2002-07-28  Marcus Brinkmann  <marcus@g10code.de>

  * gpg/Makefile (TESTS): Add t-edit.

2002-07-25  Marcus Brinkmann  <marcus@g10code.de>

* gpg/t-encrypt-sym.c (main): Change type of I to size_t and
  rename to LEN.
  * gpg/t-verify.c (main): Likewise.  Submitted by Stphane
    Corthsy.

2002-07-03  Marcus Brinkmann  <marcus@g10code.de>

  * gpg/Makefile (TESTS): Add t-eventloop.

2002-06-26  Werner Koch  <wk@gnupg.org>

* gpgsm/t-import.c (print_op_info): New.
(main): Print operation info.

2002-06-25 Werner Koch <wk@gnupg.org>

* gpgsm/Makefile.am (DISTCLEANFILES): new.

2002-06-25 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (TESTS): Add t-export.

2002-06-20 Werner Koch <wk@gnupg.org>

* gpgsm/t-sign.c (main): Also test a normal signature.

* gpg/Makefile (TESTS_ENVIRONMENT): Set GPG_AGENT_INFO empty.
  * gpg/t-signers.c, gpg/t-sign.c, gpg/t-encrypt-sym.c
  * gpg/t-encrypt-sign.c, gpg/t-decrypt.c
  * gpg/t-decrypt-verify.c (main): Changed the GPG_AGENT_INFO check to
    match the one in .././gpgme/runpg.c.

2002-06-12 Werner Koch <wk@gnupg.org>

* gpgsm/t-keylist.c (doit): Print operation info if available.

2002-06-10 Werner Koch <wk@gnupg.org>

* gpgsm/t-verify.c (print_sig_stat): Print the error token.

2002-06-04 Werner Koch <wk@gnupg.org>

* gpgsm/t-encrypt.c (main): Add a simple option parser and allow
  to specify an encryption key.

2002-05-26 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (all-local): Remove dependency on ./secring.gpg.
  (./secring.gpg): Remove target, and move all rules for this target
  to ...
  (./pubring.gpg): ... here. This was necessary because GnuPG 1.0.7
does create an empty secring.gpg file when importing public keys.

2002-05-08 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (validity_string): New.
  (print_sig_stat): Print expire time and validity.
  (status_string): Add new exipred stati.
2002-05-03 Werner Koch <wk@gnupg.org>

* gpg/t-verify.c (validity_string): New.
  (print_sig_stat): Print expire time and validity.
  (status_string): Add new exipred stati.

2002-04-05 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (.trustlist.txt): Put more into this file to prevent use of gpg-agent.
  (.gpg-agent.conf): Remove target.
  (all-local): Remove ./gpg-agent.conf.

2002-04-05 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c (main): Use gpgme_engine_check_version instead gpgme_check_engine.
  * gpgsm/t-encrypt.c (main): Likewise.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

  * gpg/Makefile.am (TESTS): Add t-encrypt-sym.

2002-03-05 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (CLEANFILES): Remove random_seed, which is now in DISTCLEANFILES.

2002-03-04 Werner Koch <wk@gnupg.org>

* gpg/Makefile.am (DISTCLEANFILES): Added.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-verify.c (main): Add a few more sanity checks, and a check for normal signatures.

2002-02-26 Marcus Brinkmann <marcus@g10code.de>

  * gpg/Makefile.am (TESTS): Add t-encrypt-sign.

2002-02-13 Werner Koch <wk@gnupg.org>

* gpgsm/Makefile.am (private-keys-v1.d): Don't fail when the directory already exists.
2002-02-12 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (CLEANFILES): New target.
(distclean-local): Rename to ...
(clean-local): ... this.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>


2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-genkey.c: New file (not added to Makefile.am because of
gpg-agent bug).

2002-02-08 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (key_id): Update value.
(all-local): Add .key to keyid filename.
(/private-keys-v1.d/$2(key_id)): Renamed to ...
(/private-keys-v1.d/$2(key_id).key): ... this.
(all-local): Add /gpgsm.conf, /trustlist.txt.
* gpgsm/567064FE6D14A17B2D811ABB407728BC558AA455: Renamed to ...
* gpgsm/32100C27173EF6E9C4E9A25D3D69F86D37A4F939: ... this.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-import.c (print_op_info): New function.
(main): Use it.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-signers.c (passphrase_cb): Change type of r_hd to void**.
* gpg/t-sign.c (passphrase_cb): Likewise.
* gpg/t-decrypt-verify.c (passphrase_cb): Likewise.
* gpg/t-decrypt.c (passphrase_cb): Likewise.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-decrypt-verify.c: Don't include `mcheck.h'. Reported by
Stphane Corthsy.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (EXTRA_DIST): Add missing line continuation.
* gpgsm/Makefile.am (EXTRA_DIST): Add $(key_id).

2001-12-16 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile: Rename `pubcerts.kbx' to `pubring.kbx'.

2001-12-15 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c (check_two_contexts): Set protocols.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

  * gpgsm/Makefile.am (TESTS): Add t-sign.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-decrypt.c: New file.
  * gpgsm/Makefile.am (TESTS): Add t-decrypt.
  * gpgsm/Makefile.am (TESTS): Add t-decrypt.
    (key_id): New variable.
    (all-local): New target ./private-keys-v1.d/$(key_id) added.
    (./private-keys-v1.d/$(key_id)): New target.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c: New file.
  * gpgsm/Makefile.am (TESTS): Add t-verify.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (GPG): Set to @GPG_PATH@.
  (./pubring.gpg): Use $(GPG) instead gpg.
  (./secring.gpg): Likewise.

* gpgsm/t-import.c (main): Remove third test case.
  * gpgsm/Makefile.am (GPGSM): Set to @GPGSM@.
    (all-local): New target.
    (./pubcerts.kbx): Likewise.
  * gpgsm/t-encrypt.c: New file.
  * gpgsm/Makefile.am (TESTS): Add t-encrypt.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c: New file.
  * gpgsm/Makefile.am (TESTS): Add t-keylist.
2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/cert_dfn_pca01.der: New file.
* gpgsm/cert_dfn_pca15.der: Likewise.
* gpgsm/cert_g10code_test1.der: Likewise.
* gpgsm/t-import.c: Likewise.
* gpgsm/Makefile.am (EXTRADIST): Add new files.
  (TESTS): Add t-import.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* gpg/: New directory.
  * Makefile.am, t-verify.c, t-encrypt.c, t-signers.c, t-trustlist.c,
    t-sign.c, t-keylist.c, t-import.c, t-genkey.c, t-export.c,
    t-decrypt-verify.c, t-decrypt.c, t-version.c, t-data.c, mkdemodirs.
    cipher-1.asc, cipher-2.asc, geheim.txt, pubdemo.asc, pubkey-1.asc,
    secdemo.asc, seckey-1.asc): Move to sub directory gpg/.
  
* gpg/Makefile.am (INCLUDES): Include gpgme/, not include/ and
  intl/.
  (LDD): Correct relative path to gpgme library.
  (TESTS): Remove t-version and t-data.
  * gpg/t-verify.c, gpg/t-encrypt.c, gpg/t-signers.c, gpg/t-trustlist.c,
    gpg/t-sign.c, gpg/t-keylist.c, gpg/t-import.c, gpg/t-genkey.c,
    gpg/t-export.c, gpg/t-decrypt-verify.c, gpg/t-decrypt.c,
    t-version.c, t-data.c): Include gpgme.h, not "./gpgme/gpgme.h".

* gpgsm/: New directory.
* gpgsm/Makefile.am: New file.

2001-11-16 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (TESTS): Add t-decrypt-verify.
* t-decrypt-verify.c: New file.
* cipher-2.asc: Likewise.

2001-11-02 Marcus Brinkmann <marcus@g10code.de>

* t-data.c: Include stddef.h.
  (read_once_test): Change type of READ to size_t.
  (read_test): Likewise.
  (write_test): Likewise.

2001-10-29 Marcus Brinkmann <marcus@g10code.de>

* t-signers.c: New file.
* Makefile.am (TESTS): Add t-signers.
2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (TEST_ENVIRONMENT): Revert last change.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (TEST_ENVIRONMENT): Set environment to $(srcdir), not current directory.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* t-data.c (write_test): New function.
   (main): Invoke write_test for all rounds except TEST_OUT_CB.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (INCLUDES): Remove spurious duplicate to silence automake.

2001-10-16 Marcus Brinkmann <marcus@g10code.de>

* t-data.c: New file.
* t-data.c: Likewise.
* t-data-1.txt: Likewise.
* t-data-2.txt: Likewise.
* Makefile.am (TESTS): Add t-version, t-data.

2001-09-17 Werner Koch <wk@gnupg.org>

* t-keylist.c (check_two_contexts): New.

2001-09-03 Werner Koch <wk@gnupg.org>

* t-encrypt.c (print_op_info): New and use it after each operation.

2001-08-28 Werner Koch <wk@gnupg.org>

* t-sign.c (print_op_info): New and use it after each operation.

2001-03-15 Werner Koch <wk@gnupg.org>

* t-keylist.c (doit): List subkeys too, show caps.

2001-02-13 Werner Koch <wk@gnupg.org>

* t-verify.c (print_sig_stat): Repaled ulong by unsigned long because we don't use the config stuff here.
2001-02-12  Werner Koch  <wk@gnupg.org>

* tests/t-verify.c (print_sig_stat): Print info about the keys.


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Preamble

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<one line to give the library's name and a brief idea of what it does.>  
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Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

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

That's all there is to it!

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010UDE1!0U
Deutsches Forschungsnetz10UDFN-PCA1.0,U%DFN Top Level Certification Authority1!0*H
This certificate was issued by the DFN-PCA, the Top Level Certification Authority of the German Research Network (Deutsches Forschungsnetz, DFN).
The key owner's identity was authenticated in accordance with the DFN World Wide Web Policy, v1.00!

What's New

| Version: | 0.0.1 |
| GPGME Version: | 1.13.0 |
| Author: | Ben McGinnes <ben@gnupg.org> |
| Author GPG Key: | DB4724E6FA4286C92B4E55C4321E4E2373590E5D |
| Language: | Australian English, British English |
| xml:lang: | en-AU, en-GB, en |

Last time the most obviously new thing was adding the /What's New/
Additions since GPGME 1.12.0 include:

- Moving the /What's New/ section out of the basic [[file:gpgme-python-howto.org][HOWTO]] document and into its own file so as to more readily include other documents beyond that HOWTO.
- Moving the preceding, archival, segments into [[file:what-was-new.org][another file]].
- Added =gpg.version.versionintlist= to make it easier for Python developers to check for a specific version number, even with beta versions (it will drop the "-betaN" part).
- Added expanded detail on issues pertaining to installing for Windows users.
- Added documentation on maintenance mode and what changes can be made to the code when in that status. Essentially that boils down to bug fixes only and no feature requests.
- The import-keys-hkp.py example script, which uses the =hkp4py= module to search the SKS servers for a key, has been tightened up to search for both hexadecimal key IDs and user ID strings with reduced chance of unnecessary repetition. There may still be some repetition if a key includes a user ID matching the hexadecimal value of a key ID.

1543830060
##Sketch 1 2
document() layout('A4',1) fp((0,0,0)) ft(1)
Fnt('Helvetica-Bold') Fs(18) dstyle('Text') fp((0,1,0.498)) ft(1)
lp((0,0,0)) lw(0.283465)
lc(1)
lj(0)
ld() la1() la2()
dstyle('Application Box')
LDAP Server

(CRLs, Certificates)

HTTP Server

(CRLs)

DirMngr
Smartcard
Card Reader
PIN Entry
Keybox Files

Private Keys

Scute

(pkcs#11)
execute/access

closely linked

Assuan protocol
NB: ChangeLog files are no longer manually maintained. Starting on December 1st, 2011 we put change information only in the GIT commit log, and generate a top-level ChangeLog file from logs at "make dist". See doc/HACKING for details.

2011-10-25 Marcus Brinkmann <marcus@g10code.com>

* Makefile.am: Remove build rules for libgpgme-pth.
* gpgme.m4: Remove support for libgpgme-pth.

2011-05-26 Marcus Brinkmann <marcus@g10code.com>

* decrypt.c (gpgme_op_decrypt_start, gpgme_op_decrypt): Check CTX.
* decrypt-verify.c (gpgme_op_decrypt_verify_start)
  (gpgme_op_decrypt_verify): Likewise.
* delete.c (gpgme_op_delete_start, gpgme_op_delete): Likewise.
* edit.c (gpgme_op_edit_start, gpgme_op_edit)
  (gpgme_op_card_edit_start, gpgme_op_card_edit): Likewise.
* encrypt.c (gpgme_op_encrypt_start, gpgme_op_encrypt): Likewise.
* encrypt-sign.c (gpgme_op_encrypt_sign_start)
  (gpgme_op_encrypt_sign): Likewise.
* export.c (gpgme_op_export_start, gpgme_op_export)
  (gpgme_op_export_ext_start, gpgme_op_export_ext)
  (gpgme_op_export_keys_start, gpgme_op_export_keys): Likewise.
* genkey.c (gpgme_op_genkey_start, gpgme_op_genkey): Likewise.
* getauditlog.c (gpgme_op_getauditlog_start)
  (gpgme_op_getauditlog): Likewise.
* gpgconf.c (gpgme_op_conf_load, gpgme_op_conf_save): Likewise.
* import.c (gpgme_op_import_start, gpgme_op_import_keys_start)
  (gpgme_op_import_keys, gpgme_op_import): Likewise.
* keylist.c (gpgme_op_keylist_start, gpgme_op_keylist_ext_start):
  Likewise.
* opassuan.c (gpgme_op_assuan_transact_start)
  (gpgme_op_assuan_transact_ext): Likewise.
* passwd.c (gpgme_op_passwd_start, gpgme_op_passwd): Likewise.
* sign.c (gpgme_op_sign_start, gpgme_op_sign): Likewise.
* trustlist.c (gpgme_op_trustlist_start)
  (gpgme_op_trustlist_next): Likewise.
* verify.c (gpgme_op_verify_start, gpgme_get_sig_key): Likewise.
* op-support.c (_gpgme_op_data_lookup): Likewise.
* vfs-create.c (gpgme_op_vfs_transact, gpgme_op_vfs_create): Likewise.
* vfs-mount.c (gpgme_op_vfs_mount, gpgme_op_vfs_transact): Likewise.
* gpgme.c (gpgme_set_protocol)
  (gpgme_set_armor, gpgme_set_include_certs)
  (gpgme_set_keylist_mode, gpgme_set_passphrase_cb)
  (gpgme_set_progress_cb, gpgme_set_io_cbs, gpgme_set_locale)
  (gpgme_ctx_set_engine_info, gpgme_sig_notation_clear): Likewise.
* gpgme.c (gpgme_new): Check for valid R_CTX.
   (gpgme_cancel, gpgme_cancel_async, gpgme_release): Likewise.

2011-04-06 Werner Koch <wk@g10code.com>

* gpgme-config.in: Add option --host. Change options --cflags and
   --libs to collapse duplicate include and lib dirs. Try to put
   extra libs at the end.

* gpgme.h.in: Use INSERT__TYPEDEFS_FOR_GPGME_H to include platform
   specific typedefs.

2011-02-03 Werner Koch <wk@g10code.com>

* extra-stati.h: New.
* mkstatus: Extend to also process extra-stati.h
* Makefile.am (main_sources): Add extra-stati.h
   (status-table.h): Depend on extra-stati.h and adjust rule.

2011-02-03 Marcus Brinkmann <marcus@g10code.com>

* w32-io.c (_gpgme_io_socket): Return fd, not res.

2011-02-02 Marcus Brinkmann <mb@g10code.com>

* assuan-support.c (my_socket, my_connect): New functions.
   (_gpgme_assuan_system_hooks): Add my_Socket, my_connect.
* w32-io.c (pid_to_handle, handle_to_oid, fd_to_handle): Remove macros.
   (is_socket): Remove function.
   (_gpgme_io_spawn) [HAVE_W32CE_SYSTEM]: Remove some dead code.
   (_gpgme_io_spawn): Translate handles before DuplicateHandle them.

2011-02-02 Marcus Brinkmann <mb@g10code.com>

* w32-util.c (mkstemp): Don't use CreateFile instead of open (the
   function is not used on Windows CE, and the callers were not
   adjusted).

2011-01-21 Marcus Brinkmann <mb@g10code.com>

* engine-gpgconf.c (_gpgme_conf_opt_change): Fix the case that is
   not self-assignment.

2010-12-08 Werner Koch <wk@g10code.com>

* gpgme-tool.c (strcpy_escaped_plus): New.
   (DIM, xtoi_1, xtoi_2): New.
(cmd_keylist): Allow for multiple patterns.

2010-11-23 Marcus Brinkmann <mb@g10code.com>

* w32-io.c (create_reader, create_writer): Use small stack size on Windows CE.

2010-11-23 Marcus Brinkmann <mb@g10code.com>

* gpgme.h.in (gpgme_conf_arg_new): Make VALUE arg const void *.
  * gpgconf.c (_gpgme_conf_arg_new): Likewise.
    (gpgme_conf_arg_new): Likewise.
  * engine-gpgconf.c (_gpgme_conf_arg_new): Likewise.
    (gpgconf_write): Remove debug hack.

2010-11-19 Marcus Brinkmann <mb@g10code.com>


2010-11-17 Marcus Brinkmann <mb@g10code.com>

* vasprintf.c (int_vasprintf) [HAVE_W32CE_SYSTEM]: Just use a fixed size buffer, as va_copy is not easy to fake.

2010-11-15 Marcus Brinkmann <mb@g10code.com>

* w32-ce.h (strcasecmp, strdup) [_MSC_VER]: Define.
  * genkey.c, passphrase.c: Include util.h.

* w32-util.c (_gpgme_w32ce_get_debug_envvar): Fix return value.

2010-11-15 Werner Koch <wk@g10code.com>

* data-compat.c (gpgme_data_new_from_filepart)
  (gpgme_data_new_from_file) [W32CE & _MSC_VER]: Return not GPG_ERR_NOT_IMPLEMENTED.

* w32-ce.h (HKEY_PERFORMANCE_DATA, HKEY_CURRENT_CONFIG, _IOLBF)
  (abort) [_MSC_VER]: Provide these macros.

* ath.h [W32CE & _MSC_VER]: Include winsock2.h.

* ath.c (ath_read, ath_write) [W32CE & _MSC_VER]: Do not call non-available functions.

2010-11-04 Werner Koch <wk@g10code.com>
* w32-ce.h [__MSC_VER && W32CE]: Undefleave.
  * export.c: Include util.h so that we get the above undef.

* memrchr.c: Remove. Used to be a replacement function required
  by the formerly included assuan code.

2010-11-03 Werner Koch <wk@g10code.com>

* debug.c (_gpgme_debug) [W32CE]: Replace locatime by GetLocalTime.

* signers.c (gpgme_signers_clear): Remove useless return.
  Reported by Patrick Spendrin.

* w32-util.c: s/__inline__/GPG_ERR_INLINE/

* setenv.c: Include string.h due to our strerror replacement.

2010-11-02 Werner Koch <wk@g10code.com>

* data-fd.c (read, write, lseek) [W32CE && ! __MINGW32CE__]: New.
  Taken from Pedro Alves Public Domain code.

* w32-ce.h (access, bsearch): New macros.
  * w32-ce.c (_gpgme_wince_access): New.
    (RegQueryValueExA): Change DATA to a void*.
  (_gpgme_wince_bsearch): New. Taken from glibc 2.6.

Guard include of sys/stat.h and sys/types.h.

2010-11-02 Werner Koch <wk@g10code.com>

* w32-ce.h (SHGetSpecialFolderPath): Remove our defines and
  prototypes. We use the system provided prototypes now.
  * w32-ce.c: Include shlobj.h
    (_WIN32_IE): Define to 0x0400
  (CreateFileA): New.
  * w32-util.c: Explicitly include windows headers before util.h.
    (_gpgme_w32ce_get_debug_envvar): Do not use wchar_t strings for
    read_w32_registry_string.
    (mkstemp): Use CreateFile instead of open.

* w32-io.c (handle_to_fd, fd_tohandle): Add. We need them for W32.
  * w32-util.c (_WIN32_IE): Define to 0x04000,

* util.h [W32]: Include windows.h.
  * w32-sema.c: Do not include windows.h directly.
  * ath.c (ssize_t, pid_t)[__MSC_VER]: Add new types.
  * gpgme.c (gpgme_result_ref, gpgme_result_unref): Do not use a
    void pointer in pointer arithmetic.
  * w32-util.c: Include util.h prior to ath.h. Don't include
windows.h directly.
(F_OK): Define if not defined.
* w32-ce.c: Include string.h.
(RegQueryValueExA): Use WINAPI modifier to match the declaration.
* vfs-create.c: Include string.h because under W32CE with MSC we get a warning related to our strerror replacement.
* encrypt-sign.c: Include stdlib.h, string.h and errno.h.
* priv-io.h [W32CE]: Include w32-ce.h
* w32-ce.h: Include winsock2.h and ws2tcpip.h.
(_MSV_VER): Remove useless macro.
(pid_t): Add typedef.

Guard all includes of unistd.h and sys/time.h.

2010-10-28 Marcus Brinkmann  <marcus@g10code.com>

* opassuan.c (gpgme_op_assuan_transact_ext): Fix uninitialized value use. Reported by Marc Mutz.

2010-10-07 Werner Koch  <wk@g10code.com>

* gpgme-tool.c (ARGP_ERR_UNKNOWN): Use EDEADLK if available.

* w32-util.c (_gpgme_w32ce_get_debug_envvar) [W32CE]: New.
* debug.c (debug_init) [W32CE]: Use new function.

2010-09-16 Werner Koch  <wk@g10code.com>

* import.c: Include "util.h".
(parse_import): Return GPG_ERR_MISSING_ISSUER_CERT.

* util.h: Add fallback define for GPG_ERR_MISSING_ISSUER_CERT.
* op-support.c: Include "util.h".
(_gpgme_parse_inv_recip): Handle new code 12.

2010-09-02 Marcus Brinkmann  <marcus@g10code.de>

* error.c (gpgme_err_code_to_errno): Fix cut and paste bug (thanks to Marc Mutz).

2010-09-01 Marcus Brinkmann  <marcus@g10code.de>

* w32-io.c: Revert change from 2009-06-18, as it created a race condition.

2010-08-18 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.def: Add gpgme_err_code_from_syserror and gpgme_err_set_errno.
* libgpgme.vers: Likewise.
* gpgme.h.in (gpgme_error_from_errno): Fix return type to gpgme_error_t.
  (gpgme_err_code_from_syserror, gpgme_err_set_errno): New prototype.
  (gpgme_error_from_syserror): New inline function (why are gpgme_err_make_from_errno and gpgme_error_from_errno not inline functions?).
* error.c (gpgme_error_from_errno): Fix return type to gpgme_error_t.
  (gpgme_err_set_errno, gpgme_err_code_from_syserror): New functions.

2010-08-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (result_encrypt_to_xml, result_sign_to_xml)
  (result_verify_to_xml, result_import_to_xml)
  (result_genkey_to_xml): Check vigorously for null pointers.

* w32-io.c (GPGCEDEV_IOCTL_ASSIGN_RVID): New macro.
  (_gpgme_io_spawn): Use ASSIGN_RVID.

2010-06-11 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_spawn): Remove debug printf.

2010-06-10 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (gpgme_server): Use special hack for Windows CE to get at stdin and stdout.

* engine-gpgsm.c (gpgsm_new): Translate returned achild_fds back to child_fds.

* debug.h (TRACE_SUC6): New macro.
* w32-io.c (MAX_SLAFD): New macro.
  (fd_table): New static variable.
  (new_fd, release_fd): New functions.
  (fd_to_handle, handle_to_fd, handle_to_socket): Remove macros.
  (MAX_READERS, MAX_WRITERS): Increase to 64.
  (notify_table): Increase to MAX_SLAFD.
  (struct reader_context_s, struct writer_context_s): Add member file_sock.
  (reader, writer): Use file_hd vs file_sock to decide if socket operations to use. Remove auto-detect mode.
  (create_reader, create_writer): Set file_sock. Unblock pending thread only if this is a pipe fd.
  (_gpgme_io_pipe): Allocate fds from table and return slot indices instead of windows handles. This allows to properly handle RVIDs.
  (_gpgme_io_close): Handle dup'ed file descriptors.
  (build_commandline) [HAVE_W32_SYSTEM]: Use RVID from fd table now.
(_gpgme_io_spawn): Use fd table now.
(_gpgme_io_fd2str): Use RVID from fd table now.
(_gpgme_io_dup): Implement using fd table.
(_gpgme_io_socket): Allocate fds from table.
(_gpgme_io_connect): Use fd from table.

* w32-glib-io.c (find_channel): Check that the slot is used.

2010-06-09 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c [HAVE_W32CE_SYSTEM]: Include assuan.h and winioctl.h.
(GPGCEDEV_IOCTL_UNBLOCK) [HAVE_W32CE_SYSTEM]: Define.
(set_synchronize) [HAVE_W32CE_SYSTEM]: Stub it out.
(is_socket): Allow to return -1 for auto-detect (old behaviour).
(is_socket) [HAVE_W32CE_SYSTEM]: Return -1.
(reader): Handle auto-detect case. Handle ctx->stop_me before checking for EOF.
(destroy_reader) [HAVE_W32CE_SYSTEM]: Unblock a pending reader.
(writer): Handle auto-detect case. Handle ctx->stop_me with ERROR_BUSY.
(destroy_writer) [HAVE_W32CE_SYSTEM]: Unblock a pending writer.
(_gpgme_io_pipe) [HAVE_W32CE_SYSTEM]: Implement in terms of a half-pipe.
(build_commandline) [HAVE_W32CE SYSTEM]: New function.
(_gpgme_io_spawn) [HAVE_W32CE_SYSTEM]: Implement it differently for this platform.
(_gpgme_io_fd2str) [HAVE_W32CE_SYSTEM]: Implement it for RVIDs.
(_gpgme_io_dup) [HAVE_W32CE_SYSTEM]: Stub it out.

* gpgme-tool.c (result_add_timestamp): Add missing NULL argument.
(result_sign_to_xml): Protect against NULL fingerprint.
(struct server): New members input_fd, input_filename, input_stream output_fd, output_filename, output_stream, message_filename, message_stream.
(server_reset_fds): Deallocate those.
(server_parse_fd): New function.
(server_data_obj): Take optional filename argument and direction argument. Also take new argument to return a filestream that needs to be closed after destroying the data object. Change all callers, too.
(input_notify, output_notify): Removed.
(cmd_input, cmd_output): New functions.
(gpgme_server): Do not register input and output notifier.
(register_commands): Use cmd_input and cmd_output.
(cmd_message): Rewritten to use server_parse_fd.
(cmd_delete, cmd_keylist): Fix inverted option check.
(main) [HAVE_W32CE_SYSTEM]: Sleep a bit to work around bug in ssh.
* genkey.c (gpgme_op_genkey): Return err with TRACE_ERR.

2010-05-12 Marcus Brinkmann <marcus@g10code.de>

* conversion.c (_gpgme_timegm) [HAVE_W32_SYSTEM]: New static function.
  (_gpgme_parse_timestamp) [HAVE_W32_SYSTEM]: Use it.

* gpgme-tool.c (main): Protect call to setlocale with
  HAVE_SETLOCALE.

* Makefile.am (system_components): Remove custom cppflags from
  RCCOMPILE (because gpg-error adds -idirafter that makes RC bail.
  [HAVE_W32CE_SYSTEM]: Add w32-ce.h and w32-ce.c, clear
  libexec_PROGRAMS.
  * w32-ce.h, w32-ce.c: New files.

* priv-io.h: Include <sys/types.h>
* util.h: Likewise.

2010-05-11 Marcus Brinkmann <marcus@g10code.de>

* w32-util.c: Include ath.h
  (HAVE_ALLOW_SET_FOREGROUND_WINDOW) ![HAVE_W32CE_SYSTEM]: Define
  it.
  (RTLD_LAZY, dlopen, dsym,
   dlclos) ![HAVE_ALLOW_SET_FOREGROUND_WINDOW]: Don't define anymore.
  (_gpgme_allow_set_foreground_window) ![HAVE_ALLOW_SET_FOREGROUND_WINDOW]:
  Make it a stub.
  (read_w32_registry_string): Use FooA variants of Windows functions
  instead of Foo (which dispatches depending on UNICODE).
  ![HAVE_W32CE_SYSTEM]: Don't check environment.
  (w32_shgetfolderpath): Remove.
  (find_program_at_standard_place): Call
  SHGetSpecialFolderPath (which is available on all Windows systems
  and also Windows CE).
  (mkstemp): Use ath_self instead of getpid.
  (_gpgme_mkstemp): Use GetTempPathA instead of GetTempPath.

* gpgme.h.in: Use _WIN32 instead of _MSC_VER. Include time.h for
  time_t.

2010-05-07 Marcus Brinkmann <marcus@g10code.de>

* engine-g13.c, gpgme.c, engine-gpgsm.c, engine-gpg.c,
  op-support.c, engine-assuan.c, gpgme-tool.c: Include <locale.h>
  only if available with HAVE_LOCALE_H and conditionalize use of
  LC_CTYPE on its definition.
* engine-gpgconf.c: Do not include <locale.h>.

* engine-gpgsm.c (gpgsm_new, start): Cast between int and assuan_fd_t.

* assuan-support.c (my_pipe, my_close, my_read, my_write): Likewise.

* gpgme-tool.c (server_data_obj, server_reset_fds, gpgme_server), (my_recvmsg, my_sendmsg, my_spawn): Likewise.

* engine-assuan.c (start): Likewise.

* engine-g13.c (start): Likewise.

2010-05-06 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c, w32-io.c, w32-qt-io.cpp, w32-sema.c, w32-util.c: Do not include <signal.h>.

* sign.c, data-user.c, conversion.c, debug.c, verify.c, data.c, decrypt.c, delete.c, assuan-support.c, import.c, engine-gpgsm.c, data-mem.c, op-support.c, w32-io.c, w32-util.c, data-compat.c: Use gpg_error_from_syserror instead gpg_error_from_errno, and use gpg_err_set_errno to set error number.

* setenv.c: Include <gpg-error.h> and define __set_errno to use gpg_err_set_errno.

* gpgme-tool.c (ARGP_ERR_UNKNOWN): Define to EDEADLOCK (which is mapped in Windows CE) instead of E2BIG (which is not).

(gt_import_keys): Initialize err.

2010-04-19 Marcus Brinkmann <marcus@g10code.de>

* assuan-support.c (my_spawn): Cast to avoid warning.

* engine-g13.c (g13_new): Make ARGV array of pointer to const char.

(g13_assuan_simple_command) ![USE_DESCRIPTOR_FUNCTION]: Don't define.

* ops.h (_gpgme_key_append_name): Same in prototype.

* key.c (_gpgme_key_append_name): Make SRC argument pointer to const char.

* posix-util.c (_gpgme_get_uiserver_socket_path): Make HOMEDIR const.

* vfs-mount.c (gpgme_op_vfs_transact_start): Never define this potentially useful but currently unused function.

* vfs-create.c (gpgme_op_vfs_transact_start): Likewise.

2010-04-16 Werner Koch <wk@g10code.com>

* w32-io.c (is_socket): New.

(reader, writer): Use it to figure out the API to use.

2010-03-15 Werner Koch <wk@g10code.com>
* gpgme.h.in: Add autoconf template to set generated file to read-only in an emacs buffer.

2010-03-12 Werner Koch <wk@g10code.com>

* gpgme.h.in (GPGME_STATUS_SUCCESS): Use the right file for the change; see below.

* passwd.c (op_data_t): New.
  (passwd_start): Setup OPD.
  (passwd_status_handler): Return GPG_ERR_NOT_SUPPORTED if needed.
* context.h (OPDATA_PASSWD): New.
* gpgme.h (GPGME_STATUS_SUCCESS): New.

2010-03-09 Werner Koch <wk@g10code.com>

* engine-gpgsm.c (gpgsm_keylist): Try to start the agent.

2010-02-17 Werner Koch <wk@g10code.com>

* posix-io.c (notify_table): Change implementation.
  (notify_table_item_t, notify_table_size, notify_table_lock): New.
  (_gpgme_io_close, _gpgme_io_set_close_notify): Adjust for new implementation.

2010-02-16 Werner Koch <wk@g10code.com>

* gpgme-tool.c (spacep, has_option, skip_options): New.
  (cmd_export): Implement option --minimal.

* gpgme.h.in (GPGME_EXPORT_MODE_MINIMAL): New.
* export.c (export_start, export_ext_start): Implement it.
* engine-gpg.c (export_common): Ditto.

2010-01-25 Werner Koch <wk@g10code.com>

* w32-io.c (_gpgme_io_connect): Fix return code check to make it work.

* version.c (do_subsystem_inits): Remove superfluous second WSASStartup.

2010-01-22 Werner Koch <wk@g10code.com>

* w32-io.c (writer): Try to use send first.
  (reader): Try to use recv first.

2010-01-08 Werner Koch <wk@g10code.com>
* engine-gpg.c (gpg_passwd): New.
  (_gpgme_engine_ops_gpg): Register.
* passwd.c (parse_error): New.
  (passwd_status_handler): Use it.

2010-01-07 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (result_xml_write_cb_t, struct result_xml_state): New types.
  (MAX_TAGS): New macro.
  (result_init, result_xml_indent, result_xml_tag_start)
  (result_xml_tag_data, result_xml_tag_end, result_add_error)
  (result_add_pubkey_algo, result_add_hash_algo, result_add_keyid)
  (result_add_fpr, result_add_timestamp, result_add_sig_mode)
  (result_add_value, result_add_string, result_encrypt_to_xml)
  (result_decrypt_to_xml, result_sign_to_xml)
  (result_verify_to_xml, result_import_to_xml)
  (result_genkey_to_xml, result_keylist_to_xml)
  (result_vfs_mount_to_xml): New functions.
  (gt_result): Rewritten.

2010-01-05 Werner Koch <wk@g10code.com>

* gpgme-tool.c (gt_passwd, cmd_passwd): New.
  (register_commands): Register.

* gpgme.h.in (gpgme_op_passwd_start, gpgme_op_passwd): New.
* libgpgme.vers, gpgme.def: Add new functions.
* passwd.c: New.
* Makefile.am (main_sources): Add passwd.c
* engine.c, engine.h (_gpgme_engine_op_passwd): New.
* engine-backend.h (struct engine_ops): Add PASSWD.
* engine-gpgsm.c (gpgsm_passwd): New.
  (_gpgme_engine_ops_gpgsm): Register.
  (gpgsm_reset): Reset only if we have a connection.

* gpgme.h.in (GPGME_PK_ECDSA, GPGME_PK_ECDH): New.
* gpgme.c (gpgme_pubkey_algo_name): Add them.

2009-12-22 Marcus Brinkmann <marcus@g10code.de>

* debug.c: Test for TLS, not __GNUC__

2009-12-15 Marcus Brinkmann <marcus@g10code.de>

* assuan-support.c (my_spawn): Calloc, not malloc, the fd_items.

2009-12-10 Werner Koch <wk@g10code.com>
* debug.c (debug_init): Test on sgid process.

2009-12-08 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (LTRCCOMPILE): Refactor with ...
  (RCCOMPILE): ... this new macro.
  (SUFFIXES): Add .lo.
  (gpgme_res_ldflag): Removed.
  (gpgme_res): Use libtool object file name here.
  (libgpgme_la_LDFLAGS): Remove gpgme_res_ldflag usage.
  (libgpgme_la_LIBADD): Add gpgme_res.

* ath.c (ath_self) [HAVE_W32_SYSTEM]: Fix typo.

2009-12-02 Werner Koch <wk@g10code.com>

* gpgconf.c (gpgme_conf_arg_release): No return in a function
  returning void. Reported by Wyllys Ingersoll.

2009-12-01 Werner Koch <wk@g10code.com>

* gpgme-tool.c (cmd_getauditlog): Add flag --html.
  (hlp_getauditlog): New.

* gpgme-tool.c (GT_GCC_A_SENTINEL, GT_GCC_A_PRINTF): New.
  (gt_write_status): Use sentinel.
  (argp_error, log_error): Use printf attribute.
  (argp_parse): Remove extra argument to argp_error.
  (_gt_progress_cb, gt_get_engine_info, gt_get_keylist_mode)
  (gt_result): Add NULL arg.

2009-11-26 Marcus Brinkmann <marcus@g10code.de>

* opassuan.c (opassuan_start): Allocate result structure before
  beginning operation.

2009-11-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (gpgme_server): Use assuan_fd_t and assuan_fdopen
  on fds.

2009-11-13 <wk@g10code.com>

* sign.c (_gpgme_sign_status_handler): Handle SIG_CREATED_SEEN.
  * engine-uiserver.c (uiserver_sign): Make sending SENDER optional.

2009-11-10 Marcus Brinkmann <marcus@g10code.de>
* op-support.c (_gpgme_op_reset): Instead of last change, only set sub protocol if it is not the default.

2009-11-10 Werner Koch <wk@g10code.com>

* op-support.c (_gpgme_op_reset): Ignore GPG_ERR_NOT_IMPLEMENTED while setting the sub protocol.

* engine-uiserver.c (uiserver_new): Pass fdpassing flag to assuan_socket_connect.
  (set_recipients): Replace fingerprint by user id.

* engine-gpgsm.c (set_recipients): Fix non-terminating loop in case of a missing key.

2009-11-10 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_new): Set default sub protocol.
* gpgme-tool.c: Implement get sub protocol.

* gpgme.h.in (gpgme_get_sub_protocol): Add prototype.
* gpgme.def, libgpgme.vers: Add gpgme_get_sub_protocol.
* context.h (struct gpgme_context): New member sub_protocol.
* gpgme.c (gpgme_set_sub_protocol): Set CTX->sub_protocol.
  (gpgme_get_sub_protocol): New function.
* op-support.c (_gpgme_op_reset): Set sub protocol.

* Makefile.am (uiserver_components): New variable.
  (main_sources): Add it.
* ops.h, key.c (_gpgme_key_append_name): Take CONVERT argument, implement it. Adjust callers.
  (gpgme_key_from_uid): New function.
* gpgme.h.in (gpgme_protocol_t): Add GPGME_PROTOCOL_DEFAULT.
  (gpgme_encrypt_flags_t): Add GPGME_ENCRYPT_PREPARE, GPGME_ENCRYPT_EXPECT_SIGN.
  (gpgme_set_sub_protocol, gpgme_key_from_uid): New functions.
* libgpgme.vers, gpgme.def: Add new functions.
* gpgme.c (gpgme_set_protocol): Add UIServer protocol.
  (gpgme_set_sub_protocol): New function.
  (gpgme_get_protocol_name): Add UIServer and default protocol.
* assuan-support.c: Return correct error values, implement socketpair for POSIX.
* engine.h, engine-backend.h (_gpgme_engine_set_protocol)
  (_gpgme_engine_op_decrypt_verify): New prototypes. Adjust all
users.
* engine.c (engine_ops, gpgme_get_engine_info): Add UIServer
  engine.
(_gpgme_engine_set_protocol, _gpgme_engine_op_decrypt_verify): New
  function.
* decrypt-verify.c (decrypt_verify_start): Call
  _gpgme_engine_op_decrypt_verify.
* util.h, posix-util.c,
  w32-util.c (_gpgme_get_uiserver_socket_path): New function.
* engine-gpgsm.c (gpgsm_set_fd): Fix _gpgme_io_pipe invocation.
* gpgme-tool.c: Some support for UIServer protocol.

2009-11-09 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Close server side FDs.

2009-11-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (struct gpgme_tool): New members write_data and
  write_data_hook.
(gt_write_data): New function.
(gt_result): Output vfs_mount result.
(server_write_data): New function.
(gpgme_server): Initialize write_data members.

2009-11-05 Marcus Brinkmann <marcus@g10code.de>

* engine-g13.c (struct engine_g13): Remove members RESULT_CB and
  RESULT_CB_VALUE.
(g13_assuan_simple_command, status_handler): Don't use those anymore.
(g13_transact): Remove them from argument list, too.
* vfs-mount.c (_gpgme_vfs_mount_status_handler): New function.
(_gpgme_op_vfs_mount): Pass it to transact.

* engine-assuan.c (llass_new): Update use of assuan_socket_connect.
* engine-gpgsm.c (gpgsm_new): Update use of assuan_pipe_connect.
* engine-g13.c (g13_new): Likewise.

* w32-io.c (_gpgme_io_spawn): Implement this flag.
* posix-io.c (_gpgme_io_spawn): Likewise.
* w32-glib-io.c (_gpgme_io_spawn): Likewise.
* assuan-support.c (my_spawn): Set this flag.

* decrypt.c (gpgme_op_decrypt_start): Fix use of debug macro.
* decrypt-verify.c (gpgme_op_decrypt_verify_start): Likewise.
* delete.c (gpgme_op_delete_start): Likewise.
* edit.c (gpgme_op_edit_start, gpgme_op_card_edit_start): Likewise.
* encrypt.c (gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (gpgme_op_encrypt_sign_start): Likewise.
* export.c (gpgme_op_export_start, gpgme_op_export_ext_start)
  (gpgme_op_export_keys_start, gpgme_op_export_keys): Likewise.
* genkey.c (gpgme_op_genkey_start): Likewise.
* getauditlog.c (gpgme_op_getauditlog_start): Likewise.
* import.c (gpgme_op_import_start, gpgme_op_import_keys_start):
  Likewise.
* opassuan.c (gpgme_op_assuan_transact_start): Likewise.
* sign.c (gpgme_op_sign_start): Likewise.
* verify.c (gpgme_op_verify_start): Likewise.
* vfs-create.c (gpgme_op_vfs_create): Likewise.
* vfs-mount.c (gpgme_op_vfs_mount): Likewise.

2009-11-04 Marcus Brinkmann <marcus@g10code.de>

* ath.h (ath_self): New prototype. Include <stdint.h>
* ath.c, ath-pth.c, ath-pthread.c (ath_self): New function.
* debug.h: Rewrite most macros to beautify debug output.
(_gpgme_debug_buffer): Remove tagname and tag argument.
(_gpgme_debug_frame_begin, _gpgme_debug_frame_end): New prototypes.
* debug.c: Include <time.h>. Don't include assuan.h.
(frame_nr, FRAME_NR): New thread-specific variable and macro.
(debug_init): Do not initialize assuan. Call _gpgme_debug after
  initialization instead using printf directly.
(_gpgme_debug): Do not call debug_init (we now ensure proper
  initialization by user). Add timestamp and thread/process ID.
(_gpgme_debug_buffer): Do not take tagname and tag argument.
(_gpgme_debug_frame_begin, _gpgme_debug_frame_end): New functions.
* version.c (gpgme_check_version_internal, gpgme_check_version):
  Fix debug string. Do not initialize assuan.
* posix-io.c (get_max_fds): Use 0 not NULL (nicer debug output).

2009-11-04 Werner Koch <wk@g10code.com>

* gpgme-tool.c (register_commands): Add HELP feature.

2009-11-03 Werner Koch <wk@g10code.com>

* gpgme.h.in (GPGME_PROTOCOL_UARTSERVER): New.

2009-11-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (main_sources): Change g13.c to vfs-mount.c. Add
  vfs-create.c
* vfs-create.c: New file.
* g13.c: Renamed to ...
* vfs-mount.c: ... this new file.
* gpgme.h.in (gpgme_op_vfs_create): New prototype.
* gpgme.def, libgpgme.vers: Add gpgme_op_vfs_create.
* gpgme-tool.c (gt_vfs_create, cmd_vfs_create): New functions.
  (register_commands): Add VFS_CREATE and CREAET.

2009-11-02 Marcus Brinkmann <marcus@g10code.de>

* debug.h (_gpgme_debug_buffer): Make TAG argument const.
* debug.c (_gpgme_debug_buffer): Likewise.
* gpgme-tool.c (input_notify, output_notify): Adjust type to new
  assuan interface.
* decrypt.c (gpgme_op_decrypt_result): Remove unused variable.
* opassuan.c (gpgme_op_assuan_transact): Fix return value.

2009-10-30 Marcus Brinkmann <marcus@g10code.de>

  (gpgme_tool_LDADD): New variable.
* gpgme-tool.c: New file.
* ops.h (_gpgme_sig_notation_clearm _gpgme_signers_clear): New
  prototypes.
* gpgme.c (gpgme_set_protocol): Allow GPGME_PROTOCOL_GPGCONF (when
  had that gone missing?).
  (_gpgme_sig_notation_clear): New function without debug output.
  (gpgme_release): Call it and _gpgme_signers_clear.
* signers.c (_gpgme_signers_clear): New function without debug output.
* g13.c (gpgme_op_vfs_mount): Add debug output.
* assuan-support.c (my_spawn): Allow fd_child_list to be NULL.
* conversion.c (_gpgme_encode_percent_string): Fix infinite loop.
* debug.h: Put tag in front of debug lines, should make for nicer
  output.
* engine-assuan.c (llass_new): Use our new system hooks for libassuan.
* engine-g13.c (g13_new): Remove redundant assuan context allocation.
* version.c (gpgme_check_version_internal): Delay debug output
  until after gpgme_check_version was called.

2009-10-28 Marcus Brinkmann <marcus@g10code.de>

* signers.c, encrypt-sign.c, encrypt.c, delete.c, keylist.c,
  edit.c, import.c, export.c: Fix last change in debug output.

2009-10-27 Marcus Brinkmann <marcus@g10code.de>

* edit.c (gpgme_op_edit_start, gpgme_op_edit)
  (gpgme_op_card_edit_start, gpgme_op_card_edit): Add debug output.
* encrypt-sign.c (gpgme_op_encrypt_sign_start)
(gpgme_op_encrypt_sign): Likewise.
* encrypt.c (gpgme_op_encrypt_start, gpgme_op_encrypt)
  (gpgme_op_encrypt_result): Likewise.
* export.c (gpgme_op_export_start, gpgme_op_export)
  (gpgme_op_export_ext_start, gpgme_op_export_ext)
  (gpgme_op_export_keys_start, gpgme_op_export_keys): Likewise.
* genkey.c (gpgme_op_genkey_start, gpgme_op_genkey)
  (gpgme_op_genkey_result): Likewise.
* getauditlog.c (gpgme_op_getauditlog_start)
  (gpgme_op_getauditlog): Likewise.
* import.c (gpgme_op_import_result, gpgme_op_import_start)
  (gpgme_op_import): Likewise.
* keylist.c (gpgme_op_keylist_result, keylist_colon_handler)
  (gpgme_op_keylist_start, gpgme_op_keylist_ext_start)
  (gpgme_op_keylist_next, gpgme_op_keylist_end, gpgme_get_key): Likewise.
* opassuan.c (gpgme_op_assuan_transact_start)
  (gpgme_op_assuan_transact_ext, gpgme_op_assuan_result)
  (gpgme_op_assuan_transact): Likewise.
* signers.c (gpgme_signers_add, gpgme_signers_clear): Likewise.
* trustlist.c (gpgme_op_trustlist_start)
  (gpgme_op_trustlist_next, gpgme_op_trustlist_end): Likewise.
* verify.c (gpgme_op_verify_start, gpgme_op_verify)
  (gpgme_op_verify_result): Likewise.

2009-10-26 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (struct gpgme_io_event_done_data)
  (gpgme_io_event_done_data_t): New types.
  (struct _gpgme_op_assuan_result): Deprecate the err member.
  (gpgme_op_assuan_result): Deprecate (for now).
  (gpgme_op_assuan_transact_ext): New prototype.
  (gpgme_op_assuan_transact): Deprecate.
  (struct _gpgme_op_g13_result): Replace with ...
    (struct _gpgme_op_vfs_mount_result): ... this.
  (gpgme_op_g13_mount): Replace with ...
    (gpgme_op_vfs_mount): ... this.
* gpgme.def (gpgme_op_assuan_transact_ext, gpgme_wait_ext)
  (gpgme_op_vfs_mount_result, gpgme_op_vfs_mount): New.
  (gpgme_op_g13_mount): Remove.
* libgpgme.vers: Likewise.
* engine-backend.h (struct engine_ops): Remove RESULT_CB and
  RESULT_CB_VALUE args in opassuan_transact member. Add CANCEL_OP
  member.
* ops.h (_gpgme_cancel_with_err, _gpgme_wait_on_condition): Add
  OP_ERR argument.
  (_gpgme_wait_one_ext): New prototype.
* context.h (ctx_op_data_id_t): Add OPDATA_VFS_MOUNT.
* engine-g13.c (g13_cancel_op): New function.
(parse_status): Remove declaration.
(g13_assuan_simple_command): Do nothing with status lines for now.
(status_handler): Update opaque value access.
(_gpgme_engine_ops_g13): Add new cancel_op member.
* gpgme.c (_gpgme_cancel_with_err): Add new parameter OP_ERR. Handle operational errors.
(gpgme_cancel, gpgme_io_read, gpgme_io_write): Add debug output.
* data.c (_gpgme_data_inbound_handler)
(_gpgme_data_outbound_handler): Adjust opaque value access.
* engine-gpg.c (command_handler, status_handler)
(colon_line_handler): Likewise.
* engine-gpgsm.c (status_handler): Likewise.
* engine-gpg.c (_gpgme_engine_ops_gpg): Add cancel_op member.
* engine-gpgsm.c (_gpgme_engine_ops_gpgsm): Likewise.
* g13.c: Rewritten (and will be rewritten again).
* engine.h (_gpgme_engine_op_assuan_transact): Remove result_cb and result_cb_value parameters from prototype.
(_gpgme_engine_cancel_op): New prototype.
* engine.c (engine_ops) ![ENABLE_ASSUAN]: Add missing comma.
(_gpgme_engine_op_assuan_transact): Remove result_cb and result_cb_value parameter.
(_gpgme_engine_cancel_op): New function.
* wait.h (_gpgme_run_io_cb): Add new argument OP_ERR.
(struct io cb data): New struct to pass opaque data and get a op_err return value. Needed because we can't modify I/O callback handler signature because it is exposed to the user.
* wait.c (_gpgme_run_io_cb): Add OP_ERR parameter. Handle operational errors.
* wait-user.c (_gpgme_user_io_cb_handler): Handle operational errors.
* wait-private.c (_gpgme_wait_on_condition): New argument to retrieve the operational result. Handle operational errors in session based protocols.
(_gpgme_wait_one_ext): New function.
(_gpgme_wait_one): Pass argument in invocation of _gpgme_wait_on_condition.
* wait-global.c (struct ctx_list_item): Add member OP_ERR.
(ctx done): New argument OP_ERR.
(ctx_wait): New argument OP_ERR.
(gpgme_wait_ext): New function based on gpgme_wait but handling operational errors.
(gpgme_wait): Implement in term of gpgme_wait_ext.
* keylist.c (gpgme_op_keylist_next): Pass argument in invocation of _gpgme_wait_on_condition.
* trustlist.c (gpgme_op_trustlist_next): Pass argument in invocation of _gpgme_wait_on_condition.
* engine-assuan.c (struct engine_llass): Replace members RESULT_CB and RESULT_CB_VALUE by LAST_OP_ERR.
(_gpgme_engine_assuan_last_op_err): Add this hack function.
(llass_cancel_op): New function.
(_gpgme_engine_llass_ops): Add cancel_op member.
(llass_status_handler): Update opaque value access.
(llass_transact): Remove RESULT_CB and RESULT_CB_VALUE arguments.
* opassuan.c: Move compat hacks to the end of file.
(opassuan_start): Do not set OPD->result.err.
Do not pass RESULT_Cb and CTX to _gpgme_engine_op_assuan_transact.
(gpgme_op_assuan_transact_ext): New function.

* debug.h (DEBUG_GLOBAL): New debug level.
* conversion.c (gnupg_errors, _gpgme_map_gnupg_error): Removed.
* data-user.c (gpgme_data_new_from_cbs): Add debug output.
* data-fd.c (gpgme_data_new_from_fd): Likewise.
* data-stream.c (gpgme_data_new_from_stream): Likewise.
* decrypt.c (gpgme_op_decrypt_result, gpgme_op_decrypt_start)
  (gpgme_op_decrypt): Likewise.
* delete.c (gpgme_op_delete_start, gpgme_op_delete): Likewise.
* decrypt-verify.c (gpgme_op_decrypt_verify_start)
  (gpgme_op_decrypt_verify): Likewise.
* sign.c (gpgme_op_sign_result): Fix debug message.
* data-mem.c (gpgme_data_new): Improve debug output.
* verify.c (parse_trust): Use atoi instead of
  _gpgme_map_gnupg_error.
* decrypt.c (_gpgme_decrypt_status_handler): Likewise.

2009-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am: Remove @NETLIBS@ from LIBADDs.
  (g13_components): New variable.
  (main_sources): Add $(g13_components).
* g13.c, engine-g13.c: New files.
* engine.c (engine_ops): Check for assuan for assuan engine, add
g13 engine.
* util.h (_gpgme_get_g13_path, _gpgme_encode_percent_string): New
  prototypes.
* conversion.c (_gpgme_encode_percent_string): New function.
* gpgme.h.in (gpgme_protocol_t): Add GPGME_PROTOCOL_G13.
  (struct _gpgme_op_g13_result, gpgme_g13_result_t): New types.
  (gpgme_op_g13_mount): New function.
* gpgme.def, libgpgme.vers: Add gpgme_op_g13_mount.
* posix-util.c (_gpgme_get_g13_path): New function.
* w32-util.c (_gpgme_get_g13_path): New function.
* engine-backend.h (_gpgme_engine_ops_g13): New declaration.

2009-10-20 Marcus Brinkmann <marcus@g10code.de>
* gpgme-config.in (netlibs): Remove.
  (assuan_cflags, assuan_libs): Add.

* Makefile.am (assuan_cppflags, assuan_libobjs): Removed.
  (assuan_components): Move engine-assuan.c to ...
  (assuan_components): ... this new variable.
  (main_sources): Add this new variable.
  (AM_CPPFLAGS): Remove $(assuan_cppflags).
  (AM_CFLAGS): Add @LIBASSUAN_CFLAGS@.
  (libgpgme_la_DEPENDENCIES, libgpgme_pth_la_DEPENDENCIES)
  (libgpgme_glib_la_DEPENDENCIES, libgpgme_qt_la_DEPENDENCIES)
  (libgpgme_pthread_la_DEPENDENCIES): Remove $(assuan_libobjs).
  (libgpgme_la_LIBADD, libgpgme_pth_la_LIBADD)
  (libgpgme_glib_la_LIBADD, libgpgme_qt_la_LIBADD)
  (libgpgme_pthread_la_LIBADD): Replace $(assuan_libobjs) by
  @LIBASSUAN_LIBS@.
* priv-io.h ![HAVE_W32_SYSTEM]: Declare _gpgme_io_recvmsg,
  _gpgme_io_sendmsg, _gpgme_io_waitpid.
* engine-backend.h: Define with [ENABLE_ASSUAN] instead
  of [ENABLE_GPGSM].
* util.h (ENABLE_ASSUAN): Declare _gpgme_assuan_system_hooks,
  _gpgme_assuan_malloc_hooks, _gpgme_assuan_log_cb.
* engine-gpgsm.c: Don't map assuan error codes. Use
  assuan_release instead of assuan_disconnect.
  (map_assuan_error): Remove function.
  (gpgsm_new): Use new assuan context interface.
* engine-assuan.c: Use assuan_release instead of
  assuan_disconnect.
  (llass_new): Use new assuan context interface.

2009-10-07  <wk@g10code.com>

* priv-io.h [W32]: Include windows.h instead of sys/socket.h.

2009-08-06  Werner Koch  <wk@g10code.com>

* op-support.c (_gpgme_parse_inv_recp): Allow for no fingerprint.

* engine-gpgsm.c (gpgsm_sign): Hook up the status func for the
  SIGNER command.
* gpgme.h.in (GPGME_STATUS_INV_SGNR, GPGME_STATUS_NO_SGNR): New.
* sign.c (op_data_t): Add fields IGNORE_INV_RECP and INV_SGNR_SEEN.
  (_gpgme_op_sign_init_result): Factor code out to ...
  (sign_init_result): .. new. Init new fields.
  (sign_start): Use sign_init_result.
  (_gpgme_sign_status_handler): Take care of the new INV_SGNR.
Return an error if no signature has been created.

2009-07-07 Werner Koch <wk@g10code.com>

* engine-gpgsm.c (struct engine_gpgsm): Add fields input_helper_data and input_helper_memory.
   (close_notify_handler): Release these new fields.
   (gpgsm_import): Implement the keyarray feature.

* engine-gpg.c (gpg_import): Actually return GPG_ERR_INV_VALUE.

* engine-gpgsm.c (gpgsm_import): Return an error for unknown data encodings.

2009-06-22 Marcus Brinkmann <marcus@g10code.de>

* debug.h: Everywhere, use %p instead of 0x%x to print pointer.
  [HAVE_STDINT_H]: Include <stdint.h>.
  (_TRACE, TRACE, TRACE0, TRACE1, TRACE2, TRACE3, TRACE6): Cast tag to (uintptr_t) before casting it to (void*) to silence GCC warning.

* gpgme.h.in (_GPGME_DEPRECATED_OUTSIDE_GPGME): New macro.
* sign.c (_GPGME_IN_GPGME): Define it.
* keylist.c (_GPGME_IN_GPGME): Define it.

* debug.c (_gpgme_debug_begin, _gpgme_debug_add): Handle error in vasprintf and asprintf.

* priv-io.h: Include <sys/socket.h>. Declare _gpgme_io_connect.

2009-06-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (GPGME_CONF_PATHNAME): Revert last change, it's back! (GPA still uses it...).

* gpgme.def: Fix stupid typo.
* w32-io.c (_gpgme_io_pipe): Add missing declaration.

* gpgme.h.in (GPGME_CONF_PATHNAME): Remove obsolete macro.

* w32-io.c (_gpgme_io_pipe): Allocate reader/writer thread right away.
  (_gpgme_io_read, _gpgme_io_write, _gpgme_io_select)
  (_gpgme_io_dup): Never allocate threads here.
  (find_writer, find_reader): Check return value of thread creation function.
* context.h (CTX_OP_DATA_MAGIC): New macro.
  (struct ctx_op_data): New member MAGIC.
* op-support.c (_gpgme_op_data_lookup): Initialize magic.
* gpgme.c (gpgme_result_unref, gpgme_result_ref): Check magic.

2009-06-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_result_unref): Hot fix to release a lock.

* gpgme.c (result_ref_lock): New global variable.
  (gpgme_result_ref, gpgme_result_unref): use it.

2009-06-16 Werner Koch <wk@g10code.com>

* version.c: Include stdlib.h.

* gpgme.h.in (gpgme_data_encoding_t): Add GPGME_DATA_ENCODING_URL,
  GPGME_DATA_ENCODING_URLESC, GPGME_DATA_ENCODING_URL0.
* data.c (gpgme_data_set_encoding): Adjust for new values.
* engine-gpg.c (string_from_data): New.
  (gpg_import): Implement --fetch-key feature.

* gpgme.h.in (gpgme_op_export_keys_start, gpgme_op_export_keys): New.
* gpgme.def, libgpgme.vers: Add them.
* export.c (gpgme_op_export_keys_start, gpgme_op_export_keys): New.
  (export_keys_start): New.

* gpgme.h.in (gpgme_export_mode_t, GPGME_EXPORT_MODE_EXTERN): New.
  (gpgme_op_export_start, gpgme_op_export, gpgme_op_export_ext_start)
  (gpgme_op_export_ext): Change arg RESERVED to MODE of new
  compatible type.
* export.c (gpgme_export_ext_start, gpgme_op_export)
  (gpgme_op_export_ext_start, gpgme_op_export_ext): Ditto.
  (export_start): Ditto.
* engine.c (_gpgme_engine_op_export): Ditto.
* engine-backend.h (struct engine_ops): Ditto.
* engine-gpgsm.c (gpgsm_export, gpgsm_export_ext): Ditto.
* engine-gpg.c (gpg_export, gpg_export_ext): Ditto. Implement
  mode EXTERN.
  (gpg_export, gpg_export_ext): Factor common code out to ..
  (export_common): .. this.

* gpgme.h.in (gpgme_op_import_keys_start, gpgme_op_import_keys): New.
* gpgme.def, libgpgme.vers: Add them.
* import.c (gpgme_op_import_keys_start, gpgme_op_import_keys): New.
  (_gpgme_op_import_keys_start): New.
* engine.c (_gpgme_engine_op_import): Add arg KEYARRAY.
* engine-backend.h (struct engine_ops): Ditto.
* engine-gpg.c (gpg_import): Ditto. Implement it.

2009-06-15 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (gpgme_result_ref, gpgme_result_unref): Add prototypes.
* gpgme.def, libgpgme.vers (gpgme_result_ref, gpgme_result_unref): Add these.
* context.h (struct ctx_op_data): Add member "references".
* gpgme.c (gpgme_result_ref, gpgme_result_unref): New functions.
  (_gpgme_release_result): Use gpgme_result_unref.
* op-support.c (_gpgme_op_data_lookup): Initialize references.

2009-06-12 Werner Koch <wk@g10code.com>

* gpgme-w32spawn.c (translate_get_from_file): Parse optional spawn flags. Add new arg R_FLAGS. Fix segv on file w/o LF.
  (translate_handles): Add new arg R_FLAGS. Avoid possible segv.
  (main): Pass flags for my_spawn.
  (my_spawn): Add arg FLAGS and implement AllowSetForegroundWindow.

* w32-io.c (_gpgme_io_spawn): Add arg FLAGS and implement it.
* w32-glib-io.c (_gpgme_io_spawn): Ditto.
* w32-qt-io.cpp (_gpgme_io_spawn): Ditto.
* posix-io.c (_gpgme_io_spawn): Add dummy arg FLAGS.
* engine-gpg.c (start): Call spawn with new flag.

* w32-util.c (_gpgme_allow_set_foreground_window): Rename to _gpgme_allow_set_foreground_window. Change all callers.
* posix-util.c (_gpgme_allow_set_foreground_window): Ditto.

2009-06-10 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_allow_set_foreground_window): Add trace support.

2009-06-09 Werner Koch <wk@g10code.com>

* engine-gpg.c (gpg_io_event): Test for cmd.fd.

* version.c (gpgme_check_version_internal): Make result const.

* gpgme.c: Include priv-io.h.
* libgpgme.vers (GPGME_1.1): Add them.
* gpgme.def: Ditto.
* Makefile.am (main_sources): Remove gpgme.h.
(include_HEADERS): Rename to nodist_include_HEADERS so that a
VPATH build won't use the distributed one.

* util.h (GPG_ERR_NOT_OPERATIONAL): Define.

2009-05-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (gpgme_check_version_internal): New prototype.
(gpgme_check_version): New macro, overriding function of the same
name.
* libgpgme.vers, gpgme.def: Add gpgme_check_version_internal.o
* context.h (_gpgme_selftest): New variable declaration.
* version.c: Include "context.h".
(gpgme_check_version): Set _gpgme_selftest on success.
(gpgme_check_version_internal): New function.
* gpgme.c (_gpgme_selftest): Define it.
(gpgme_new): Check the selftest result.

2009-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (gpgme_encrypt_flags_t): Add
GPGME_ENCRYPT_NO_ENCRYPT_TO.
* engine-gpg.c (gpg_encrypt): Pass --no-encrypt-to to gpg if
GPGME_ENCRYPT_NO_ENCRYPT_TO flag is set.

2009-05-14 Werner Koch <wk@g10code.com>

* gpgme.h.in (gpgme_status_code_t): Explicitly initialize for
better maintainability and to help debugging.

2009-05-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in: Add compile time check for _FILE_OFFSET_BITS.

2009-04-15 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_connect): Fix stupid error.

2009-04-08 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (giochannel_table): New members used, fd, socket.
(find_channel): Drop CREATE argument.
(new_dummy_channel_from_fd, new_channel_from_fd)
(new_channel_from_socket): New functions.
(_gpgm_io_fd2str): Implement for sockets.
(_gpgme_io_write, _gpgme_io_read): Translate EAGAIN errors
* gpgme.h.in (GPGME_KEYLIST_MODE_EPHEMERAL): New.
  * engine-gpgsm.c (gpgsm_keylist): Send new option.

2009-03-13 Werner Koch  <wk@g10code.com>

* gpgme-config.in: Make sure locale is set to C.

2009-02-24 Werner Koch  <wk@g10code.com>

* gpgme.h.in (struct _gpgme_op_assuan_result): New.
  (gpgme_assuan_result_t): New.
  (gpgme_op_assuan_result): Change return type.
  (struct _gpgme_assuan_sendfnc_ctx)
  (gpgme_assuan_sendfnc_ctx_t, gpgme_assuan_sendfnc_t): Remove.
  (gpgme_assuan_inquire_cb_t): Changed.
  * opassuan.c (op_data_t): Make use of a result structure.
  (gpgme_op_assuan_result): Change return type.
  (opassuan_start): Use result structure.
  (result_cb): Ditto.
  * engine-assuan.c (struct _gpgme_assuan_sendfnc_ctx): Remove.
    (inquire_cb_sendfnc): Remove.
    (lass_status_handler): Allow sending a CANCEL from the inquire CB.

2009-02-04 Werner Koch  <wk@g10code.com>

* w32-glib-io.c (_gpgme_io_spawn): Make ARGV argument const to match prototype.
  * w32-qt-io.cpp (_gpgme_io_spawn): Ditto.

2009-02-03 Werner Koch  <wk@g10code.com>

* gpgme.h.in (struct _gpgme_subkey): Add fields IS_CARDKEY and CARD_NUMBER.
  * key.c (gpgme_key_unref): Release field CARD_NUMBER.
* keylist.c (keylist_colon_handler): Factor common code out to ...
(parse_sec_field15): New. Set card number.

2009-01-26 Werner Koch <wk@g10code.com>

* opassuan.c, dirinfo.c, engine-assuan.c: New.
* Makefile.am: Add them.
* engine-backend.h: Add _gpgme_engine_ops_assuan.
(struct engine_ops): Add field OPASSUAN_TRANSACT. Update all engine initializers.
* Makefile.am (gpgsm_components): Add engine-assuan.c.
* gpgme.h.in (gpgme_protocol_t): Add GPGME_PROTOCOL_ASSUAN.
(gpgme_assuan_data_cb_t, gpgme_assuan_sendfnc_ctx_t)
(gpgme_assuan_inquire_cb_t, gpgme_assuan_status_cb_t): New.
(gpgme_op_assuan_transact_start, gpgme_op_assuan_transact): New.
* gpgme.c (gpgme_get_protocol_name): Ditto.
(gpgme_set_protocol): Support it.
* engine.c (gpgme_get_engine_info): Ditto.
(engine_ops): Register it.
(_gpgme_engine_op_assuan_transact): New.
* libgpgme.vers (gpgme_op_assuan_transact_start)
(gpgme_op_assuan_transact): New.
* gpgme.def (gpgme_op_assuan_transact_start)
(gpgme_op_assuan_transact): New.
* engine-backend.h (struct engine_ops): Add GET_HOME_DIR and initialize to NULL for all engines.
* engine.c (engine_get_home_dir): New.
(_gpgme_engine_get_engine_info): Use it.
* engine.h (engine_assuan_result_cb_t): New.
* context.h (ctx_op_data_id_t): Add OPDATA_ASSUAN.

* util.h (GPG_ERR_UNFINISHED): Define if not yet defined.

* version.c (gpgme_check_version): Protect trace arg against NULL.

2009-01-19 Werner Koch <wk@g10code.com>

* rungpg.c: Rename to engine-gpg.c
* Makefile.am (main_sources): Ditto.

2008-12-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (status-table.h): Use $(builddir) to find gpgme.h.

2008-11-18 Werner Koch <wk@g10code.com>

* version.c (do_subsystem_inits): Always initialize I/O
subsystem. Fixes regression from 2007-08-02.

* decrypt.c (_gpgme_decrypt_status_handler): Use _gpgme_map_gnupg_error to parse the error code for decrypt.algorithm.

2008-10-30 Marcus Brinkmann <marcus@g10code.de>

* wait-private.c (_gpgme_wait_on_condition): Remove unused variable IDX.
* wait-global.c: Include ops.h to silence gcc warning. (_gpgme_wait_global_event_cb): Pass error value directly.
* wait-user.c: Include ops.h to silence gcc warning.

* posix-io.c (_gpgme_io_spawn): Make ARGV argument const to silence gcc warning. Cast argument to execv to silence warning.
* w32-io.c (_gpgme_io_spawn): Likewise.
* priv-io.h (_gpgme_io_spawn): Likewise for prototype.

2008-10-24 Werner Koch <wk@g10code.com>

* rungpg.c (gpg_keylist_preprocess): Escape backslashes too.

2008-10-23 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_keylist_preprocess): Convert percent escaped string to C coded string.

2008-10-20 Werner Koch <wk@g10code.com>

* Makefile.am (EXTRA_DIST): Add gpgme.h.in.

* gpgme.h: Rename to gpgme.h.in.
* gpgme.h.in (GPGME_VERSION): Use autoconf substitution.

* posix-io.c: Include sys/uio.h. Fixes bug #818.

2008-10-18 Marcus Brinkmann <marcus@g10code.com>

* w32-util.c (find_program_in_registry): Don't define. (_gpgme_get_gpg_path, _gpgme_get_gpgsm_path) (_gpgme_get_gpgconf_path): Do not check for fooProgram in the registry anymore. It is now no longer possible to overwrite the default location in that way.

2008-10-17 Werner Koch <wk@g10code.com>

* w32-glib-io.c (_gpgme_io_fd2str): Use \"%d\" and not \"%ld\" to work around a bug in mingw32.
2008-09-23 Marcus Brinkmann <marcus@g10code.com>

* gpgme.c (gpgme_sig_notation_clear): Clear CTX->sig_notations.
Submitted by "Daniel Mueller" <daniel@danm.de>

2008-09-16 Marcus Brinkmann <marcus@g10code.com>

* rungpg.c (gpg_new): Don't use errno with ttyname_r.

2008-08-11 Marcus Brinkmann <marcus@g10code.com>

* rungpg.c (gpg_cancel): Remove cmd fd before status fd.
* gpgme.c (_gpgme_cancel_with_err): New function.
  (gpgme_cancel): Reimplement in terms of _gpgme_cancel_with_err.
* wait-private.c (_gpgme_wait_on_condition): Use
  _gpgme_cancel_with_err.
* wait-user.c (_gpgme_user_io_cb_handler): Likewise.
* wait-global.c (_gpgme_wait_global_event_cb, gpgme_wait): Likewise.

2008-08-08 Marcus Brinkmann <marcus@g10code.com>

* rungpg.c (command_handler): Remove I/O callback on error, too.

2008-06-29 Marcus Brinkmann <marcus@g10code.com>

* gpgme.c (gpgme_cancel_async): Remove unused variable.

2008-06-27 Marcus Brinkmann <marcus@g10code.de>

* libgpgme.vers: Add gpgme_cancel_async.
* gpgme.def: Likewise.

* context.h: Include "sema.h".
(struct gpgme_context): New members lock and canceled.
* gpgme.c (gpgme_new): Initialize lock.
  (gpgme_release): Destroy lock.
  (gpgme_cancel_async): New function.
* op-support.c (_gpgme_op_reset): Reset the canceled flag.
* wait-global.c (gpgme_wait): Check cancel flag before processing
  any I/O callbacks.
* wait-private.c (_gpgme_wait_on_condition): Likewise.
* wait-user.c (_gpgme_user_io_cb_handler): Likewise.

2008-06-26 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_mkstemp): Replace sprintf by stpcpy.
  (mkstemp): Need to use GetSystemTimeAsFileTime for better
compatibility.

2008-06-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme-w32spawn.c: New file.
  * Makefile.am (libexec_PROGRAMS) [HAVE_W32_SYSTEM]: New variable with gpgme-w32spawn.
  * engine-gpgsm.c (gpgsm_new): Use server translated handles.
    (gpgsm_set_locale): Return early if locale value is NULL.
  * util.h (_gpgme_mkstemp)
    (_gpgme_get_w32spawn_path) [HAVE_W32_SYSTEM]: New function prototypes.
  * w32-util.c: Include <stdint.h>, <sys/stat.h> and <unistd.h>.
    (letters, mkstemp, _gpgme_mkstemp, _gpgme_get_w32spawn_path): New functions.
  * rungpg.c (gpg_decrypt, gpg_encrypt, gpg_encrypt_sign)
    (gpg_genkey, gpg_import, gpg_verify, gpg_sign): Pass data over special filename FD rather than stdin.
    (struct arg_and_data_s): Add member ARG_LOCP.
    (struct fd_data_map_s): Add member ARG_LOC.
    (struct engine_gpg): Add member ARG_LOC to status and colon.
    (_add_arg, add_arg_with_locp): New function.
    (add_arg_ext): Reimplement in terms of _add_arg.
    (gpg_new): Remember argument location for status FD.
    (build_argv): Set argument location if requested. Also set argument location of fd_data_map for data items.
    (start): Adjust caller of _gpgme_io_spawn.
  * priv-io.h (struct spawn_fd_item_s): Add members peer_name and arg_loc.
    (_gpgme_io_spawn): Remove parent fd list argument.
  * posix-io.c (get_max_fds): New function.
    (_gpgme_io_dup): Add tracing.
    (_gpgme_io_spawn): Remove parent fd list. Change meaning of child fd list to contain all child fds that should be inherited. Close all other file descriptors after fork.
  * w32-io.c, w32-glib-io.c, w32-qt-io.c(_gpgme_io_spawn): Remove parent fd list. Change meaning of child fd list to contain all child fds that should be inherited. Do not inherit any file descriptors, but DuplicateHandle them. Spawn process through wrapper process. Provide wrapper process with a temporary file containing handle translation data. Return translated handle names.
  * w32-io.c (reader): Add more tracing output.
    (_gpgme_io_read): Likewise.
  * engine-gpgconf.c (gpgconf_read): Adjust caller of _gpgme_io_spawn.
  * version.c (_gpgme_get_program_version): Likewise.
2008-06-20 Werner Koch <wk@g10code.com>


2008-06-19 Werner Koch <wk@g10code.com>

* gpgme.h (GPGME_CONF_PATHNAME): Replace by GPGME_CONF_FILENAME, change all callers and provide compatibility macro.
  (gpgme_conf_type_t): Add complex types 34..37.
* engine-gpgconf.c (gpgconf_parse_option, arg_to_data)

2008-06-19 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgconf.c (gpgconf_parse_option): Fix comma detection.

2008-05-09 Werner Koch <wk@g10code.com>

* engine-gpgconf.c (gpgconf_read): Do not pass empty lines to the callback.

2008-05-07 Werner Koch <wk@g10code.com>


* rungpg.c (gpg_keylist, gpg_keylist_ext): Factor common code out to ..
  (gpg_build_keylist_options): .. new. Allow combination of extern and intern mode.
  (gpg_new): DFT_TTYNAME is an array, thus check the first character.

2008-05-06 Werner Koch <wk@g10code.com>

* version.c (extract_version_string): New.
  (_gpgme_get_program_version): Use it to allow for suffixes in the version line.

2008-04-28 Werner Koch <wk@g10code.com>

* engine-gpgconf.c (gpgconf_read): Fixed segv. Avoid memmove for each line.

2008-04-22 Marcus Brinkmann <marcus@g10code.de>

* w32-qt-io.cpp, kdpipeiodevice.cpp: New versions from Frank
Osterfeld, implement blocking select.

2008-03-11 Marcus Brinkmann <marcus@g10code.de>

* data.c (gpgme_data_read, gpgme_data_write): Retry on EINTR.

2008-03-06 Marcus Brinkmann <marcus@g10code.de>

* key.c (gpgme_key_add_sig): Terminate UID in case SRC is NULL. Reported by Marc Mutz.

2008-03-05 Marcus Brinkmann <marcus@g10code.de>

* decrypt.c (release_op_data): Release OPD->result.recipients.
* encrypt.c (release_op_data): Release invalid_recipient.

2008-02-15 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgconf.c (gpgconf_read): Fix end-of-line handline.

2008-02-14 Werner Koch <wk@g10code.com>

* w32-io.c (gpgme_io_spawn): Add arg R_PID to return the pid.
* posix-io.c (gpgme_io_spawn): Ditto.
* w32-glib-io.c (gpgme_io_spawn): Ditto.
* w32-qt-io.cpp (gpgme_io_spawn): Ditto.
* priv-io.h (gpgme_io_spawn): Adjust prototyp and change all callers.
* rungpg.c (start): Call gpgme_allow_set_foreground_window.

* w32-util.c (gpgme_allow_set_foreground_window): New.
* posix-util.c (gpgme_allow_set_foreground_window): New.
* engine-gpgsm.c (default_inq_cb): New.
  (gpgsm_new) [W32]: Enable pinentry notifications.
  (status_handler): Handle inquiries.

2008-01-30 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version by Frank Osterfeld, fixes race condition.

2008-01-28 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_input_enc): Rename to ...
  (map_data_enc): ... this. Also change all callers.
  (gpgsm_encrypt, gpgsm_export, gpgsm_export_ext, gpgsm_genkey)
  (gpgsm_sign): Set encoding for output.

2008-01-28 Werner Koch <wk@g10code.com>
* keylist.c (gpgme_get_key): Skip duplicated keys. Fixes bug 876.

2008-01-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgconf.c (gpgconf_config_load_cb): Fix program_name field.

2008-01-10 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version from Frank Osterfeld.

* engine-gpgconf.c (gpgconf_config_load_cb2): Handle the flag NO_ARG_DESC.

2008-01-04 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (gpgconf_components): New variable.
  (main_sources): Add gpgconf.c.
  * gpgme.h (gpgme_protocol_t): New protocol GPGME_PROTOCOL_GPGCONF.
    (gpgme_conf_level_t, gpgme_conf_type_t, gpgme_conf_arg_t)
    (gpgme_conf_opt_t, gpgme_conf_comp_t, gpgme_conf_arg_new)
    (gpgme_conf_arg_release, gpgme_conf_opt_change)
  * gpgconf.c, engine-gpgconf.c: New files.
  * engine.h: (_gpgme_engine_op_conf_load,
  * op-support.c (_gpgme_op_reset): Ignore not implemented locale function.
  * posix-util.c (_gpgme_get_gpgconf_path): New function.
  * w32-util.c (_gpgme_get_gpgconf_path): New function.
  * engine-gpgsm.c:
    (_gpgme_engine_ops_gpgsm): Add stubs for conf_load and conf_save.
  * rungpg.c:
    (_gpgme_engine_ops_gpg): Add stubs for conf_load and conf_save.
  * gpgme.def: Add new gpgconf related interfaces.
  * libgpgme.vers: Likewise.
  * util.h (_gpgme_get_gpgconf_path): New prototype.
  * gpgme.h (gpgme_protocol_t): Add GPGME_PROTOCOL_GPGCONF.
  * engine-backend.h (_gpgme_engine_ops_gpgconf): New prototype.
    (struct engine_ops): Add members for conf_load and conf_save.
  * engine.c (engine_ops): Add _gpgme_engine_ops_gpgconf.
    (_gpgme_engine_op_conf_load,
    _gpgme_engine_op_conf_save): New functions.
    (gpgme_get_engine_info): Allow protocol GPGME_PROTOCOL_GPGCONF.

2007-11-28 Marcus Brinkmann <marcus@g10code.de>
* w32-util.c (gpgme_get_gpg_path, gpgme_get_gpgsm_path): Search for installation directory. Remove old fallback default.
  (find_program_in_inst_dir): New function.

2007-11-26 Werner Koch <wk@g10code.com>

* engine-gpgsm.c (struct engine_gpgsm): Add field INLINE_DATA and always reset it before calling start.
  (gpgsm_new): Clear it.
  (status_handler): Implement it.
  (gpgsm_getauditlog) [USE_DESCRIPTOR_PASSING]: Use INLINE_DATA.

2007-11-23 Werner Koch <wk@g10code.com>

* op-support.c (_gpgme_op_reset): Implement a no-reset flag.
* getauditlog.c (getauditlog_start): Use that flag.

2007-11-20 Werner Koch <wk@g10code.com>

* op-support.c (_gpgme_parse_inv_recp): Add new reason code 11.

2007-11-22 Werner Koch <wk@g10code.com>

* gpgme.h (gpgme_op_getauditlog_start, gpgme_op_getauditlog): New.
* libgpgme.vers: Ditto.
* gpgme.def: Ditto.
* getauditlog.c: New.
* engine-backend.h (struct engine_ops): Add member GETAUDITLOG.
* engine-gpgsm.c (gpgsm_getauditlog): New.
  (gpgsm_new): Try to enable audit log support.
* rungpg.c (_gpgme_engine_ops_gpg): Insert dummy entry.

2007-11-12 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version from Frank Osterfeld.

2007-10-11 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version from Frank Osterfeld.

2007-10-09 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version from Frank Osterfeld and Marc Mutz.

2007-10-05 Marcus Brinkmann <marcus@g10code.de>
* kdpipeiodevice.cpp, w32-qt-io.cpp: New versions from Frank Osterfeld.

2007-10-04 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.h, kdpipeiodevice.cpp, kdpipeiodevice.moc, w32-qt-io.cpp: New versions from Frank Osterfeld.

2007-10-02 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp, kdpipeiodevice.moc: New versions.
* w32-qt-io.cpp (_gpgme_io_fd2str): Print actual_fd if available.
  (_gpgme_io_dup): Only acquire a reference, do not actually dup.
  Submitted by Frank Osterfeld.

* priv-io.h, engine-gpgsm.c: Add comments.
* w32-qt-io.cpp (_gpgme_io_select): Remove code handling frozen FDs.
* w32-glib-io.c (_gpgme_io_close): Always dereference the channel, even if not primary.

2007-09-28 Werner Koch <wk@g10code.com>

* engine-gpgsm.c (iocb_data_t): Add SERVER_FD_STR.
  (gpgsm_new): Set it.
  (gpgsm_set_fd): Use it.

* w32-glib-io.c (find_channel): Add a new primary flag.
  (_gpgme_io_close): Close channel only if primary.
  (_gpgme_io_dup): Put newfd into the table as shallow copy.

* priv-io.h (struct io_select_fd_s): Remove member FROZEN.
* w32-io.c (_gpgme_io_select): Ditto.
* w32-glib-io.c (_gpgme_io_select): Ditto.

* posix-io.c (_gpgme_io_select): Ditto.
* rungpg.c (read_status): Ditto.
* wait.c (fd_table_put): Ditto.

* rungpg.c (gpg_io_event): Add tracing.
  (start): Use gpg_io_event for sending the start event.
* engine-gpgsm.c (gpgsm_io_event): Add tracing.
  (start): Use gpgsm_io_event for sending the start event.
* wait.c (_gpgme_add_io_cb, _gpgme_run_io_cb): Add tracing.

2007-09-28 Marcus Brinkmann <marcus@g10code.de>

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (_gpgme_io_spawn), w32-qt-io.cpp (_gpgme_io_spawn), w32-io.c (_gpgme_io_spawn): Close the process handle, return 0.

* gpgme.h (gpgme_protocol_t): Add GPGME_PROTOCOL_UNKNOWN.
* gpgme.c (gpgme_get_protocol_name): Implement support for GPGME_PROTOCOL_UNKNOWN.

* kdpipeiodevice.h: Fix last change.


2007-09-25 Marcus Brinkmann <marcus@g10code.de>

* conversion.c, keylist.c: Include <sys/types.h>.

* kdpipeiodevice.h: Use namespace _gpgme_.
* kdpipeiodevice.cpp: Use namespace _gpgme_.

[Q_OS_WIN32 && NOMINMAX]: Do not define NOMINMAX again.

* w32-qt-io.cpp: Change namespace of KDPipeIODevice to _gpgme_::KDPipeIODevice.

2007-09-17 Werner Koch <wk@g10code.com>

* rungpg.c (gpg_new): Make robust against undefined ttyname or ttytype.

2007-09-14 Werner Koch <wk@g10code.com>

* data-mem.c (gpgme_data_release_and_get_mem): Fix tracing bug.

2007-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_release): Call gpgme_sig_notation_clear.

2007-09-13 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_new): Handle return value of _gpgme_getenv (fixes small memory leak).
* Makefile.am (libgpgme_qt_la_SOURCES): Move moc_kdpipeiodevice.cpp to EXTRA_DIST, as this is only included by another file (it's more like a header file than a cpp file, but automake doesn't know that).

* w32-qt-io.cpp (_gpgme_io_spawn): Fix several cast errors and typos.
* w32-io.c (_gpgme_io_write): Use TRACE_SYSRES instead of TRACE_SYS.
(libgpgme_qt_la_LIBADD): Add QT4_CORE_LIBS, not QT4_CORE_LIB.

* kdpipeiodevice.h, kdpipeiodevice.cpp, moc_kdpipeiodevice.cpp, kdpipeiodevice.moc, w32-qt-io.c: New files.
* Makefile.am (ltlib_gpgme_extra): Rename to ltlib_gpgme_glib.
(ltlib_gpgme_qt): New variable.
(lib_LTLIBRARIES): Add $(ltlib_gpgme_qt).
(libgpgme_qt_la_SOURCES): New variable.
(AM_CPPFLAGS): Add @QT4_CORE_INCLUDES@
(AM_CFLAGS): Add @QT4_CORE_CFLAGS@.
(libgpgme_qt_la_LDFLAGS, libgpgme_qt_la_DEPENDENCIES)
(libgpgme_qt_la_LIBADD): New variables.

* sema.h (struct critsect_s): Rename "private" to "priv" to make C++ users happy. Change users.
* posix-sema.c (_gpgme_sema_cs_enter, _gpgme_sema_cs_leave)
(_gpgme_sema_cs_destroy): Likewise.
* w32-sema.c (critsect_init, _gpgme_sema_cs_enter)
* w32-glib-io.c (gpgme_get_giochannel): Change return type to void*.
(gpgme_get_fdptr): New function.
* w32-io.c (gpgme_get_fdptr): New function
* gpgme.def: Add gpgme_get_fdptr.

2007-08-22 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_write): Return early if COUNT is zero.
(writer): Remove superfluous check.

2007-08-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Move include of gpg-error.h out of extern "C".

2007-08-07 Werner Koch <wk@g10code.com>

* gpgme.h (struct _gpgme_signature): Add member CHAIN_MODEL.
* verify.c (parse_trust): Set Chain_MODEL.
2007-08-02 Werner Koch <wk@g10code.com>

* w32-glib-io.c (_gpgme_io_spawn): Use DETACHED_PROCESS flag.
* w32-io.c (_gpgme_io_spawn): Ditto.
(_gpgme_io_write): Map ERROR_NO_DATA to EPIPE.
* debug.c (_gpgme_debug): Enable assuan logging.
(_gpgme_debug_subsystem_init): New.
* version.c (do_subsystem_inits): Disable assuan logging and initialize the debug system.
(gpgme_check_version): Do not trace before the subsystems are initialized.

2007-07-17 Marcus Brinkmann <marcus@g10code.de>

* debug.c: Include <errno.h> and "debug.h".
(_gpgme_debug): Save and restore ERRNO.
(TOHEX): New macro.
(_gpgme_debug_buffer): New function.
* conversion.c, data-compat.c, data-mem.c, data.c, engine-gpgsm.c,
gpgme.c, keylist.c, posix-io.c, rungpg.c, sign.c, version.c,
w32-io.c, wait.c: Replace DEBUG macros by TRACE_* variants. In most of these files, add many more tracepoints.

2007-07-16 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (status_handler): Do not send BYE here.

* w32-io.c (struct reader_context_s, struct writer_context_s): New members REFCOUNT.
(create_reader, create_writer): Initialize C->refcount to 1.
(destructor_reader, destructor_writer): Only destroy if C->refcount drops to 0.
(find_reader, find_writer, kill_reader, kill_writer): Beautify.
* w32-io.c (_gpgme_io_dup): Likewise.
* w32-glib-io.c (_gpgme_io_dup): Likewise.

2007-07-13 Marcus Brinkmann <marcus@g10code.de>

* data-user.c (user_read, user_write, user_seek): Set errno and return -1 instead returning the error code directly.
* data-compat.c (old_user_seek): Likewise.
* gpgme.c (gpgme_sig_notation_add): Return error properly.

* Revert the "close_notify_handler" returns int stuff. Always close in the _gpgme_io_close implementations.
* engine-gpgsm.c (status_handler): Try to terminate the connection in case of error.
* w32-io.c (_gpgme_io_read): Return C->error_code in ERRNO.
  (_gpgme_io_write): Likewise.

* priv-io.h (_gpgme_io_set_close_notify): Change type of HANDLER to _gpgme_close_notify_handler.
  (_gpgme_close_notify_handler): New type.
  (_gpgme_io_dup): Remove prototype.
* posix-io.c (notify_table, _gpgme_io_set_close_notify): Change type of HANDLER to _gpgme_close_notify_handler_t.
  (_gpgme_io_close): Do not close the FD if handler returns 0.
  (_gpgme_io_dup): Remove function.
* w32-io.c (notify_table, _gpgme_io_set_close_notify, _gpgme_io_close): Change type of HANDLER to _gpgme_close_notify_handler_t.
  (_gpgme_io_close): Do not close the FD if handler returns 0.
  (_gpgme_io_dup): Remove function.
* w32-glib-io.c (_gpgme_io_dup): Remove function.
  (_gpgme_io_set_close_notify, notify_table): Change type of HANDLER to _gpgme_close_notify_handler_t.
  (_gpgme_io_close): Do not close the FD if handler returns 0.
* rungpg.c (close_notify_handler): Change return type to int, return 1.
* engine-gpgsm.c (close_notify_handler): Change return type to int, return 0 for status FD and 1 for all other FDs.
  (start): Do not duplicate the status FD.

2007-07-12 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am: Replace implicit rule by suffix rule. Add SUFFIXES for that.

2007-07-12 Werner Koch <wk@g10code.com>

* version.c (doSubsystem_inits) [W32]: Make sure that the socket system has been started.

2007-07-10 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_dup): Likewise.
* w32-glib-io.c (_gpgme_io_dup): Likewise.
* engine-gpgsm.c (start): Use _gpgme_dup() instead of dup().

2007-07-08 Marcus Brinkmann <marcus@g10code.de>
* engine-gpgsm.c [HAVE_W32_SYSTEM]: Enable the bunch of the file.
* funopen.c (funopen): Rename to _gpgme_funopen.

2007-04-30 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Fix error handling for ttyname_r.
* rungpg.c (gpg_new): Likewise.
Submitted by Stephen Tether.

2007-02-26 Werner Koch <wk@g10code.com>

* verify.c (op_data_t): New element PLAINTEXT_SEEN.
(_gpgme_verify_status_handler): Return an error if more than one plaintext has been seen.
(parse_error): New arg SET_STATUS. Also detect it based on an ERROR status (gpg > 1.4.6).

2007-01-26 Werner Koch <wk@g10code.com>

* w32-io.c (build_commandline): Fixed stupid quoting bug.
* w32-glib-io.c (build_commandline): Ditto.

* rungpg.c (gpg_set_locale): Avoid dangling pointer after free.

* gpgme-config.in: New options --get-gpg and --get-gpgsm.

2007-01-18 Marcus Brinkmann <marcus@g10code.de>

* data.h (_gpgme_data_get_fd): Add prototype.
(gpgme_data_get_fd_cb): New type.
(struct _gpgme_data_cbs): New member get_fd.
* data.c (_gpgme_data_get_fd): New function.
* data-fd.c (fd_get_fd): New function.
(fd_cbs): Add fd_get_fd.
* data-stream.c (stream_get_fd): New function.
(stream_cbs): Add stream_get_fd.
* data-mem.c (mem_cbs): Add NULL for get_fd callback.
* data-user.c (user_cbs): Likewise.
* engine-gpgsm.c (gpgsm_set_fd) [USE_DESCRIPTOR_PASSING]: Try to short-cut by passing the data descriptor directly.

2007-01-17 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (build_commandline): Quote all command line arguments.
* w32-glib-io.c (build_commandline): Likewise.

2007-01-10 Werner Koch <wk@g10code.com>
* ttyname_r.c (ttyname_r) [W32]: Return a dummy name.

2007-01-08 Werner Koch <wk@g10code.com>

* version.c (do_subsystem_inits): Do assuan init only if building with Assuan.
* setenv.c: Include assuan-def.h only if building with Assuan support.

* op-support.c (_gpgme_op_reset): Set LC_MESSAGES only if defined.
* engine-gpgsm.c (gpgsm_set_locale): Ditto.
* rungpg.c (gpg_set_locale): Ditto.

2006-12-17 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_set_protocol): Shut down the engine when switching protocols.
* engine.h (_gpgme_engine_reset): New function prototype.
* engine.c (_gpgme_engine_reset): New function.
* engine-backend.h (struct engine_ops): New member RESET.
* rungpg.c (_gpgme_engine_ops_gpg): Add NULL for reset function.
* engine-gpgsm.c (_gpgme_engine_ops_gpgs) [USE_DESCRIPTOR_PASSING]: Add gpgsm_reset for reset.
* engine-gpgsm.c (_gpgme_engine_ops_gpgs) [!USE_DESCRIPTOR_PASSING]: Add NULL for reset function.
* engine-gpgsm.c (gpgsm_new): Move code to dup status_fd to ...
* engine-gpgsm.c (gpgsm_new): Move code to dup status_fd to ...
* op-support.c (_gpgme_op_reset): Try to use the engine's reset function if available.
* engine-gpgsm.c (gpgsm_new): Move code to dup status_fd to ...
* engine-gpgsm.c (gpgsm_new): Move code to dup status_fd to ...

* engine.h (_gpgme_engine_new): Remove arguments lc CType and lc_messages from prototype.
* engine.c (_gpgme_engine_set_locale): New prototype.
* engine.c (_gpgme_engine_set_locale): New function.
* op-support.c (_gpgme_op_reset): Call _gpgme_engine_set_locale.
* engine-backend.h (struct engine_ops): Add new member SET_LOCALE.
  Remove arguments lc_messages and lc CType from member NEW.
* engine-gpgsm.c (struct engine_gpgsm): New members lc CType_set and lc_messages_set.
  (gpgsm_new): Remove lc_messages and lc CType arguments.
  (gpgsm_set_locale): New function.
  (_gpgme_engine_ops_gpgs): Add gpgsm_set_locale.
* rungpg.c (struct engine_gpg): Add new members lc_messages and
lc_ctype.

(gpg_release): Release lc_messages and lc_ctype if set.
(gpg_new): Remove lc_messages and lc_ctype arguments.
(gpg_set_locale): New function.
(_gpgme_engine_ops_gpg): Add gpg_set_locale.
(add_arg): Implement in terms of:
(add_arg_ext): New function.
(start): Set lc-messages and lc-ctype arguments here.

2006-12-03 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (struct engine_gpgsm): Move members
input_fd_server, output_fd_server, message_fd_server to ...
(iocb_data): ... here (as server_fd).
(close_notify_handler): Reset tags as well.
(gpgsm_new): Implement support for descriptor passing.
(fd_type_t): New type.
(gpgsm_clear_fd): New function. Use it instead of _gpgsm_io_close
for unused communication channels.
(gpgsm_set_fd): Rewritten to support descriptor passing. All
relevant callers adjusted as well (previously of _gpgme_io_close).

2006-12-02 Marcus Brinkmann <marcus@g10code.de>

* version.c: Include "assuan.h".
(do_subsystem_inits): Call assuan_set_assuan_err_source.

2006-12-01 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_real_la_SOURCES): Rename to main_sources.
(libgpgme_la_SOURCES, libgpgme_pthread_la_SOURCES,
libgpgme_glib_la_SOURCES, libgpgme_pth_la_SOURCES): Add
$(main_sources).
(libgpgme_la_DEPENDENCIES, libgpgme_la_LIBADD,
libgpgme_pthread_la_DEPENDENCIES, libgpgme_pthread_la_LIBADD,
libgpgme_pth_la_DEPENDENCIES, libgpgme_pth_la_LIBADD,
libgpgme_glib_la_DEPENDENCIES, libgpgme_glib_la_LIBADD): Remove
libgpgme-real.la.
(noinst_LTLIBRARIES): Removed.
(libgpgme_glib_la_CFLAGS, libgpgme_pth_la_CFLAGS): Removed.
(AM_CFLAGS): New variable.

2006-11-30 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Replace AssuanError with gpg_error_t and
ASSUAN_CONTEXT with assuan_context_t.

2006-12-03 Marcus Brinkmann <marcus@g10code.de>
2006-11-29  Marcus Brinkmann  <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Check return value of
  assuan_pipe_connect.

* rungpg.c: Include <unistd.h>.
( gpg_new): Support --display, --ttyname, --ttytype, --lc-ctype and
--lc-messages. Fixes issue 734.

2006-10-24  Marcus Brinkmann  <marcus@g10code.de>

* trustlist.c (gpgme_op_trustlist_next): Return error if OPD is
  NULL.

2006-10-23  Marcus Brinkmann  <marcus@g10code.de>

* wait-global.c (gpgme_wait): Unlock CTX_LIST_LOCK while calling
  _gpgme_engine_io_event().

* keylist.c (gpgme_op_keylist_next): Return error if OPD is NULL.

2006-09-25  Marcus Brinkmann  <marcus@g10code.de>

* data-mem.c (gpgme_data_release_and_get_mem): Release the data
  object properly.

2006-09-22  Marcus Brinkmann  <marcus@g10code.de>

* keylist.c (keylist_colon_handler): Move debug output after
  initialising KEY.

2006-07-29  Marcus Brinkmann  <marcus@g10code.de>

* gpgme-config.in (Options): Add NETLIBS.
* Makefile.am (libgpgme_la_LIBADD, libgpgme_pthread_la_LIBADD,
  libgpgme_pthread_la_LIBADD, libgpgme_glib_la_LIBADD): Add NETLIBS.

* rungpg.c (read_status): Fix comparison disguising as an
  assignment.

2005-03-24  Marcus Brinkmann  <marcus@g10code.de>

* gpgme.c (gpgme_set_locale): Remove conditional on
  HAVE_W32_SYSTEM, and just check for LC_MESSAGES.

2006-07-16  Marcus Brinkmann  <marcus@g10code.de>

* rungpg.c (read_status): Strip potential carriage return.
* genkey.c (get_key_parameter): Skip potential carriage return.
* version.c (_gpgme_get_program_version): Strip potential carriage return.

* data.c (_gpgme_data_set_file_name): Allow to clear the file name by passing NULL.

2006-06-22 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_get_key): Also clone the engine info.

2006-03-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in (cflags_pth): Revert accidental removal of pthread support with last change.

2006-02-28 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (O_BINARY) ![O_BINARY]: New macro.
(_gpgme_io_pipe): Open pipes in binary mode.

2006-02-22 Marcus Brinkmann <marcus@g10code.de>

* engine.c (gpgme_engine_check_version): Reimplemented to allow checking the version correctly even after changing the engine information. Bug reported by Stéphane Courthy.

* rungpg.c (read_colon_line): Invoke colon preprocess handler if it is set.
(colon_preprocessor_t): New type.
(struct engine_gpg): New member colon.preprocess_fnc.
(gpg_keylist_preprocess): New function.
* keylist.c (keylist_colon_handler): Allow short key IDs.

2006-02-15 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (create_writer): Make C->have_data a manually reset event.
(writer): Move code from end of if block to beginning, so it is also run the first time.
(_gpgme_io_write): Move assert check after error check. Reset the is_empty event, and also do it eagerly.
(_gpgme_io_select): Unconditionally wait for the is_empty event.

2006-01-26 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_get_conf_int): New.
* w32-io.c (get_desired_thread_priority): New.
  (create_reader, create_writer): Use it here.

2006-01-04 Werner Koch <wk@g10code.com>

* debug.h (_gpgme_debug_srcname): New. Use it with the debug macros.

* w32-glib-io.c (_gpgme_io_set_nonblocking): Add debug
  statements. Disable error return for failed nonblocking call.

2006-01-03 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (_gpgme_io_close): Only close fd if there is no
  channel for it.

2005-12-31 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (find_channel): Set channel to unbuffered.
  (_gpgme_io_select): Fix debug output.

2005-12-23 Werner Koch <wk@g10code.com>

* gpgme.h (struct _gpgme_signature): Append field PKA_ADDRESS.
  * verify.c (release_op_data, _gpgme_verify_status_handler): Set
    this field.

2005-12-20 Werner Koch <wk@g10code.com>

* gpgme.h (gpgme_status_code_t): Added GPGME_STATUS_PKA_TRUST_BAD
  and GPGME_STATUS_PKA_TRUST_GOOD.
  (struct _gpgme_signature): New field pka_trust.
  * verify.c (_gpgme_verify_status_handler): Set pka_trust.

2005-12-06 Werner Koch <wk@g10code.com>

* keylist.c (keylist_colon_handler): Store fingerprints of the
  subkeys. Reset the secret flag of subkeys for stub secret keys.
  (NR_FIELDS): Bumped up to 16

2005-11-27 Marcus Brinkmann <marcus@g10code.de>

* engine.c (_gpgme_set_engine_info): Use new_file_name in
  engine_get_version invocation. Reported by Stphane Corthsy.

2005-11-24 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (_gpgme_io_fd2str): Remove debug printf.
2005-11-18 Werner Koch  <wk@g10code.com>

* w32-glib-io.c: Include glib.h before windows to avoid a symbol
  shadowing warning.
  (find_channel): Better use g_io_channel_win32_new_fd instead of
  the autodetection function g_io_channel_unix_new.
  (_gpgme_io_select): Rewritten. It is now a fully working select
  implementation.

2005-11-18 Marcus Brinkmann  <marcus@g10code.de>

* priv-io.h (_gpgme_io_fd2str): New prototype.
* w32-io.c (_gpgme_io_fd2str): New function.
* runpg.c: Use this new function.
* w32-glib-io.c (_gpgme_io_fd2str): Rewrote the file handle code
  again. Two's company, three's the musketeers.

* w32-glib-io.c: Rewrote the file handle code. We don't create
  system fds for every handle (doesn't work for inherited handles),
  but we create pseudo fds in a private namespace that designate a
  handle and potentially a giochannel.

2005-11-18 Werner Koch  <wk@g10code.com>

* versioninfo.rc.in: Set file version to LT-version + Svn-revision.

2005-11-17 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.def (gpgme_get_giochannel): Add symbol.
* Makefile.am (system_components) [HAVE_DOSISH_SYSTEM]: Remove
  w32-io.c.
  (ltlib_gpgme_extra): New variable.
  (lib_1:TLIBRARIES): Add $(ltlib_gpgme_extra).
  (system_components_not_extra): New variable.
  (libgpgme_la_SOURCES, libgpgme_pthread_la_SOURCES,
   libgpgme_pthread_la_SOURCES): Add $(system_components_not_extra).
  (libgpgme_glib_la_LDFLAGS, libgpgme_glib_la_DEPENDENCIES,
   libgpgme_glib_la_LIBADD, libgpgme_glib_la_CFLAGS)
  [BUILD_W32_GLIB]: New variables.
* gpgme-config.in (glib): New option.
* gpgme.m4 (AM_PATH_GPGME_GLIB): New macro.

2005-11-17 Marcus Brinkmann  <marcus@g10code.de>

* w32-io.c (_gpgme_io_waitpid, _gpgme_io_kill): Removed.
(_gpgme_io_waitpid): Declare static.

2005-10-24 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_spawn): Don't minimize window, hide it.

2005-10-21 Werner Koch <wk@g10code.com>

* Makefile.am: Fixed cut+paste problem

2005-10-20 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am: Build versioninfo.lo, not versioninfo.o. Also, fix
the whole mess.

2005-10-16 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_edit): Don't add a key argument if in card edit
mode.

2005-10-06 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (gpgme.dll gpgme.dll.a): Use $(srcdir) for
gpgme.def.

* gpgme.h (gpgme_free): New prototype.
* data-mem.c (gpgme_free): New function.
* libgpgme.vers (GPGME_1.1): Add gpgme_free.
* gpgme.def: Add gpgme_free.

2005-10-02 Marcus Brinkmann <marcus@g10code.de>

* util.h (_gpgme_decode_percent_string): Add new argument BINARY
to prototype.
* verify.c (parse_notation): Likewise for invocation.
* conversion.c (_gpgme_decode_percent_string): Likewise to
declaration. If set, do not replace '\0' characters with a
printable string.
* gpgme.h (struct _gpgme_key_sig): New field notations.
* ops.h (_gpgme_parse_notation): New prototype.
* sig-notation.c (_gpgme_parse_notation): New function.
* key.c (gpgme_key_unref): Free all signature notations.
* keylist.c (op_data_t): New member tmp_keysig.
(finish_key): Clear OPD->tmp_keysig.
* gpgme.c (gpgme_set_keylist_mode): Remove check.
* rungpg.c (gpg_keylist): Support listing signature notations.
(gpg_keylist_ext): Likewise.
2005-10-01 Marcus Brinkmann <marcus@g10code.de>

* engine.h (_gpgme_set_engine_info): Add prototype.
* engine-backend.h (struct engine_ops): Change return type of get_file_name() to const char * to silence gcc warning.
* engine.c (engine_get_file_name): Change return type to const char * to silence gcc warning.
  (gpgme_get_engine_info): Use transitional variable to go from const char * to char * to silence gcc warning.
  (_gpgme_set_engine_info): Likewise.
* engine-gpgsm.c (struct engine_gpgsm): Change type of LINE to char * to silence gcc warning.
  (gpgsm_new): Make ARGV a pointer to const char.
  (status_handler): Change type of SRC, END, DST, ALINE and NEWLINE to char * to silence gcc warning.

* gpgme.def: Add gpgme_data_set_file_name, gpgme_data_get_file_name, gpgme_sig_notation_clear, gpgme_sig_notation_add and gpgme_sig_notation_get.
* libgpgme.vers: Add gpgme_data_get_file_name, gpgme_data_set_file_name, gpgme_sig_notation_clear, gpgme_sig_notation_add and gpgme_sig_notation_get.
* Makefile.am (libgpgme_real_la_SOURCES): Add sig-notation.c.
* context.h (struct gpgme_context): New field sig_notations.
* gpgme.h (struct _gpgme_sig_notation): New member value_len and critical.
  (GPGME_SIG_NOTATION_CRITICAL): New symbol.
  (gpgme_sig_notation_flags_t): New type.
* verify.c (parse_notation): Use support functions.
  (release_op_data): Likewise.
* runpgp.c (append_args_from_sig_notations): New function.
  (gpg_encrypt_sign, gpg_sign): Call it.

2005-09-30 Marcus Brinkmann <marcus@g10code.de>

* data.h (struct gpgme_data): New member file_name.
* data.c (gpgme_data_set_filename): New function.
  (_gpgme_data_release): Free DH->filename if necessary.
  (gpgme_data_get_filename): New function.
* runpgp.c (gpg_encrypt): Set filename option.
  (gpg_encrypt_sign): Likewise.
  (gpg_sign): Likewise.
* libgpgme.vers (GPGME_1.1): Add gpgme_data_set_file_name and
gpgme_data_get_file_name.

* decryp.c, verify.c, gpgme.h: Replace plaintext_filename with file_name.

2005-09-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_key): Add field is_qualified.
  (struct _gpgme_subkey): Likewise.
* keylist.c (set_subkey_capability, set_mainkey_capability): Set field is_qualified.

2005-09-23 Werner Koch <wk@g10code.com>

* w32-io.c (_gpgme_io_pipe): Removed use of environment variable again.
  (create_reader, create_writer): Set thread priority higher.

2005-09-19 Werner Koch <wk@g10code.com>

* w32-io.c (_gpgme_io_pipe): New environment variable to change the size of the pipe buffer.

2005-09-13 Werner Koch <wk@g10code.com>

* ath.c: Changes to make it work under W32.

2005-09-12 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_la_SOURCES): Set to ath.h and ath.c.
  (ath_pthr_src, ath_pthread_src): Removed.
  (w32_o_files): Replace ath-compat.o with ath.o.
  (libgpgme_pth_la_CFLAGS): New variable.
* ath-compat.c, ath-pthread-compat.c, ath-pth-compat.c: Removed.
* ath.h (ath_pthread_available, ath_pth_available): Removed.
  (ath_init) ![_ATH_EXT_SYM_PREFIX]: Do not define macro.
  (struct ath_ops, ath_init) ![_ATH_COMPAT]: Removed.
  (_ATH_COMPAT): Macro removed.
* posix-sema.c (_gpgme_sema_subsystem_init): Do not call _gpgme_at_init.

2005-09-12 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (release_op_data): Do not free opd->tmp_uid.

2005-09-07 Werner Koch <wk@g10code.com>

* w32-io.c (build_commandline): Quote argv[0].
2005-08-26 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (command_handler): Use _gpgme_io_write instead of write.

* edit.c (command_handler): Do not depend on PROCESSED being available.

* engine.h (engine_command_handler_t): Add new argument processed.
* ops.h (_gpgme_passphrase_command_handler_internal): Rename prototype to ...
  (_gpgme_passphrase_command_handler): ... this one.
* passphrase.c (_gpgme_passphrase_command_handler_internal):
  Rename to ...
  (_gpgme_passphrase_command_handler): ... this one.
* edit.c (command_handler): Add new argument processed. Remove local variable with the same name. Always return processed as true.
* rungpg.c (command_handler): Send a newline character if the handler did not.

2005-08-26 Werner Koch <wk@g10code.com>

* w32-util.c (read_w32_registry_string): Updated from code used by GnuPG. This allows for expanding strings and features the implicit fallback key.
  (w32_shgetfolderpath, find_program_at_standard_place): New.
  (_gpgme_get_gpg_path, _gpgme_get_gpgsm_path): With no registry entry, locate the programs at the standard place.
  (dlopen, dlsym, dlclose): New, so that we can keep on using what we are accustomed to.

* debug.c (debug_init): Use PATHSEP_C so that under W32 a semicolon is used which allows us to create files with drive letters.

* w32-io.c (_gpgme_io_read, _gpgme_io_write): Print content in debug mode too.

2005-07-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_status_code_t): Add GPGME_STATUS_PLAINTEXT.
  (struct _gpgme_op_decrypt_result): New member plaintext_filename.
  (struct _gpgme_op_verify_result): Likewise.
* ops.h (_gpgme_parse_plaintext): Add prototype.
* op-support.c (_gpgme_parse_plaintext): New function.
* decrypt.c (release_op_data): Release OPD->result.plaintext_filename.
(_gpgme_decrypt_status_handler): Handle GPGME_STATUS_PLAINTEXT.
* verify.c (release_op_data): Release OPD->result.plaintext_filename.
(_gpgme_verify_status_handler): Handle GPGME_STATUS_PLAINTEXT.

2005-08-08 Werner Koch <wk@g10code.com>

* util.h (stpcpy): Renamed to ..
(_gpgme_stpcpy): .. this and made inline. This avoids duplicate definitions when linking statically.
* stpcpy.c: Removed.

2005-08-19 Werner Koch <wk@g10code.com>

* gpgme.def: New.
* versioninfo.rc.in: New.
* Makefile.am: Adds support for building a W32 DLL.

* ttyname_r.c (ttyname_r) [W32]: Return error.
* ath-compat.c [W32]: select and co are not yet supported; return error.
* data-stream.c (stream_seek): Use ftell if ftello is not available.

2005-07-26 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_get_key): Allow key IDs.

2005-06-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.m4: Only call GPGME_CONFIG if found.

2005-06-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_signature): New members pubkey_algo and hash_algo.
* verify.c (parse_valid_sig): Parse pubkey and hash algo numbers.
(parse_new_sig): Parse pubkey, hash algo and timestamp for ERRSIG.

(_gpgme_decrypt_status_handler): Fix last change.

* gpgme.h (struct _gpgme_recipient): New structure.
(gpgme_recipient_t): New type.
(struct _gpgme_op_decrypt_result): Add member recipients.
* decrypt.c (op_data_t): New member last_recipient_p.
(_gpgme_op_decrypt_init_result): Initialize last_recipient_p.
(parse_enc_to): New function.
(_gpgme_decrypt_status_handler): Handle status ENC_TO and NO_SECKEY.
* wait-global.c (gpgme_wait): Break out of the fd processing loop after an error.
Reported by Igor Belyi <gpgme@katehok.ac93.org>.

2005-06-02 Marcus Brinkmann <marcus@g10code.de>

* wait.h (_gpgme_run_io_cb): New prototype.
* wait.c (_gpgme_run_io_cb): New function.
* wait-global.c (gpgme_wait): Call it.
* wait-user.c (_gpgme_user_io_cb_handler): Likewise.
* wait-private.c (_gpgme_wait_on_condition): Likewise.

2005-06-02 Werner Koch <wk@g10code.com>

* passphrase.c (_gpgme_passphrase_status_handler): Take care of
  GPGME_STATUS_NEED_PASSPHRASE_PIN.
  (_gpgme_passphrase_command_handler_internal): Also act on the key
  "passphrase.pin.ask".

* gpgme.h: Added status codes GPGME_STATUS_SIG_SUBPACKET,
  GPGME_STATUS_NEED_PASSPHRASE_PIN, GPGME_STATUS_SC_OP_FAILURE,
  GPGME_STATUS_SC_OP_SUCCESS, GPGME_STATUS_CARDCTRL,
  GPGME_STATUS_BACKUP_KEY_CREATED.

2005-05-28 Marcus Brinkmann <marcus@g10code.de>

* data-user.c: Include <errno.h>.

2005-05-17 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_new): Set the CTX->include_certs default to the
default.

2005-05-11 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_select): Fix loop increment.

2005-05-05 Marcus Brinkmann <marcus@g10code.de>

* data-user.c (user_release): Only call user hook if provided.
  (user_seek): Return EBADF if no user hook is provided.
  (user_read): Likewise.
  (user_write): Likewise.

2005-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (GPGME_INCLUDE_CERTS_DEFAULT): New macro.
* engine-gpgsm.c (gpgsm_sign): Send the include-certs option after the reset, just for cleanliness, and do not sent it at all if the default is requested.
* gpgme.c (gpgme_set_include_certs): Allow to use GPGME_INCLUDE_CERTS_DEFAULT.

2005-04-21 Werner Koch <wk@g10code.com>

* verify.c (calc_sig_summary): Set the key revoked bit.

2005-04-14 Marcus Brinkmann <marcus@g10code.de>

* wait-global.c (gpgme_wait): Use LI->ctx when checking a context in the list, not the user-provided CTX.
  Reported by Igor Belyi <gpgme@katehok.ac93.org>.

* wait-global.c (gpgme_wait): If no context is found, and we should not hang, set *status to 0 and return NULL.
  Reported by Igor Belyi <gpgme@katehok.ac93.org>.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* data.h (EOPNOTSUPP) [_WIN32]: Remove definition.
* data.c (EOPNOTSUPP) [HAVE_W32_SYSTEM]: Remove definition.
  (gpgme_data_read, gpgme_data_write, gpgme_data_seek): Return ENOSYS instead EOPNOTSUPP.
* data-compat.c (EOPNOTSUPP) [HAVE_W32_SYSTEM]: Remove definition.
  (gpgme_error_to_errno): Map GPG_ERR_NOT_SUPPORTED to ENOSYS.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* io.h: Rename to ...
* priv-io.h: ... this.
* Makefile.am (libgpgme_real_la_SOURCES): Change io.h to priv-io.h.
* data.c, engine-gpgsm.c, posix-io.c, runpgp.c, version.c, w32-io.c, wait-private.c, wait-global.c, wait-user.c, wait.c:
  Change all includes of "io.h" to "priv-io.h"

2005-03-09 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_get_gpg_path, _gpgme_get_gpgsm_path): Do not cast away type checks.

* io.h [W32]: Do not include stdio.h. If it is needed do it at the right place.

* data.h [W32]: Removed kludge for EOPNOTSUP.
* data.c, data-compat.c [W32]: Explicitly test for it here.

Replaced use of _WIN32 by HAVE_W32_SYSTEM except for public header files.

2005-03-07 Timo Schulz <twoaday@g10code.de>

* gpgme.h: [_WIN32] Removed ssize_t typedef.
* ath.h: [_WIN32] Added some (dummy) types.
* io.h: [_WIN32] include stdio.h.
* data.h: [_WIN32] Define EOPNOTSUPP.
* gpgme.c [_WIN32] (gpgme_set_locale): Disabled.

2004-12-12 Marcus Brinkmann <marcus@g10code.de>

* engine.c (_gpgme_set_engine_info): Fix assertion.

2004-12-11 Marcus Brinkmann <marcus@g10code.de>

* util.h [HAVE_CONFIG_H && HAVE_TTYNAME_R] (ttyname_r): Define prototype.
* ttyname_r.c: New file.

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* putc_unlocked.c, funopen.c: I just claim copyright on these files and change their license to LGPL, because they are totally trivial wrapper functions.
* isascii.c: Change copyright notice to the one from ctype/ctype.h in the GNU C Library (CVS Head 2004-10-10), where isascii is defined as a macro doing exactly the same as the function in this file.
* memrchr.c: Update from the GNU C Library (CVS Head 2001-07-06).
* stpcpy.c: Update from the GNU C Library (CVS Head 2004-10-10).
* ath.c, ath-compat.c, ath.h, ath-PTH.c, ath-PTH-compat.c, ath-PTHread.c, ath-PTHread-compat.c, context.h, conversion.h, data.c, data-compat.c, data-fd.c, data.h, data-mem.c, data-stream.c, data-user.c, debug.c, debug.h, decrypt.c, decrypt-verify.c, delete.c, edit.c, encrypt.c, encrypt-sign.c, engine-backend.h, engine.c, engine-gpgsm.c, engine.h, error.c, export.c, genkey.c, get-env.c, gpgme.c, gpgme.h, import.c, io.h, key.c, keylist.c, mkstatus, Makefile.am, ops.h, op-support.c, passphrase.c, posix-io.c, posix-sema.c, posix-util.c, progress.c, rungpg.c, sema.h, sign.c, signers.c, trust-item.c, trustlist.c, util.h, verify.c, version.c, w32-io.c, w32-sema.c, w32-util.c, wait.c, wait-global.c, wait.h, wait-private.c, wait-user.c: Change license to LGPL.
* libgpgme.vers (GPGME_1.1): New version.
  * engine-backend.h (struct engine_ops): Add argument FILE_NAME to
    member get_version(). Add arguments FILE_NAME and HOME_DIR to
    member new(). Change return type of get_file_name and get_version
    to char *
  * engine-gpgsm.c (gpgsm_get_version): Change return type to char
    pointer. Do not cache result.
  (gpgsm_new): Add file_name and home_dir argument, and use them
    instead of the defaults, if set.
* rungpg.c (struct engine_gpg): New member file_name.
  (gpg_get_version): Change return type to char pointer, and do not
    cache result.
  (gpg_release): Free gpg->file_name.
  (gpg_new): Take new arguments file_name and home_dir. Set the
    --homedir argument if HOME_DIR is not NULL. Set gpg->file_name.
  (start): Use gpg->file_name instead _gpgme_get_gpg_path, if set.
  * engine.h (_gpgme_engine_info_copy, _gpgme_engine_info_release):
    New prototypes.
  (_gpgme_engine_new): Change first argument to gpgme_engine_info_t
    info.
  * engine.c: Include <assert.h>.
  (gpgme_get_engine_info): Set *INFO within the lock. Move
    ENGINE_INFO and ENGINE_INFO_LOCK to ....
  (engine_info, engine_info_lock): ... here. New static variables.
  (engine_get_version): Add file_name argument to
    get_version invocation. Change return type to char pointer.
  (gpgme_engine_check_version): Rewritten to free() the return value
    of engine_get_version after using it.
  (_gpgme_engine_info_release): New function.
  (gpgme_get_engine_info): Rewritten.
  (_gpgme_engine_info_copy): New function.
  (_gpgme_set_engine_info): New function.
  (gpgme_set_engine_info): New function.
  (_gpgme_engine_new): Change first argument to gpgme_engine_info_t
    info, and use that.
  * gpgme.h (struct _gpgme_engine_info): Change type of file_name
    and version to char * (remove the const). New member home_dir.
  (gpgme_set_engine_info, gpgme_ctx_get_engine_info,
  * context.h (struct gpgme_context): New member engine_info.
  * gpgme.c (gpgme_new): Allocate CTX->engine_info.
  (gpgme_release): Deallocate CTX->engine_info.
  (gpgme_ctx_get_engine_info, gpgme_ctx_set_engine_info): New
    functions.
  * op-support.c (_gpgme_op_reset): Look for correct engine info and
pass it to _gpgme_engine_new.
* version.c (gpgme_check_version): Adjust to
  _gpgme_compare_versions returning an int.
(_gpgme_compare_versions): Return an int value, not a const char
  pointer.
* ops.h (_gpgme_compare_versions): Same for prototype.

2004-10-03 Marcus Brinkmann <marcus@g10code.de>

* verify.c (parse_trust): If no reason is provided, set
  SIG->validity_reason to 0.
(calc_sig_summary): Set GPGME_SIGSUM_CRL_TOO_OLD if appropriate.

2004-10-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_assuan_error): Return 0 if ERR is 0.
(start): Call map_assuan_error on return value of
  assuan_write_line.

2004-10-05 Marcus Brinkmann <marcus@g10code.de>

* op-support.c (_gpgme_op_data_lookup): Use char pointer for
  pointer arithmetic.

2004-09-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.m4: Implement the --api-version check.

* rungpg.c (read_status): Move the polling of the output data pipe
  to just before removing the command fd, from just before adding
  it. This avoids buffering problems.

* data.c (_gpgme_data_inbound_handler): Use _gpgme_io_read, not
  read, to improve debug output.

2004-09-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (GPGME_IMPORT_NEW, GPGME_IMPORT_UID, GPGME_IMPORT_SIG,
  GPGME_IMPORT_SUBKEY, GPGME_IMPORT_SECRET,
  GPGME_KEYLIST_MODE_LOCAL, GPGME_KEYLIST_MODERN_EXTERN,
  GPGME_KEYLIST_MODE_SIGS, GPGME_KEYLIST_MODE_VALIDATE): Change from
  enum to macros.
(gpgme_keylist_mode_t): Define as unsigned int.
(gpgme_key_t): Change type of keylist_mode to
  gpgme_keylist_mode_t.

2004-09-23 Marcus Brinkmann <marcus@g10code.de>
* data.c (_gpgme_data_outbound_handler): Close the file descriptor if we get an EPIPE.

* data-stream.c (stream_seek): Call ftello and return the current offset.
* data.h (struct gpgme_data): Change type of data.mem.offset to off_t.
* data.c (gpgme_data_seek): Check dh->cbs->seek callback, not read callback. If SEEK_CUR, adjust the offset by the pending buffer size. Clear pending buffer on success.

2004-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.m4: Add copyright notice.

2004-08-18 Marcus Brinkmann <marcus@g10code.de>

* passphrase.c (_gpgme_passphrase_status_handler): Always run the status handler.

2004-08-17 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (build_argv): Use --no-sk-comment, not --no-comment.

2004-06-23 Marcus Brinkmann <marcus@g10code.de>

* key.c (_gpgme_key_append_name): Make sure tail points to the byte following the uid.
(_gpgme_key_add_sig): Likewise. Don't use calloc, but malloc and memset.

2004-06-02 Marcus Brinkmann <marcus@g10code.de>

* libgpgme.vers: Remove C-style comment, which is not supported by older binutils.

2004-05-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in (Options): Support --api-version.
* libgpgme.vers: List all gpgme symbols under version GPGME_1.0.

* decrypt.c (_gpgme_decrypt_status_handler): Fix last change.
* verify.c (parse_error): Likewise.

* verify.c (parse_error): Do not skip location of where token.
* gpgme.h (gpgme_status_code_t): Add GPGME_STATUS_REVKEYSIG.
* verify.c (_gpgme_verify_status_handler): Add handling of GPGME_STATUS_REVKEYSIG.
(parase_trust): Likewise.

2004-05-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_decrypt_result): New fields wrong_key_usage and _unused.
* decrypt.c (_gpgme_decrypt_status_handler): Don't skip over character after a matched string, as in a protocol error this could skip over the trailing binary zero.
Handle decrypt.keyusage error notifications.

* gpgme.h (struct _gpgme_key): New member keylist_mode.
* keylist.c (keylist_colon_handler): Set the keylist_mode of KEY.

2004-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_signature): Change member WRONG_KEY_USAGE to unsigned int. Same for member _unused.

* keylist.c (set_mainkey_trust_info): Rewritten.
(set_subkey_capability): Handle 'd' (disabled).
(set_mainkey_capability): Rewritten.

2004-04-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.m4: Quote first argument to AC_DEFUN.

2004-04-21 Werner Koch <wk@gnupg.org>

* key.c (gpgme_key_unref): Allow passing NULL like free does.
The rule of least surprise.

2004-04-15 Werner Koch <wk@gnupg.org>

* verify.c (prepare_new_sig, _gpgme_verify_status_handler): Remove unused result.signatures items.

* keylist.c (gpgme_get_key): Return an error if FPR is NULL.

2004-04-08 Werner Koch <wk@gnupg.org>

* verify.c (_gpgme_verify_status_handler): Ignore the error status if we can't process it.
* decrypt-verify.c (decrypt_verify_status_handler): Backed out yesterday's hack. It is not any longer required.
2004-04-07 Werner Koch <wk@gnupg.org>

* decrypt-verify.c (decrypt_verify_status_handler): Hack to cope
  with meaningless error codes from the verify status function.

2004-04-05 Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_STATUS_NEWSIG.

* verify.c (parse_error): Compare only the last part of the where
  token.
  (prepare_new_sig): New.
  (parse_new_sig): Use prepare_new_sig when required.
  (_gpgme_verify_status_handler): Handle STATUS_NEWSIG.

* engine-gpgsm.c (gpgsm_keylist_ext): Send with-validation
  option. Fixed pattern construction.
  (status_handler): Add debugging output.

2004-03-23 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Protect _only_ tty related code with
  isatty(). Submitted by Bernhard Herzog.

2004-03-11 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Protect all tty related code with
  isatty().

* rungpg.c (gpg_cancel): Set GPG->fd_data_map to NULL after
  releasing it.
  * engine-gpgsm.c (gpgsm_cancel): Only call assuan_disconnect if
    GPGSM->assuan_ctx is not NULL. Set it to NULL afterwards.

2004-03-07 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in: Do not emit include and lib directory for
  prefix "/usr" or "".

2004-03-03 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (gpgsm_export_ext): Properly insert a space
  between patterns.

2004-02-18 Werner Koch <wk@gnupg.org>

* gpgme-config.in: Ignore setting of --prefix.
2004-02-25 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_cancel): New function.
  (gpg_release): Call it here.
  (_gpgme_engine_ops_gpg): Add it here.
* engine-gpgsm.c (gpgsm_cancel): Fix last change.

2004-02-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_cancel): New function.
* engine-backend.h (struct engine_ops): New member cancel.
* engine.h (_gpgme_engine_cancel): New prototype.
* engine.c (_gpgme_engine_cancel): New function.
* engine-gpgsm.c (_gpgme_engine_ops_gpgsm): Add new member cancel.
  (gpgsm_cancel): New function.
  (gpgsm_release): Use it.
* rungpg.c (_gpgme_engine_ops_gpg): Add new member cancel.

2004-02-17 Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_KEYLIST_MODE_VALIDATE.
* engine-gpgsm.c (gpgsm_keylist): Send this to gpgsm.

2004-02-15 Werner Koch <wk@gnupg.org>

* memrchr.c (memrchr): Fixed implementation. Problem pointed out
  by Adriaan de Groot.

2004-02-01 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (build_argv): Use --no-comment, not --comment "".

* data-compat.c (gpgme_data_new_from_filepart): Call fseeko if
  available.
* data-stream.c (stream_seek): Likewise.

2004-01-16 Werner Koch <wk@gnupg.org>

* conversion.c (_gpgme_map_gnupg_error): Handle numerical codes as
  used by GnuPG 1.9.x

2004-01-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_key_sig): Fix comment on REVOKED.

2004-01-12 Werner Koch <wk@gnupg.org>
* sign.c: Include util.h for prototype of _gpgme_parse_timestamp.

2003-12-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (_GPGME_D_CLASS): Revert this change.
  (struct _gpgme_key_sig): For C++ compilers, rename class
  member to _obsolete_class. Add new member sig_class.
  (struct _gpgme_new_signature): Same here.
* key.c (gpgme_key_sig_get_ulong_attr): Use CERTSIG->sig_class,
  not CERTSIG->class.
* keylist.c (keylist_colon_handler): Likewise for KEYSIG, but keep
  setting KEYSIG->class, too. Rename variable CLASS to SIG_CLASS.
* sign.c (parse_sig_created): Set SIG->sig_class.

2003-12-22 Werner Koch <wk@gnupg.org>

* gpgme.h (_GPGME_D_CLASS): Kludge for C++ compatibility without
  changing the C API.

2003-11-19 Werner Koch <wk@gnupg.org>

* conversion.c (_gpgme_parse_timestamp): New.
  (atoi_1, atoi_2, atoi_4): New.
* keylist.c (parse_timestamp): Removed. Changed all callers to use
  the new function.
* verify.c (parse_valid_sig): Ditto. Repalced the errno check.
* sign.c (parse_sig_created): Ditto.

2003-10-31 Werner Koch <wk@gnupg.org>

* keylist.c (parse_timestamp): Detect ISO 8601 timestamps and try
  to convert them.

2003-10-10 Marcus Brinkmann <marcus@g10code.de>

* genkey.c (get_key_parameter): Make a copy of the key parameters.
  Submitted by Miguel Coca <e970095@zipi.fi.upm.es>.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

* data-compat.c: Include <sys/time.h> before <sys/stat.h> for
  broken systems.

* engine-gpgsm.c (map_assuan_error): If ERR is -1, return sensible
  error.

* posix-io.c (_gpgme_io_subsystem_init): Add function.
(_gpgme_io_spawn): Do not fixup signal handler here.
* version.c (do_subsystem_inits): Call _gpgme_io_subsystem_init.

* debug.c (debug_init): Drop const qualifier from E.

* ath.h (struct ath_ops): Make ADDR argument of CONNECT prototype const.
  (ath_connect): Make ADDR argument const.
* ath-pthread.c (ath_connect): Likewise.
* ath-pth.c (ath_connect): Likewise.
* ath-compat.c (ath_connect): Likewise.
* ath.c (ath_connect): Likewise.

* ath.h [HAVE_SYS_SELECT_H]: Include <sys/select.h> for fd_set.
  ![HAVE_SYS_SELECT_H]: Include <sys/time.h>.

* conversion.c (_gpgme_hextobyte): Drop "unsigned" from type of SRC argument.
* util.h (_gpgme_hextobyte): Likewise for prototype.

* gpgme.h: Remove trailing comma in enum.

* rungpg.c: Do not include <time.h>, <sys/time.h>, <sys/types.h>,
  <signal.h>, <fcntl.h>, or "unistd.h".

2003-10-02 Marcus Brinkmann <marcus@g10code.de>

* engine-backend.h (struct engine_ops): Add argument TYPE.
* engine.c (_gpgme_engine_op_edit): Likewise.
* engine.h: Likewise.
* rungpg.c (gpg_edit): Likewise. Use it.
* edit.c (edit_start): Likewise. Pass it on.
  (gpgme_op_edit_start, gpgme_op_edit): Likewise.
  (gpgme_op_card_edit_start, gpgme_op_card_edit): New functions.

2003-09-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpg_strerror_r): Change prototype to match
gpg_strerror_r change.
* error.c (gpg_strerror_r): Likewise, also update implementation.

* gpgme.c (gpgme_hash_algo_name): Change name of RMD160 to
  RIPEMD160, name of TIGER to TIGER192, name of CRC32-RFC1510 to
  CRC32RFC1510, and name of CRC24-RFC2440 to CRC24RFC2440.

2003-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add prototype for gpgme_set_locale.
* gpgme.h: Define macro _GPGME_INLINE depending on the compiler characteristics and use that instead __inline__.

* context.h (struct gpgme_context): New members lc_ctype and lc_messages.
* gpgme.c: Include <locale.h>.
  (def_lc_lock, def_lc_ctype, def_lc_messages): New static variables.
  (gpgme_set_locale): New function.
* engine.c (_gpgme_engine_new): Add arguments lc_ctype and lc_messages.
* engine.h (_gpgme_engine_new): Likewise.
* engine-gpgsm.c (gpgsm_new): Likewise.
* rungpg.c (gpg_new): Likewise.
* engine-backend.h (struct engine_ops): Likewise to NEW.
* op-support.c (_gpgme_op_reset): Likewise to invocation of _gpgme_engine_new.

2003-09-13  Marcus Brinkmann  <marcus@g10code.de>

* gpgme.h (gpgme_strerror_r): New prototype.
* error.c (gpgme_strerror_r): New function.

* util.h (_gpgme_getenv): Add prototype.
* Makefile.am (libgpgme_real_la_SOURCES): Add get-env.c.
* rungpg.c (build_argv): Use _gpgme_getenv.
* debug.c (debug_init): Likewise.
* engine-gpgsm.c (gpgsm_new): Likewise.
  (gpgsm_new): Use ttyname_r.
* w32-io.c (_gpgme_io_spawn): Disable debugging for now.

2003-09-03  Marcus Brinkmann  <marcus@g10code.de>

* gpgme-config.in: Use $libdir, not @libdir@, for the echo command.

* gpgme-config.in: Rewritten.
* gpgme.m4: Rewritten.

2003-08-19  Marcus Brinkmann  <marcus@g10code.de>

The ath files (ath.h, ath.c, ath-pth.c, ath-pthread.c, ath-compat.c, ath-pth-compat.c and ath-pthread-compat.c) have been updated to have better thread support, and the Makefile.am was changed to reflect that.
* util.h [!HAVE_FOPENCOOKIE]: Remove fopencookie declaration.
* engine-gpgsm.c (gpgsm_assuan_simple_command): Set ERR to return value of status_fnc.
* rungpg.c (start): Return SAVED_ERRNO, not errno.

2003-08-18 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (start): Use saved_errno instead errno.

2003-08-18 Marcus Brinkmann <marcus@g10code.de>

* funopen.c, putc_unlocked.c, isascii.c, memrchr.c: New files.
* fopencookie.c: File removed.

2003-08-15 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in: Put gpg-error related flags after gpgme's.

2003-08-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_new_signature): Rename member CLASS to _OBSOLETE_CLASS, add member CLASS with type unsigned int.
* sign.c (parse_sig_created): Also set SIG->_unused_class for backward compatibility.

2003-08-04 Marcus Brinkmann <marcus@g10code.de>

* verify.c (parse_new_sig): Fix status parsing case.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_subkey): Add flag CAN_AUTHENTICATE. Lower UNUSED to 23 bits.
* keylist.c (set_mainkey_capability): Support 'a' and 'A'.
* (set_subkey_capability): Support 'a'.

* keylist.c (gpgme_get_key): Check if there is more than one key listed, and return GPG_ERR_AMBIGUOUS_NAME in that case.

* util.h (_gpgme_decode_c_string): Change type of LEN argument to size_t.
* conversion.c (_gpgme_decode_c_string): Likewise.
* (gpgme_decode_percent_string): Likewise.
* (gpgme_map_gnupg_error): Change type of I to unsigned int.
* signers.c (gpgme_signers_clear): Likewise.
* (gpgme_signers_enum): New unsigned variable SEQNO, set to SEQ.
Use SEQNO instead SEQ.
* wait.c (fd_table_put): Change type of I and J to unsigned int.
* wait-global.c (_gpgme_wait_global_event_cb): Change type of IDX to unsigned int.
  (_gpgme_wait): Change type of I and IDX to unsigned int.
* wait-private.c (_gpgme_wait_on_condition): Change type of IDX and I to unsigned int.
* posix-io.c (_gpgme_io_close): Cast return value of macro DIM to int to suppress gcc warning.
  (_gpgme_io_set_close_notify): Likewise.
  (_gpgme_io_select): Change type of I to unsigned int.
* engine.c (gpgme_get_engine_info): Change type of PROTO to unsigned int.
* wait-user.c (_gpgme_user_io_cb_handler): Change type of IDX and I to unsigned int.

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* decrypt-verify.c (decrypt_verify_status_handler): Expand silly and wrong expression.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* encrypt.c (encrypt_sym_status_handler): Likewise.
* sign.c (sign_status_handler): Likewise.
* verify.c (verify_status_handler): Likewise.
* decrypt.c (decrypt_status_handler): Likewise.

* engine.c (gpgme_get_engine_info): Initialize NULL.

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* gpgme-config.in (gpg_error_libs): Quote GPG_ERROR_CFLAGS and GPG_ERROR_LIBS when setting the corresponding variables.
  Reported by Stphane Corthy.

2003-07-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (set_recipients): Move declaration of NEWLEN to the beginning of the block.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* data-mem.c (mem_write): Copy original buffer content.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_user_ids_release, gpgme_user_ids_append): Remove prototypes.
* Makefile.am (AM_CPPFLAGS): Add @GPG_ERROR_CFLAGS@.
* gpgme-config.in (gpg_error_libs, gpg_error_cflags): New variables. Print them.

* op-support.c (_gpgme_parse_inv_userid): Rename to
  _gpgme_parse_inv_recep and change to new datatype.
* ops.h (_gpgme_parse_inv_key): Fix prototype.
* gpgme.h (struct _gpgme_invalid_user_id): Rename to
  __gpgme_invalid_key. Rename field ID to KEY.
(gpgme_invalid_user_id_t): Rename to gpgme_invalid_key_t.
(struct _gpgme_op_encrypt_result): Here, too.
(struct _gpgme_op_sign_result): Likewise.
* encrypt.c (struct op_data): Likewise.
(release_op_data): Likewise.
* sign.c (struct op_data): Likewise.
(release_op_data): Likewise.

* posix-io.c (_gpgme_io_read): Save errno across debug calls.
  (_gpgme_io_write): Likewise.
  (_gpgme_io_pipe): Likewise.
  (_gpgme_io_select): Likewise.

* rungpg.c (struct engine_gpg): Remove arg_error.
  (add_arg): Don't set arg_error.
  (add_data): Likewise.
  (start): Don't check arg_error.
  (gpg_new): Check return value of add_arg.
* verify.c (parse_notation): Free allocated memory at error.

2003-06-05 Marcus Brinkmann <marcus@g10code.de>

Everywhere: Use libgpg-error error codes.

* Makefile.am (EXTRA_DIST): Remove mkerrors.
  (BUILT_SOURCES): Remove errors.c.
  (MOSTLYCLEANFILES): Likewise.
  (libgpgme_la_SOURCES): Likewise. Add error.c.
  (errors.c): Remove target.
* mkerrors: File removed.
* error.c: New file.

* gpgme.h (gpgme_error_t): Change to type gpg_error_t.
  (gpgme_err_code_t, gpgme_err_source_t): New types.
  (gpgme_err_code, gpgme_err_source, gpgme_error, gpgme_err_make):
  New static inline functions.
  (gpgme_strsource, gpgme_err_code_from_errno,
gpgme_err_code_to_errno, gpgme_err_make_from_errno,
gpgme_error_from_errno): New prototypes.

2003-05-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_op_export_start): Change second arg to const char *.
  (gpgme_op_export): Likewise.
  (gpgme_op_export_ext_start): New prototype.
  (gpgme_op_export_ext): Likewise.
* engine.h: Likewise for _gpgme_engine_op_export and
  _gpgme_engine_op_export_ext.
* engine-backend.h (struct engine_ops): Change second argument of
  prototype of export to const char *, and add reserved int as
  third argument. Add prototype for export_ext.
* engine.c (_gpgme_engine_op_export_ext): New function.
  (_gpgme_engine_op_export): Change second argument of prototype of
  export to const char *, and add reserved int as third argument.
* rungpg.c (gpg_export): Change second argument of prototype of
  export to const char *, and add reserved int as third argument.
  (gpg_export_ext): New function.
  (gpg_keylist_ext): Break loop at error.
  (_gpgme_engine_ops_gpg): Add gpg_export_ext.
* engine-gpgsm.c (gpgsm_export): Change second argument of
  prototype of export to const char *, and add reserved int as
  third argument.
  (gpgsm_export_ext): New function.
  (_gpgme_engine_ops_gpgsm): Add gpgsm_export_ext.
* export.c (export_start): Change second argument of prototype of
  export to const char *, and add reserved int as third argument.
  (gpgme_op_export_start): Likewise.
  (export_ext_start): New function.
  (gpgme_op_export_ext_start): Likewise.
  (gpgme_op_export_ext): Likewise.

* gpgme.h (gpgme_keylist_mode_t): New type for anonymous enum.
  (gpgme_sigsum_t): New type for anonymous enum.

* encrypt-sign.c (encrypt_sign_start): Check for errors earlier,
  and return an error if RECP is not set.

* Makefile.am (libgpgme_la_SOURCES): Remove user-id.c.
  * user-id.c: Remove file.
* ops.h: Remove prototype for _gpgme_user_ids_all_valid.
* gpgme.h (gpgme_encrypt_flags_t): New type.
  (gpgme_op_encrypt_start): Change second parameter to type
  gpgme_key_t[], and add third parameter.
  (gpgme_op_encrypt): Likewise.
  (gpgme_op_encrypt_sign_start): Likewise.
(gpgme_op_encrypt_sign): Likewise.
* encrypt.c (encrypt_start): Likewise.
(gpgme_op_encrypt_start): Likewise.
(gpgme_op_encrypt): Likewise. Pass flags to engine.
* encrypt-sign.c (encrypt_sign_start): Likewise.
(gpgme_op_encrypt_sign_start): Likewise.
(gpgme_op_encrypt_sign): Likewise.
* engine-backend.h (struct engine_ops): Likewise for prototypes of encrypt and encrypt_sign.
* engine.h: Likewise for prototypes of _gpgme_engine_op_encrypt and _gpgme_engine_op_encrypt_sign.
* engine.c (_gpgme_engine_op_encrypt): Likewise.
(_gpgme_engine_op_encrypt_sign): Likewise.
* rungpg.c (gpg_encrypt): Likewise.
(gpg_encrypt_sign): Likewise.
* rungpg.c (gpg_encrypt): Check flags for always trust option.
* engine-gpgsm.c (gpgsm_encrypt): Likewise.
(set_recipients): Rewritten to use keys instead user IDs.
* rungpg.c (append_args_from_recipients): Rewritten to use keys instead user IDs.
* encrypt.c (_gpgme_encrypt_status_handler): Change errors returned to GPGME_Invalid_Key and GPGME_General_Error.

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* engine-gpgsm.c: Rename GpgsmObject to engine_gpgsm_t.
(struct gpgsm_object_s): Rename to struct engine_gpgsm.
* rungpg.c: Rename GpgObject to engine_gpg_t.
(struct gpg_object_s): Rename to struct engine_gpg.

* context.h (struct gpgme_context): Change EngineObject to engine_object_t.
(enum ctx_op_data_type): Rename to ctx_op_data_id_t.
(ctx_op_data_t): New type.
(struct gpgme_context): Use it.
* ops.h (_gpgme_op_data_lookup): Use new type name.
* op-support.c (_gpgme_op_data_lookup): Likewise.
* engine.c: Rename EngineObject to engine_t in the file. Also
EngineStatusHandler to engine_status_handler_t,
EngineCommandHandler to engine_command_handler_t and
EngineColonLineHandler to engine_colon_line_handler.
* rungpg.c (start): Likewise.
* engine-gpgsm.c: Likewise.
* engine-backend.h (struct engine_ops): Likewise
* engine.h (struct engine_object_s): Rename to struct engine.
(EngineObject): Rename to engine_t. Also everywhere else in the file.
(EngineStatusHandler): Rename to engine_status_handler_t.
(EngineColonLineHandler): Rename to engine_colon_line_handler_t.
(EngineCommandHandler): Rename to engine_command_handler_t.

* engine-gpgsm.c (gpgsm_export): Fix bug in last change.

* Makefile.am (libgpgme_la_SOURCES): Remove recipient.c, add user-id.c.
  * gpgme.h (gpgme_recipients_t): Removed.
    (gpgme_recipients_new, gpgme_recipients_release,
     gpgme_recipients_add_name,
     gpgme_recipients_add_name_with_validity, gpgme_recipients_count,
     gpgme_recipients_enum_open, gpgme_recipients_enum_read,
     gpgme_recipients_enum_close): Removed.
  (gpgme_op_encrypt, gpgme_op_encrypt_start, gpgme_op_encrypt_sign,
   gpgme_op_encrypt_sign_start, gpgme_op_export_start,
   gpgme_op_export): Change second argument to gpgme_user_id_t.
  (gpgme_user_ids_release): New prototype.
  (gpgme_user_ids_append): Likewise.
* ops.h (_gpgme_recipients_all_valid): Remove.
  (_gpgme_user_ids_all_valid): Add.
* context.h (struct gpgme_recipients): Removed.
* user-id.c: New file.
* recipient.c: Removed file.
* runpgp.c (append_args_from_recipients): Change last arg to gpgme_user_id_t. Reimplement.
  (gpg_encrypt): Change second arg to gpgme_user_id_t.
  (gpg_encrypt_sign): Likewise.
  (gpg_export): Likewise. Rewrite user ID list code.
* engine.c (_gpgme_engine_op_encrypt): Change second arg to gpgme_user_id_t.
  (_gpgme_engine_op_encrypt_sign): Likewise.
  (_gpgme_engine_op_export): Likewise.
* engine.h (_gpgme_engine_op_encrypt, _gpgme_engine_op_encrypt_sign,
  _gpgme_engine_op_export): Likewise.
* engine-gpgsm.c (set_recipients): Likewise. Rewrite loop code.
  (gpgsm_encrypt): Likewise.
  (gpgsm_export): Likewise.
* engine-backend.h (struct engine_ops): Likewise for members ENCRYPT, ENCRYPT_SIGN and EXPORT.
* export.c (export_start, gpgme_op_export_start, gpgme_op_export):
  Likewise.
* encrypt.c (encrypt_start): Likewise. Don't check for count of recipients.
  (gpgme_op_encrypt_start): Likewise.
  (gpgme_op_encrypt): Likewise.
* encrypt-sign.c (encrypt_sign_start): Likewise.
  (gpgme_op_encrypt_sign): Likewise.
  (gpgme_op_encrypt_sign_start): Likewise.
2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_op_import_result): Add skipped_new_keys.
* import.c (parse_import_res): Add skipped_new_keys parser.

* op-support.c (_gpgme_parse_inv_userid): Add missing break statements.
* encrypt.c (gpgme_op_encrypt): Use gpgme_error_t instead of int.

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* encrypt.c (gpgme_op_encrypt_result): Use intermediate variable HOOK to avoid compiler warning. Don't ask, you don't want to know.
  (_gpgme_encrypt_status_handler): Likewise.
(_gpgme_op_encrypt_init_result): Likewise.
* decrypt.c (gpgme_op_decrypt_result): Likewise.
(_gpgme_decrypt_status_handler): Likewise.
(_gpgme_op_decrypt_init_result): Likewise.
* verify.c (gpgme_op_verify_result): Likewise.
(_gpgme_verify_status_handler): Likewise.
(_gpgme_op_verify_init_result): Likewise.
* edit.c (edit_status_handler): Likewise.
(command_handler): Likewise.
(edit_start): Likewise.
* genkey.c (gpgme_op_genkey_result): Likewise.
(genkey_status_handler): Likewise.
(genkey_start): Likewise.
* import.c (gpgme_op_import_result): Likewise.
(import_status_handler): Likewise.
(_gpgme_op_import_start): Likewise.
* trustlist.c (gpgme_op_trustlist_next): Likewise.
(_gpgme_op_trustlist_event_cb): Likewise.
(gpgme_op_trustlist_start): Likewise.
* keylist.c (gpgme_op_keylist_result): Likewise.
(keylist_colon_handler): Likewise.
(keylist_status_handler): Likewise.
(_gpgme_op_keylist_event_cb): Likewise.
(gpgme_op_keylist_start): Likewise.
(gpgme_op_keylist_ext_start): Likewise.
(gpgme_op_keylist_next): Likewise.
* passphrase.c (_gpgme_passphrase_status_handler): Likewise.
(_gpgme_passphrase_command_handler_internal): Likewise.
* sign.c (gpgme_op_sign_result): Likewise.
(_gpgme_sign_status_handler): Likewise.
(_gpgme_op_sign_init_result): Likewise.

* passphrase.c (_gpgme_passphrase_command_handler_internal): Fix
access to pointer type.

2003-05-26 Marcus Brinkmann <marcus@g10code.de>

* engine.h (EngineCommandHandler): Change last argument to int fd.
* gpgme.h (gpgme_passphrase_cb_t): Rewritten to take parts of the description and fd.
(gpgme_edit_cb_t): Change last argument to int fd.
* ops.h (__gpgme_passphrase_command_handler_internal): New prototype.
* passphrase.c: Include <assert.h>.
(op_data_t): Rename userid_hint to uid_hint, remove last_pw_handle.
(release_op_data): Check values before calling free.
(__gpgme_passphrase_status_handler): Likewise.
(__gpgme_passphrase_command_handler_internal): New function.
(__gpgme_passphrase_command_handler): Rewritten.
* edit.c (edit_status_handler): Pass -1 as fd argument.
(command_handler): Update prototype. New variable processed. Use it to store return value of
(__gpgme_passphrase_command_handler_internal which is now used instead __gpgme_passphrase_command_handler. Use it also to check if we should call the user's edit function. Pass fd to user's edit function.
* rungpg.c (struct gpg_object_s): Change type of cmd.cb_data to void *.
(gpg_release): Check value before calling free. Do not release cmd.cb_data.
(command_cb): Function removed.
(command_handler): New function. Thus we don't use a data object for command handler stuff anymore, but handle it directly. This allows proper error reporting (cancel of passphrase requests, for example). Also all callbacks work via direct writes to the file descriptor (so that passphrases are not kept in insecure memory).
(gpg_set_command_handler): Rewritten to use even more ugly hacks.
(read_status): Check cmd.keyword before calling free. Install command_handler as the I/O callback handler with GPG as private data.

* rungpg.c (gpg_new): Add --enable-progress-filter to gpg invocation.
* decrypt-verify.c (__gpgme_op_decrypt_verify_start): Rename to decrypt_verify_start.
(__gpgme_op_decrypt_verify_start): Call decrypt_verify_start.
(__gpgme_op_decrypt_verify): Likewise.
* verify.c (verify_status_handler): New function that also calls progress status handler.
(__gpgme_op_verify_start): Set status handler to verify_status_handler.
Rename to (verify_start).
(__gpgme_op_verify_start): Call verify_start.
(gpgme_op_verify): Likewise.
* encrypt.c (encrypt_status_handler): New function.
(_gpgme_encrypt_sym_status_handler): Call progress status handler.
Make static. Rename to encrypt_sym_status_handler.
(encrypt_start): Set status handler to encrypt_sym_status_handler
or encrypt_status_handler.
* sign.c (sign_status_handler): New function.
(sign_start): Set status handler to sign_status_handler.
* decrypt.c (decrypt_status_handler): New function that also calls
progress status handler.
(decrypt_start): Set status handler to decrypt_status_handler.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* decrypt-verify.c (decrypt_verify_status_handler): Call
_gpgme_progress_status_handler.

* conversion.c (_gpgme_decode_c_string): Add missing break
statement.

* recipient.c (gpgme_recipients_add_name_with_validity): Add one
to buffer to allocate.

2003-05-19 Marcus Brinkmann <marcus@g10code.de>

* verify.c (parse_new_sig): Fix ERRSIG case.
Submitted by Benjamin Lee <benjaminlee@users.sf.net>.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: The following types are renamed. The old name is kept
as a deprecated typedef.
(GpgmeCtx): Rename to gpgme_ctx_t.
(GpgmeData): Rename to gpgme_data_t.
(GpgmeRecipients): Rename to gpgme_recipients_t.
(GpgmeError): Rename to gpgme_error_t.
(GpgmeDataEncoding): Rename to gpgme_data_encoding_t.
(GpgmePubKeyAlgo): Rename to gpgme_pubkey_algo_t.
(GpgmeHashAlgo): Rename to gpgme_hash_algo_t.
(GpgmeSigStat): Rename to gpgme_sig_stat_t.
(GpgmeSigMode): Rename to gpgme_sig_mode_t.
(GpgmeAttr): Rename to gpgme_attr_t.
(GpgmeValidity): Rename to gpgme_validity_t.
(GpgmeProtocol): Rename to gpgme_protocol_t.
(GpgmeStatusCode): Rename to gpgme_status_code_t.
(GpgmeEngineInfo): Rename to gpgme_engine_info_t.
(GpgmeSubkey): Rename to gpgme_subkey_t.
(GpgmeKeySig): Rename to gpgme_keysig_t.
(GpgmeUserID): Rename to gpgme_user_id_t.
(GpgmePassphraseCb): Rename to gpgme_passphrase_cb_t.
(GpgmeProgressCb): Rename to gpgme_progress_cb_t.
(GpgmeEditCb): Rename to gpgme_edit_cb_t.
(GpgmeIOCb): Rename to gpgme_io_cb_t.
(GpgmeRegisterIOCb): Rename to gpgme_register_io_cb_t.
(GpgmeRemoveIOCb): Rename to gpgme_remove_io_cb_t.
(GpgmeEventIO): Rename to gpgme_event_io_t.
(GpgmeEventIOCb): Rename to gpgme_event_io_cb_t.
(GpgmeIOCs): Rename to gpgme_io_cbs.
(gpgme_io_cbs_t): New type.
(GpgmeDataReadCb): Rename to gpgme_data_read_cb_t.
(GpgmeDataWriteCb): Rename to gpgme_data_write_cb_t.
(GpgmeDataSeekCb): Rename to gpgme_data_seek_cb_t.
(GpgmeDataReleaseCb): Rename to gpgme_data_release_cb_t.
(GpgmeDataCbs): Rename to gpgme_data_cbs.
(gpgme_data_cbs_t): New type.
(GpgmeInvalidUserID): Rename to gpgme_invalid_user_id_t.
(GpgmeEncryptResult): Rename to gpgme_encrypt_result_t.
(GpgmeDecryptResult): Rename to gpgme_decrypt_result_t.
(GpgmeNewSignature): Rename to gpgme_new_signature_t.
(GpgmeSignResult): Rename to gpgme_sign_result_t.
(GpgmeSigNotation): Rename to gpgme_sig_notation_t.
(GpgmeSignature): Rename to gpgme_signature_t.
(GpgmeVerifyResult): Rename to gpgme_verify_result_t.
(GpgmeImportStatus): Rename to gpgme_import_status_t.
(GpgmeImportResult): Rename to gpgme_import_result_t.
(GpgmeGenKeyResult): Rename to gpgme_genkey_result_t.
(GpgmeKeyListResult): Rename to gpgme_keylist_result_t.
(GpgmeTrustItem): Rename to gpgme_trust_item_t.
* gpgme.h (gpgme_deprecated_error_t): New type, swallowing macros
GPGME_No_Recipients, GPGME_Invalid_Recipient and
GPGME_No_Passphrase.
* data.h (struct gpgme_data_s): Rename to struct gpgme_data.
* context.h (struct gpgme_context_s): Rename to struct
  gpgme_context.
(struct gpgme_recipients_s): Rename to gpgme_recipients.

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* keylist.c (finish_key): Clear OPD->tmp_uid.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_verify_status_handler): Return GPGME_No_Data
  for NODATA status without signatures.

2003-05-05 Marcus Brinkmann <marcus@g10code.de>

* key.c (_gpgme_key_append_name): Use decoded string to parse user id.
(_gpgme_key_add_sig): Likewise.

2003-05-04 Marcus Brinkmann <marcus@g10code.de>

* context.h (struct gpgme_context_s): Remove member op_info.

* key.c (_gpgme_key_add_sig): Initialize SIG->uid.

* gpgme.h (GpgmeError): Add deprecated values for
  GPGME_Invalid_Type and GPGME_Invalid_Mode.

2003-04-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_get_op_info): Remove prototype.
* ops.h (_gpgme_set_op_info,
  _gpgme_data_release_and_return_string, _gpgme_data_get_as_string,
  _gpgme_data_append, _gpgme_data_append_string,
  _gpgme_data_append_string_for_xml, _gpgme_data_append_for_xml,
  _gpgme_data_append_percentstring_for_xml): Likewise.
* progress.c (_gpgme_progress_status_handler): Change first arg to void *.
* conversion.c: Do not include <string.h>, <errno.h>, <ctype.h>,
  and <sys/types.h>, but <string.h>.
  (_gpgme_data_append): Remove function.
  (_gpgme_data_append_string): Likewise.
  (_gpgme_data_append_for_xml): Likewise.
  (_gpgme_data_append_string_for_xml): Likewise.
  (_gpgme_data_append_percentstring_for_xml): Likewise.
* data-mem.c (_gpgme_data_get_as_string): Likewise.
  (_gpgme_data_release_and_return_string): Likewise.
* gpgme.c (gpgme_get_op_info): Likewise.
  (_gpgme_set_op_info): Likewise.

* gpgme.h (struct _gpgme_key): New structure.
  (GpgmeKey): Define using _gpgme_key.
  (struct _gpgme_subkey): New structure.
  (GpgmeSubKey): New type.
  (struct _gpgme_key_sig): New structure.
  (GpgmeKeySig): New type.
  (struct _gpgme_user_id): New structure.
  (GpgmeUserID): New type.
  (struct _gpgme_op_keylist_result): New structure.
  (GpgmeKeyListResult): New type.
  (gpgme_op_keylist_result): New function.
  (gpgme_key_get_as_xml): Remove prototype.
* context.h (struct gpgme_context_s): Remove members tmp_key,
  tmp_uid, key_cond and key_queue.
  (struct key_queue_item_s): Remove structure.
(struct user_id_s): Remove structure.
(struct gpgme_recipients_s): Replace with simple GpgmeUserID list.
* gpgme.c (gpgme_release): Do not release CTX->tmp_key.
* ops.h (_gpgme_key_add_subkey, _gpgme_key_append_name, _gpgme_key_add_sig, _gpgme_trust_item_new): New prototypes.
* rungpg.c (command_cb): Return GpgmeError instead int.
New variable ERR. Use it to hold return value of cmd handler.
(gpg_delete): Access fingerprint of key directly.
(append_args_from_signers): Likewise.
(gpg_edit): Likewise.
(append_args_from_recipients): Use GpgmeUserID for recipient list.
* engine-gpgsm.c: Do not include "key.h".
(gpgsm_delete): Access fingerprint of key directly.
(gpgsm_sign): Likewise.
(set_recipients): Use GpgmeUserID for recipients. Invert invalid user ID flag.
* key.h: File removed.
* key.c: Completely reworked to use exposed GpgmeKey data types.
* keylist.c: Likewise.
* recipient.c: Completely reworked to use GpgmeUserID.

2003-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_get_key): Remove force_update argument.
* key-cache.c: File removed.
* Makefile.am (libgpgme_la_SOURCES): Remove key-cache.c.
* ops.h (_gpgme_key_cache_add, _gpgme_key_cache_get): Remove prototypes.
* keylist.c (_gpgme_op_keylist_event_cb): Don't call _gpgme_key_cache_add.
(gpgme_get_key): New function.
* verify.c (gpgme_get_sig_key): Remove last argument to gpgme_get_key invocation.

* gpgme.h (struct _gpgme_trust_item): New structure.
(GpgmeTrustItem): New type.
(gpgme_trust_item_ref, gpgme_trust_item_unref): New prototypes.
* context.h (struct trust_queue_item_s): Remove structure.
(struct gpgme_context_s): Remove trust_queue member.
* Makefile.am (libgpgme_la_SOURCES): Add trust-item.c.
* trust-item.c: New file.
* trustlist.c: Do not include <stdio.h> or <time.h>, but "gpgme.h".
(struct trust_queue_item_s): Change to new type op_data_t.
(trust_status_handler): Change first argument to void *.
(trust_colon_handler): Likewise.
(_gpgme_op_trustlist_event_cb): Use op_data_t type.
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(gpgme_op_trustlist_start): Use op_data_t and rework error handling.
(gpgme_op_trustlist_next): Use op_data_t.
(gpgme_trust_item_release): Remove function.
(gpgme_trust_item_get_string_attr): Likewise.
(gpgme_trust_item_get_int_attr): Likewise.

* verify.c (calc_sig_summary): Do not set GPGME_SIGSUM_SYS_ERROR for bad signatures.

2003-04-28 Marcus Brinkmann <marcus@g10code.de>

* context.h: Remove OPDATA_VERIFY_COLLECTING.
(struct gpgme_context_s): Remove member notation.
* gpgme.h: Make enum for GPGME_KEYLIST_MODE_* values.

* gpgme.h (struct _gpgme_sig_notation): New structure.
(GpgmeSigNotation): New type.
(struct _gpgme_signature): New structure.
(GpgmeSignature): New type.
(struct _gpgme_op_verify_result): New structure.
(GpgmeVerifyResult): New type.
(gpgme_op_verify_result): New prototype.
(gpgme_get_notation): Remove prototype.
* ops.h (_gpgme_op_verify_init_result): New prototype.
(_gpgme_verify_status_handler): Change first argument to void *.
* util.h (_gpgme_decode_percent_string, _gpgme_map_gnupg_error):
New prototypes.
* conversion.c (_gpgme_decode_percent_string): New function.
(gnupg_errors): New static global.
(_gpgme_map_gnupg_error): New function.
* gpgme.c (gpgme_release): Don't release CTX->notation.
(gpgme_get_notation): Remove function.
* decrypt-verify.c (_gpgme_op_decrypt_verify_start): Call
_gpgme_op_verify_init_result.
* verify.c: Do not include <stdio.h>, <assert.h> and "key.h", but
do include "gpgme.h".
(struct verify_result): Replace with ...
(op_data_t): ... this type.
(release_verify_result): Remove function.
(release_op_data): New function.
(is_token): Remove function.
(skip_token): Remove function.
(copy_token): Remove function.
(gpgme_op_verify_result): New function.
(calc_sig_summary): Rewritten.
(finish_sig): Remove function.
(parse_new_sig): New function.
(parse_valid_sig): New function.
(parse_notation): New function.
(parse_trust): New function.
(parse_error): New function.
(_gpgme_verify_status_handler): Rewritten. Change first argument to void *.
(_gpgme_op_verify_start): Rework error handling. Call
_gpgme_op_verify_init_result.
(gpgme_op_verify): Do not release or clear CTX->notation.
(gpgme_get_sig_status): Rewritten.
(gpgme_get_sig_string_attr): Likewise.
(gpgme_get_sig_ulong_attr): Likewise.
(gpgme_get_sig_key): Likewise.

* gpgme.h (struct _gpgme_op_decrypt_result): New structure.
(GpgmeDecryptResult): New type.
(gpgme_op_decrypt_result): New prototype.
* ops.h (_gpgme_op_decrypt_init_result): New prototype.
(_gpgme_decrypt_status_handler): Fix prototype.
(_gpgme_decrypt_start): Remove prototype.
* decrypt-verify.c: Do not include <stdio.h>, <stdlib.h>,
<string.h> and <assert.h>, "util.h" and "context.h", but
"gpgme.h".
(decrypt_verify_status_handler): Change first argument to void *,
and rework error handling.
(_gpgme_op_decrypt_verify_start): New function.
(gpgme_op_decrypt_verify_start): Rewrite using
_gpgme_op_decrypt_verify_start.
(gpgme_op_decrypt_verify): Likewise.
* decrypt.c: Include <string.h>, "gpgme.h" and "util.h".
(struct decrypt_result): Change to typedef op_data_t, rewritten.
(is_token): Remove function.
(release_op_data): New function.
(skip_token): Remove function.
(gpgme_op_decrypt_result): New function.
(_gpgme_decrypt_status_handler): Change first argument to void *.
Rework error handling.
(_gpgme_decrypt_start): Rename to ...
(decrypt_start): ... this. Call _gpgme_op_decrypt_init_result.
(_gpgme_op_decrypt_init_result): New function.
(gpgme_op_decrypt_start): Use decrypt_start.
(gpgme_op_decrypt): Likewise.

2003-04-27 Marcus Brinkmann <marcus@g10code.de>

* encrypt-sign.c: Do not include <stddef.h>, <stdio.h>,
<stdlib.h>, <string.h>, <assert.h> and "util.h", but "gpgme.h".
(_gpgme_op_encrypt_sign_start): Rename to ...
(encrypt_sign_start): ... this.
(gpgme_op_encrypt_sign_start): Use encrypt_sign_start, not _gpgme_op_encrypt_sign_start.
(gpgme_op_encrypt_sign): Likewise.

* gpgme.h (GpgmeEncryptResult): New data type.
(gpgme_op_encrypt_result): New prototype.
* ops.h (_gpgme_op_encrypt_init_result): New prototype.
(_gpgme_op_encrypt_status_handler): Fix prototype.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Call _gpgme_op_encrypt_init_result.
* encrypt.c: Do not include <stdio.h>, <assert.h>, "util.h" and "wait.h". Include <errno.h> and "gpgme.h".
(SKIP_TOKEN_OR_RETURN): Remove macro.
(struct encrypt_result): Rename to ...
(op_data_t): ... new data type. Rewrite for user result data.
(append_xml_encinfo): Remove function.
(release_op_data): New function.
(gpgme_op_encrypt_result): New function.
(_gpgme_op_encrypt_status_handler): Change first argument to void *.
Rewrite result parsing.
(_gpgme_op_encrypt_sym_status_handler): Change first argument to void *.
(_gpgme_op_encrypt_init_result): New function.
(_gpgme_op_encrypt_start): Rename to ...
(encrypt_start): ... this.
(gpgme_op_encrypt_start): Use encrypt_start, not gpgme_op_encrypt_start.
(gpgme_op_encrypt): Likewise.

* gpgme.h (GpgmePubKeyAlgo, GpgmeHashAlgo, GpgmeInvalidUserID, GpgmeNewSignature, GpgmeSignResult): New data types.
(gpgme_op_sign_result, gpgme_pubkey_algo_name, gpgme_hash_algo_name): New prototypes.
* gpgme.c (gpgme_pubkey_algo_name): New function.
(gpgme_hash_algo_name): Likewise.
* ops.h (_gpgme_parse_inv_userid, _gpgme_op_sign_init_result): New prototype.
(_gpgme_op_sign_status_handler): Fix prototype.
* op-support.c: Include <errno.h> and <string.h>.
(_gpgme_parse_inv_userid): New function.
* sign.c: Include <errno.h> and "gpgme.h", but not <stdio.h>, <assert.h> and "util.h".
(SKIP_TOKEN_OR_RETURN): Remove macro.
(struct sign_result): Change to op_data_t type and rework it.
(release_sign_result): Rename to ...
(release_op_data): ... this and rewrite it.
(append_xml_info): Remove function.
(gpgme_op_sign_result): New function.
(parse_sign_created): New function.
(_gpgme_sign_status_handler): Change first argument to void *.
Rewrite the function to use the new result structure and functions.
(_gpgme_op_sign_init_result): New function.
(_gpgme_op_sign_start): Rename to ...
(sign_start): ... this. Call _gpgme_op_sign_init_result.
(gpgme_op_sign_start): Use sign_start instead _gpgme_op_sign_start.
(gpgme_op_sign): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Call
  _gpgme_op_encrypt_sign_start.

* delete.c: Include <errno.h> and "gpgme.h", but not "util.h" or "key.h".
(enum delete_problem): Move into function delete_status_handler.
(delete_status_handler): Change first argument to void *. Parse delete problem with strtol instead atoi. Return better error values.
(_gpgme_op_delete_start): Rename to ...
(delete_start): ... this. Rework error handling.
(gpgme_op_delete_start): Use delete_start instead
  _gpgme_op_delete_start.
(gpgme_op_delete): Likewise.
* gpgme.h (GpgmeDataType): Removed.

2003-04-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Change GPGME_IMPORT_PRIVATE to GPGME_IMPORT_SECRET.
* import.c (parse_import_res): Parse unchanged field.

* gpgme.h: New enum for GPGME_IMPORT_NEW, GPGME_IMPORT_UID,
  GPGME_IMPORT_SIG, GPGME_IMPORT_SUBKEY, GPGME_IMPORT_PRIVATE.
(GpgmeError): GPGME_Unknown_Reason, GPGME_Not_Found,
  GPGME_Ambiguous_Specification, GPGME_Wrong_Key_Usage,
  GPGME_Key_Revoked, GPGME_Key_Expired, GPGME_No_CRL_Known,
  GPGME_CRL_Too_Old, GPGME_Policy_Mismatch, GPGME_No_Secret_Key,
  GPGME_Key_Not_Trusted, GPGME_Issuer_Missing, GPGME_Chain_Too_Long,
  GPGME_Unsupported_Algorithm, GPGME_Sig_Expired,
  GPGME_Bad_Signature, GPGME_No_Public_Key added as new error codes.
(struct _gpgme_import_status): New structure.
(GpgmeImportStatus): New type.
(struct _gpgme_op_import_result): New structure.
(GpgmeImportResult): New type.
(gpgme_op_import_result): New function.
* import.c: Include <errno.h> and "gpgme.h", but not "util.h".
(struct import_result): Change to type op_data_t.
(release_import_result): Rename to ...
(release_op_data): ... this.
(append_xml_impinfo): Function removed.
(gpgme_op_import_result): New function.
(parse_import): New function.
(parse_import_res): Likewise.
(import_status_handler): Change first argument to void *. Rewrite
to use new functions.
(_gpgme_op_import_start): Rework error handling.

* edit.c: Do not include <assert.h>, "util.h", but "gpgme.h".
(edit_result): Change to typedef for op_data_t.
(edit_status_handler): Change first argument to void *.
Rework error handling.
(command_handler): Rework error handling.
(_gpgme_op_edit_start): Rename to ...
(edit_start): ... this. Rework error handling.
(gpgme_op_edit_start): Rewrite using edit_start.
(gpgme_op_edit): Likewise.

* ops.h (_gpgme_passphrase_start): Remove prototype.
* passphrase.c: Do not include <assert.h>, "util.h" or
"debug.h", but "gpgme.h".
(struct passphrase_result): Change to typedef for op_data_t.
(release_passphrase_result): Rename to release_op_data.
(_gpgme_passphrase_status_handler): Change first argument to void *.
Use new op_data_t type.
(_gpgme_passphrase_command_handler): Use new op_data_t type.
(_gpgme_passphrase_start): Remove function.
* decrypt.c (_gpgme_decrypt_start): Rewrite error handling. Do
not call _gpgme_passphrase_start, but install command handler.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.

* context.h (struct gpgme_context_s): Remove member initialized,
use_cms and help_data_1. Add member protocol. Make use_armor and
use_textmode bit flags. Make keylist_mode, include_certs,
signers_len and signers_size unsigned.
* gpgme.c (gpgme_new): Initialize CTX->protocol.
(gpgme_set_protocol): Do not check CTX. Use CTX->protocol.
(gpgme_get_protocol): Likewise.
(gpgme_release): Do not release CTX->help_data_1.
* op-support.c (_gpgme_op_reset): Use CTX->protocol.

* wait-private.c (_gpgme_wait_private_event_cb): Remove variable CTX.

* data.c: Do not include <assert.h>, but "gpgme.h".
(_gpgme_data_inbound_handler): Expand gpgme_data_append, because
it will go. Do not assert DH.
(_gpgme_data_outbound_handler): Do not assert DH.

* export.c: Do not include <stdlib.h>, "debug.h" and "util.h", but
"gpgme.h".
(export_status_handler): Change type of first argument to void *.
(_gpgme_op_export_start): Rename to ...
(export_start): ... this. Rework error handling.
(gpgme_op_export_start): Rewritten to use export_start instead
_gpgme_op_export_start.
(gpgme_op_export): Likewise.

* gpgme.h (GpgmeError): Add GPGME_Busy, GPGME_No_Request.
(GPGME_No_Recipients, GPGME_Invalid_Recipient,
GPGME_No_Passphrase): New macros.

* key.c (gpgme_key_get_string_attr): Fix validity attribute.

2003-04-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_op_genkey_result): New structure.
(GpgmeGenKeyResult): New type.
(gpgme_op_genkey): Drop last argument.
(gpgme_op_genkey_result): New function.
* genkey.c: Do not include "util.h", but "gpgme.h".
(struct genkey_result): Replace with ...
(op_data_t): ... this new type.
(release_genkey_result): Replace with ...
(release_op_data): ... this new function.
(gpgme_op_genkey_result): New function.
(genkey_status_handler): Rewritten using new op_data_t type.
(get_key_parameter): New function.
(_gpgme_op_genkey_start): Renamed to
genkey_start): ... this and rewritten.
(gpgme_op_genkey_start): Use genkey_start instead
_gpgme_op_genkey_start.
(gpgme_op_genkey): Rewritten. Remove FPR argument.

* context.h (struct gpgme_context_s): Remove member verbosity.
* gpgme.c (gpgme_new): Do not set member verbosity.
* engine.h (_gpgme_engine_set_verbosity): Remove prototype.
* engine.c (_gpgme_engine_set_verbosity): Remove function.
* engine-backend.h (struct engine_ops): Remove set_verbosity.
* engine-gpgsm.c (_gpgme_engine_ops_gpgsm): Remove set_verbosity member.
* runpgpg.c (_gpgme_engine_ops_gpg): Likewise.
(gpg_set_verbosity): Remove function.
* decrypt.c (_gpgme_decrypt_start): Don't call
_gpgme_engine_set_verbosity.
* delete.c (_gpgme_op_delete_start): Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* export.c (_gpgme_op_export_start): Likewise.
* genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* keylist.c (gpgme_op_keylist_start): Likewise.
   (gpgme_op_keylist_ext_start): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* verify.c (_gpgme_op_verify_start): Likewise.

* Makefile.am (libgpgme_la_SOURCES): Add key-cache.c.
* key.c (key_cache_initialized, key_cache_size, key_cache_max_chain_length, ): Removed.
   (struct key_cache_item_s, key_cache_lock, key_cache, key_cache_unused_items, hash_key, _gpgme_key_cache_add, _gpgme_key_cache_get, gpgme_get_key): Moved to ...
* key-cache.c: ... here. New file.
* key.h (_gpgme_key_cache_init): Remove prototypes.
   (_gpgme_key_cache_add, _gpgme_key_cache_get): Move to ...
* ops.h: ... here.
* version.c: Do not include "key.h".
   (do_subsystem_inits): Do not call _gpgme_key_cache_init.

* mkstatus: Strip trailing comma.
* gpgme.h (GpgmeStatus): Pretty print.

* gpgme.h (GpgmeError): Rename GPGME_No_Passphrase to GPGME_Bad_Passphrase.
* passphrase.c (_gpgme_passphrase_status_handler): Use GPGME_Bad_Passphrase instead GPGME_No_Passphrase.

* gpgme.h (GpgmeError): Rename GPGME_No_Recipients to GPGME_No_UserID and GPGME_Invalid_Recipient to GPGME_Invalid_UserID.
* encrypt.c (_gpgme_encrypt_status_handler): Use GPGME_No_UserID instead GPGME_No_Recipients and GPGME_Invalid_UserID instead GPGME_Invalid_Recipient.
   (_gpgme_op_encrypt_start): Likewise.

* gpgme.h (GpgmeError): Remove GPGME_Busy and GPGME_No_Request.
* wait-user.c (_gpgme_wait_user_event_cb): Don't clear CTX->pending.
* wait-private.c (_gpgme_wait_private_event_cb): Likewise.
* wait-global.c (gpgme_wait): Likewise.
* verify.c (_gpgme_op_verify_start): Likewise.
   (gpgme_get_sig_status): Don't check pending flag.
   (gpgme_get_sig_string_attr): Likewise.
   (gpgme_get_sig_ulong_attr): Likewise.
(gpgme_get_sig_key): Likewise.
* op-support.c (_gpgme_op_reset): Likewise.
* trustlist.c (gpgme_op_trustlist_start): Don't clear pending flag.
(gpgme_op_trustlist_next): Don't check or clear pending flag.
(gpgme_op_trustlist_end): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* context.h (struct gpgme_context_s): Remove member PENDING.
* decrypt.c (_gpgme_decrypt_start): Likewise.
* delete.c (_gpgme_op_delete_start): Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* export.c (_gpgme_op_export_start): Likewise.
* genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* key.c (gpgme_get_key): Likewise.
* keylist.c (gpgme_op_keylist_start): Likewise.
(gpgme_op_keylist_ext_start): Likewise.
(gpgme_op_keylist_next): Likewise.
(gpgme_op_keylist_end): Likewise.
* data-compat.c (gpgme_error_to_errno): Don't convert EBUSY.

2003-02-06 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.h (GpgmePassphraseCb): Change type to return GpgmeError,
and add argument for returning the result string.
(gpgme_cancel): Remove prototype.
* gpgme.c (gpgme_cancel): Remove function.
* context.h (struct gpgme_context_s): Remove member cancel.
* passphrase.c (_gpgme_passphrase_command_handler): Call the
passphrase callback in the new way.

2003-01-30 Marcus Brinkmann  <marcus@g10code.de>

* edit.c (_gpgme_edit_status_handler): Call the progress status
handler.

2003-02-05 Marcus Brinkmann  <marcus@g10code.de>

* wait-user.c (_gpgme_wait_user_remove_io_cb): Move check for no
I/O handlers left to ...
(_gpgme_user_io_cb_handler): ... here.

2003-02-04 Marcus Brinkmann  <marcus@g10code.de>

* trustlist.c (trustlist_colon_handler): Release ITEM if name
could not be allocated.
(gpgme_trust_item_release): Only release name if it is allocated.
2003-02-04 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (read_status): If the status handler returns an error, return it.
  (status_handler): If read_status fails, just return the error.

2003-02-01 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (start): Handle all errors, not only most of them.
  (xtoi_1, xtoi_2): Remove macro.
  (status_handler): Replace use of xtoi_2 with _gpgme_hextobyte.

2003-02-01 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_assuan_error): Replace ASSUAN_Bad_Certificate_Path with ASSUAN_Bad_Certificate_Chain.
  (gpgsm_new): Use assuan_pipe_connect instead assuan_pipe_connect2.

* util.h (DIMof): Remove macro.

* ops.h (_gpgme_op_event_cb, _gpgme_op_event_cb_user, _gpgme_data_unread): Prototypes removed.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* types.h: File removed.
* Makefile.am (libgpgme_la_SOURCES): Remove types.h.
* io.h (struct spawn_fd_item_s): Do not include "types.h".
* key.h: Likewise.
* context.h: Likewise.
* engine-gpgsm.h: Likewise.
* engine.h: Include "gpgme.h" instead "types.h". Add prototypes for EngineStatusHandler, EngineColonLineHandler and EngineCommandHandler.
  (_gpgme_engine_set_status_handler): Change parameter type from GpgmeStatusHandler to EngineStatusHandler.
  (_gpgme_engine_set_command_handler): Change parameter type from GpgmeCommandHandler to EngineCommandHandler.
  (_gpgme_engine_set_colon_line_handler): Change parameter type from GpgmeColonLineHandler to EngineColonLineHandler.
* engine-backend.h: Include "engine.h" instead "types.h".
  (struct engine_ops): Change Gpgme*Handler parameters in members set_command_handler, set_colon_line_handler and set_status_handler to Engine*Handler.
* engine.c (_gpgme_engine_set_status_handler): Change parameter
type from GpgmeStatusHandler to EngineStatusHandler.
(_gpgme_engine_set_command_handler): Change parameter type from
GpgmeCommandHandler to EngineCommandHandler.
(_gpgme_engine_set_colon_line_handler): Change parameter type from
GpgmeColonLineHandler to EngineColonLineHandler.
* rungpg.c (struct gpg_object_s): Change type of member status.fnc
from GpgmeStatusHandler to EngineStatusHandler. Change type of
member colon.fnc from GpgmeColonLineHandler to
EngineColonLineHandler. Change type of member cmd.fnc from
GpgmeCommandHandler to EngineCommandHandler.
* engine-gpgsm.c (struct gpgsm_object_s): Likewise.
* rungpg.c (gpg_set_status_handler): Change parameter type from
GpgmeStatusHandler to EngineStatusHandler.
* engine-gpgsm.c (gpgsm_set_status_handler): Likewise.
(assuan_simple_command): Likewise.
* rungpg.c (gpg_set_colon_line_handler): Change parameter type
from GpgmeColonLineHandler to EngineColonLineHandler.
* engine-gpgsm.c (gpgsm_set_colon_line_handler): Likewise.
* rungpg.c (gpg_set_command_handler): Change parameter type from
GpgmeCommandHandler to EngineCommandHandler.
* engine-gpgsm.c (status_handler): Do not close status fd at end
of function.

* ops.h (_gpgme_op_data_lookup): Add prototype.
* op-support.c: Include <stdlib.h>.
(_gpgme_op_data_lookup): New function.
* decrypt.c (_gpgme_release_decrypt_result): Function removed.
(struct decrypt_result_s): Rename to ...
(struct decrypt_resul): ... this.
(DecryptResult): New type.
(_gpgme_decrypt_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
* sign.c (_gpgme_release_sign_result): Function removed.
(release_sign_result): New function.
(struct sign_result_s): Rename to ...
(struct sign_result): ... this.
(SignResult): New type.
(_gpgme_sign_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
* encrypt.c (struct encrypt_result_s): Rename to ...
(struct encrypt_result): ... this.
(_gpgme_release_encrypt_result): Function removed.
(release_encrypt_result): New function.
(_gpgme_encrypt_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
* verify.c (struct verify_result_s): Rename to ...
  (struct verify_result): ... this. Remove member next.
  (VerifyResult): New type.
  (_gpgme_release_verify_result): Function removed.
  (release_verify_result): New function.
  (finish_sig): Change first argument to type VerifyResult. Diddle the type of the op_data structure.
  (add_notation): Change first argument to type VerifyResult.
  (_gpgme_verify_status_handler): Don't use test_and_allocate_result, but use _gpgme_op_data_lookup to retrieve result data object.
* passphrase.c (struct passphrase_result_s): Rename to ...
  (struct passphrase_result): ... this. Remove member next.
  (PassphraseResult): New type.
  (_gpgme_release_passphrase_result): Function removed.
  (release_passphrase_result): New function.
  (_gpgme_passphrase_status_handler): Don't use test_and_allocate_result, but use _gpgme_op_data_lookup to retrieve result data object.
  (_gpgme_passphrase_command_handler): Likewise.
* keylist.c (struct keylist_result_s): Rename to ...
  (struct keylist_result): ... this. Remove member next.
  (KeylistResult): New type.
  (_gpgme_release_keylist_result): Function removed.
  (release_keylist_result): New function.
  (keylist_status_handler): Don't use test_and_allocate_result, but use _gpgme_op_data_lookup to retrieve result data object.
* edit.c (struct edit_result_s): Rename to ...
  (struct edit_result): ... this. Remove member next.
  (EditResult): New type.
  (_gpgme_release_edit_result): Function removed.
  (release_edit_result): New function.
  (edit_status_handler): Don't use test_and_allocate_result, but use _gpgme_op_data_lookup to retrieve result data object.
  (command_handler): Likewise.
* types.h (DecryptResult, SignResult, EncryptResult, PassphraseResult, ImportResult, DeleteResult, GenKeyResult, KeylistResult, EditResult): Types removed.
* ops.h: Don't include "types.h", but "gpgme.h" and "context.h".
  (test_and_allocate_result): Remove macro.
  (_gpgme_release_decrypt_result): Remove prototype.
  (_gpgme_decrypt_result): Remove prototype.
  (_gpgme_release_sign_result): Remove prototype.
  (_gpgme_release_encrypt_result): Remove prototype.
  (_gpgme_release_passphrase_result): Remove prototype.
(gpgme_release_import_result): Remove prototype.
(gpgme_release_delete_result): Remove prototype.
(gpgme_release_genkey_result): Remove prototype.
(gpgme_release_keylist_result): Remove prototype.
(gpgme_release_edit_result): Remove prototype.
(gpgme_release_verify_result): Remove prototype.
* gpgme.c (_gpgme_release_result): Rewritten.
* context.h (enum ctx_op_data_type): New enum.
(struct ctx_op_data): New structure.
(struct gpgme_context_s): Replace the member result with a member op_data.
(fail_on_pending_request): Remove macro.
* op-support.c (_gpgme_op_reset): Expand macro
fail_on_pending_request.
* util.h: Don't include "types.h" or "debug.h", but include "gpgme.h".

2003-01-19 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_engine_ops_gpg): Remove gpg_start.
(gpg_start): Rename to ...
(start): ... this function. Change arguments to GpgObject.
(gpg_decrypt): Call start.
(gpg_edit): Likewise.
(gpg_encrypt): Likewise.
(gpg_encrypt_sign): Likewise.
(gpg_export): Likewise.
(gpg_import): Likewise.
(gpg_keylist): Likewise.
(gpg_keylist_ext): Likewise.
(gpg_trustlist): Likewise.
(gpg_verify): Likewise.

* engine-gpgsm.c (_gpgme_engine_ops_encrypt): Remove gpgsm_start.
(gpgsm_start): Rename to ...
(struct gpgsm_object_s): Remove member command.
(gpgsm_release): Don't free command.
(start): ... this function. Change arguments to GpgsmObject and
const char *.
(gpgsm_decrypt): Call start.
(gpgsm_delete): Likewise.
(gpgsm_encrypt): Likewise.
(gpgsm_export): Likewise.
(gpgsm_genkey): Likewise.
(gpgsm_import): Likewise.
(gpgsm_keylist): Likewise.
(gpgsm_keylist_ext): Likewise.
(gpgsm_verify): Likewise.
* decrypt.c (_gpgme_decrypt_start): Don't call _gpgme_engine_start.
* delete.c (_gpgme_op_delete_start): Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start):
* encrypt-sign.c (_gpgme_op_encrypt_sign_start):
* export.c (_gpgme_op_export_start): Likewise.
* genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* keylist.c (gpgme_op_keylist_ext_start): Likewise.
  (gpgme_op_keylist_start): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* trustlist.c (gpgme_op_trustlist_start): Likewise.
* verify.c (_gpgme_op_verify_start): Likewise.

* engine-backend.h (struct engine_ops): Remove member start.

* engine.h (_gpgme_engine_start): Remove prototype.
* engine.c (_gpgme_engine_start): Remove function.

2003-01-19 Miguel Coca <mcoca@gnu.org>

* w32-io.c (_gpgme_io_select): Add missing argument in calls to DEBUG_BEGIN.
* w32-util.c: Include "sema.h".
  (find_program_in_registry): Change DEBUG1 to DEBUG2, fixes compilation error.

2003-01-29 Marcus Brinkmann <marcus@gl0code.de>

* types.h: Remove byte and ulong types.
* util.h (_gpgme_hextobyte): Change prototype to unsigned char instead byte.
* conversion.c (_gpgme_hextobyte): Change argument to unsigned char instead byte.
  (_gpgme_decode_c_string): Likewise, and beautify. Also support a few more escaped characters. Be more strict about buffer size.
  (_gpgme_data_append_percentstring_for_xml): Change type of SRC, BUF and DST to unsigned char instead byte.
* progress.c (_gpgme_progress_status_handler): Use unsigned char instead byte.
* debug.c (trim_spaces): Likewise.

* util.h (mk_error): Remove macro.
* conversion.c, data.c, data-compat.c, decrypt.c, delete.c, edit.c, encrypt.c, encrypt-sign.c, engine.c, engine-gpgsm.c, export.c, genkey.c, gpgme.c, import.c, key.c, keylist.c, passphrase.c, progress.c, recipient.c, rungpg.c, sign.c,
signers.c, trustlist.c, verify.c, wait.c, wait-global.c,
wait-private (literally everywhere): Expand the mk_error macro.

* context.h (wait_on_request_or_fail): Remove macro.

* context.h (gpgme_context_s): Remove member ERROR.
* types.h (GpgmeStatusHandler): Change return type to GpgmeError.
(GpgmeCommandHandler): Change return type to GpgmeError and add
new argument RESULT.
* gpgme.h (GpgmeIOCb): Change return type to GpgmeError.
(GpgmeEventIO): New event GPGME_EVENT_START.
(GpgmeIdleFunc): Remove type.
(gpgme_register_idle): Remove prototype.
* data.c: Include <assert.h>.
(_gpgme_data_inbound_handler): Change return type to GpgmeError.
Return any error instead ignoring it, don't close file descriptor
on error.
(_gpgme_data_outbound_handler): Likewise.
* decrypt.c: Do not include <stdio.h>, <string.h> and <assert.h>.
(_gpgme_decrypt_status_handler): Change return type to GpgmeError.
Return error instead setting ctx->error. Return success at end of
function.
(gpgme_opDecrypt): Don't work around the old kludge anymore.
* decrypt-verify.c (decrypt_verify_status_handler): Change return
type to GpgmeError. Return possible errors.
* delete.c: Do not include <stdio.h>, <string.h>, <time.h> and
<assert.h>.
(delete_status_handler): Change return type to GpgmeError. Return
error instead setting ctx->error. Return success at end of
function.
* edit.c: Do not include <stdio.h> and <string.h>.
(_gpgme_edit_status_handler): Change type to GpgmeError,
made static and rename to ...
(edit_status_handler): ... this. Return error directly.
(command_handler): Change return type to GpgmeError, add result
argument. Return error directly.
* encrypt.c (status_handler_finish): Remove function.
(_gpgme_encrypt_status_handler): Change return type to GpgmeError.
Return error directly.
(_gpgme_encrypt_sym_status_handler): Likewise.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* engine-gpgsm.c (close_notify_handler): Do not signal done event
anymore.
(status_handler): Change return type to GpgmeError. Diddle things
around a bit to return errors directly.
(start): Send start event.
* export.c: Do not include <stdio.h>, <string.h> and <assert.h>.
(export_status_handler): Change return type to GpgmeError. Don't
check ctx->error.
* genkey.c: Do not include <stdio.h> and <assert.h>.
(genkey_status_handler): Change return type to GpgmeError. Don't check ctx->error. Return errors directly.
* gpgme.c (_gpgme_release_result): Do not initialize ctx->error.
(_gpgme_op_event_cb): Function removed.
(_gpgme_op_event_cb_user): Likewise.
* import.c: Do not include <stdio.h>, <string.h> and <assert.h>.
(import_status_handler): Change return type to GpgmeError. Don't check ctx->error.
* keylist.c (keylist_colon_handler, keylist_status_handler, finish_key):
Change return type to GpgmeError, return error directly.
* Makefile (libgpgme_la_SOURCES): Add wait-global.c, wait-private.c and wait-user.c
* ops.h (test_and_allocate_result): Return error instead setting ctx->error.
(_gpgme_data_inbound_handler, _gpgme_data_outbound_handler, _gpgme_verify_status_handler, _gpgme_decrypt_status_handler, _gpgme_sign_status_handler, _gpgme_encrypt_status_handler, _gpgme_passphrase_status_handler, _gpgme_progress_status_handler):
Change return type to GpgmeError.
(_gpgme_passphrase_command_handler): Change return type to GpgmeError and add new argument RESULT.
* op-support.c: Use new callback functions, and change private data to ctx everywhere.
* passphrase.c (_gpgme_passphrase_status_handler): Change return type to GpgmeError, return error directly.
(_gpgme_passphrase_command_handler): Change return type to GpgmeError, add result argument. Return results accordingly.
* progress.c (_gpgme_progress_status_handler): Change return type to GpgmeError, return errors directly.
* rungpg.c (status_handler): Change return type to GpgmeError. Return error directly.
(close_notify_handler): Don't send done event.
(colon_line_handler): Change return type to GpgmeError, return errors directly.
* rungpg.c (start): Send start event.
* sign.c (_gpgme_sign_status_handler): Change return type to GpgmeError, return errors directly.
* trustlist.c (trustlist_status_handler): Change return type to GpgmeError. Return 0.
(trustlist_colon_handler): Change return type GpgmeError. Return errors directly.
* verify.c (add_notation): Change return type to GpgmeError, return errors directly.
(_gpgme_verify_status_handler): Likewise.
* wait.h (struct fd_table): Remove lock member.
(struct wait_item_s): Moved here from wait.c.
(struct tag): New structure.
(_gpgme_wait_event_cb): Remove prototype.
(_gpgme_wait_private_event_cb, _gpgme_wait_global_event_cb,
_gpgme_wait_user_add_io_cb, _gpgme_wait_user_remove_io_cb,
_gpgme_wait_user_event_io_cb): New prototypes.
* wait.c: Don't include <stdio.h>.
(fd_global, ctx_done_list, ctx_done_list_size, 
ctx_done_list_length, ctx_done_list_lock, idle_function): Remove
global variable.
(gpgme_register_idle, do_select, _gpgme_wait_event_cb): Remove
function.
(gpgme_wait): Move to file wait-global.c.
(_gpgme_add_io_cb): Take ctx as private argument, initialize ctx
member in wait item and tag.
(_gpgme_remove_io_cb): Take ctx from tag. Don't use FDT lock.
(_gpgme_wait_one, _gpgme_wait_on_condition): Move to
wait-private.c.
(gpgme_fd_table_init): Don't initialize FDT->lock.
(gpgme_fd_table_deinit): Don't destroy FDT->lock.
(_gpgme_fd_table_put): Make static and rename to ...
(fd_table_put): ... this function. Don't use FDT->lock.
(struct wait_item_s): Move to wait.h.
* wait-global.c: New file.
* wait-private.c: New file.
* wait-user.c: New file.

* key.c (gpgme_key_sig_get_string_attr): Use validity_to_string
instead of trust_to_string to calculate validity.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* types.h (EngineObject): Move typedef to ...
* engine.h: ... here.
* types.h (GpgObject): Move typedef to ...
* rungpg.c: ... here.
* types.h (GpgsmObject): Move typedef to ...
* engine-gpgsm.c: ... here.

* util.h (return_if_fail, return_null_if_fail, 
return_val_if_fail): Remove macro.
* gpgme.c (gpgme_cancel): Don't use return_if_fail.
* key.c (gpgme_key_ref): Likewise.
* signers.c (gpgme_signers_enum): Likewise.
(gpgme_signers_clear): Likewise.

* engine-backend.h (struct engine_ops): Rename get_path to
get_file_name.
* gpgme.h (struct _gpgme_engine_info): Rename member path to
file_name.
* version.c: Do not include <stdio.h>, <stdlib.h>, context.h and util.h. Other clean ups.
(parse_version_number): Protect more seriously against overflow.
(gpgme_get_engine_info): Move to ...
* engine.c (gpgme_get_engine_info): ... here.
(_gpgme_engine_get_info): Function removed.
(_gpgme_engine_get_path): Make static and rename to ...
(engine_get_file_name): .. this.
(_gpgme_engine_get_version): Make static and rename to ...
(engine_get_version): ... this.
(_gpgme_engine_get_req_version): Make static and rename to ...
(engine_get_req_version): ... this.
* engine.h (_gpgme_engine_get_path, _gpgme_engine_get_version, _gpgme_engine_req_version, _gpgme_engine_get_info): Remove prototypes.

* gpgme.h (enum GpgmeProtocol): Remove GPGME_PROTOCOL_AUTO.
* gpgme.c (gpgme_set_protocol): Don't handle GPGME_PROTOCOL_AUTO.
(gpgme_get_protocol_name): New function.

* engine-backend.h (struct engine_ops): New member
get_req_version, remove member check_version.
* engine.h (_gpgme_Engine_get_version): New prototype.
* rungpg.c (gpg_get_req_version): New function.
(gpg_check_version): Function removed.
(_gpgme_engine_ops_gpg): Add gpg_get_req_version, remove
gpg_check_version.
* engine-gpgsm.c (gpgsm_get_req_version): New function.
(gpgsm_check_version): Function removed.
(_gpgme_engine_ops_gpgsm): Add gpgsm_get_req_version, remove
gpgsm_check_version.
* engine.c: Include ops.h.
(_gpgme_engine_get_req_version): New function.
(gpgme_engine_check_version): Rewritten.
* version.c (gpgme_get_engine_info): Rewritten.
* gpgme.h (gpgme_engine_info): New structure.
(GpgmeEngineInfo): New type.

2003-01-06 Werner Koch <wk@gnupg.org>

* keylist.c (set_mainkey_capability): Handle 'd' and 'D' used
since gpg 1.3 to denote disabled keys.

2003-01-06 Marcus Brinkmann <marcus@g10code.de>

* data-mem.c: Include <string.h>.
2003-01-06 Marcus Brinkmann <marcus@g10code.de>

* engine.c: Likewise.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_laDEPENDENCIES): Correct bug in last change.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_op_verify, gpgme_op_decrypt_verify): Drop R_STAT argument.
* decrypt-verify.c (gpgme_op_decrypt_verify): Drop R_STAT argument.
* verify.c (gpgme_op_verify): Drop R_STAT argument.
(_gpgme_intersect_stati): Function removed.
* ops.h (_gpgme_intersect_stati): Remove prototype.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* libgpgme.vers: New file.
* Makefile.am (EXTRA_DIST): Add libgpgme.vers.
(libgpgme_version_script_cmd): New variable.
(libgpgme_la_LDFLAGS): Add libgpgme_version_script_cmd here.
(libgpgme_la_DEPENDENCIES): New variable.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* key.c (gpgme_key_get_string_attr): Don’t accept GPGME_ATTR_IS_SECRET.
(otrust_to_string): New function.
(gpgme_key_get_as_xml): Use it.
(validity_to_string): New function.
(gpgme_key_get_string_attr): Beautify using above functions.
(gpgme_key_get_ulong_attr): Likewise.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* data-mem.c (mem_release): Fix gcc warning.
* data-user.c (user_release): Likewise.

2002-12-06 Marcus Brinkmann <marcus@g10code.de>

* data.h (gpgme_data_release_cb): Change return type to void.
(gpgme_data_read_cb): Change return type to ssize_t.
* data.c (gpgme_data_read): Likewise.
* data-stream.c (stream_read): Likewise.
* data-fd.c (fd_read): Likewise.
* data-mem.c (mem_read): Likewise.
(mem_release): Change return type to void.
* data-user.c (user_read): Change return type to ssize_t.
(user_release): Change return type to void.
* data-compat.c (old_user_read): Change return type to ssize_t.
* gpgme.h (GpgmeDataReadCb): Likewise.
(gpgme_data_read): Likewise.
(GpgmeDataSeekCb): Change return type to off_t.

2002-12-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add prototype for gpgme_get_key.
* key.c (gpgme_get_key): New function.
* verify.c (gpgme_get_sig_key): Rewrite using gpgme_get_key.

* gpgme.h: Add prototypes for new interfaces
  gpgme_key_sig_get_string_attr and gpgme_key_get_ulong_attr.
  (enum GpgmeAttr): New attribute GPGME_ATTR_SIG_CLASS.
* gpgme.c (gpgme_set_keylist_mode): Allow GPGME_KEYLIST_MODE_SIGS.
* key.h (struct certsig_s): New members ALGO, NAME_PART,
  EMAIL_PART, COMMENT_PART, NAME, SIG_STAT and SIG_CLASS.

* conversion.c (_gpgme_decode_c_string): Add new parameter LEN.
Use that to determine if allocation is desired or not.
* util.h: Adjust prototype of _gpgme_decode_c_string.
* keylist.c (keylist_colon_handler): Adjust caller of
  _gpgme_decode_c_string.

* key.h (struct gpgme_key_s): New member last_uid.
* key.c (_gpgme_key_append_name): Rewritten using
  _gpgme_decode_c_string and the last_uid pointer.
  (my_isdigit): Macro removed.
  (ALLOC_CHUNK): Likewise.
* keylist.c (set_userid_flags): Use last_uid member of KEY.

* context.h (struct user_id_s): New member last_certsig.
* key.h: Add prototype for _gpgme_key_add_certsig.
* key.c (_gpgme_key_add_certsig): New function.
(set_user_id_part): Move function before _gpgme_key_add_certsig.
(parse_user_id): Change first argument to SRC, add new arguments
NAME, EMAIL and COMMENT. Change code to use these arguments
instead going through UID. Move function before
_gpgme_add_certsig.
(parse_x509_user_id): Likewise.
(_gpgme_key_append_name): Adjust arguments to parse_x509_user_id
and parse_user_id invocation.
(one_certsig_as_xml): New function.
(one_uid_as_xml): Print signatures.
* context.h (struct gpgme_context_s): New member TMP_UID.
* keylist.c (keylist_colon_handler): Rewritten, implement "sig"
  record entries.
* `key.c` (get_certsig): New function.
  (gpgme_key_sig_get_string_attr): Likewise.
  (gpgme_key_sig_get_ulong_attr): Likewise.

* `keylist.c`: Include `<ctype.h>`.
  (my_isdigit): Macro removed.
  (set_mainkey_trust_info): Use isdigit, not my_isdigit.
  (set_userid_flags): Likewise.
  (set_subkey_trust_info): Likewise.
  (set_ownertrust): Likewise.
  (finish_key): Move function up a bit and remove prototype.

* `rungpg.c` (gpg_keylist_ext): Correct precedence of signature listing mode.
  (gpg_keylist_ext): Implement signature listing mode.

2002-11-25 Marcus Brinkmann <marcus@g10code.de>

* `rungpg.c` (_gpgme_gpgSpawn): Do not set parent fds to -1.
  * `posix-io.c` (_gpgme_io_spawn): Call _gpgme_io_close instead of close
    for parent fds.
  * `w32-io.c` (_gpgme_io_spawn): Call _gpgme_io_close instead of
    CloseHandle for parent fds.

2002-11-22 Marcus Brinkmann <marcus@g10code.de>

* `gpgme.h` [_MSC_VER]: Define ssize_t as long.

2002-11-22 Werner Koch <wk@gnupg.org>

* `engine-gpgsm.c` (_gpgme_gpgsm_new): Save the result of a first
  setlocale before doing another setlocale.

2002-11-21 Marcus Brinkmann <marcus@g10code.de>

* `decrypt.c`: Some beautification.

* `verify.c` (_gpgme_verify_status_handler): Treat
  GPGME_STATUS_UNEXPECTED like GPGME_STATUS_NODATA.
  Reported by Miguel Coca <e970095@zipi.fi.upm.es>.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* `genkey.c`: Only include `<config.h>` if [HAVE_CONFIG_H].
  (struct genkey_result_s): Add new member FPR.
  (_gpgme_release_genkey_result): Free RESULT->fpr if set.
  (genkey_status_handler): Extract the fingerprint from the status
(gpgme_op_genkey): Add new argument FPR and return the fingerprint in it.

* gpgme.h: Adjust prototype of gpgme_op_genkey.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_keylist): Add --with-fingerprint to gpg invocation twice, to get fingerprints on subkeys. Suggested by Timo Schulz <twoaday@freakmail.de>.
(gpg_keylist_ext): Likewise.

2002-11-05 Marcus Brinkmann <marcus@g10code.de>

* import.c (append_xml_impinfo): Use
_gpgme_data_append_string_for_xml rather than
_gpgme_data_append_string for the field content.
Submitted by Miguel Coca <e970095@zipi.fi.upm.es>.

2002-10-10 Marcus Brinkmann <marcus@g10code.de>

* rungpg.h, engine-gpgsm.h: File removed.
* Makefile.am (gpgsm_components): New variable, set depending on automake conditional HAVE_GPGSM.
(libgpgme_la_SOURCES): Add engine-backend.h, remove rungpg.h and engine-gpgsm.h. Replace engine-gpgsm.c with $[gpgsm_components].
(status-table.h): Depend on gpgme.h, not rungpg.h.
* conversion.c: Include <stdlib.h>.
* engine-gpgsm.c: Do not set ENABLE_GPGSM here. Include "engine-backend.h" instead "engine-gpgsm.h". Reorder some functions and remove all function prototypes.
(_gpgme_gpgsm_get_version): Make static and rename to ...
(gpgsm_get_version): ... this.
(_gpgme_gpgsm_check_version): Make static and rename to ...
(gpgsm_check_version): ... this.
(_gpgme_gpgsm_new): Make static. Change argument type from GpgsmObject * to void **. Call gpgsm_release instead
_gpgme_gpgsm_release.
(_gpgme_gpgsm_op_decrypt): Make static and rename to ...
(gpgsm_check_decrypt): ... this.
(_gpgme_gpgsm_op_delete): Make static and rename to ...
(gpgsm_check_delete): ... this.
(_gpgme_gpgsm_set_recipients): Make static and rename to ...
(gpgsm_check_set_recipients): ... this.
(_gpgme_gpgsm_op_encrypt): Make static and rename to ...
(gpgsm_encrypt): ... this.
(_gpgme_gpgsm_op_export): Make static and rename to ...
(gpgsm_export): ... this.
(_gpgme_gpgsm_op_genkey): Make static and rename to ...
(gpgsm_genkey): ... this.
(_gpgme_gpgsm_op_import): Make static and rename to ...
(gpgsm_import): ... this.
(_gpgme_gpgsm_op_keylist): Make static and rename to ...
(gpgsm_keylist): ... this.
(_gpgme_gpgsm_op_keylist_ext): Make static and rename to ...
(gpgsm_keylist_ext): ... this.
(_gpgme_gpgsm_op_sign): Make static and rename to ...
(gpgsm_sign): ... this.
(_gpgme_gpgsm_op_trustlist): Make static and rename to ...
(gpgsm_trustlist): ... this.
(_gpgme_gpgsm_op_verify): Make static and rename to ...
(gpgsm_verify): ... this.
(gpgsm_status_handler): Rename to ...
(status_handler): ... this.
(_gpgme_gpgsm_set_status_handler): Make static and rename to ...
(gpgsm_set_status_handler): ... this.
(_gpgme_gpgsm_set_colon_line_handler): Make static and rename to ...
(gpgsm_set_colon_line_handler): ... this.
(_gpgme_gpgsm_add_io_cb): Rename to ...
(add_io_cb): ... this.
(_gpgme_gpgsm_start): Make static and rename to ...
(gpgsm_start): ... this.
(_gpgme_gpgsm_set_io_cb): Make static and rename to ...
(gpgsm_set_io_cb): ... this.
(_gpgme_gpgsm_io_event): Make static and rename to ...
(gpgsm_io_event): ... this.
(struct _gpgme_engine_ops_gpgsm): New variable.
[!ENABLE_GPGSM]: Removed.
* engine.c: Do not include <time.h>, <sys/types.h>, <string.h>,
  <assert.h>, "io.h", "runpgp.h" and "engine-gpgsm.h". Include
  <stdlib.h> and "engine-backend.h".
(struct engine_object_s): Rewritten.
(engine_ops): New variable.
* engine.c (_gpgme_engine_get_path, _gpgme_engine_get_version,
  _gpgme_engine_check_version, _gpgme_engine_new,
  _gpgme_engine_release, _gpgme_engine_set_verbosity,
  _gpgme_engine_set_status_handler,
  _gpgme_engine_set_command_handler,
  _gpgme_engine_set_colon_line_handler, _gpgme_engine_op_decrypt,
  _gpgme_engine_op_delete, _gpgme_engine_op_edit,
  _gpgme_engine_op_encrypt, _gpgme_engine_op_encrypt_sign,
  _gpgme_engine_op_export, _gpgme_engine_op_genkey,
  _gpgme_engine_op_import, _gpgme_engine_op_keylist,
  _gpgme_engine_op_keylist_ext, _gpgme_engine_op_sign,
  _gpgme_engine_op_trustlist, _gpgme_engine_op_verify,
_gpgme_engine_start, _gpgme_engine_set_io_cbs,
_gpgme_engine_io_event): Reimplement.
* engine.h: Fix a few comments and a variable name in a prototype.
* ops.h: Do not include "rungpg.h".
* passphrase.c: Include config.h only if [HAVE_CONFIG_H]. Do not
 include "rungpg.h".
* recipient.c: Likewise.
* signers.c: Likewise.
* version.c: Likewise.
* rungpg.c: Likewise. Include "engine-backend.h". Reorder
 functions and remove prototypes.
(_gpgme_gpg_get_version): Make static and rename to ...
(gpg_get_version): ... this.
(_gpgme_gpg_check_version): Make static and rename to ...
(gpg_check_version): ... this.
(_gpgme_gpg_new): Make static. Change argument type from
GpgObject * to void **. Call gpg_release instead
_gpgme_gpg_release.
(_gpgme_gpg_op_decrypt): Make static and rename to ...
(gpg_check_decrypt): ... this.
(_gpgme_gpg_op_delete): Make static and rename to ...
(gpg_check_delete): ... this.
(_gpgme_gpg_set_recipients): Make static and rename to ...
(gpg_check_set_recipients): ... this.
(_gpgme_gpg_op_encrypt): Make static and rename to ...
(gpg_encrypt): ... this.
(_gpgme_gpg_op_export): Make static and rename to ...
(gpg_export): ... this.
(_gpgme_gpg_op_genkey): Make static and rename to ...
(gpg_genkey): ... this.
(_gpgme_gpg_op_import): Make static and rename to ...
(gpg_import): ... this.
(_gpgme_gpg_op_keylist): Make static and rename to ...
(gpg_keylist): ... this.
(_gpgme_gpg_op_keylist_ext): Make static and rename to ...
(gpg_keylist_ext): ... this.
(_gpgme_gpg_op_sign): Make static and rename to ...
(gpg_sign): ... this.
(_gpgme_gpg_op_trustlist): Make static and rename to ...
(gpg_trustlist): ... this.
(_gpgme_gpg_op_verify): Make static and rename to ...
(gpg_verify): ... this.
(gpg_status_handler): Rename to ...
(status_handler): ... this.
(_gpgme_gpg_set_status_handler): Make static and rename to ...
(gpg_set_status_handler): ... this.
(_gpgme_gpg_set_colon_line_handler): Make static and rename to ...
(gpg_set_colon_line_handler): ... this.
(gpgme_gpg_add_io_cb): Rename to ...
(add_io_cb): ... this.
(_gpgme_gpg_start): Make static and rename to ...
(gpg_start): ... this.
(_gpgme_gpg_set_io_cb): Make static and rename to ...
(gpg_set_io_cb): ... this.
(_gpgme_gpg_io_event): Make static and rename to ...
(gpg_io_event): ... this.
(struct _gpgme_engine_ops_gpg): New variable.

2002-10-10 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_verify) [!ENABLE_GPGSM]: Add missing argument.

2002-10-09 Marcus Brinkmann <marcus@g10code.de>

* data.h, data-user.c, data-stream.c, data-mem.c, data-fd.c, data-compat.c: New file. Really check them in this time, completes 2002-10-08 change.

* runpg.h (GpgStatusHandler): Rename type to GpgmeStatusHandler and move to ...
* types.h (GpgmeStatusHandler): ... here.
* runpg.h (GpgColonLineHandler): Rename type to GpgmeColonLineHandler. and move to ...
* types.h (GpgmeColonLineHandler): ... here.
* runpg.h (GpgCommandHandler): Rename type to GpgmeCommandHandler. and move to ...
* types.h (GpgmeCommandHandler): ... here.
* engine.h: Don't include "runpg.h".
(_gpgme_engine_set_status_handler): Change type of argument from GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_engine_set_colon_line_handler): Change type of argument from Gpg ColonLineHandler to GpgmeColonLineHandler.
(_gpgme_engine_set_command_handler): Change type of argument from GpgCommandHandler to GpgmeCommandHandler.
* engine-gpgsm.h: Don't include "runpg.h".
(_gpgme_gpgsm_set_status_handler): Change type of argument from GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_gpgsm_set_colon_line_handler): Change type of argument from GpgColonLineHandler to GpgmeColonLineHandler.
* engine-gpgsm.c: Do not include "runpg.h".
(struct gpgsm_object_s): Change type of status.fnc to GpgmeStatusHandler. Change type of colon.fnc to GpgmeColonLineHandler.
(gpgsm_assuan_simple_command): Change type of argument from GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_gpgsm_set_status_handler): Likewise.
(_gpgme_gpgsm_set_colon_line_handler): Change type of argument from
GpgColoLineHandler to GpgmeColoLineHandler.
* rungpg.h (_gpgme_gpg_set_status_handler): Change type of
argument from GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_gpg_set_colon_line_handler): Change type of
argument from GpgColoLineHandler to GpgmeColoLineHandler.
(_gpgme_gpg_set_command_handler): Change type of
argument from GpgCommandHandler to GpgmeCommandHandler.
* rungpg.c (struct gpg_object_s): Change type of status.fnc to
GpgmeStatusHandler. Change type of colon.fnc to
GpgmeColoLineHandler. Change type of cmd.fnc to
GpgmeCommandLineHandler.
(_gpgme_gpg_set_status_handler): Change type of argument FNC to
GpgmeStatusHandler.
(_gpgme_gpg_set_colon_line_handler): Change type of argument FNC
to GpgmeColoLineHandler.
(_gpgme_gpg_set_command_handler): Change type of argument FNC to
GpgmeCommandHandler.
* engine.c (_gpgme_engine_set_status_handler): Change type of
argument FNC to GpgmeStatusHandler.
(_gpgme_engine_set_colon_line_handler): Change type of argument FNC
to GpgmeColoLineHandler.
(_gpgme_engine_set_command_handler): Change type of argument FNC to
GpgmeCommandHandler.

* rungpg.h (_gpgme_gpg_enable_pipemode): Remove prototype.
* rungpg.c (struct gpg_object_s): Remove PM.
(pipemode_cb): Prototype removed.
(add_pm_data): Function removed.
(_gpgme_gpg_enable_pipemode): Likewise.
(pipemode_copy): Likewise.
(pipemode_cb): Likewise.
(add_arg): Don't check for pipemode.
(add_data): Likewise.
(_gpgme_gpg_set_status_handler): Likewise.
(_gpgme_gpg_set_colon_line_handler): Likewise.
(_gpgme_gpg_set_command_handler): Likewise.
(_gpgme_gpg_spawn): Likewise.
(_gpgme_gpg_spawn): Don't set PM.active.
(_gpgme_gpg_op_verify): Remove pipemode case.
* verify.c (_gpgme_op_verify_start): Remove pipemode case.

* rungpg.h (_gpgme_gpg_add_arg, _gpgme_gpg_add_data,
_gpgme_gpg_add_pm_data, _gpgme_gpg_housecleaning,
_gpgme_gpg_set_simple_line_handler): Prototype removed.
(_gpgme_gpg_set_verbosity): New prototype.
* rungpg.c (_gpgme_gpg_add_data): Make static and rename to ...
(add_data): ... this.
(_gpgme_gpg_add_pm_data): Call add_data, not _gpgme_gpg_add_data.
(_gpgme_gpg_set_command_handler): Likewise.
(_gpgme_gpg_op_decrypt, _gpgme_gpg_op_encrypt, _gpgme_gpg_op_decrypt_sign, _gpgme_gpg_op_export, _gpgme_gpg_op_genkey, _gpgme_gpg_op_import, _gpgme_gpg_op_encrypt_sign, _gpgme_gpg_op_verify): Likewise.
(_gpgme_gpg_add_pm_data): Rename to ...
(add_pm_data): ... this.
(_gpgme_gpg_op_verify): Call add_pm_data, not _gpgme_gpg_add_pm_data.
(_gpgme_gpg_add_arg): Make static and rename to ...
(add_arg): ... this.
( struct gpg_object_s): Remove member simple from colon.
(_gpgme_gpg_set_colon_line_handler): Don't initialize simple.
(_gpgme_gpg_set_simple_line_handler): Removed function.
(read_colon_line): Don't check the GPG->colon.simple.
* engine.c (_gpgme_engine_set_verbosity): Call _gpgme_gpg_set_verbosity instead _gpgme_gpg_add_arg.

2002-10-08 Marcus Brinkmann <marcus@g10code.de>

* util.h (_gpgme_malloc, _gpgme_realloc, _gpgmecalloc, _gpgme_strdup, _gpgme_free): Remove prototypes.
(xtrymalloc, xtrycalloc, xtryrealloc, xtrystrdup, xfree): Remove macros.
* util.c: File removed.
* Makefile.am (libgpgme_la_SOURCES): Remove util.h.
* conversion.c (_gpgme_decode_e_string): Use malloc instead of xtrymalloc, realloc instead of xtryrealloc, calloc instead of xtrycalloc, free instead of xfree.
(_gpgme_data_append_percentstring_for_xml): Likewise.
* data.c (_gpgme_data_new, _gpgme_data_release): Likewise.
* data-compat.c (gpgme_data_new_from_filepart): Likewise.
* data-mem.c (mem_write, mem_release, gpgme_data_new_from_filepart): Likewise.
* debug.c (debug_init): Likewise.
* decrypt.c (_gpgme_release_decrypt_result): Likewise.
* delete.c (_gpgme_release_delete_result): Likewise.
* edit.c (_gpgme_release_edit_result, _gpgme_op_edit_start):
  Likewise.
* encrypt.c (_gpgme_release_encrypt_result): Likewise.
* engine.c (_gpgme_engine_get_info, _gpgme_engine_new,
  _gpgme_engine_release): Likewise.
* engine-gpgsm.c (_gpgme_gpgsm_new, _gpgme_gpgsm_release,
  _gpgme_gpgsm_op_decrypt, _gpgme_gpgsm_op_delete,
  _gpgme_gpgsm_op_encrypt, _gpgme_gpgsm_op_export,
  _gpgme_gpgsm_op_genkey, _gpgme_gpgsm_op_import,
  _gpgme_gpgsm_op_keylist, _gpgme_gpgsm_op_keylist_ext,
  _gpgme_gpgsm_op_sign, _gpgme_gpgsm_op_verify, gpgsm_status_handler): Likewise.
* genkey.c (_gpgme_release_genkey_result): Likewise.
* gpgme.c (gpgme_new, gpgme_release): Likewise.
* import.c (_gpgme_release_import_result): Likewise.
* key.c (_gpgme_key_cache_init, _gpgme_key_cache_add, key_new,
  add_subkey, gpgme_key_release, _gpgme_key_append_name): Likewise.
* keylist.c (_gpgme_release_keylist_result, keylist_colon_handler,
  _gpgme_op_keylist_event_cb, gpgme_op_keylist_next): Likewise.
* ops.h (test_and_allocate_result): Likewise.
* passphrase.c (_gpgme_release_passphrase_result,
  _gpgme_passphrase_status_handler,
  _gpgme_passphrase_command_handler): Likewise.
* progress.c (_gpgme_progress_status_handler): Likewise.
* recipient.c (gpgme_recipients_new, gpgme_recipients_release,
  gpgme_recipients_add_name_with_validity): Likewise.
* runpgp.c (_gpgme_pgp_new, _gpgme_pgp_release,
  _gpgme_pgp_add_arg, _gpgme_pgp_add_data,
  _gpgme_pgp_set_colon_line_handler, free_argv, free_fd_data_map,
  build_argv, _gpgme_pgp_spawn, read_status, read_colon_line): Likewise.
* sign.c (_gpgme_release_sign_result): Likewise.
* signers.c (_gpgme_signers_add): Likewise.
* trustlist.c (trust_item_new, trustlist_colon_handler,
  _gpgme_op_trustlist_event_cb, gpgme_op_trustlist_next,
  gpgme_trustitem_release): Likewise.
* verify.c (_gpgme_release_verify_result, finish_sig): Likewise.
* version.c (gpgme_get_engine_info, _gpgme_get_program_version):
  Likewise.
* w32-io.c (create_reader, create_writer, destroy_reader,
  destroy_writer, build_commandline, _gpgme_io_spawn): Likewise.
* w32-sema.c (critsect_init, _gpgme_sema_cs_destroy): Likewise.
* w32-util.c (read_w32_registry_string): Likewise.
* wait.c (_gpgme_fd_table_deinit, _gpgme_fd_table_put,
  _gpgme_wait_event_cb, _gpgme_add_io_cb, _gpgme_remove_io_cb)
* data-compat.c: Include <stdlib.h>.
New data object component:

* gpgme.h (GpgmeDataReadCb, GpgmeDataWriteCb, GpgmeDataSeekCb,
  GpgmeDataReleaseCb): New types.
  (struct GpgmeDataCbs): New structure.
  (gpgme_data_read): Changed prototype to match that of read() closely.
  (gpgme_data_write): Similar for write().
  (gpgme_data_seek, gpgme_data_new_from_cbs, gpgme_data_new_from_fd,
  (gpgme_data_get_type, gpgme_check_engine): Prototype removed.

* Makefile.am (libgpgme_la_SOURCES): Add data.h, data-fd.c,
  data-stream.c, data-mem.c, data-user.c and data-compat.c.
* data.c: Reimplemented from scratch.
* (data-compat.c, data-fd.c, data.h, data-mem.c, data-stream.c,
* context.h (struct gpgme_data_s): Removed.
* conversion.c: Include <errno.h> and <sys/types.h>.
* data.c (_gpgme_data_append_string): Move to ...
* conversion.c (_gpgme_data_append_string): ... here.
* data.c (_gpgme_data_append_for_xml): Move to ...
* conversion.c (_gpgme_data_append_for_xml): ... here.
* data.c (_gpgme_data_append_string_for_xml): Move to ...
* conversion.c (_gpgme_data_append_string_for_xml): ... here.
* data.c (_gpgme_data_append_percentstring_for_xml): Move to ...
* conversion.c (_gpgme_data_append_percentstring_for_xml): ... here.

* ops.h (_gpgme_data_get_mode, _gpgme_data_set_mode): Prototype
  removed.
* types.h (GpgmeDataMode): Type removed.

* decrypt.c (_gpgme_decrypt_start): Don't check data type or mode.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* export.c (_gpgme_op_export_start): Likewise.
* genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* verify.c (_gpgme_op_verify_start): Likewise.

* encrypt.c (gpgme_op_encrypt): Remove hack that returns invalid
  no recipient if no data was returned.
* encrypt-sign.c (gpgme_op_encrypt_sign): Remove hack that returns
no recipient if no data was returned.
* encrypt-sign.c (gpgme_op_encrypt_sign): Remove hack that returns no recipient if no data was returned.

* engine.c (_gpgme_engine_op_verify): Add new argument to differentiate detached from normal signatures.
* engine.h (_gpgme_engine_op_verify): Likewise for prototype.
* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Likewise. Don't check mode of data argument.
* engine-gpgsm.h (_gpgme_gpgsm_op_verify): Likewise for prototype.
* gpgme.h (gpgme_op_verify_start): Likewise for prototype.
(gpgme_op_verify): Likewise for prototype.
* rungpg.c (_gpgme_gpg_op_verify): Likewise.
* rungpg.h (_gpgme_gpg_op_verify): Likewise for prototype.
* verify.c (_gpgme_op_verify_start): Likewise.
(gpgme_op_verify_start): Likewise.
(gpgme_op_verify): Likewise.

* rungpg.c (struct arg_and_data_s): New member INBOUND to hold direction of data object.
(_gpgme_gpg_add_data): Add new argument INBOUND. Use it to determine direction of data object.
(_gpgme_gpg_add_pm_data, _gpgme_gpg_set_command_handler,
_gpgme_gpg_op_decrypt, _gpgme_gpg_op_edit, _gpgme_gpg_op_encrypt,
_gpgme_gpg_op_encrypt_sign, _gpgme_gpg_op_export,
_gpgme_gpg_op_genkey, _gpgme_gpg_op_import, _gpgme_gpg_op_sign,
_gpgme_gpg_op_verify): Add new argument to _gpgme_gpg_add_data invocation.
(build_argv): Use new member INBOUND to determine direction of file descriptor. Don't check the data type.
* rungpg.h (_gpgme_gpg_add_data): Add new argument to prototype.

* gpgme.c (gpgme_get_op_info): Don't call
_gpgme_data_get_as_string if CTX->op_info is NULL.

* version.c (gpgme_check_engine): Function removed.

2002-09-30 Werner Koch <wk@gnupg.org>

* keylist.c (keylist_colon_handler): Take care when printing a NULL with the DEBUG.

* engine-gpgsm.c (struct gpgsm_object_s): New member ANY.
(gpgsm_status_handler): Run the colon function to indicate EOF.
(_gpgme_gpgsm_set_colon_line_handler): Better reset ANY here.

2002-09-28 Marcus Brinkmann <marcus@g10code.de>
* conversion.c (_gpgme_hextobyte): Prevent superfluous multiplication with base. Reported by Stphane Corthsy.

* keylist.c (gpgme_op_keylist_ext_start): Use private asynchronous operation type in invocation of _gpgme_op_reset.

2002-09-20 Werner Koch <wk@gnupg.org>

* ath.c: Include sys/time.h if sys/select.h is not available.

2002-09-13 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (keylist_status_handler): Do not call finish_key() here. (gpgme_op_keylist_ext_start): Set CTX->tmp_key to NULL.

2002-09-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (assuan_libobjs): Remove @LTLIBOBS@ as we link them into gpgme unconditionally. (libgpgme_la_LIBADD): Change @LIBOBS@ into @LTLIBOBS@.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (assuan_libobjs): Use @LTLIBOBS@ instead @LIBOBS@.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* debug.c (_gpgme_debug_add): Test *LINE, not LINE. (_gpgme_debug_end): Likewise. Reported by Dr. Stefan Dalibor <Dr.Stefan.Dalibor@bfa.de>.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* posix-io.c (_gpgme_io_select): Don't use a non-constant struct initializer. * version.c (_gpgme_get_program_version): Likewise. Reported by Dr. Stefan Dalibor <Dr.Stefan.Dalibor@bfa.de>.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* conversion.c (_gpgme_decode_c_string): Set DESTP before modifying DEST.

* conversion.c (_gpgme_decode_c_string): Fix off by one error in last change. * rungpg.c (_gpgme_append_gpg_args_from_signers): Move before _gpgme_op_edit so its prototype is known early on.
* conversion.c: New file.
* util.h: Add prototypes for _gpgme_decode_c_string and
  _gpgme_hextobyte.
* keylist.c (keylist_colon_handler): Call _gpgme_decode_c_string
  on issuer name.
* Makefile.am (libgpgme_la_SOURCES): Add conversion.c
* key.c (_gpgme_key_append_name): Replace calls to hextobyte by
calls to _gpgme_hextobyte.
  (hash_key): Likewise.

2002-09-01 Marcus Brinkmann <marcus@g10code.de>

* op-support.c (_gpgme_op_reset): Set CTX->pending after calling
  _gpgme_engine_release, as this will reset pending to zero in the
  event done callback on cancelled operations.

2002-08-30 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_edit): Add args from signers.
  Suggested by Miguel Coca <e970095@zipi.fi.upm.es>.

* rungpg.c (_gpgme_gpg_op_edit): Add bogus ctx argument.
* rungpg.h: Also to prototype.
* engine.c (_gpgme_engine_op_edit): Likewise.
* engine.h: Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.

2002-08-29 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_sign): Implement signer
  selection.
* vasprintf.c (va_copy): Define macro if not yet defined.

2002-08-29 Marcus Brinkmann <marcus@g10code.de>

* passphrase.c (_gpgme_passphrase_status_handler): Reset
  CTX->result.passphrase->no_passphrase if passphrase is given (good
  or bad). Submitted by Jean DIRAISON <jean.diraison@free.fr>.

2002-08-28 Marcus Brinkmann <marcus@g10code.de>

* posix-io.c (_gpgme_io_spawn): Use a double-fork approach.
  Return 0 on success, -1 on error.
* version.c (_gpgme_get_program_version): Don't wait for the child.
* engine.c (_gpgme_engine_housecleaning): Function removed.
  (do_reaping): Likewise.
  (_gpgme_engine_add_child_to_reap_list): Likewise.
  (struct reap_s): Removed.
(reap_list): Likewise.
(reap_list_lock): Likewise.
* engine.h (_gpgme_engine_io_event): Remove prototypes for
  _gpgme_engine_housecleaning and
  _gpgme_engine_add_child_to_reap_list.
* rungpg.c (_gpgme_gpg_release): Don't add child to reap list.
  (struct gpg_object_s): Remove PID member.
  (_gpgme_gpg_new): Don't initialize GPG->pid.
  (_gpgme_gpg spawned): Don't set GPG->pid.
* wait.c (run_idle): Removed.
  (gpgme_wait): Run idle_function directly.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* encrypt-sign.c (encrypt_sign_status_handler): Remove dead
  variables encrypt_info and encrypt_info_len.
* trustlist.c (gpgme_op_trustlist_start): Set colon line handler.
* posix-sema.c (sema_fatal): Remove function.
  All these reported by Stphane Corthsy.

2002-08-23 Werner Koch <wk@gnupg.org>

* gpgme-config.in: Made --prefix work for --libs.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* ath.h: Update list of symbols that get a prefix: Rename the
  ath_mutex_*_available symbols to ath_*_available.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* stpcpy.c: New file from gnulib.
* Makefile.am (assuan_libobjs): Remove jnlib.

2002-08-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add prototype for gpgme_op_import_ext.
* import.c (struct import_result_s): New member `nr_considered'.
  Rename `any_imported' to `nr_imported'.
  (import_status_handler): Increment nr_imported. Set nr_considered
  if appropriate.
  (gpgme_op_import_ext): New function.
  (gpgme_op_import): Implement in terms of gpgme_op_import_ext.

2002-08-20 Werner Koch <wk@gnupg.org>

* gpgme.m4: Replaced with a new and faster version. This does not
  anymore try to build test programs. If we really need test
programs, we should add an option to gpgme-config to do so.

* vasprintf.c (int_vasprintf): Hack to handle NULL passed for %s.

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* gpgme.c (_gpgme_set_op_info): Append data on subsequent calls.
* encrypt-sign.c (encrypt_sign_status_handler): Remove op_info handling.

2002-08-19 Werner Koch <wk@gnupg.org>

* decrypt.c (is_token,skip_token): Duplicated from verify.c
  (gpgme_op_decrypt): Hack to properly return Decryption_Failed.
  (_gpgme_decrypt_status_handler): Create an operation info.

2002-08-14 Werner Koch <wk@gnupg.org>

* key.h (struct certsig_s): New. Use it in gpgme_key_s.
* key.c (gpgme_key_release): Release it. We need to add more code
  of course.
  (_gpgme_key_append_name): Use memset to initialize the struct.
* gpgme.h (GPGME_KEYLIST_MODE_SIGS): New.
* rungpg.c (_gpgme_gpg_op_keylist): Include sigs in listing depending
  on the list mode.

* key.c (gpgme_key_get_string_attr): Use GPGME_ATTR_TYPE to return
  information about the key type (PGP or X.509).
  (gpgme_key_get_ulong_attr): Likewise.

* keylist.c (keylist_colon_handler): Include 1 in the check for
  valid algorithms so that RSA is usable. Store the issuer name and
  serial number also for "crs" records. Parse the expire date for
  subkeys.
  (set_userid_flags): Put them onto the last appended key.

2002-07-29 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_edit): Use --with-colons.

2002-07-28 Marcus Brinkmann <marcus@g10code.de>

* data.c (gpgme_data_read): For GPGME_DATA_TYPE_NONE, return EOF
  instead an error.

The following changes make it possible to flush an inbound data
pipe before invoking a command handler:
* posix-io.c (_gpgme_io_select): Accept new argument NONBLOCK to _gpgme_io_select. Set timeout of 0 if this is set.
* w32-io.c (_gpgme_io_select): Likewise.
* io.h: Add new argument NONBLOCK to _gpgme_io_select prototype.
* wait.c (do_select): Add new argument to _gpgme_io_select invocation.
* rungpg.h (_gpgme_gpg_set_command_handler): Add new argument linked_data to prototype.
* engine.h (_gpgme_engine_set_command_handler): Likewise.
* engine.c (_gpgme_engine_set_command_handler): Likewise.
* passphrase.c (_gpgme_passphrase_start): Pass NULL as linked_data argument to _gpgme_engine_set_command_handler.
* rungpg.c (struct gpg_object_s): New members linked_data and linked_idx in CMD.

(_gpgme_gpg_new): Initialize those new members.
(_gpgme_gpg_set_command_handler): Accept new argument linked_data.
(build_argv): Handle linked_data in the same hack as cb_data.
(read_status): If linked_data is in use, flush the pipe before activating the command handler.
* gpgme.h: Add prototypes for gpgme_op_edit_start and gpgme_op_edit.

The next changes export the status codes to the user:

* decrypt.c (_gpgme_decrypt_status_handler): Likewise, also prefix all STATUS with GPGME_
* delete.c (delete_status_handler): Likewise.
* decrypt-verify.c (decrypt_verify_status_handler): Likewise.
* encrypt.c (_gpgme_encrypt_status_handler): Likewise.
(_gpgme_encrypt_sym_status_handler): Likewise.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* engine-gpgsm.c (parse_status): Likewise.
(gpgsm_status_handler): Likewise.
(gpgsm_set_recipients): Likewise.
* export.c (export_status_handler): Likewise.
* genkey.c (genkey_status_handler): Likewise.
* import.c (append_xml_impinfo): Likewise.
(import_status_handler): Likewise.
* keylist.c (keylist_status_handler): Likewise.
* passphrase.c (_gpgme_passphrase_status_handler): Likewise.
(command_handler): Likewise.
* progress.c (_gpgme_progress_status_handler): Likewise.
* sign.c (_gpgme_sign_status_handler): Likewise.
* trustlist.c (trustlist_status_handler): Likewise.
* verify.c (_gpgme_verify_status_handler): Likewise.
* gpgme.h (GpgmeEditCb): New type.
* rungpg.h (GpgStatusCode): Rename and move to ...
* gpgme.h (GpgmeStatusCode): ... this and here.
* Makefile.am (status-table.h): Run mkstatus on gpgme.h, not rungpg.h.
* mkstatus: Prefix STATUS with GPGME_.
* rungpg.h (GpgStatusHandler, GpgCommandHandler): Change type accordingly.
* ops.h (_gpgme_verify_status_handler, _gpgme_decrypt_status_handler, _gpgme_sign_status_handler, _gpgme_encrypt_status_handler, _gpgme_passphrase_status_handler, _gpgme_progress_status_handler): Likewise.
* rungpg.c (struct gpg_object_s): Likewise for CMD.code.

These changes add an edit operation to GPGME:

* context.h (struct gpgme_context_s): New member RESULT.edit. * ops.h: Add prototype for _gpgme_release_edit_result and _gpgme_passphrase_command_handler.
* passphrase.c (command_handler): Make non-static and rename to ... (_gpgme_passphrase_command_handler): ... this.
   (_gpgme_passphrase_start): Use new name for command handler.
* types.h: Add EditResult type.
* gpgme.c (_gpgme_release_result): Release EDIT result.
* edit.c: New file.
* Makefile.am (libgpgme_la_SOURCES): Add edit.c.
   (libgpgme_la_LDADD): Rename to libgpgme_la_LIBADD, and include
   assuan_libobjs.
   (assuan_libobjjs): New variable, set this instead
   libgpgme_la_LIBADD.
* engine.h (_gpgme_engine_op_edit): New prototype.
* engine.c (_gpgme_engine_op_edit): New function.
* rungpg.h (_gpgme_gpg_op_edit): New prototype.
* rungpg.c (_gpgme_gpg_op_edit): New function.

2002-07-27 Marcus Brinkmann <marcus@g10code.de>

* delete.c (delete_problem): New case ambiguous specification.
   (delete_status_handler): Handle new case (poorly).

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* engine-gpgsm.c (_gpgme_gpgsm_op_delete): Implement this.

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* Makefile.am (libgpgme_la_LDADD): Add @LIBOBJS@ for vasprintf and fopencookie.
* vasprintf.c: Update to more recent libiberty version.
* debug.h: Replace #elsif with #elif.

Submitted by Stphane Corthsy:
* util.h (vasprintf): Correct prototype.
* encrypt-sign.c: Include <stddef.h>.
(encrypt_sign_status_handler): Change type of ENCRYPT_INFO_LEN to size_t.
* ath-pthread.c: Include <stdlib.h>, not <malloc.h>.
* ath-pth.c: Likewise.

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* wait.c (fdt_global): Make static. Reported by Stephane Cortsy.


* key.c (gpgme_key_get_as_xml): Add OTRUST attribute. Requested by Stephane Cortsy.
(gpgme_key_get_string_attr): Add GPGME_ATTR_SIG_SUMMARY case to silence gcc warning.

* rungpg.c (_gpgme_gpg_new): Always set utf8 as charset.

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* gpgme.c (gpgme_set_io_cbs): Deal with CTX being NULL.

* gpgme.c (_gpgme_op_event_cb_user): New function.
* op-support.c (_gpgme_op_reset): Support a new mode of operation for private or user event loop. Use new user event callback wrapper.
* trustlist.c (gpgme_op_trustlist_start): Use this new mode.
* keylist.c (gpgme_op_keylist_start): Likewise.

* rungpg.c (_gpgme_gpg_io_event): New function.
* rungpg.h (_gpgme_gpg_io_event): New prototype.
* engine-gpgsm.c (_gpgme_gpg_io_event): New function.
* engine.c (_gpgme_engine_io_event): New function.
* engine.h (_gpgme_engine_io_event): New prototype.
* keylist.c (finish_key): Call _gpgme_engine_io_event, and move the real work for the default IO callback routines to ...
(_gpgme_op_keylist_event_cb): ... here. New function.
* trustlist.c (trustlist_colon_handler): Signal GPGME_EVENT_NEXT_TRUSTITEM. Move queue manipulation to ...
(_gpgme_op_trustlist_event_cb): ... here. New function.
* gpgme.c (_gpgme_op_event_cb): Call _gpgme_op_keylist_event_cb and _gpgme_op_trustlist_event_cb when appropriate.
* ops.h (_gpgme_op_keylist_event_cb): New prototype.
( _gpgme_op_trustlist_event_cb): Likewise.
* op-support.c ( _gpgme_op_reset): Add comment why we don't use the
user provided event handler directly.
* gpgme.h (GpgmeRegisterIOCb): Return GpgmeError value, and TAG in
a pointer argument.
* wait.c ( _gpgme_add_io_cb): Likewise.
* wait.h ( _gpgme_add_io_cb): Likewise for prototype.
* rungpg.c ( _gpgme_gpg_add_io_cb): Call IO_CBC->add with new
argument. Fix up error handling.
* engine-gpgsm.c ( _gpgme_gpgsm_add_io_cb): Call IO_CBC->add with
new argument, fix up error handling.

2002-07-03 Werner Koch <wk@gnupg.org>

* encrypt.c (status_handler_finish): New.
( _gpgme_encrypt_status_handler): Moved some code out to the new
function and call this function also in case we get into the
status handler with an error which might happen due to a kludge in
engine-gpgsm.c

2002-06-28 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_op_keylist_ext_start): Always use our own FD
table (eg use synchronous mode).

2002-06-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Fix documentation of key attribute retrieval functions.

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* ops.h ( _gpgme_wait_on_condition): Remove HANG argument from
prototype and change return type to GpgmeError.
( _gpgme_wait_one): New prototype.
* wait.c (gpgme_wait): Replace with the meat from
 _gpgme_wait_on_condition here, and remove the support for
conditions.
( _gpgme_wait_on_condition): Remove HANG argument from prototype
and change return type to GpgmeError. Replace with meat from
 _gpgme_wait_one and add support for conditions.
( _gpgme_wait_one): Just call _gpgme_wait_on_condition without
condition.
* keylist.c (gpgme_op_keylist_ext_start): Always use our own FD
table (eg use synchronous mode).
(gpgme_op_keylist_next): Remove HANG argument from
 _gpgme_wait_on_condition. Check its return value.
* trustlist.c (gpgme_op_trustlist_start): Always use our own FD
table (eg use synchronous mode).
(gpgme_op_trustlist_next): Remove HANG argument from _gpgme_wait_on_condition. Check its return value.

2002-06-26 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (map_assuan_error): Map No_Data_Available to EOF.

* import.c (append_xml_impinfo): Kludge to print fingerprint instead of keyid for use with gpgsm.
  (import_status_handler): Set a flag to know whether any import occurred.
  (gpgme_op_import): Return -1 if no certificate was imported.

2002-06-25 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_set_io_cbs) [ENABLE_GPGSM]: Fixed function arguments.

2002-06-25 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_export): Only export the keys listed in RECP.
  * export.c (gpgme_op_export): If no data was returned, return GPGME_No_Recipients.

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* engine-gpgsm.c (_gpgme_gpgsm_op_export): Implement.

2002-06-21 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_assuan_simple_command): Return ERR.
  (parse_status): New function.
  (gpgsm_status_handler): Use parse_status.
  (gpgsm_assuan_simple_command): Accept new arguments STATUS_FNC and STATUS_FNC_VALUE and process status messages.
  (gpgsm_set_recipients): Pass new arguments to gpgsm_assuan_simple_command.
  (gpgsm_set_fd): Likewise.
  (_gpgme_gpgsm_op_keylist): Likewise.
  (_gpgme_gpgsm_op_keylist_ext): Likewise.
  (_gpgme_gpgsm_op_sign): Likewise.

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* wait.c (_gpgme_remove_io_cb): Unlock FDT->lock.

2002-06-20 Werner Koch <wk@gnupg.org>
* rungpg.c (build_argv): Ignore GPG_AGENT_INFO if set but empty.

* verify.c (calc_sig_summary): Set bad policy for wrong key usage.
  (skip_token): New.
  (_gpgme_verify_status_handler): Watch out for wrong key usage.
  (gpgme_get_sig_string_attr): Hack to return info on the key usage. Does now make use of the former RESERVED argument which has been renamed to WHATIDX.
  (gpgme_get_sig_ulong_attr): Renamed RESERVED to WHATIDX.

2002-06-14 Marcus Brinkmann <marcus@g10code.de>

* wait.c (do_select): Return -1 on error, and 0 if nothing to run.
  (_gpgme_wait_one): Only set HANG to zero if do_select returned an error, or there are no more file descriptors to wait on.
  (_gpgme_wait_on_condition): Ignore return value from do_select for now.

2002-06-13 Werner Koch <wk@gnupg.org>

* verify.c (gpgme_op_verify): Make sure that we never access an uninitialized result structure.

2002-06-12 Werner Koch <wk@gnupg.org>

* keylist.c (struct keylist_result_s): New.
  (_gpgme_release_keylist_result): Release it here
  (keylist_status_handler): Handle truncated.
  (append_xml_keylistinfo): New.
  * gpgme.c (_gpgme_release_result): and use it here.
  * types.h: Declare the new type here.
  * context.h (struct gpgme_context_s): Use it here.

2002-06-11 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_release): Close status_cb.fd.
  (_gpgme_gpgsm_new): Duplicate status file descriptor, so we can use our own close notification mechanism without interfering with assuan.

2002-06-11 Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_ATTR_SIG_SUMMARY and the GPGME_SIGSUM_constants.
  * verify.c (calc_sig_summary): New.
    (gpgme_get_sig_ulong_attr): And use it here.

2002-06-10 Werner Koch <wk@gnupg.org>
* rungpg.h: Add new status codes TRUNCATED and ERROR.
* verify.c (is_token, copy_token): New.
(_gpgme_verify_status_handler): Use copy_token, handle the new
ERROR status and store the errorcode used withgpgsm and trust
status codes.
* gpgme.h: New attribute ERRTOK.
* key.c (gpgme_key_get_string_attr): Add dummy case for it.
(gpgme_get_sig_string_attr): Use it here to return the last error.

2002-06-10 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_start): Move the code that sets the
close notification for the status fd to ...
(_gpgme_gpgsm_new): ... here.
* wait.h: Include "sema.h". Remove prototypes of
_gpgme_remove_proc_from_wait_queue and
_gpgme_register_pipe_handler. Add prototypes of
_gpgme_fd_table_init, _gpgme_fd_table_deinit, _gpgme_fd_table_put,
_gpgme_add_io_cb, _gpgme_remove_io_cb, _gpgme_wait_event_cb and
_gpgme_wait_one..
* wait.c: Remove global variables PROC_QUEUE, PROC_QUEUE_LOCK,
FD_TABLE_SIZE, FD_TABLE, FD_TABLE_LOCK. New global variables
FDT_GLOBAL, CTX_DONE_LIST, CTX_DONE_LIST_SIZE,
CTX_DONE_LIST_LENGTH and CTX_DONE_LIST_LOCK. Remove struct
proc_s. Replace struct wait_item_s.
(_gpgme_fd_table_init): New function.
(_gpgme_fd_table_deinit): Likewise.
(_gpgme_fd_table_put): Likewise.
(set_process_done): Remove function.
(do_select): Take argument FDT. Use that to decide which fds to
select on.
(_gpgme_remove_proc_from_wait_queue): Remove function.
(_gpgme_wait_event_cb): New function.
(_gpgme_wait_one): Likewise.
(_gpgme_register_pipe_handler): Remove function.
(_gpgme_remove_io_cb): Likewise.
(_gpgme_freeze_fd): Remove function.
(_gpgme_thaw_fd): Remove function.
* rungpg.c (struct fd_data_map_s): Add new member TAG.
(struct gpg_object_s): Likewise for STATUS and COLON. Add member
IDX to CMD. Add new member IO_CBS.
(close_notify_handler): New variables POSSIBLY_DONE and NOT_DONE.
For each I/O callback, check if it should be unregistered. If all
callbacks have been unregistered, trigger GPGME_EVENT_DONE.
Remove member RUNNING.
(_gpgme_gpg_new): Initialize new members.
(_gpgme_gpg_release): Check PID not RUNNING. Don't call
_gpgme_remove_proc_from_wait_queue. Close GPG->CMD.FD if set.
(build_argv): Store away the index instead the file descriptor for
CMD.
(_gpgme_gpg_spawn): Use _gpgme_gpg_add_io_cb to register IO
callbacks.
(gpg_status_handler): Change return type to void, remove PID
argument, close filedescriptor if EOF or error occurs.
(read_status): Use _gpgme_gpg_add_io_cb instead _gpgme_thaw_fd.
Use IO_CBS->remove instead _gpgme_freeze_fd.
(gpg_colon_line_handler): Change return type to void, remove PID
argument, close filedescriptor if EOF or error occurs.
(command_cb): Use IO_CBS->remove instead _gpgme_freeze_fd.
* rungpg.h (_gpgme_gpg_set_io_cbs): Prototype for
_gpgme_gpg_set_io_cbs.
* gpgme.h (GpmeIOCb): New type.
(GpmeRegisterIOCb): Likewise.
(GpmeRemoveIOCb): Likewise.
(GpmeEventIO): Likewise.
(GpmeEventIOCb): Likewise.
(struct GpmeIOCbs): New structure to hold I/O callbacks.
(gpgme_set_op_io_cbs): New prototype.
(gpgme_get_op_io_cbs): Likewise.
(_gpgme_op_event_cb): Likewise.
* data.c (_gpgme_data_inbound_handler): Change return type to
void. Drop PID argument. Close FD on error and EOF.
(write_mem_data): Don't close FD here ...
(write_cb_data): ... or here ...
(_gpgme_data_outbound_handler): ... but here. Change return type
to void. Drop PID argument.
* context.h: Include "wait.h".
(struct gpgme_context_s): New members FDT and IO_CBS.
* ops.h: New prototype for _gpgme_decrypt_start. Use
SYNCHRONOUS. Use
_gpgme_op_reset.

(gpgme_op_decrypt_start): Add synchronous argument.
(gpgme_op_decrypt): Likewise. Use _gpgme_wait_one instead
  gpgme_wait.
* delete.c (gpgme_op_delete_start): Rename to ...
  (_gpgme_op_delete_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_delete_start): Just a wrapper around
  _gpgme_op_delete_start now.
(gpgme_op_delete): Add synchronous argument. Use _gpgme_wait_one
  instead gpgme_wait.
* encrypt.c: Include "wait.h".
  (gpgme_op_encrypt_start): Rename to ...
  (_gpgme_op_encrypt_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_encrypt_start): Just a wrapper around
  _gpgme_op_encrypt_start now.
(gpgme_op_encrypt): Add synchronous argument. Use _gpgme_wait_one
  instead gpgme_wait.
* encrypt_sign.c (gpgme_op_encrypt_sign_start): Rename to ...
  (_gpgme_op_encrypt_sign_start): ... this. New argument SYNCHRONOUS. Use
  _gpgme_op_reset. Make function static.
(gpgme_op_encrypt_sign_start): Just a wrapper around
  _gpgme_op_encrypt_sign_start now.
(gpgme_op_encrypt_sign): Add synchronous argument. Use
  _gpgme_wait_one instead gpgme_wait.
* export.c (gpgme_op_export_start): Rename to ...
  (_gpgme_op_export_start): ... this. New argument SYNCHRONOUS. Use
  _gpgme_op_reset. Make function static.
(gpgme_op_export_start): Just a wrapper around
  _gpgme_op_export_start now.
(gpgme_op_export): Add synchronous argument. Use _gpgme_wait_one
  instead gpgme_wait.
* genkey.c (gpgme_op_genkey_start): Rename to ...
  (_gpgme_op_genkey_start): ... this. New argument SYNCHRONOUS. Use
  _gpgme_op_reset. Make function static.
(gpgme_op_genkey_start): Just a wrapper around
  _gpgme_op_genkey_start now.
(gpgme_op_genkey): Add synchronous argument. Use _gpgme_wait_one
  instead gpgme_wait.
* import.c (gpgme_op_import_start): Rename to ...
  (_gpgme_op_import_start): ... this. New argument SYNCHRONOUS. Use
  _gpgme_op_reset. Make function static.
(gpgme_op_import_start): Just a wrapper around
  _gpgme_op_import_start now.
(gpgme_op_import): Add synchronous argument. Use _gpgme_wait_one
  instead gpgme_wait.
* keylist.c (gpgme_op_keylist_start): Use _gpgme_op_reset.
(gpgme_op_keylist_ext_start): Likewise.
* sign.c (gpgme_op_sign_start): Rename to ...
(_gpgme_op_sign_start): ... this. New argument SYNCHRONOUS. Use _gpgme_op_reset. Make function static.
(gpgme_op_sign_start): Just a wrapper around _gpgme_op_sign_start now.
(gpgme_op_sign): Add synchronous argument. Use _gpgme_wait_one instead gpgme_wait.
* trustlist.c (gpgme_op_trustlist_start): Use _gpgme_op_reset.
* verify.c (gpgme_op_verify_start): Rename to ...
(_gpgme_op_verify_start): ... this. New argument SYNCHRONOUS. Use _gpgme_op_reset. Make function static.
(gpgme_op_verify_start): Just a wrapper around _gpgme_op_verify_start now.
(gpgme_op_verify): Add synchronous argument. Use _gpgme_wait_one instead gpgme_wait.
* engine-gpgsm.c (iocb_data_t): New type.
(_gpgme_gpgsm_new): Initialize all new members (and drop the old ones).
(close_notify_handler): New variable POSSIBLY_DONE. For each I/O callback, check if it should be unregistered. If all callbacks have been unregistered, trigger GPGME_EVENT_DONE.
(_gpgme_gpgsm_release): Remove variable PID. Use new variable names to close the file descriptors.
(_gpgme_gpgsm_op_decrypt): Use new variable names,
(_gpgme_gpgsm_op_encrypt): Likewise.
(_gpgme_gpgsm_op_genkey): Likewise.
(_gpgme_gpgsm_op_import): Likewise.
(_gpgme_gpgsm_op_keylist): Likewise.
(_gpgme_gpgsm_op_keylist_ext): Likewise.
(_gpgme_gpgsm_op_sign): Likewise.
(_gpgme_gpgsm_op_verify): Likewise.
(gpgsm_status_handler): Drop argument PID. Change return type to void. Close status pipe before returning because of EOF or error.
(_gpgme_gpgsm_start): Use _gpgme_gpgsm_add_io_cb to register callback function.
* engine-gpgsm.h: New prototype for _gpgme_gpgsm_set_io_cbs.
* engine.c (_gpgme_engine_set_io_cbs): New function.
* engine.h: New prototype for _gpgme_engine_set_io_cbs.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>
* Makefile.am (libgpgme_la_SOURCES): Remove mutex.h.

2002-06-03 Marcus Brinkmann <marcus@g10code.de>

  * key.c: Include <ctype.h>.  
    (_gpgme_key_append_name): Skip one more char when 
    processing escaped char. Submitted by Marc Mutz <mutz@kde.org>. 
    Handle hexadecimal encodings. Also reported by Marc. Thanks!

2002-06-02 Marcus Brinkmann <marcus@g10code.de>

  * ath.h: Enable the _gpgme_prefix. Fix all those prefix macros. 
  * posix-sema.c: Use that prefix here. 
  * posix-io.c: Include "ath.h".  
    (_gpgme_io_read): Use _gpgme_ath_read instead read. 
    (_gpgme_io_write): Use _gpgme_ath_write instead write. 
    (_gpgme_io_waitpid): Use _gpgme_ath_waitpid instead waitpid. 
    (_gpgme_io_select): Use _gpgme_ath_select instead select.

2002-06-02 Marcus Brinkmann <marcus@g10code.de>

  * Makefile.am (ath_components): New variable.  
    (ath_components_pthread): Likewise. 
    (ath_components_pth): Likewise. 
    (system_components): Add ath_components.

  * ath.h: New file. 
  * ath.c: Likewise. 
  * ath-pthread.c: Likewise. 
  * ath-pth.c: Likewise. 
  * posix-sema.c (_gpgme_sema_cs_enter): Rework to use the ATH 
    interface. 
  * mutex.h: Remove file.

2002-05-30 Werner Koch <wk@gnupg.org>

  * key.c (gpgme_key_get_string_attr): Return NULL when asking for 
    an issuer with IDX > 0. We don't support altIssuerNames for now.

2002-05-22 Werner Koch <wk@gnupg.org>

  * engine-gpgsm.c (_gpgme_gpgsm_op_keylist_ext): Aehmm, added 
    missing variable definition. Oohh - Marcus was faster.

2002-05-22 Marcus Brinkmann <marcus@gnu.org>

  * engine-gpgsm.c (_gpgme_gpgsm_op_keylist_ext): Fix last change.
2002-05-21 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist)
(_gpgme_gpgsm_op_keylist_ext): Pass the keylist mode to gpgsm.

2002-05-10 Werner Koch <wk@gnupg.org>

* key.h (gpgme_key_s): Add OTRUST.
* keylist.c (set_ownertrust): New.
(keylist_colon_handler): Get the ownertrust value
* key.c (gpgme_key_get_string_attr,gpgme_key_get_ulong_attr): Return that value.

2002-05-08 Marcus Brinkmann <marcus@g10code.de>

* w32-util.c: New static variable GET_PATH_LOCK.
(_gpgme_get_gpg_path): Remove superfluous NULL initializer.
Take lock while determining path.
(_gpgme_get_gpgsm_path): Likewise.
* version.c (do_subsystem_inits): Set DONE to 1 after initialization.
(gpgme_get_engine_info): New variable ENGINE_INFO_LOCK. Take lock while determining engine info.
* rungpg.c ( _gpgme_gpg_get_version): New variable
GPG_VERSION_LOCK. Take the lock while determining the program version.
* posix-io.c: Include "sema.h".
(_gpgme_io_spawn): New variable FIXED_SIGNALS_LOCK. Take the lock while fixing the signals.
(_gpgme_io_select): Make READFDS and WRITEFDS non-static.
* key.c: Include "sema.h". New globals KEY_CACHE_LOCK and KEY_REF_LOCK.
(capabilities_to_string): Make STRINGS very const.
(_gpgme_key_cache_add): Lock the key cache.
(_gpgme_key_cache_get): Likewise.
(gpgme_key_ref, gpgme_key_release): Lock the key_ref_lock.
* import.c (append_xml_impinfo): Make IMPORTED_FIELDS and IMPORT_RES_FIELDS very const. Make FIELD and FIELD_NAME a little const.
* engine.c (_gpgme_engine_get_info): New variable
ENGINE_INFO_LOCK. Take lock while determining engine info.
* engine-gpgsm.c: Include "sema.h".
(_gpgme_gpgsm_get_version): New variable GPGSM_VERSION_LOCK. Take lock while getting program version.

2002-05-08 Marcus Brinkmann <marcus@g10code.de>

* debug.h: New file.
* Makefile.am (libgpgme_la_SOURCES): Add debug.h.
* util.h: Removed all prototypes and declarations related to debugging. Include "debug.h".

* debug.c (debug_level): Comment variable and remove superfluous zero initializer.
  (errfp): Likewise.
  (_gpgme_debug_enabled): Function removed.
  (struct debug_control_s): Definition removed.
  (_gpgme_debug_level): Function removed.
  (_gpgme_debug_begin): Rewritten to use vsprintf. Accept a printf-style format specification and a variable number of arguments.
  (_gpgme_debug_add): Rewritten using vsprintf. Expect that format starts out with "%s" for simplicity.
  (_gpgme_debug_end): Rewritten using vsprintf. Do not accept a TEXT argument anymore.

* posix-io.c (_gpgme_io_select): Use new level argument for DEBUG_BEGIN instead explicit if construct.

* debug.c (debug_init): Remove superfluous zero initializer, remove volatile flag of INITIALIZED. Do not use the double-checked locking algorithm, it is fundamentally flawed and will empty your fridge (on a more serious note, despite the volatile flag it doesn't give you the guarantee you would expect, for example on a DEC Alpha or an SMP machine. The volatile only serializes accesses to the volatile variable, but not to the other variables).

2002-05-03 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_new): Redirect any gpgsm error output to /dev/null.

* verify.c (gpgme_get_sig_key): Set the protocol of the listctx.
  * gpgme.c (gpgme_get_protocol): New.

* data.c (gpgme_data_write): Changed type of BUFFER to void*.
  (gpgme_data_read): Ditto.

* verify.c (_gpgme_verify_status_handler): Handle TRUST_* status lines so that a claim can be made without looking up the key.
  (gpgme_get_sig_string_attr): New.
  (gpgme_get_sig_ulong_attr): New.

* gpgme.h (GpgmeAttr): Added GPGME_ATTR_SIG_STATUS.
* rungpg.h: Add new status codes from gpg 1.0.7 and formatted the list to align with the status.h file from gnupg.

* gpgme.h (GpgmeSigStat): Add _GOOD_EXP and _GOOD_EXPKEY.
* verify.c (_gpgme_verify_status_handler, finish_sig): Handle these new status codes. Store the expiration time

2002-04-27 Werner Koch <wk@gnupg.org>

* gpgme.h (GpgmeData_Encoding): New.
* data.c (gpgme_data_get_encoding,gpgme_data_set_encoding): New.
* engine-gpgsm.c (map_input_enc): New. Use it in all local functions where the INPUT command gets send.

2002-04-27 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Close the output descriptor only when we don't need it anymore. Close the message descriptor if we don't need it.

2002-04-26 Werner Koch <wk@gnupg.org>

* Makefile.am (libgpgme_la_LIBADD): Use libtool libraries.

2002-04-25 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_release): Call gpgme_data_release on GPG->cmd.cb_data, not xfree.

2002-04-25 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): Set the display, ttyname, ttytype, lc_ctype and lc_messages options in the server.

2002-04-24 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_assuan_error): Add new error codes.

2002-04-23 Werner Koch <wk@gnupg.org>

* key.c (gpgme_key_get_ulong_attr): Swapped use of can_encrypt and can_certify to return the requested values.

2002-04-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_get_progress_cb): Allow either return parameter to be NULL.
  (gpgme_get_passphrase_cb): Likewise.
2002-04-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_get_passphrase_cb): New function.
  (gpgme_get_progress_cb): New function.
* gpgme.h: Add new prototypes for gpgme_get_passphrase_cb and
  gpgme_get_progress_cb.

2002-03-28 Werner Koch <wk@gnupg.org>

* gpgme.h (GpgmeAttr): Add values for issuer and chaining.
* key.h (gpgme_key_s): Add issuer and chaining elements for X509.
* keylist.c (keylist_colon_handler): Store them.
* key.c (gpgme_key_release): Free them.
  (gpgme_key_get_as_xml,gpgme_key_get_string_attr): Print them.

2002-03-26 Werner Koch <wk@gnupg.org>

* Makefile.am (libgpgme_la_SOURCES): Add mutex.h

2002-03-21 Werner Koch <wk@gnupg.org>

* util.h ![HAVE_FOPENCOOKIE]: Make sure off_t and ssize_t are
  defined.

2002-03-18 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (system_components): New variable, set depending on
  HAVE_DOSISH_SYSTEM.
  (libgpgme_la_SOURCES): Use system_components. Remove `syshdr.h'.
* syshdr.h: File removed.

  * posix-io.c: Remove !HAVE_DOSISH_SYSTEM safeguard. Clean up source.
  * posix-sema.c: Likewise.
  * posix-util.c: Likewise.

  * w32-io.c: Remove HAVE_DOSISH_SYSTEM safeguard.
  * w32-sema.c: Likewise.
  * w32-util.c: Likewise.

  * posix-io.c: Include `unistd.h', do not include `syshdr.h'.
  * posix-sema.c: Likewise.
  * w32-io.c: Include `io.h', do not include `syshdr.h'
  * w32-sema.c: Likewise.
  * w32-util.c: Likewise.
  * data.c: Do not include `syshdr.h'.
  * wait.c: Likewise.
  * wait.h: Code cleanup.
* mutex.h: New file.
* posix-sema.c: Implement.

2002-03-08 Werner Koch <wk@gnupg.org>

* util.h [[!HAVE_FOPENCOOKIE]]: Fixed type. Thanks to Frank Heckenbach.

2002-03-07 Werner Koch <wk@gnupg.org>

* gpgme.h (gpgme_op_keylist_ext_start): Add prototype.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

* encrypt.c (_gpgme_encrypt_sym_status_handler): New function.
  (gpgme_op_encrypt_start): New variable SYMMETRIC, set it if RECP
  is null, and if it is set, use _gpgme_encrypt_sym_status_handler
  as status handler and run _gpgme_passphrase_start.
* rungpg.c (_gpgme_gpg_op_encrypt): If RECP is zero, do symmetric
  encryption.
* engine-gpgsm.c (_gpgme_gpgsm_op_encrypt): If RECP is zero,
  return error value.

* rungpg.c (_gpgme_gpg_op_verify): Add "--" argument.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* passphrase.c (_gpgme_passphrase_status_handler): Also set the
  error No_Passphrase if only a bad passphrase was provided.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_verify): If TEXT is of mode
  GPGME_DATA_MODE_IN, construct a command line that stores the
  plaintext in TEXT.
* verify.c (gpgme_op_verify_start): Accept TEXT being
  uninitialized, and in this case interpret SIG as a normal or
  cleartext signature and TEXT as a return data object.
* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Likewise.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist_ext) [[!ENABLE_GPGSM]]:
  Add stub function.

2002-02-28 Werner Koch <wk@gnupg.org>

* key.h (subkey_s): New member expires_at.
* keylist.c (keylist_colon_handler): Set it here
* key.c (gpgme_key_get_as_xml,gpgme_key_get_ulong_attr): Return it.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* rungpg.h (_gpgme_gpg_op_keylist_ext): New prototype.
* rungpg.c (_gpgme_gpg_op_keylist_ext): New function.
* engine.h (_gpgme_engine_op_keylist_ext): New prototype.
* engine.c (_gpgme_engine_op_keylist_ext): New function.
* keylist.c (gpgme_op_keylist_ext_start): New function.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add new error code GPGME_Invalid_Recipient.
* encrypt.c (struct encrypt_result_s): New member invalid_recipients, rename no_recipients to no_valid_recipients.
(_gpgme_encrypt_status_handler): Include error for invalid recipients.
* engine-gpgsm.c (gpgsm_set_recipients): Change type of first argument to GpgsmObject. Use that to report back the status about the recipients.

2002-02-26 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_verify_status_handler): Fix the last change.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_verify_status_handler): Parse the args line to see if the problem is due to a missing key, and report that back to the user.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* engine.c (_gpgme_engine_op_encrypt_sign): New function.
* engine.h (_gpgme_engine_op_encrypt_sign): New prototype.
* rungpg.c (_gpgme_append_gpg_args_from_signers): New function.
(_gpgme_gpg_op_sign): Use that new function.
(_gpgme_gpg_op_encrypt_sign): New function.
* rungpg.h (_gpgme_gpg_op_encrypt_sign): New prototype.
* gpgme.h (gpgme_op_encrypt_sign_start): New prototype.
(gpgme_op_encrypt_sign): Likewise.
* Makefile.am (libgpgme_la_SOURCES): Add encrypt-sign.c.
* ops.h (_gpgme_encrypt_status_handler): Add prototype.
(_gpgme_sign_status_handler): Add prototype.
* sign.c (sign_status_handler): Rename to ...
(_gpgme_sign_status_handler): ... this and make non-static.
* encrypt.c (encrypt_status_handler): Rename to ...
(_gpgme_encrypt_status_handler): ... this and make non-static.
* encrypt.c (gpgme_op_encrypt_start): Use new status handler name.
* sign.c (gpgme_op_sign_start): Likewise.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* context.h (struct gpgme_context_s): New member include_certs.
* gpgme.h (gpgme_set_include_certs): Add prototype.
  (gpgme_get_include_certs): Likewise.
* gpgme.c (gpgme_set_include_certs): New function.
  (gpgme_get_include_certs): Likewise.
  (gpgme_new): Set include_certs to 1 (the default).
* engine.c (_gpgme_engine_op_sign): Accept new argument include_certs,
  and pass it to _gpgme_gpgsm_op_sign.
* engine.h (_gpgme_engine_op_sign): Likewise for prototype.
* engine-gpgsm.c (_gpgme_gpgsm_op_sign): Accept new argument
  include_certs and handle it.
* engine-gpgsm.h (_gpgme_gpgsm_start): Add new argument include_certs.
* sign.c (gpgme_op_sign_start): Add new argument to
  _gpgme_engine_op_sign call.

2002-02-14 Werner Koch <wk@gnupg.org>

* keylist.c (gpgme_op_keylist_start): Do not use a verbose listing.

2002-02-13 Werner Koch <wk@gnupg.org>

* vasprintf.c, fopencookie.c: Add replacement functions.
* util.h: Add prototypes for them.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_assuan_simple_command): Return 0 if we
  reach the end of the function.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* genkey.c (gpgme_op_genkey_start): Fix logic in validity check.
  (gpgme_op_genkey_start): Skip newlines after opening tag.
* engine-gpgsm.c (_gpgme_gpgsm_start): Remove cruft.

2002-02-08 Marcus Brinkmann <marcus@g10code.de>

* genkey.c (gpgme_op_genkey_start): Allow PUBKEY and SECKEY to be
  set, and pass them down to the crypto engine.
* engine-gpgsm.h (_gpgme_gpgsm_start): New arguments PUBKEY and SECKEY.
* engine.h: Likewise.
* rungpg.h (_gpgme_gpg_spawn): Likewise.
* engine.c (_gpgme_engine_op_genkey): Likewise. Use those arguments.
* rungpg.c (_gpgme_gpg_op_genkey): Likewise. Complain if those arguments are set.

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist): Beautify comment.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_keylist): Remove handling of keylist mode (for now).

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* wait.c (gpgme_wait): Add new argument STATUS, in which the status of the returned context is returned.
(_gpgme_wait_on_condition): Rework the function a bit, to make it aware of cancelled processes, and to allow to use gpgme_wait with CTX being NULL (as documented in the source).
(struct proc_s): New member REPORTED.
* gpgme.h: Fix prototype.
* verify.c (gpgme_op_verify): Fix use of gpgme_wait.
* sign.c (gpgme_op_sign): Likewise.
* import.c (gpgme_op_import): Likewise.
* genkey.c (gpgme_op_genkey): Likewise.
* export.c (gpgme_op_export): Likewise.
* encrypt.c (gpgme_op_encrypt): Likewise.
* delete.c (gpgme_op_delete): Likewise.
* decrypt-verify.c (gpgme_op_decrypt_verify): Likewise.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_set_keylist_mode): Possibly return an error value.
(gpgme_get_keylist_mode): New function.
(gpgme_new): Set the default for keylist_mode member of CTX.

* gpgme.h (gpgme_set_keylist_mode): Fix prototype.
(gpgme_get_keylist_mode): New prototype.
(GPGME_KEYLIST_MODE_LOCAL): New macro.
(GPGME_KEYLIST_MODE_EXTERN): Likewise..

2002-02-02 Marcus Brinkmann <marcus@g10code.de>
This patch has gotten a bit large... mmh. The main thing that happens here is that error values are now not determined in the operation function after gpgme_wait completed, but in the status handler when EOF is received. It should always be the case that either an error is flagged or EOF is received, so that after a gpgme_wait you should never have the situation that no error is flagged and EOF is not received. One problem is that the engine status handlers don't have access to the context, a horrible kludge works around this for now. All errors that happen during a pending operation should be caught and reported in ctx->error, including out-of-core and cancellation. This rounds up neatly a couple of loose ends, and makes it possible to pass up any errors in the communication with the backend as well. As a bonus, there will be a function to access gpgme->wait, so that the operations can truly be implemented with their _start function.

* engine-gpgsm.c (gpgsm_status_handler): Horrible kludge to report error back to the context.
* rungpg.c (gpg_status_handler): Same horrible kludge applied here.

* engine-gpgsm.c (gpgsm_assuan_simple_command): Add error checking.

* wait.c (_gpgme_wait_on_condition): If canceled, set CTX->error to a value indication that.

* verify.c (add_notation): Set error, not out_of_core.
  (finish_sig): Likewise.
  (gpgme_op_verify_start): Don't clear out_of_core.
  (_gpgme_verify_status_handler): At EOF, clean up the notation data.
  (gpgme_op_verify): And don't do it here.

* trustlist.c (trustlist_status_handler): Check error, not out_of_core.
  (gpgme_op_trustlist_start): Don't clear out_of_core.
  (gpgme_op_trustlist_next): Check error, not out_of_core.
  (gpgme_op_trustlist_end): Likewise.

* ops.h (test_and_allocate_result): New macro.
  (_gpgme_passphrase_result): Remove prototype.
* delete.c (gpgme_op_delete): Return error from context.
  (delete_status_handler): Use macro test_andAllocate_result. Perform error checking at EOF.
  (gpgme_op_delete_start): Release result.
* passphrase.c (_gpgme_passphrase_status_handler): Use macro test_and_allocate_result, and perform error checking here.
  (_gpgme_passphrase_result): Function removed.
* sign.c (gpgme_op_sign_start): Do not set out_of_core to zero.
  (gpgme_op_sign): Just return the error value from the context.
(sign_status_handler): Only progress if no error is set yet. If we process an EOF, set the resulting error value (if any).

* decrypt.c (_gpgme_decrypt_result): Function removed.

(create_result_struct): Function removed.

(_gpgme_decrypt_status_handler): Use macro test_and_allocate_result, calculate error on EOF, do not progress with errors.

(_gpgme_decrypt_start): Do not set out_of_core to zero.

(gpgme_op_decrypt): Just return the error value from the context.

* encrypt.c (encrypt_status_handler): Perform the error checking here.

(gpgme_op_encrypt_start): Do not clear out_of_core.

* export.c (export_status_handler): Return if error is set in context.

(gpgme_op_export_start): Release result.

(gpgme_op_export): Return error from context.

* decrypt-verify.c (gpgme_op_decrypt_verify): Return the error in the context.

* genkey.c (genkey_status_handler): Use macro test_and_allocate_result. Perform error checking at EOF.

(gpgme_op_genkey): Just return the error from context.

* import.c (gpgme_op_import): Return the error from context.

(import_status_handler): Use macro test_and_allocate_result.

* keylist.c (gpgme_op_keylist_start): Do not clear out_of_core.

(gpgme_op_keylist_next): Return error of context.

(keylist_colon_handler): Set error instead out_of_code.

(finish_key): Likewise.

* context.h: Remove member out_of_core, add member error.

* gpgme.c (_gpgme_release_result): Clear error flag.

* engine.h (_gpgme_engine_get_error): New prototype.

* engine.c (_gpgme_engine_get_error): New function.

* engine-gpgsm.c (_gpgme_gpgsm_get_error): New function.

* engine-gpgsm.c (map_assuan_error): New function.

(gpgsm_assuan_simple_command): Change return type to GpgmeError, use the new function to map error values.

(gpgsm_set_fd): Change return type tp GpgmeError.

(_gpgme_gpgsm_op_decrypt): Change type of ERR to GpgmeError.


(_gpgme_gpgsm_op_import): Likewise.

(_gpgme_gpgsm_op_sign): Likewise.

( struct gpgsm_object_s): New member error.

(gpgsm_status_handler): Set error if error occurs. Determine error number from ERR line received. If assuan_read_line fails, terminate the connection.

2002-02-01 Marcus Brinkmann <marcus@g10code.de>
* Makefile.am (MOSTLYCLEANFILES): New variable.

2002-02-01 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): At error, terminate the
  connection to the server.

2002-01-31 Marcus Brinkmann <marcus@g10code.de>

* rungpg.h: Add STATUS_KEY_CREATED.

* progress.c: New file.
  * Makefile.am (libgpgme_la_SOURCES): Add progress.c.

* genkey.c (genkey_status_handler): Use
  _gpgme_progress_status_handler. Add check for status.
  (struct genkey_result_s): New structure.
  (_gpgme_release_genkey_result): New function.
  (gpgme_op_genkey): Check for error.
  * gpgme.c (_gpgme_release_result): Call
    _gpgme_release_genkey_result.
  * ops.h (_gpgme_release_genkey_result): Add prototype.
  * types.h (GenKeyResult): New type.
  * context.h (gpgme_context_s): Add GenKeyResult to member result.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (_gpgme_release_result): Call
  _gpgme_release_delete_result.
  * ops.h (_gpgme_release_delete_result): Add prototype.
  * types.h (DeleteResult): New type.
  * context.h (gpgme_context_s): Add DeleteResult to member result.

* delete.c (enum delete_problem): New type.
  (struct delete_result_s): New structure.
  (_gpgme_release_delete_result): New function.
  (delete_status_handler): Implement more status codes.
  (gpgme_op_delete): Return error on failure.

* import.c (MAX_IMPORTED_FIELDS): Bump up to 14.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* import.c (struct import_result_s): New structure.
  (_gpgme_release_import_result): New function.
  (append_xml_impinfo): Likewise.
  (import_status_handler): Implement.
* gpgme.c (_gpgme_release_result): Add call to
  _gpgme_release_import_result.
* gpgme.h: Add lots of comment and fix the formatting. Add
  gpgme_trustlist_end prototype.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_op_encrypt): Code clean up.

2002-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add new type GpgmeIdleFunc. Change type of
gpgme_register_idle to return and accept this type.
* wait.c (gpgme_register_idle): Fix type.
  Save and return old value of idle_function.

2002-01-29 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist): Implement secret only mode.

* keylist.c (keylist_colon_handler): Add support for the new "crs"
  record type.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_release): Call assuan_disconnect,
  not assuan_pipe_disconnect.

* Makefile.am (libgpgme_la_LIBADD): Change to link assuan and
  jnlib (needed by assuan) statically into libgpgme. Linking a
  static library into a shared library this way is not portable.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (GpgmePassphraseCb): Change type of R_HD from void* to
  void**.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* data.c (gpgme_data_new_from_filepart): Change type of LENGTH
  from off_t to size_t.
* gpgme.h: Likewise.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>
* wait.c (_gpgme_wait_on_condition): If the process finished, reset the pending flag. Also if the operation was cancelled.

(struct proc_s): Rename READY to DONE.
(wait_item_s): Likewise.
(set_process_ready): Rename to ...
(set_process_done): ... this.
(_gpgme_remove_proc_from_wait_queue): Call set_process_done instead set_process_ready.
(_gpgme_wait_on_condition): Likewise.
(do_select): Rename READY to DONE.

* verify.c (gpgme_op_verify): Do not set pending to zero here.
* sign.c (gpgme_op_sign): Likewise.
* import.c (gpgme_op_import): Likewise.
* genkey.c (gpgme_op_genkey): Likewise.
* export.c (gpgme_op_export): Likewise.
* encrypt.c (gpgme_op_encrypt): Likewise.
* delete.c (gpgme_op_delete): Likewise.
* decrypt-verify.c (gpgme_op_decrypt_verify): Likewise.
* decrypt.c (gpgme_op_decrypt): Likewise.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* export.c: Cleanup.

2002-01-15 Marcus Brinkmann <marcus@g10code.de>

* trustlist.c: Various source clean ups.
  (my_isdigit): Removed.
  (gpgme_op_trustlist_end): New function.

2002-01-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c: Various source clean ups, like renaming C to CTX where appropriate.
  (gpgme_new): Clear R_CTX before starting the work.
  (my_isdigit): Removed.
  (my_isxdigit): Likewise.

* data.c: Various source clean ups.
  (gpgme_data_new_from_mem): Check BUFFER after clearing R_DH.
  (gpgme_data_new_with_read_cb): Similar for READ_CB.
  (gpgme_data_new_from_file): Loop over fread while EINTR.
  (gpgme_data_new_from_filepart): Redidled a bit. Allow LENGTH to be zero. Loop over fread while EINTR.
(my_isdigit): Removed.
(my_isxdigit): Likewise.

2001-12-21 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): Replace General_Error with Pipe_Error where appropriate.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* engine.c: Include `string.h'. Reported by Stphane Corthsy.

* version.c (get_engine_info): Remove prototype.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): New variable CHILD_FDS. Fill it with the servers fds, and pass it to assuan_pipe_connect.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_op_keylist_end): New function.
* gpgme.h (gpgme_op_keylist_end): New prototype.

* engine.h (gpgme_engine_check_version): Move prototype to ...
* gpgme.h (gpgme_engine_check_version): ... here.

* genkey.c (gpgme_op_genkey_start): Remove unused variable.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* version.c (gpgme_get_engine_info): Reimplemented.
  (gpgme_check_engine): Reimplemented.
  (_gpgme_compare_version): Return NULL if MY_VERSION is NULL.

* engine.c: Include `io.h'.
  (gpgme_engine_get_info): New function.
* engine.h (gpgme_engine_check_version, _gpgme_engine_get_info): Add prototype.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (struct reap_s, reap_list, reap_list_lock): Moved to ...
* engine.c (struct reap_s, reap_list, reap_list_lock): ... here.
Include `time.h', `sys/types.h', `assert.h', and `sema.h'.

* rungpg.c (_gpgme_engine_add_child_to_reap_list): New function.
  (do_reaping, _gpgme_gpg_housecleaning): Moved to ...
* engine.c (do_reaping, _gpgme_engine_housecleaning): ... here.
* rungpg.c (_gpgme_gpg_release): Replace code that is now in its
  own function by call to _gpgme_engine_add_child_to_reap_list().

* wait.c: Include `engine.h'.
  (run_idle): Call _gpgme_engine_housecleaning(), not
  _gpgme_gpg_housecleaning().

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* key.c (_gpgme_key_append_name): Append, not prepend, the uid.
  Initialize the next field of the uid structure.
  (gpgme_key_get_as_xml): Do not list last uid first.

2001-12-17 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_set_colon_line_handler): New
  function [!ENABLE_GPGSM].

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Put TEXT into
  message_data, not SIG.
  (_gpgme_gpgsm_op_sign): Use `--detached', not `--detach'.

* sign.c (sign_status_handler): Call
  _gpgme_passphrase_status_handler early.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Revert last change.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): Freeze the output file
  handler when ending this operation, otherwise the wait function
  will sit on it.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (struct gpgsm_object_s): New member colon.attic.
  (_gpgme_gpgsm_new): Initialize some more members.
  (_gpgme_gpgsm_release): Free the colon line handler's attic line.
  (gpgsm_status_handler): Rework the inline-data processing.

2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_spawn): Do not add the fds to the child
list that are not dup'ed, for those the close-on-exec flag is set now.

* version.c (_gpgme_get_program_version): Remove first entry in CFD, as the close-on-exec flag is now set for this fd.

2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_encrypt): Do not add `armor' option to `ENCRIPT'.
* engine-gpgsm.c (gpgsm_set_recipients): Free LINE when returning successfully.

2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (close_notify_handler): New function.
  (_gpgme_gpgsm_new): Manage the file descriptors a bit differently. Do not set close-on-exec flags.
  (_gpgme_gpgsm_op_decrypt): Do not set message_fd to -1, this is done by the close handler.
  (_gpgme_gpgsm_op_encrypt): Likewise.
  (_gpgme_gpgsm_op_import): Likewise (also for output_fd).
  (_gpgme_gpgsm_op_keylist): Likewise (also for input_fd and output_fd).
  (_gpgme_gpgsm_op_sign): Likewise.
  (_gpgme_gpgsm_op_verify): Likewise, but for output_fd.

* posix-io.c (_gpgme_io_pipe): Set the close-on-exec flag for the non-inherited file descriptor index of the pipe.

2001-12-13 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_set_colon_line_handler): New.
  (gpgsm_status_handler): Pass datalines to a colon handler
* engine.c (_gpgme_engine_set_colon_line_handler): Set the colon handler for gpgsm.

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist): Allow NULL for pattern.
  (gpgsm_assuan_simple_command): Removed underscore from assuan_write_line.
  (_gpgme_gpgsm_start): Ditto.
  (gpgsm_assuan_simple_command): Replaced internal Assuan read function by the new assuan_read_line. Removed the use of the internal header.
  (gpgsm_status_handler): Ditto. Use the new assuan_pending_line.
  (_gpgme_gpgsm_start): Use the documented way to get an fd from assuan.

* keylist.c (keylist_colon_handler): Handle "crt" records
* key.h (gpgme_key_s): Add an x509 flag.
* key.c (parse_x509_user_id): New.
(_gpgme_key_append_name): Handle x.509 names.

2001-12-05 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): Make it work with current version of assuan.

2001-12-05 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_set_fd): Accept one more argument OPT.
(_gpgme_gpgsm_op_encrypt): Pass armor argument to gpgsm_set_fd for output descriptor.
(_gpgme_gpgsm_op_sign): Likewise.

2001-12-05 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_op_keylist_next): Set pending to 0 if EOF occurs.

2001-11-26 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_sign): Fix stupid typo.

2001-11-24 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): Don't break if bsearch fails. Deal with assuan read line returning more than one line (for now).

2001-11-23 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_sign): Implement it according to the current protocol definition.

2001-11-23 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): Set CLOEXEC flag for parent ends of the pipe.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Include stdlib.h and string.h. Also include, for now, rungpg.h and status-table.h.
(gpgsm_status_handler): Implement more of the status handler.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>
* engine.c (_gpgme_engine_op_decrypt): Implement CMS case.
   (_gpgme_engine_op_delete): Likewise.
   (_gpgme_engine_op_encrypt): Likewise.
   (_gpgme_engine_op_export): Likewise.
   (_gpgme_engine_op_genkey): Likewise.
   (_gpgme_engine_op_keylist): Likewise.
   (_gpgme_engine_op_sign): Likewise.
   (_gpgme_engine_op_trustlist): Likewise.

* engine-gpgsm.c (_gpgme_gpgsm_op_encrypt): New function.
  (gpgsm_assuan_simple_command): Likewise.
  (gpgsm_set_recipients): Likewise.
  (gpgsm_set_fd): Reimplement using gpgsm_assuan_simple_command.
  (_gpgme_gpgsm_op_delete): New function.
  (_gpgme_gpgsm_op_export): Likewise.
  (_gpgme_gpgsm_op_genkey): Likewise.
  (_gpgme_gpgsm_op_sign): Likewise.
  (_gpgme_gpgsm_op_keylist): Likewise.
  (_gpgme_gpgsm_op_trustlist): Likewise.
  (_gpgme_gpgsm_release): Release command.
  (_gpgme_gpgsm_op_decrypt): Allocate command.
  (gpgsm_status_handler): Also treat 'ERR' strings as EOF.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_set_protocol): New prototype.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_decrypt): New function.
   (_gpgme_gpgsm_op_import): Likewise.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Shuffle around header inclusion a bit, to still
   keep them separate.
   (_gpgme_set_status_handler) [!ENABLE_GPGSM]: New function.

2001-11-22 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c: Include more headers so that NULL and mk_error
   is defined even with an undefined GPGSM_PATH.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_inbound_handler, write_mem_data, write_cb_data,
  gpg_outbound_handler): Moved to ...
* data.c (_gpgme_data_inbound_handler, write_mem_data, write_cb_data, _gpgme_data_outbound_handler): ... here. Make the _gpgme_* ones non-static.
* data.c: Include io.h.

* ops.h (_gpgme_data_inbound_handler): New prototype.
  (_gpgme_data_outbound_handler): Likewise.
  (_gpgme_gpg_spawn): Use these new functions.


* engine-gpgsm.c (struct gpgsm_object_s): New members input_fd, input_data, output_fd, output_data, message_fd, message_data, command and status.
  (_gpgme_gpgsm_new): Open input, output and message pipes before connecting to the client. Close server's ends afterwards.
  (_gpgme_gpgsm_release): Close open file descriptors. Remove server process from wait queue.

* engine.c (_gpgme_engine_start): Implement for GPGME_PROTOCOL_CMS.
  (_gpgme_engine_set_status_handler): Likewise.
  (_gpgme_engine_op_verify): Likewise.

2001-11-21 Marcus Brinkmann <marcus@g10code.de>

* context.h: Do not include rungpg.h, but engine.h.
  (struct gpgme_context_s): Replace member gpg with engine.
* gpgme.c (gpgme_release): Release engine, not gpg.

* recipient.c (_gpgme_append_gpg_args_from_recipients): Function moved ...
  * rungpg.c (_gpgme_append_gpg_args_from_recipients): ... here. Make static, change order of arguments, and return an error value.
* ops.h (_gpgme_append_gpg_args_from_recipients): Removed prototype.

* rungpg.h (_gpgme_gpg_op_verify): Add prototype.
  (_gpgme_gpg_op_encrypt): Likewise.
  (_gpgme_gpg_op_decrypt): Likewise.
  (_gpgme_gpg_op_delete): Likewise.
  (_gpgme_gpg_op_export): Likewise.
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* decrypt.c (_gpgme_decrypt_start): Likewise.
* passphrase.c (_gpgme_passphrase_start): Likewise.
* keylist.c (gpgme_op_keylist_start): Likewise.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* types.h: Add types EngineObject and GpgsmObject.

* Makefile.am (libgpgme_la_SOURCES): Add engine-gpgsm.h, engine-gpgsm.c, engine.h and engine.c.
* engine.h: New file.
* engine.c: Likewise.
* engine-gpgsm.h: Likewise.
* engine-gpgsm.c: Likewise.

* rungpg.c (_gpgme_gpg_get_version): New function.
(_gpgme_gpg_check_version): Likewise.

* rungpg.h: Add prototypes for _gpgme_gpg_get_version and _gpgme_gpg_check_version.

* version.c (compare_versions): Rename to ...
(_gpgme_compare_versions): ... this. Make non-static.
(gpgme_check_version): Use _gpgme_compare_versions rather than compare_versions.
(gpgme_check_engine): Likewise.
* ops.h (_gpgme_get_program_version): Add prototype.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_la_INCLUDES): Remove obsolete directive.
(AM_CPPFLAGS): New directive [BUILD_ASSUAN].
(libgpgme_la_LIBADD): Likewise.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* version.c: Remove global variables lineno and tmp_engine_version.
(version_handler): Removed.
(_gpgme_get_program_version): New function.
(get_engine_info): Don't use context and version_handler, but _gpgme_get_program_version.
* ops.h (_gpgme_get_program_version): Add prototype for _gpgme_get_program_version (we expect to use it elsewhere soon).

2001-11-18 Marcus Brinkmann <marcus@g10code.de>

* version.c (get_engine_info): If GnuPG is not available, return an error message.
* posix-util.c (_gpgme_get_gpg_path): Allow GPG_PATH to be undefined.
  (_gpgme_get_gpgsm_path): New function.
* w32-util.c (find_program_in_registry): New static function.
  (_gpgme_get_gpg_path): Allow GPG_PATH to be undefined. Rework to use find_program_in_registry.
  (_gpgme_get_gpgsm_path): New function.
util.h): Prototype _gpgme_get_gpgsm_path).
* rungpg.c (_gpgme_gpg_spawn): Verify that _gpgme_get_gpg_path() returns non-null.

2001-11-16  Marcus Brinkmann  <marcus@g10code.de>

  * Makefile.am (libgpgme_la_SOURCES): Add decrypt-verify.c.
  * types.h: Add decrypt-verify types.
  * ops.h: Likewise.
  * context.h: Add result type for decrypt-verify.
  * gpgme.h: Add decrypt-verify prototypes.

* decrypt.c (decrypt_status_handler): Renamed to ...
  (_gpgme_decrypt_status_handler): ... this. Make non-static.
  (_gpgme_decrypt_start): New function, derived from gpgme_op_decrypt_start.
  (gpgme_op_decrypt_start): Reimplement in terms of _gpgme_decrypt_start.
  (_gpgme_decrypt_result): New function to retrieve error value.
  (gpgme_op_decrypt): Use _gpgme_decrypt_result.
  * ops.h: Add prototypes for new functions.

* verify.c (verify_status_handler): Renamed to ...
  (_gpgme_verify_status_handler): ... this. Make non-static.
  (gpgme_op_verify_start): Use new function name.
  (intersect_stati): Renamed to ...
  (_gpgme_intersect_stati): ... this. Make non-static.
  (gpgme_op_verify): Use new name.
  * ops.h: Add prototypes for new functions.

2001-11-16  Marcus Brinkmann  <marcus@g10code.de>

* passphrase.c: New file.
  * Makefile.am (libgpgme_la_SOURCES): Add passphrase.c.
  * ops.h (_gpgme_passphrase_result): Add prototypes from passphrase.c.
  * types.h: Likewise.
  * context.h: Add member passphrase to result.
  * gpgme.c (_gpgme_release_result): Release passphrase member.
* decrypt.c: Some formatting and variable name changes (like CTX instead C).
  (struct decrypt_result_s): Remove members now found in passphrase result.
  (_gpgme_release_decrypt_result): Don't release removed members.
  (decrypt_status_handler): Call _gpgme_passphrase_status_handler, and don't handle the cases caught there.
  (command_handler): Removed.
  (gpgme_op_decrypt_start): Don't set command handler, but invoke _gpgme_passphrase_start which does it.
  (gpgme_op_decrypt): Invoke _gpgme_passphrase_result and drop the cases covered by it.

* sign.c Some formatting and variable name changes (like CTX instead C).
  (struct sign_result_s): Remove members now found in passphrase result.
  (_gpgme_release_sign_result): Don't release removed members.
  (sign_status_handler): Call _gpgme_passphrase_status_handler, and don't handle the cases caught there.
  (command_handler): Removed.
  (gpgme_op_sign_start): Don't set command handler, but invoke _gpgme_passphrase_start which does it.
  (gpgme_op_sign): Invoke _gpgme_passphrase_result and drop the cases covered by it.

2001-11-15 Marcus Brinkmann <marcus@g10code.de>

* decrypt.c (command_handler): Fix last change.

2001-11-15 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_release_verify_result): Rename RES to RESULT.
  Rename R2 to NEXT_RESULT.
  (intersect_stati): Rename RES to RESULT.
  (gpgme_get_sig_status): Likewise. Do not check return_type, but the member verify of result.
  (gpgme_get_sig_key): Likewise.

* sign.c (_gpgme_release_sign_result): Rename RES to RESULT. If RESULT is zero, return.
  (sign_status_handler, command_handler): Do not check return_type, but the member sign of result.
  (gpgme_op_sign): Likewise. Drop assertion.

* encrypt.c (_gpgme_release_encrypt_result): Rename RES to RESULT.
  If RESULT is zero, return.
  (encrypt_status_handler): Do not check return_type, but the member
encrypt of result.
(gpgme_op_encrypt): Likewise. Drop assertion.

* decrypt.c (_gpgme_release_decrypt_result): Rename RES to RESULT.
(create_result_struct): Do not set result_type.
(command_handler, decrypt_status_handler): Do not check return_type, but the member decrypt of result.
(gpgme_op_decrypt): Likewise. Drop assertion.

* context.h (enum ResultType): Removed.
(struct gpgme_context_s): Remove member result_type.
(struct result): Replaces union result.
* gpgme.c: Include string.h.
(_gpgme_release_result): Release all members of c->result, which is now a struct. Zero out all members of the struct afterwards.

2001-11-11 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_release): Release GPG->cmd.cb_data.
Release all members of the list GPG->arglist.
Reported by Michael Schmidt <mschmidt@cs.uni-sb.de>.

2001-11-02 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (pipemode_copy): Change type of NBYTES to size_t.

* key.c: Include string.h.
* data.c: Likewise.
* recipient.c: Likewise.

2001-10-29 Marcus Brinkmann <marcus@g10code.de>

* context.h: New member signers_len.
* signers.c (gpgme_signers_clear): Require that signers are non-NULL with assertion. Use signers_len to determine how much keys to release. Add documentation.
(gpgme_signers_add): Use signers_len to determine if the buffer is large enough. Use xtryrealloc rather than xtrymalloc and copying. Add documentation.
(gpgme_signers_enum): Use signers_len to determine if key is available. Add documentation.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* data.c (_gpgme_data_append): Check if LENGTH is smaller than ALLOC_CHUNK, not DH->length.

2001-10-17 Marcus Brinkmann <marcus@g10code.de>
* gpgme.c (gpgme_set_protocol): Fix last change.

2001-10-15 Werner Koch <wk@gnupg.org>

* gpgme.h (GpgmeProtocol): New.
* gpgme.c (gpgme_set_protocol): New.

2001-09-26 Werner Koch <wk@gnupg.org>

* gpgme.c (gpgme_set_passphrase_cb): Ignore a NULL context.

2001-09-17 Werner Koch <wk@gnupg.org>

* keylist.c (finish_key): Shortcut for no tmp_key. Changed all
  callers to use this function without a check for tmp_key.

* keylist.c (gpgme_op_keylist_next): Reset the key_cond after
  emptying the queue. Bug reported by Stéphane Corthsy.

2001-09-12 Werner Koch <wk@gnupg.org>

* data.c (gpgme_data_rewind): Allow rewind for callbacks.

2001-09-07 Werner Koch <wk@gnupg.org>

* rungpg.h: Add NO_RECP.
* encrypt.c (encrypt_status_handler): Take on No_RECP.
  (gpgme_op_encrypt): Better error return.

* verify.c (verify_status_handler): Take on NODATA.

2001-09-03 Werner Koch <wk@gnupg.org>

* rungpg.h: Added STATUS_INV_RECP.
* gpgme.c (_gpgme_release_result): Add support for new
  EncryptResult object.
* encrypt.c (append_xml_encinfo): New.
  (encrypt_status_handler): Add some status parsing.
  (_gpgme_release_encrypt_result): New.

2001-08-29 Werner Koch <wk@gnupg.org>

* recipient.c (gpgme_recipients_release): Free the list. By Timo.

* keylist.c (keylist_colon_handler): Do a finish key if we receive
  an EOF here. This is probably the reason for a lot of bugs
related to keylisting. It is so obvious. Kudos to Enno Cramer for pointing that out.

2001-08-28 Werner Koch <wk@gnupg.org>

* gpgme.c, gpgme.h (gpgme_get_op_info): New.
  (_gpgme_set_op_info): New.
  (_gpgme_release_result): Reset the op_info here.
* sign.c (append_xml_siginfo): New.
  (sign_status_handler): Store the sig create information.

2001-07-31 Werner Koch <wk@gnupg.org>

* encrypt.c (gpgme_op_encrypt): Hack to detect no valid recipients.

2001-07-30 Werner Koch <wk@gnupg.org>

* gpgme.c (gpgme_get_armor,gpgme_get_textmode): New.
* rungpg.c (build_argv): Disable armor comments
* w32-io.c (build_commandline): Need to add quotes here

2001-07-24 Werner Koch <wk@gnupg.org>

* data.c (gpgme_data_read): Add a a way to return the available bytes.

2001-07-23 Werner Koch <wk@gnupg.org>

* util.c: Removed stpcpy() because we use the version from jnlib.

2001-07-19 Werner Koch <wk@gnupg.org>

* mkstatus: Define the collating sequence for sort.

2001-06-26 Werner Koch <wk@gnupg.org>

* rungpg.h: Add STATUS_UNEXPECTED as suggested by Timo.

2001-06-15 Werner Koch <wk@gnupg.org>

* keylist.c (set_userid_flags): Fixed the assigned values. Kudos
to Timo for pointing this out.

2001-06-01 Werner Koch <wk@gnupg.org>

* debug.c (_gpgme_debug_begin): Fixed a /tmp race. Noted by
  Johannes Poehlmann.
2001-05-28 Werner Koch <wk@gnupg.org>

* version.c (gpgme_check_engine): Stop version number parsing at the opening angle and not the closing one. By Tommy Reynolds.

2001-05-01 Jos Carlos Garca Sogo <jose@jaimegalamo.eu.org>

* encrypt.c (gpgme_op_encrypt_start): Deleted the assert (!c->gpg) line, because it gave an error if another operation had been made before using the same context.

* decrypt.c (gpgme_op_decrypt_start): The same as above. Also added one line to release the gpg object in the context (if any).

2001-04-26 Werner Koch <wk@gnupg.org>

* key.c, key.h (_gpgme_key_cache_init): New.
  (_gpgme_key_cache_add): New.
  (_gpgme_key_cache_get): New.
* version.c (do_subsystem_inits): Init the cache.
* keylist.c (finish_key): Put key into the cache
* verify.c (gpgme_get_sig_key): First look into the cache.

2001-04-19 Werner Koch <wk@gnupg.org>

* keylist.c (parse_timestamp): Adjusted for the changed --fixed-list-mode of gpg 1.0.4h.

2001-04-05 Werner Koch <wk@gnupg.org>

* verify.c (gpgme_op_verify_start): Enabled pipemode for detached sigs.

2001-04-02 Werner Koch <wk@gnupg.org>

* w32-io.c (_gpgme_io_select): Don't select on the writer if there are still bytes pending. Timo found this not easy to track down race condition.

2001-04-02 Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_ATTR_KEY__[EXPIRED,DISABLED].
* key.c (gpgme_key_get_ulong_attr): And return those attribs.

* verify.c (gpgme_get_sig_key): Set keyliosting mode depending on the mode set in the current context. Suggested by Timo.

* key.c (gpgme_key_get_ulong_attr): Return can_certify and not can_encrypt. By Timo.
2001-03-30 Werner Koch <wk@gnupg.org>

* debug.c (debug_init): Allow to specify a debug file.
  (_gpgme_debug_level): New.

* posix-io.c (_gpgme_io_read, _gpgme_io_write): Print output.
  (_gpgme_io_select): Debug only with level > 2.

2001-03-15 Werner Koch <wk@gnupg.org>

* rungpg.c: Included time.h.

* key.h: New keyflags for capabilities.
* keylist.c (set_mainkey_capability, set_subkey_capability): New.
  (keylist_colon_handler): Parse them.
* gpgme.h: New attribute values for capabilities.
* key.c (gpgme_key_get_string_attr): Return them.
  (capabilities_to_string): New.
  (gpgme_key_get_ulong_attr): Return the global caps.

2001-03-14 Werner Koch <wk@gnupg.org>

* w32-io.c (destroy_reader,destroy_writer): Fixed syntax error.
  Thanks to Jan Oliver Wagner.

2001-03-13 Werner Koch <wk@gnupg.org>

* context.h: Add invalid and revoke flags to user_id structure.
* keylist.c (gpgme_op_keylist_start): Use --fixed-list-mode.
  (keylist_colon_handler): Adjust for that.
  (set_userid_flags): New.
  (set_mainkey_trust_info): Handle new key invalid flag
  (set_subkey_trust_info): Ditto.
* gpgme.h: Add new attributes for key and user ID flags.
* key.c (_gpgme_key_append_name): Init these flags
  (gpgme_key_get_as_xml): Print them.
  (one_uid_as_xml): New helper for above.
  (gpgme_key_get_string_attr, gpgme_key_get_ulong_attr):
  Return the new attributes. Enhanced, so that subkey information
  can be returned now.

2001-02-28 Werner Koch <wk@gnupg.org>

* w32-io.c (destroy_reader): Set stop_me flag.
  (writer,create_writer,destroy_writer,find_writer,kill_writer): New.
  (_gpgme_io_write): Use a writer thread to avoid blocking.
  (_gpgme_io_close): Cleanup a writer thread
(_gpgme_io_select): Replace the faked wait on writing by a real waiting which is now possible due to the use of a writer thread.

2001-02-20 Werner Koch <wk@gnupg.org>

(destroy_reader, reader): Add a new event to stop the thread.
(_gpgme_io_close): Kill the reader thread.

* posix-io.c (_gpgme_io_select): Handle frozen fds here.

* wait.c: Reworked the whole thing.
* rungpg.c (_gpgme_gpg_new): Init pid to -1.
(_gpgme_gpg_release): Remove the process from the wait queue.

2001-02-19 Werner Koch <wk@gnupg.org>

* w32-io.c (_gpgme_io_set_close_notify): New.
(_gpgme_io_close): Do the notification.

* posix-io.c (_gpgme_io_set_close_notify): New.
(_gpgme_io_close): Use a 1 sec timeout and not 200 microseconds.

* wait.c (remove_process): Don't close the fd here.
(do_select): Set the fd to -1 and remove the is_closed flag everywhere.
(_gpgme_wait_on_condition): Remove the assert on the queue and break out if we could not find the queue. The whole thing should be reworked.

* posix-io.c (_gpgme_io_set_close_notify): New.
(_gpgme_io_close): Do the notification.

* rungpg.c (close_notify_handler): New.
(_gpgme_gpg_new): Register a callback for the fd.
(_gpgme_gpg_set_colon_line_handler): Ditto.
(build_argv): Ditto

2001-02-13 Werner Koch <wk@gnupg.org>

* rungpg.c (struct reap_s): Replaced pid_t by int.

* types.h: Add ulong typedef.

* rungpg.c (do_reaping,_gpgme_gpg_housecleaning): New.
* w32-io.c (_gpgme_io_kill): New (dummy).
* keylist.c (gpgme_op_keylist_start): Cancel a pending request.

* posix-io.c (_gpgme_io_read): Add some debug output.
  (_gpgme_io_write): Ditto.
  (_gpgme_io_select): Increased the timeout.

2001-02-12 Werner Koch <wk@gnupg.org>

Enhanced the signature verification, so that it can now handle
more than one signature and is able to return more information on
the signatures.
* verify.c (gpgme_get_sig_key): New.
  (gpgme_get_sig_status): New.

* gpgme.h: Add stdio.h.
  (GpgmeSigStat): New status DIFF.

2001-02-01 Werner Koch <wk@gnupg.org>

* w32-io.c (set_synchronize): Add EVENT_MODIFY_STATE. Add Debug
code to all Set/ResetEvent().

* rungpg.c (read_status): Check for end of stream only if we have
  an r. By Timo.

2001-01-31 Werner Koch <wk@gnupg.org>

* wait.c (_gpgme_wait_on_condition): Removed all exit code processing.
  (propagate_term_results,clear_active_fds): Removed.
  (count_active_fds): Renamed to ..
  (count_active_and_thawed_fds): .. this and count only thawed fds.

* rungpg.c (gpg_colon_line_handler): Return colon.eof and not
  status.eof ;-) 

2001-01-30 Werner Koch <wk@gnupg.org>

* w32-io.c (_gpgme_io_spawn): Use the supplied path arg.

* version.c (get_engine_info): Return better error information.

* posix-util.c, w32-util.c: New.
  (_gpgme_get_gpg_path): New, suggested by Jan-Oliver.
  * rungpg.c (_gpgme_gpg_spawn): Use new function to get GPG's path.

* signers.c (gpgme_signers_add): Ooops, one should test code and
  not just write it; the newarr was not assigned. Thanks to Jos
for pointing this out. Hmmm, still not tested, why should a coder
test his fix :-)

* w32-io.c: Does now use reader threads, so that we can use
  WaitForMultipleObjects.
* sema.h, posix-sema.c, w32-sema.c: Support for Critical sections.
  Does currently only work for W32.

* debug.c, util.h : New. Changed all fprintfs to use this new
  set of debugging functions.

2001-01-23 Werner Koch <wk@gnupg.org>

* data.c (_gpgme_data_release_and_return_string): Fixed string
  termination.

2001-01-22 Werner Koch <wk@gnupg.org>

* delete.c: New.

* signers.c: New.
* key.c (gpgme_key_ref, gpgme_key_unref): New.
* sign.c (gpgme_op_sign_start): Allow the use of other keys.

* version.c (gpgme_get_engine_info,gpgme_check_engine): New.
* rungpg.c (_gpgme_gpg_set_simple_line_handler): New.

2001-01-05 Werner Koch <wk@gnupg.org>

* data.c (gpgme_data_rewind): Allow to rewind data_type_none.

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commit 2145348ec54c6027f2ea20f695de0277e2871405
Merge: 348ba88 2036f1a
Author: Ben McGinnes <ben@adversary.org>
Date:   Wed May 6 03:04:19 2015 +1000

Merge pull request #4 from Hasimir/master

history

commit 2036f1a0a670a0561993e195c458059220b36114
Merge: dbabf0c 348ba88
Author: Ben McGinnes <ben@adversary.org>
Date:   Wed May 6 02:57:44 2015 +1000

Merge branch 'master' of github:adversary-org/pyme3

commit dbabf0cf1f29857755c2293b619011832e34fa9c
Author: Ben McGinnes <ben@adversary.org>
Date:   Wed May 6 02:52:23 2015 +1000

Added a short history

* A (very) brief summary of the project's history since 2002.
* Deals with why the commit log in the GPGME repo does not include the
  history of PyME.
* Mentions that intact git repos will be maintained, but not where they
  are (one will be on github, another will be in a user directory on
  playfair.gnupg.org).

docs/Short_History.rst | 57 ++++++++++++++++++++++++++++++++++++++++++++++++++
1 file changed, 57 insertions(+)

commit 348ba883424778c711c04ae9b66035ccdb36eb8c
Merge: 127d0a5 7c37a27
Author: Ben McGinnes <ben@adversary.org>
Date:   Wed May 6 02:21:34 2015 +1000

Merge pull request #3 from Hasimir/master

Version release preparation

commit 7c37a27a6845c58222d4d947c2efbe38e955b612
Merge: f692c0f127d0a5
Author: Ben McGinnes <ben@adversary.org>
Date:   Wed May 6 02:17:14 2015 +1000

Merge branch 'master' of github:adversary-org/pyme3
TODO update

* Removed reference to GitHub, replaced with impending new home at gnupg.org.

Version bump

* Bumped version number to 0.9.1 to keep it somewhat in line with the existing PyME project, even though there will be some divergence at some point (or even re-merging, depending on how many of the Python 3 modifications can be back-ported to the Python 2 version).
* Updated the author and copyright information to reflect the two current authors (Martin and I).
* Replaced Igor's contact details with mine.
* Replaced project home page with the GnuPG one.

README preparation.

* Changes in preparation for impending move of code to the GnuPG git server as a part of GPGME.
* As it says.

TODO.rst | 25 -------------------------
docs/TODO.rst | 25 ++++++++++++++++++++++++++
2 files changed, 25 insertions(+), 25 deletions(-)

commit f968c777472f01f308f66e5e7eac1740bf5c76c205
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 16:52:13 2015 +1000

Started another TODO file.

TODO.rst | 25 ++++++++++++++++++++++++++
1 file changed, 25 insertions(+)

commit 127d0a56fa9f7ad1d4fb39d0b529b890a8d67365
Merge: db72dea 44837f6
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 14:59:44 2015 +1000

Merge pull request #2 from Hasimir/master

Minor editing.

commit 44837f6e50fc539c86aef1f75a6a3538b02029ea
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 14:56:55 2015 +1000

Minor editing.

* Fixed another URL.
* Changed Py3 version's version number to v0.9.1-beta0.

README.rst | 4 +++-
1 file changed, 2 insertions(+), 2 deletions(-)

commit db72dea19c3513391df040bca66a88d9213af
Merge: db34286 48eb185
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 14:26:11 2015 +1000

Merge pull request #1 from Hasimir/master

Links

commit 48eb1856cb0739cc9f0b9084da9d965e1fc7fddd
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 14:22:30 2015 +1000
Links

* Fixed URLs for authors.
* Updated my entry to point to github location.
** I strongly suspect the result of this work will be concurrent projects, so preparing for that eventuality with this repo.

README.rst | 8 +++++-----
1 file changed, 4 insertions(+), 4 deletions(-)

commit db3428659783f30b9a76204403daedf9fc4cf7cf
Author: Ben McGinnes <ben@adversary.org>
Date: Sun May 3 11:29:00 2015 +1000

Explicit over Implicit ...

... isn't just for code.

* Removed the 2to3 working directory and its contents.
* Made the README.rst file a little more clear that this branch is for Python 3 (set Python 3.2 as a fairly arbitrary requirement for the moment, but will probably raise this to 3.3).

2to3/2to3-output-remaining.log | 60 ---
2to3/2to3-output-setup.log | 35 --
2to3/2to3-output.log | 950 -----------------------------------------
README.rst | 10 +-.
4 files changed, 7 insertions(+), 1048 deletions(-)

commit 3edf07a4ba8a86af3a33246234d6e133074862af
Author: Ben McGinnes <ben@adversary.org>
Date: Sun May 3 11:19:41 2015 +1000

Added authors.

* In alphabetical order.
* Mine will need updating once Martin and I have decided what to do regarding the two main branches.

README.rst | 12 +++++++++++++++++
1 file changed, 12 insertions(+)

commit 811eb14b53e8856312d99f46b77215f7f9bd672c
Author: Ben McGinnes <ben@adversary.org>
Date: Sun May 3 10:23:00 2015 +1000

Docs and other things.
* Now able to import pyme.core without error, indicates port process is successful.
* Code is *not* compatible with the Python 2 version.
* Will need to consider making this a parallel project with the master branch.
* Got rid of the .org TODO file.
* Changed the README to use the reST file extension since it's full of reST anyway.

2to3/TODO.org | 5 ----
README.rst    | 32 ++++++++++++++++++++++++++++++++
README.txt    | 32 ----------------------------
3 files changed, 32 insertions(+), 37 deletions(-)

commit 79e784bdcoe1de6f7856921b5431044c62c6f015
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 10:18:40 2015 +1000

    Fixed another implicit import by making it explicit. Hopefully this is the last one.

pyme/util.py | 2 +-  
1 file changed, 1 insertion(+), 1 deletion(-)

commit 2b52b46ccda3e7abcc50eed0745062259d698661
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 10:16:01 2015 +1000

    Fixed another implicit import by making it explicit.

pyme/errors.py | 2 +-  
1 file changed, 1 insertion(+), 1 deletion(-)

commit 409c8fd565e21f23cd41daaefc867e6d23a0863
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 10:08:22 2015 +1000

    Bytes vs. Unicode

* Trying PyBytes instead of PyUnicode.

gpgme.i    | 14 +++++++------
helpers.c  | 8 ++++-----
2 files changed, 11 insertions(+), 11 deletions(-)

commit d8164aa2ae98bf8e807c16e2d9be12c5fbea7cfd
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 09:22:58 2015 +1000
String to Unicode

* Replaced all instances of PyString with PyUnicode (and hoping there's no byte data in there).

```diff
+ gpgme.i  | 14 ++++++++-------
+ helpers.c |  8 +++-----
2 files changed, 11 insertions(+), 11 deletions(-)
```

commit bd99b786565c559b17c419c6b64b412a22c6c44
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 09:17:06 2015 +1000

PyInt_AsLong

* Replaced all instances of PyInt with PyLong, as per C API docs.

```diff
+ gpgme.i  |  4 ++--
+ helpers.c |  8 +++----
2 files changed, 6 insertions(+), 6 deletions(-)
```

commit 3c91e2ccf8ca788b51e3308e292c6b64888fdb15
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 05:59:36 2015 +1000

Import correction

* Once pygpgme.py is generated and moved, it will be in the right directory for the explicit "from . import pygpgme" to be correct.

```diff
+ pyme/core.py |  2 +-
1 file changed, 1 insertion(+), 1 deletion(-)
```

commit 23a49e7070812ff1ce138d8d4cc46d0b80328897
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 05:38:29 2015 +1000

The -py3 flag.

```diff
+ Makefile |  2 +-
1 file changed, 1 insertion(+), 1 deletion(-)
```

commit b1549587d6db5e33081b9c20f75d1348a1d25938
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 05:01:42 2015 +1000

Fixed indentation - 4.
def pet_peeve(self):
    peeve = print("people who don't press return after a colon!")

    FFS!

Fixed indentation - 2.

Fixed indentation.

Fixed indentation - 3.
Replaced all tabs with 4 spaces.

pyme/core.py | 18 +++++++++---------
1 file changed, 9 insertions(+), 9 deletions(-)

commit 78c0b7677e94ce1e11b8c8db833a9064527187330
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 04:39:07 2015 +1000

   SWIG flags in the wrong place.

Makefile | 4 ++--
1 file changed, 2 insertions(+), 2 deletions(-)

commit dfa7f2589963494a8f89277560d8c111660a3c8
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 04:35:09 2015 +1000

   Fixed subprocess call for swig (again).

setup.py | 2 +-  
1 file changed, 1 insertion(+), 1 deletion(-)

commit 249bfb8c7144dca53127b99b6cc8a6c7c4a99f20
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 04:32:40 2015 +1000

   Fixed subprocess call for swig.

setup.py | 2 +-  
1 file changed, 1 insertion(+), 1 deletion(-)

commit 6fd7e719cf4c975f466ceb39835db7007df36fb2
Author: Ben McGinnes <ben@adversary.org>
Date:   Sun May 3 03:51:48 2015 +1000

   Linking swig to py3

   * Changed the swig invocations to run with the -python -py3 flags explicitly.

Makefile | 4 ++--
setup.py | 2 +-  
2 files changed, 3 insertions(+), 3 deletions(-)

commit 7a6b584f50ed6ddc8617a642185eea1124ff791a
Author: Ben McGinnes <ben@adversary.org>
Date:   Sat May 2 11:12:00 2015 +1000
String fun

* streamlined confdata details, including decoding strom binary to string.

setup.py | 4 +---
1 file changed, 1 insertion(+), 3 deletions(-)

commit f7fd3f270592021a95a8f779bfe85ac18f4e390b
Author: Ben McGinnes <ben@adversary.org>
Date:   Sat May 2 10:46:59 2015 +1000

Open File

* Removed deprecated file() and replaced with open().

examples/PyGtkGpgKeys.py | 2 +-  
examples/pygpa.py       | 6 +++----
gpgme-h-clean.py       | 2 +-  
3 files changed, 5 insertions(+), 5 deletions(-)

commit 4227d486f9558015e7e548d71085e58e1b50ec08
Author: Ben McGinnes <ben@adversary.org>
Date:   Sat May 2 10:36:15 2015 +1000

print() fix

* Makefile includes a python print, changed from statement to function.

Makefile | 2 +-  
1 file changed, 1 insertion(+), 1 deletion(-)

commit 406f7f2567b701502186fe0a325dc2a3491ff7f8
Author: Ben McGinnes <ben@adversary.org>
Date:   Sat May 2 10:28:42 2015 +1000

Updated Makefile

* set make to use python3 instead.
* This will mean a successful port may need to be maintained separately
  from the original python2 code instead of merged, but ought to be able
  to share most things. So maybe merge with separated make files or a
  pre-make script to set python2 or python3 prior to building ... decide
  later, after it works.

Makefile | 6 +++----
1 file changed, 3 insertions(+), 3 deletions(-)
Env and a little license issue

* Updated all the /usr/bin/env paths to point to python3.
* Also fixed the hard coded /usr/bin/python paths.
* Updated part of setup.py which gave the impression this package was only licensed under the GPL (it's actually licensed under the LGPL as well, essentially the same dual licensing as the GPGME library).

examples/PyGtkGpgKeys.py | 2 +-  
examples/delkey.py      | 2 +-  
examples/encrypt-to-all.py | 2 +-  
examples/exportimport.py | 2 +-  
examples/genkey.py      | 2 +-  
examples/inter-edit.py  | 2 +-  
examples/pygpa.py       | 2 +-  
examples/sign.py        | 2 +-  
examples/signverify.py  | 2 +-  
examples/simple.py      | 2 +-  
examples/t-edit.py      | 2 +-  
examples/testCMSgetkey.py | 2 +-  
examples/verifydetails.py | 2 +-  
gpgme-h-clean.py       | 2 +-  
setup.py                | 4 +++-  
15 files changed, 16 insertions(+), 16 deletions(-)

commit 1a4b55dbccd2774344352e579130bf494bc5fa4b  
Author: Ben McGinnes <ben@adversary.org>  
Date: Sat May 2 08:50:54 2015 +1000

Removed extraneous files.

* The two .bak files.

pyme/errors.py.bak | 46 ----------------------  
setup.py.bak        | 116 ----------------------
2 files changed, 162 deletions(-)

commit 208879d4f2a6d0514c3f8ee2fc0da8bb4a42350de  
Author: Ben McGinnes <ben@adversary.org>  
Date: Sat May 2 08:19:37 2015 +1000

Added TODO.org

* TODO list in Emacs org-mode.
* Will eventually be removed along with this entire directory when the porting process is complete.

2to3/TODO.org | 5 +++++
1 file changed, 5 insertions(+)

commit 1548bf201059638675c5387c6f124d4b703363a9
Author: Ben McGinnes <ben@adversary.org>
Date: Sat May 2 07:58:40 2015 +1000

2to3 conversion of remaining files

* Ran the extended version against all the unmodified python files.
* Only pyme/errors.py required additional work.

2to3/2to3-output-remaining.log | 60 +++++++++++++++++++++++++++++++++++++++
pyme/errors.py | 2 +-
pyme/errors.py.bak | 46 +++++++++++++++++++++++++++++++++++++++
3 files changed, 107 insertions(+), 1 deletion(-)

commit 1230650bc6b4e4c14d1284f7877aa932f3e86eb4
Author: Ben McGinnes <ben@adversary.org>
Date: Sat May 2 07:50:39 2015 +1000

2to3 conversion of setup.py

* Ran extended 2to3 command to produce python 3 code for setup.py.
* Effectively testing for what to run against the other originally unmodified py2 files.

2to3/2to3-output-setup.log | 35 +++++
setup.py | 7 ++
setup.py.bak | 116 +++++++++++++++++++++++++++++++++++++++
3 files changed, 154 insertions(+), 4 deletions(-)

commit edad4495f59aa879e95a369591717fb19e6c6b7
Author: Ben McGinnes <ben@adversary.org>
Date: Fri May 1 21:50:07 2015 +1000

Removing 2to3 generated .bak files.

* Not really needed with a real VCS, but couldn't hurt to have them for a couple of revisions. ;)

examples/PyGtkGpgKeys.py.bak | 663 ----------
examples/encrypt-to-all.py.bak | 65 --
examples/exportimport.py.bak | 75 --
examples/genkey.py.bak | 45 -
commit 1cfc3c969f885ed191610bffbdb60ac23fdd349e
Author: Ben McGinnes <ben@adversary.org>
Date:   Fri May 1 21:45:50 2015 +1000

2to3 conversion log

* The output of the command to convert the code from Python 2 to 3.
* Note: this contains the list of files which were not modified and
  which will or may need to be modified.

2to3/2to3-output.log | 950 +++++++++++++++++++++++++++++++++++++++++++++++++++
1 file changed, 950 insertions(+)

commit 078f6cf878aa62d12704fab424198a613a24cc8c
Author: Ben McGinnes <ben@adversary.org>
Date:   Fri May 1 21:36:58 2015 +1000

2to3 conversion of pyme master

* Branch from commit 459f3eca659b4949e394c4a032d9ce2053e6c721
* Ran this: or x in `find . | egrep .py$` ; do 2to3 -w $x; done ;
* Multiple files not modified, will record elsewhere (see next commit).

examples/PyGtkGpgKeys.py | 10 +-,
examples/PyGtkGpgKeys.py.bak | 663 +++++++++++++
examples/encrypt-to-all.py | 12 +-,
examples/encrypt-to-all.py.bak | 65 ++
examples/exportimport.py  | 20 +-,
examples/exportimport.py.bak | 75 ++
examples/genkey.py         | 2 +-,
commit 459f3eca659b4949e394c4a032d9ce2053e6c721
Merge: c5966ab dae7f14
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Wed Jul 9 10:48:33 2014 +0100

Merged in jerrykan/pyme/fix_setup_26 (pull request #1)

Provide support for using setup.py with Python v2.6

commit dae7f14a54e6c2bde0ad4da7308cc7f0d0c0469
Author: John Kristensen <john.kristensen@dpipwe.tas.gov.au>
Date:   Wed Jul 9 15:54:39 2014 +1000
Provide support for using setup.py with Python v2.6

The setup.py script uses subprocess.check_output() which was introduced in Python v2.7. The equivalent functionality can be achieved without adding much extra code and provide support for Python v2.6.

setup.py | 4 +++-
1 file changed, 3 insertions(+), 1 deletion(-)

commit c5966abec9d772b3922d32650da288fd50a217be
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Thu May 15 19:43:00 2014 +0100

README.txt in ReST, including headlines

README.txt | 8 ++++++-
1 file changed, 6 insertions(+), 2 deletions(-)

commit 43ee8c6f34fa9b6d3975aa6ea60b3d4a741fa721
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Thu May 15 19:37:15 2014 +0100

README.txt in ReST

README.txt | 25 +++++++++++-
1 file changed, 13 insertions(+), 12 deletions(-)

commit f71a369484cb8801df23ccc5842335fa496c0df
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Thu May 15 19:28:12 2014 +0100

added MANIFEST.in and README.txt (instead of .md)

MANIFEST.in |  6 ++++++
README.md   | 27 ---------------------------
README.txt  | 27 ++++++++++++++++++++++++++
3 files changed, 33 insertions(+), 27 deletions(-)

commit d0d6755229f920b0bed043e9c2731de2d57c096c
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Tue May 13 09:52:44 2014 +0100

added mailing list to README

README.md | 19 ++++++++---
1 file changed, 16 insertions(+), 3 deletions(-)

commit 30ca60dd92df684de261cb24e83c68089be0adc
we don't need a separate out of date ChangeLog file

ChangeLog | 802 --------------------------------------------------------------
1 file changed, 802 deletions(-)

commit 8263f1a6d38fd7f5f3dd5c7e28f83caa7528a08
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Sun May 11 13:34:28 2014 +0100

adding README.md

README.md | 14 +++++++++++++
1 file changed, 14 insertions(+)

commit 3fc71b47e9e4b0b984801c28d72723baa4b406
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Sat May 10 15:43:06 2014 +0100

ValueError -> RuntimeError

setup.py | 4 ++--
1 file changed, 2 insertions(+), 2 deletions(-)

commit eec432abea56296b9fa36aac0d10926a2335b739
Merge: eea6537 d2738b3
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Sat May 10 15:41:02 2014 +0100

Merge branch 'master' of bitbucket.org:malb/pyme

Conflicts:
setup.py

commit eea6537921061b4dcfc54e00a99d3fa110e71433
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Sat May 10 15:39:51 2014 +0100

check for swig

setup.py | 8 ++++++++ 
1 file changed, 8 insertions(+)

commit 53867bf9715ee1b4ea873bf5e2fbb7d9740a2b4a
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Sat May 10 15:35:04 2014 +0100
more friendly error message if gpgme is missing

setup.py | 8 +++++++-
1 file changed, 7 insertions(+), 1 deletion(-)

commit d2738b35d63b1492d69641c5466103685f2d3a30
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date: Sat May 10 15:35:04 2014 +0100

more friendly error message if gpgme is missing

setup.py | 8 +++++++-
1 file changed, 7 insertions(+), 1 deletion(-)

commit c0b01240b6ecf8ba6cf1d4c1f64b2cb4c056f5163
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date: Fri May 9 15:20:24 2014 +0100

version number should have three digits

pyme/version.py | 2 +-;
1 file changed, 1 insertion(+), 1 deletion(-)

commit 6672bb60b9bec60d38e854016c48658b57774578
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date: Wed May 7 15:11:08 2014 +0100

bump version number for upcoming release

pyme/version.py | 2 +-;
1 file changed, 1 insertion(+), 1 deletion(-)

commit 7bd6de700f33ca5d1f27bc16ebbd401f21d2e788
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date: Sat May 3 19:36:25 2014 +0100

bump version number to indicate changes

pyme/version.py | 2 +-;
1 file changed, 1 insertion(+), 1 deletion(-)

commit 4fb6bd9b3f47c1a343242ac83b326cad12a136e
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date: Sat May 3 19:34:07 2014 +0100

pyme instead of pygpgme
dirty hack to make 'python setup.py install' work

moved everything down to the toplevel directory

| COPYING | 340 ++ |
| COPYING.LESSER | 510 +++ |
| ChangeLog | 802 ++++ |
| INSTALL | 15 + |
| Makefile | 104 + |
| debian/README.Debian | 6 + |
| debian/changelog | 93 + |
| debian/control | 34 + |
| debian/copyright | 25 + |
| debian/docs | 2 + |
| debian/examples | 2 + |
| debian/rules | 99 + |
| examples/PyGtkGpgKeys.glade | 1394 ++++++++ |
| examples/PyGtkGpgKeys.gladep | 8 + |
| examples/PyGtkGpgKeys.py | 663 +++ |
| examples/delkey.py | 34 + |
| examples/encrypt-to-all.py | 65 + |
| examples/exportimport.py | 75 + |
| examples/genkey.py | 45 + |
| examples/inter-edit.py | 57 + |
| examples/pygpa.glade | 5546 +++++++++++++++++++ |
| examples/pygpa.py | 1457 +++++++ |
| examples/sign.py | 31 + |
| examples/signverify.py | 78 + |
| examples/simple.py | 52 + |
| examples/t-edit.py | 59 + |
| examples/testCMSgetkey.py | 45 + |
| examples/verifydetails.py | 100 + |
| gpgme-h-clean.py | 42 + |
| gpgme.i | 267 ++ |
helpers.c | 154 +
helpers.h | 36 +
pyme/COPYING | 340 --
pyme/COPYING.LESSER | 510 ---
pyme/ChangeLog | 802 ----
pyme/INSTALL | 15 -
pyme/Makefile | 104 -
pyme/__init__.py | 137 +
pyme/callbacks.py | 47 +
pyme/constants/__init__.py | 7 +
pyme/constants/data/__init__.py | 4 +
pyme/constants/data/encoding.py | 20 +
pyme/constants/event.py | 20 +
pyme/constants/import.py | 20 +
pyme/constants/keylist/__init__.py | 4 +
pyme/constants/keylist/mode.py | 20 +
pyme/constants/md.py | 20 +
pyme/constants/pk.py | 20 +
pyme/constants/protocol.py | 20 +
pyme/constants/sig/__init__.py | 4 +
pyme/constants/sig/mode.py | 20 +
pyme/constants/sigsum.py | 20 +
pyme/constants/status.py | 20 +
pyme/constants/validity.py | 20 +
pyme/core.py | 463 +++
pyme/debian/README.Debian | 6 -
pyme/debian/changelog | 93 -
pyme/debian/control | 34 -
pyme/debian/copyright | 25 -
pyme/debian/docs | 2 -
pyme/debian/examples | 2 -
pyme/debian/rules | 99 -
pyme/errors.py | 46 +
pyme/examples/PyGtkGpgKeys.glade | 1394 -------
pyme/examples/PyGtkGpgKeys.gladeep | 8 -
pyme/examples/PyGtkGpgKeys.py | 663 ----
pyme/examples/delkey.py | 34 -
pyme/examples/encrypt-to-all.py | 65 -
pyme/examples/exportimport.py | 75 -
pyme/examples/genkey.py | 45 -
pyme/examples/inter-edit.py | 57 -
pyme/examples/pygpa.glade | 5546 -------------------------------
pyme/examples/pygpa.py | 1457 -------
pyme/examples/sign.py | 31 -
pyme/examples/signverify.py | 78 -
pyme/examples/simple.py | 52 -
pyme/examples/t-edit.py | 59 -
pyme/examples/testCMSgetkey.py | 45 -
<table>
<thead>
<tr>
<th>File</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>pyme/examples/verifydetails.py</td>
<td>100</td>
</tr>
<tr>
<td>pyme/gpgme-h-clean.py</td>
<td>42</td>
</tr>
<tr>
<td>pyme/gpgme.i</td>
<td>267</td>
</tr>
<tr>
<td>pyme/helpers.c</td>
<td>154</td>
</tr>
<tr>
<td>pyme/helpers.h</td>
<td>36</td>
</tr>
<tr>
<td>pyme/pyme/<strong>init</strong>.py</td>
<td>137</td>
</tr>
<tr>
<td>pyme/pyme/callbacks.py</td>
<td>47</td>
</tr>
<tr>
<td>pyme/pyme/constants/<strong>init</strong>.py</td>
<td>7</td>
</tr>
<tr>
<td>pyme/pyme/constants/data/<strong>init</strong>.py</td>
<td>4</td>
</tr>
<tr>
<td>pyme/pyme/constants/data/encoding.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/event.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/import.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/keylist/<strong>init</strong>.py</td>
<td>4</td>
</tr>
<tr>
<td>pyme/pyme/constants/keylist/mode.py</td>
<td>20</td>
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<tr>
<td>pyme/pyme/constants/md.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/pk.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/protocol.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/sig/<strong>init</strong>.py</td>
<td>4</td>
</tr>
<tr>
<td>pyme/pyme/constants/sig/mode.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/sigsum.py</td>
<td>20</td>
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<tr>
<td>pyme/pyme/constants/status.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/constants/validity.py</td>
<td>20</td>
</tr>
<tr>
<td>pyme/pyme/core.py</td>
<td>463</td>
</tr>
<tr>
<td>pyme/pyme/errors.py</td>
<td>46</td>
</tr>
<tr>
<td>pyme/pyme/util.py</td>
<td>72</td>
</tr>
<tr>
<td>pyme/pyme/version.py</td>
<td>41</td>
</tr>
<tr>
<td>pyme/setup.py</td>
<td>99</td>
</tr>
<tr>
<td>pyme/util.py</td>
<td>72</td>
</tr>
<tr>
<td>pyme/version.py</td>
<td>41</td>
</tr>
<tr>
<td>setup.py</td>
<td>99</td>
</tr>
</tbody>
</table>

108 files changed, 13384 insertions(+), 13384 deletions(-)

commit 8148cdd424c434e833ce427612ea889abc6e41c
Author: Martin Albrecht <martinralbrecht@googlemail.com>
Date:   Sat May 3 18:58:52 2014 +0100

removing pyme-web

<table>
<thead>
<tr>
<th>File</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>pyme-web/Makefile</td>
<td>15</td>
</tr>
<tr>
<td>pyme-web/default.css</td>
<td>37</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/ASCII-Armor.html</td>
<td>57</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Advanced-Key-Editing.html</td>
<td>98</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Algorithms.html</td>
<td>47</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Building-the-Source.html</td>
<td>82</td>
</tr>
<tr>
<td>../doc/gpgme/Callback-Based-Data-Buffers.html</td>
<td>148</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Cancellation.html</td>
<td>67</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Concept-Index.html</td>
<td>186</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Context-Attributes.html</td>
<td>52</td>
</tr>
</tbody>
</table>
fixing op_export_keys()

the conversion of gpgme_key_t [] was restricted to gpgme_key_t [] with the
name recv, i.e. only the use-cases of encryption were covered.

see: http://sourceforge.net/mailarchive/forum.php?forum_name=pyme-
help&max_rows=25&style=nested&viewmonth=201309

pyme/gpgme.i | 6 +++---
1 file changed, 3 insertions(+), 3 deletions(-)

deleting CVSROOT

CVSROOT/checkoutlist | 13 ---------------
CVSROOT/commitinfo  | 15 ---------------
CVSROOT/config      | 21 ---------------
CVSROOT/cvswrappers | 19 ---------------
CVSROOT/editinfo    | 21 ---------------
CVSROOT/logininfo   | 26 ---------------
CVSROOT/modules     | 26 ---------------
CVSROOT/notify      | 12 ------------
CVSROOT/rcsinfo     | 13 ------------
CVSROOT/taginfo     | 20 ------------
CVSROOT/verifysig   | 21 ------------
11 files changed, 207 deletions(-)

commit 576b555499c094c4786d42de9e59aa9826009b89
Author: convert-repo <devnull@localhost>
Date:   Mon Jan 6 15:22:44 2014 +0000

update tags
commit 2dcf0e5b702eb5a18e66ff1e42a72eaa7427af1d  
Author: belyi <devnull@localhost>  
Date: Wed Nov 26 02:38:33 2008 +0000

  Move Windows specific fix from helpers.c to helpers.h so that it works  
  for edit callback as well as for the passphrase one.

  pyme/helpers.c | 5 -----  
  pyme/helpers.h | 5 ++++++  
  2 files changed, 5 insertions(+), 5 deletions(-)

commit 42a035f2ef62470fea7a7f8ee33a1297fa90a603  
Author: belyi <devnull@localhost>  
Date: Mon Nov 24 21:44:30 2008 +0000

  Update the way build directives are constructed on MinGW to have a bit  
  more robust. Update PyMe build version to 0.8.1 in version.py

  pyme/pyme/version.py | 2 +-  
  pyme/setup.py        | 10 ++++++++--  
  2 files changed, 9 insertions(+), 3 deletions(-)

commit 3aaa20fbcb17066c9fffd580f5209946022793a2  
Author: belyi <devnull@localhost>  
Date: Mon Nov 24 06:57:11 2008 +0000

  Update changelog

  pyme/debian/changelog | 5 ++++-  
  1 file changed, 4 insertions(+), 1 deletion(-)

commit 689ff46b2550547e3883f809a6dc40c22c3e137e  
Author: belyi <devnull@localhost>  
Date: Mon Nov 24 06:50:41 2008 +0000

  Fix hang problem on Windows when password is written to a filehandle.  
  Fix the way path is constructed on MinGW platform.

  pyme/helpers.c | 5 +++++  
  pyme/setup.py  | 4 ++--  
  2 files changed, 7 insertions(+), 2 deletions(-)

commit 852a60d541d66cb56f40378182b976fd87a02c46  
Author: belyi <devnull@localhost>  
Date: Sun Nov 23 04:31:31 2008 +0000

  Add Bernard's example testCMSgetkey.py and his updates for  
  verifydetails.py

---
commit f080527d9184f3360f0a8ef6136b9a188d8e7d2a
Author: belyi <devnull@localhost>
Date:   Thu May 29 18:29:37 2008 +0000

    Remove debian packaging for python2.3 since it is removed from both
testing and unstable dists.
    Update docs build target to have correct PYTHONPATH set.

commit c25d133fcfadf3c7f6e655586b4a05d6e3cf6f0b
Author: belyi <devnull@localhost>
Date:   Thu Apr 3 13:37:12 2008 +0000

    Forgot to adjust mainText margin. Doing it now.

commit 897286a54a32336d060cd03305cdecb7905f34f1
Author: belyi <devnull@localhost>
Date:   Thu Apr 3 13:00:11 2008 +0000

    Fix an error in default.css and make index.html "Standards Compliant".

commit 4e049212bd214449c0ba1ce06e00782783f328a
Author: belyi <devnull@localhost>
Date:   Thu Apr 3 12:38:42 2008 +0000

    Adjust spacing between links.

commit cb2b0f77483b1deb14f2eab0715a03dd33fcd
Author: belyi <devnull@localhost>
Date: Wed Apr 2 22:50:21 2008 +0000

Make style a big more IE friendly.

commit ad660a1bb01b46baac328e9fee439b35a60c232
Author: belyi <devnull@localhost>
Date: Wed Apr 2 11:58:32 2008 +0000

Make GPGME documentation a bit more web friendly on the index.html page.

commit 4f57c0cceb049d4442e7732e2d1d05dabfd2a21d
Author: belyi <devnull@localhost>
Date: Wed Apr 2 06:12:57 2008 +0000

Add missing core.set_locale() to set default locale for contexts.

commit acf7ead3dea8590cf9fe86b67bb125837ad6ed4f
Author: belyi <devnull@localhost>
Date: Wed Apr 2 05:50:24 2008 +0000

Avoid leaks caused by keys.
Add set/get methods for engine info.
commit df4a2fb518adb6420d95ce74af212c87abff7e7
Author: belyi <devnull@localhost>
Date: Wed Apr 2 04:04:41 2008 +0000

Update index.html to reflect new versions on the web.

pyme-web/Makefile | 3 ++--
pyme-web/doc/gpgme/index.html | 4 +---
pyme-web/index.html | 4 +++-
3 files changed, 5 insertions(+), 6 deletions(-)

commit bd3ffc9f9d98d6aafde6b869c8215fa468612d
Author: belyi <devnull@localhost>
Date: Wed Apr 2 04:01:04 2008 +0000

Update PyMe documentation to match 0.8.0 version of the package.

pyme-web/doc/pyme/index.html | 14 +++++----
pyme-web/doc/pyme/pyme.constants.keylist.mode.html | 1 +
pyme-web/doc/pyme/pyme.constants.protocol.html | 4 ++-
pyme-web/doc/pyme/pyme.constants.status.html | 9 ++++++
pyme-web/doc/pyme/pyme.core.html | 36 +++++++++++++++++++++---
pyme-web/doc/pyme/pyme.errors.html | 8 ++--
pyme-web/doc/pyme/pyme.html | 14 +++++--
pyme-web/doc/pyme/pyme.util.html | 17 +++++++-
pyme-web/doc/pyme/pyme.version.html | 14 +++++
9 files changed, 82 insertions(+), 35 deletions(-)

commit 6973a69a317608a0d0661590d701f4e3f3a21b32
Author: belyi <devnull@localhost>
Date: Wed Apr 2 02:35:24 2008 +0000

Have a fix for Contents being put onto 'Function and Data Index' page.

pyme-web/doc/gpgme/Concept-Index.html | 2 +-
pyme-web/doc/gpgme/Function-and-Data-Index.html | 153 +----------------------
pyme-web/doc/gpgme/index.html | 154 +-------------------------------
3 files changed, 155 insertions(+), 154 deletions(-)

commit 086315964cbe2abad1187f306dcb9c72ac325f73
Author: belyi <devnull@localhost>
Date: Wed Apr 2 01:00:29 2008 +0000

Update GPGME documentation. It's for v1.1.6 now.

pyme-web/doc/gpgme/ASCII-Armor.html | 57 ++
pyme-web/doc/gpgme/Advanced-Key-Editing.html | 98 +++
pyme-web/doc/gpgme/Algorithms.html | 47 ++
<table>
<thead>
<tr>
<th>File Name</th>
<th>Line Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>pyme-web/doc/gpgme/Key-Listing-Mode.html</td>
<td>99 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Key-Management.html</td>
<td>260 ++++++++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Key-Signatures.html</td>
<td>130 +++</td>
</tr>
<tr>
<td>../../doc/gpgme/Largefile-Support_0028LFS_0029.html</td>
<td>110 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Library-Copying.html</td>
<td>542 +++++++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Library-Version-Check.html</td>
<td>97 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Listing-Keys.html</td>
<td>204 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Listing-Trust-Items.html</td>
<td>88 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Locale.html</td>
<td>69 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Manipulating-Data-Buffers.html</td>
<td>45 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Manipulating-Keys.html</td>
<td>63 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Manipulating-Trust-Items.html</td>
<td>62 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Memory-Based-Data-Buffers.html</td>
<td>107 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Multi-Threading.html</td>
<td>93 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/OpenPGP.html</td>
<td>44 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Overview.html</td>
<td>57 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Passphrase-Callback.html</td>
<td>101 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Preparation.html</td>
<td>54 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Progress-Meter-Callback.html</td>
<td>80 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Protocol-Selection.html</td>
<td>60 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Protocols-and-Engines.html</td>
<td>82 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Public-Key-Algorithms.html</td>
<td>74 +++</td>
</tr>
<tr>
<td>../../doc/gpgme/Registering-1_002fO-Callbacks.html</td>
<td>81 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Run-Control.html</td>
<td>53 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Selecting-Signers.html</td>
<td>64 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Sign.html</td>
<td>50 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Signal-Handling.html</td>
<td>61 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Signature-Notation-Data.html</td>
<td>85 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Text-Mode.html</td>
<td>63 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Trust-Item-Management.html</td>
<td>68 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Using-Automake.html</td>
<td>74 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Using-External-Event-Loops.html</td>
<td>74 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Using-Libtool.html</td>
<td>44 ++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Verify.html</td>
<td>492 ++++++++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/Waiting-For-Completion.html</td>
<td>77 +++</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme.html</td>
<td>251 --------</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_1.html</td>
<td>76 ---</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_10.html</td>
<td>61 --</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_11.html</td>
<td>130 ----</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_12.html</td>
<td>82 ---</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_13.html</td>
<td>130 ----</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_14.html</td>
<td>108 ----</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_15.html</td>
<td>69 ---</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_16.html</td>
<td>169 ------</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_17.html</td>
<td>63 --</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_18.html</td>
<td>63 --</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_19.html</td>
<td>66 --</td>
</tr>
<tr>
<td>pyme-web/doc/gpgme/gpgme_2.html</td>
<td>79 --</td>
</tr>
</tbody>
</table>
pyme-web/doc/gpgme/gpgme_64.html | 95 ---
pyme-web/doc/gpgme/gpgme_65.html | 233 ------
pyme-web/doc/gpgme/gpgme_66.html | 65 --
pyme-web/doc/gpgme/gpgme_67.html | 220 ------
pyme-web/doc/gpgme/gpgme_68.html | 75 ---
pyme-web/doc/gpgme/gpgme_69.html | 119 ----
pyme-web/doc/gpgme/gpgme_7.html | 123 ----
pyme-web/doc/gpgme/gpgme_70.html | 107 ----
pyme-web/doc/gpgme/gpgme_71.html | 218 ------
pyme-web/doc/gpgme/gpgme_72.html | 134 ----
pyme-web/doc/gpgme/gpgme_73.html | 299 ----------
pyme-web/doc/gpgme/gpgme_74.html | 103 ----
pyme-web/doc/gpgme/gpgme_75.html | 104 ----
pyme-web/doc/gpgme/gpgme_76.html | 118 ----
pyme-web/doc/gpgme/gpgme_77.html | 95 ---
pyme-web/doc/gpgme/gpgme_78.html | 71 ---
pyme-web/doc/gpgme/gpgme_79.html | 686 ----------------
pyme-web/doc/gpgme/gpgme_8.html | 155 -----  
pyme-web/doc/gpgme/gpgme_80.html | 120 ----
pyme-web/doc/gpgme/gpgme_81.html | 278 --------
pyme-web/doc/gpgme/gpgme_82.html | 272 --------
pyme-web/doc/gpgme/gpgme_83.html | 180 ------
pyme-web/doc/gpgme/gpgme_84.html | 99 ---
pyme-web/doc/gpgme/gpgme_9.html | 104 ----
pyme-web/doc/gpgme/gpgme_abt.html | 206 -------
pyme-web/doc/gpgme/gpgme_fot.html | 53 --
pyme-web/doc/gpgme/gpgme_ovr.html | 68 --
pyme-web/doc/gpgme/gpgme_toc.html | 247 -------
pyme-web/doc/gpgme/index.html | 497 ++++++++-------

176 files changed, 9054 insertions(+), 13378 deletions(-)

commit 163c1053dc761682f5a4231da163bd0ff7162d7
Author: belyi <devnull@localhost>
Date: Tue Apr 1 21:14:29 2008 +0000

Update Home page to be a bit more visitor friendly.

pyme-web/Makefile | 2 +- 
pyme-web/default.css | 27 ++++++++++++++++++++
pyme-web/index.html | 70 +++++++++++++++++++++++++++++++++++----------------

3 files changed, 75 insertions(+), 24 deletions(-)

commit 05db2d17d8fda0ab8c948bbdc0643dfc1466830d
Author: belyi <devnull@localhost>
Date: Sun Mar 30 21:27:38 2008 +0000

Add a rule to build binary distribution for Windows.
Switch to using central location for python files (pycentral)
Update docs rule to fix location of the python source files.

commit 57acb1089f58c24323ee62fc0a7f492a496b9c0
Author: belyi <devnull@localhost>
Date:   Sat Mar 29 22:50:11 2008 +0000

  Switch to using central location for python files (pycentral)
  Update docs rule to fix location of the python source files.

commit 2b56fd10517cfbcffa4b98d8ea42f40f0d38a9
Author: belyi <devnull@localhost>
Date:   Sun Mar 23 02:01:12 2008 +0000

  Turn SWIG's autodoc feature on. Ignore 'next' in the types which are lists now.
  Use new style for class declarations. Specify None as a default value for
  core.check_version() method. Update version.py for 0.8.0 version.

commit df5e25d7ee4dc0aa0d429f9d009322dd8ac33bb8
Author: belyi <devnull@localhost>
Date:   Thu Mar 20 19:07:00 2008 +0000

  Improve matching for DEPRECATED typedefs
Update API to use list when types containing 'next' field are return.
Update examples accordingly
Add verifydetails.py example
Start adding bullets for 0.8.0 version.

Change references to source files so that they point to the WebCVS browse location.
Add `core.check_version(None)` to all examples since this function is used by Gpgme to do internal initialization. Update debian/rules to use `dh_pysupport` instead of deprecated `dh_python`.

Change name of internal package name from 'gpgme' to 'pygpgme' to avoid conflict with gpgme.dll on Windows.
Fix build with SWIG 1.3.28.
Change version to 0.7.1 in a preparation for new release.
Put all constants into pyme.constants package to avoid stepping on python reserved words.
Add build rules for Mingw32 and Cygwin on Windows. Rules for Mingw under Debian are still to come.
Fixed a small bug in pygpa.py example.

Imported changes provided by Joost van Baal:
Use dh_python in debian/rules and change the Section pyme belongs to from 'libs' to 'python'.

Slightly updated INSTALL file.
Update pyme documentation to remove dead links to pyme.gpgme.html and pyme.gpgme.html.
Added reference to the installed GPGME and PyMe documentation to the head web page.
Updated Makefile to install all *.html files and to clean *~ files in all subdirectories

```
pyme-web/Makefile                     | 10 +++++++-
pyme-web/doc/pyme/index.html         |  8 +++--
pyme-web/doc/pyme/pyme.callbacks.html |  8 --------
pyme-web/doc/pyme/pyme.core.html      |  1 -
pyme-web/doc/pyme/pyme.errors.html    |  8 --------
pyme-web/doc/pyme/pyme.html           |  8 +++--
pyme-web/doc/pyme/pyme.util.html      |  8 --------
pyme-web/index.html                   |  9 ++++++--
8 files changed, 19 insertions(+), 41 deletions(-)
```

commit 6aa34ccce4ea0099e50b4936dfee59778157b8ca8
Author: belyi <devnull@localhost>
Date:   Wed Jun 8 15:18:20 2005 +0000

Added pyme and gpgme documentation.

```
pyme-web/doc/gpgme/gpgme.html                      | 251 ++++++++
pyme-web/doc/gpgme/gpgme_1.html                   |  76 +++
pyme-web/doc/gpgme/gpgme_10.html                  |  61 ++
pyme-web/doc/gpgme/gpgme_11.html                  | 130 ++++
pyme-web/doc/gpgme/gpgme_12.html                  |  83 ++
pyme-web/doc/gpgme/gpgme_13.html                  | 130 ++++
pyme-web/doc/gpgme/gpgme_14.html                  | 108 ++++
pyme-web/doc/gpgme/gpgme_15.html                  |  69 +++
pyme-web/doc/gpgme/gpgme_16.html                  | 169 ++++++
pyme-web/doc/gpgme/gpgme_17.html                  |  63 ++
pyme-web/doc/gpgme/gpgme_18.html                  |  63 ++
pyme-web/doc/gpgme/gpgme_19.html                  |  66 ++
pyme-web/doc/gpgme/gpgme_2.html                   |  79 +++
pyme-web/doc/gpgme/gpgme_20.html                  | 120 ++++
pyme-web/doc/gpgme/gpgme_21.html                  | 102 +++
pyme-web/doc/gpgme/gpgme_22.html                  | 108 ++++
pyme-web/doc/gpgme/gpgme_23.html                  | 237 +++++++
pyme-web/doc/gpgme/gpgme_24.html                  | 154 +++++
pyme-web/doc/gpgme/gpgme_25.html                  | 248 +++++++
pyme-web/doc/gpgme/gpgme_26.html                  | 107 +++
pyme-web/doc/gpgme/gpgme_27.html                  |  80 +++
```

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 9488
Added INSTALL file.

pyme/INSTALL | 10 ++++++++++
1 file changed, 10 insertions(+)

commit d6892ff0c3cedf41dha4e25ab8608e7f2bc039c
Author: belyi <devnull@localhost>
Date:   Tue May 17 16:49:28 2005 +0000

Update copyright note on simple.py

pyme/examples/simple.py | 4 ++--
1 file changed, 2 insertions(+), 2 deletions(-)

commit c2cd9cdf5995843aad7b200b929db2969effe9d2
Author: belyi <devnull@localhost>
Date:   Tue May 17 15:03:58 2005 +0000

Update simple.py to catch errors.

pyme/examples/simple.py | 17 +++++++++++------
1 file changed, 11 insertions(+), 6 deletions(-)

commit eaedae7c6a0ea993caab067efe781a59b6769c44
Author: belyi <devnull@localhost>
Date:   Tue May 17 01:18:23 2005 +0000

Added 'PYTHON = python' into Makefile for bug #1199122

pyme/Makefile | 1 +
pyme/examples/signverify.py | 1 +
2 files changed, 2 insertions(+)

commit 56fd244bb2636a4d58629899ea3cde1d96428198
Author: belyi <devnull@localhost>
Date:   Wed Apr 27 21:37:06 2005 +0000

Added pygpa example.

pyme/debian/changelog | 3 +
pyme/examples/pygpa.glade | 5546 +++++++++++++++++++++++++++++++++++++++++++++
pyme/examples/pygpa.py | 1459 +++++++++++++
3 files changed, 7007 insertions(+), 1 deletion(-)

commit 2d9a2a91a59ac3fee5410c953b7e0859e9e7cd35
Author: belyi <devnull@localhost>
Date: Thu Apr 21 15:17:51 2005 +0000

Change version to 0.7.0 due to the change in license.

pyme/debian/changelog | 2 +-  
pyme/pyme/version.py  | 2 +-  
2 files changed, 2 insertions(+), 2 deletions(-)

commit 94e34e38d742f145385bd235825b6ba1e30d8339
Author: belyi <devnull@localhost>
Date: Thu Apr 21 03:53:12 2005 +0000

Changed license on PyMe from GPL to LGPL.
PyMe examples keep GPL license.

commit 0d8aa0f6335cb1506a37085095ed45173b099a02
Author: belyi <devnull@localhost>
Date: Tue Apr 19 01:46:06 2005 +0000

Added __hash__ and __eq__ methods to GpgmeWrapper to allow both Context()
and Data() to be used as a dictionary key.
Changed core.wait() function to always return a tuple. On timeout now it returns (0, None) instead of just None. Plus, return context is now a Context() object instead of a wrapper return by underlying gpgme.

pyme/helpers.c   |  1 -
pyme/pyme/core.py | 25 ++++++++++++++++++++++-
pyme/pyme/util.py |  9 +++++++
3 files changed, 24 insertions(+), 11 deletions(-)

commit 63ff6d10637be1debd78c939ac1ef1ac30b1024
Author: belyi <devnull@localhost>
Date:   Wed Apr 6 04:58:40 2005 +0000

Made hook parameter optional in passphrase_cb and progress_cb.
Allowed None for callbacks to unset ones set previously.
Removed cleanup of exception in callbacks - now just retrieve the error code.
Added prev_bad parameter in passphrase_cb since it can be used in change password protocols.
Updated examples to follow new sets of arguments in callbacks
Updated op_edit to check if passed key is None (otherwise gpgme dumps core)
God rid of annoying warning "function declaration isn't a prototype" in helpers.c and helpers.h by changing from () to (void) list of arguments.

pyme/debian/changelog   | 10 +++++---
pyme/examples/signverify.py |  2 +-
pyme/examples/t-edit.py  |  2 +-
pyme/gpgme.i          | 18 ++++++++++++++------
pyme/helpers.c        | 60 +++++++++++++++++++++++++++++++++++++++++++++------
pyme/helpers.h        |  4 +--
pyme/pyme/callbacks.py |  6 +++-
pyme/pyme/core.py     | 47 +++++++++++++++++++++--------------
pyme/pyme/errors.py   |  2 +- 9 files changed, 96 insertions(+), 55 deletions(-)

commit 8f0ab8138c7aa190936376cbbf33bb09c64d6f1
Author: belyi <devnull@localhost>
Date:   Thu Mar 31 23:50:59 2005 +0000

Added exception handling in passphrase_cb and edit_cb. If GPGMEError exception is thrown in those callbacks it will be converted into its core representation and return as an error code to the caller.
On all other exceptions error code will be GPG_ERR_GENERAL.
Remove workaround from Context.wait() method since the bug report and
patch fixing gpgme_wait's behavior is sent to GPMGE developers already.
Added errorcheck into op_edit() so that it can report an error.

Updated version number to 0.6.2 in version.py
Added examples/*.glade files into documentation package.

Updated debian/changelog regarding PyGtkGpgKeys example and a fix in errors.

Added handling of right mouse button click.
Changed reporting a string instead of a number on key generation failure.
Added another column indicating if a key has a secret part.
Automated generation of the View menu from the view field of the KeyColumn class.

```
pyme/examples/PyGtkGpgKeys.glade | 93 +++++++++++++++++++++++-
pyme/examples/PyGtkGpgKeys.py  | 74 +++++++++++++++++++++++-
2 files changed, 44 insertions(+), 123 deletions(-)
```

commit b54e83a7a7a5785502f3c7e8b95f15e23b40e65a
Author: belyi <devnull@localhost>
Date:   Sat Mar 26 16:45:13 2005 +0000

Small change to the way gtk.TreeModel object is used.

```
pyme/examples/PyGtkGpgKeys.py  | 21 ++++++++++------
1 file changed, 10 insertions(+), 11 deletions(-)
```

commit 7078db75cef4c1fd70cf03e37172bdb4f933f1d1b
Author: belyi <devnull@localhost>
Date:   Fri Mar 25 23:33:06 2005 +0000

Use more comprehensible error reporting since gpgme_strerror_r returns None all the time.

```
pyme/pyme/errors.py  | 6 +++---
1 file changed, 3 insertions(+), 3 deletions(-)
```

commit 151213f4344d9984975721440af07de09e3df61c
Author: belyi <devnull@localhost>
Date:   Fri Mar 25 04:30:17 2005 +0000

Improved PyGtkGpgKeys example to manage owner_trust on keys.
Added another example inter-edit.py which is just a helper to write scripts for Context.op_edit() command.

```
pyme/examples/PyGtkGpgKeys.glade | 78 +++++++++++++++++++++++++++++++++++++
pyme/examples/PyGtkGpgKeys.py  | 68 +++++++++++++++++++++--------
pyme/examples/inter-edit.py     | 54 ++++++++++++++++++++++
pyme/examples/t-edit.py         | 18 ++++++++++
4 files changed, 212 insertions(+), 6 deletions(-)
```

commit fc7235af217bcee5231ce7fd7f234712d5ad3b0
Author: belyi <devnull@localhost>
Date:   Fri Mar 25 00:30:39 2005 +0000

Updated PyGtkGpgKeys example to include import, export and reload functionality. Also added ability to remove number of keys simultaneously.
Rearranged how KeyColumn is used to avoid unnecessary sorts and duplication of information in different parts of the code.

pyme/examples/PyGtkGpgKeys.glade | 86 ++++++++++
pyme/examples/PyGtkGpgKeys.py | 332 ++++++++++++++++++++++++++++++++++++++---
2 files changed, 325 insertions(+), 93 deletions(-)

commit 9f65749cb1b7cab562e19c03f4371d5f7d94912
Author: belyi <devnull@localhost>
Date:   Thu Mar 24 05:51:03 2005 +0000

Added example of PyGTK+ and PyMe integration.
For now it does only simple things - listing, deleting, and generating keys.

pyme/examples/PyGtkGpgKeys.glade | 1321 ++++++++++++++++++++++++++++++++++++++
pyme/examples/PyGtkGpgKeys.gladep | 8 +
pyme/examples/PyGtkGpgKeys.py | 424 +++++++++++
3 files changed, 1753 insertions(+)

commit 59e23f32c3b46413c9ec09e23e1a385a110fb103
Author: belyi <devnull@localhost>
Date:   Thu Mar 24 05:44:58 2005 +0000

Added wait method Context class which handles asynchronous calls a little bit better than the one generated by SWIG.

pyme/debian/changelog | 7 ++++++
pyme/gpgme.i | 1 +
pyme/pyme/core.py | 40 ++++++++++++++++++++++++++++++++++++++++---
3 files changed, 48 insertions(+)

commit 4c1b5259e4985df2cb0a0ae4fc09f12cd94603a75
Author: belyi <devnull@localhost>
Date:   Tue Mar 22 18:29:31 2005 +0000

Added correct handling of Context.op_edit() method.
Added example/t-edit.py showing usage for this method.
Output of this example should match output of the tests/gpg/t-edit from the GPGME test suite.
Remove unused static function from helpers.c

pyme/examples/t-edit.py | 38 ++++++++++++++++++++++++++++++++++++++++---
pyme/gpgme.i | 36 ++++++++++++++++++++++++++++++++++++++++---
pyme/helpers.c | 36 ----------------------------
pyme/pyme/core.py | 5 ++++
4 files changed, 78 insertions(+), 37 deletions(-)

commit dc587e215283b7ef2dd594f86a7b2945f74f5155
Update changelog to include note about deprecated function in 0.6.1 release

commit 86de4b3ad777f980ccf7ba3462c85bbe1787d1fd
Author: belyi <devnull@localhost>
Date:   Sat Mar 19 01:40:07 2005 +0000

Remove deprecated functions from helpers.[ch]
Use gpgme-h-clean.py to remove deprecated functions and typedefs from
the GPGME header file. This will reduce the number of unused methods.

commit 2483efcbd0d73c628c4d7717928a766c3b58f0aa
Author: belyi <devnull@localhost>
Date:   Fri Mar 18 22:15:52 2005 +0000

Update copyright and author values in pyme/version.py
Create rules to build distribution files - one full and one without
debian bits.

commit 168593285380f5a7805f3dd08657d429a72d3621
Author: belyi <devnull@localhost>
Date:   Fri Mar 18 19:09:33 2005 +0000

Added package building for python2.4

Updated copyright notes to include myself and avoid confusion who's the
maintainer. In John's own words: "I'd prefer to just step out of the picture".
Jonh's copyright notice left intact.
Remove the note about gpgme.i to be generated - it's been the primary source for some time.

pyme/gpgme.i | 6 ------
1 file changed, 6 deletions(-)

commit 9d449fa4889c6bda6d14583c0625b8d5c4ffe759
Author: belyi <devnull@localhost>
Date:   Fri May 7 18:31:22 2004 +0000

    Added my copyright in genkey.py since there's enough changes made.
    Updated signverify to use only keys generated by genkey.py, to check
    that keys added to singers are able to sign and to check that the
    list of signers is not empty. The last check is necessary to prevent
    signing with the key of the user running signverify.py script.
    Added delkey.py script to delete keys generated by genkey.py
    Added exportimport.py example for key export/import.
commit df98c8d28245ad2c14b0ab50fc8f8932853bec8b
Author: belyi <devnull@localhost>
Date:   Tue May 4 17:34:15 2004 +0000

Added examples/signverify.py for unattended sing/verify.
Updated examples/genkey.py to work correctly.
Updated gpgme.i to allow None as a value for gpgme_data_t

commit ba45931abf530ab98ead46d7233f1b62b629a18
Author: belyi <devnull@localhost>
Date:   Thu Apr 8 16:15:09 2004 +0000

Ensure that we support only python2.2 and up. :-)
Use generators in core.Context class which makes pyme.aux obsolete
Remove importing future nested_scopes since they are standard starting
with python2.2

commit 4e9be5a55ecff4da7ad5c192cc892edd69586
Author: belyi <devnull@localhost>
Date:   Sun Mar 21 03:53:30 2004 +0000

Small change to index.html
Added clean: rule to the Makefile

commit 2efb95176f4edf56ed61e9ac0c3aa09c56534df0
Added Makefile rules for pyme module installation.

pyme/Makefile | 5 ++++-
1 file changed, 4 insertions(+), 1 deletion(-)

commit 2b83d5d8b513029cc3e54f2fa502ccc85618104b
Author: belyi <devnull@localhost>
Date: Sun Mar 21 02:29:54 2004 +0000

Decorative change.

pyme/pyme/aux.py | 2 +- 
1 file changed, 1 insertion(+), 1 deletion(-)

commit e3478015d763a036c1d806ae01433f9e59712204
Author: belyi <devnull@localhost>
Date: Sun Mar 21 02:25:55 2004 +0000

Added RCS Id: tags

pyme/Makefile                | 1 + 
pyme/examples/encrypt-to-all.py | 3 ++-
pyme/examples/genkey.py      | 3 ++-
pyme/examples/sign.py        | 3 ++-
pyme/examples/simple.py      | 3 ++-
pyme/gpgme.i                | 1 + 
pyme/helpers.c              | 1 + 
pyme/helpers.h              | 1 + 
pyme/pyme/__init__.py       | 1 + 
pyme/pyme/aux.py            | 1 + 
pyme/pyme/callbacks.py      | 1 + 
pyme/pyme/constants/__init__.py | 2 ++ 
pyme/pyme/constants/data/__init__.py | 2 ++ 
pyme/pyme/constants/data/encoding.py | 1 + 
pyme/pyme/constants/event.py  | 1 + 
pyme/pyme/constants/import.py | 1 + 
pyme/pyme/constants/keylist/__init__.py | 2 ++ 
pyme/pyme/constants/keylist/mode.py | 1 + 
pyme/pyme/constants/md.py    | 1 + 
pyme/pyme/constants/pk.py    | 1 + 
pyme/pyme/constants/protocol.py | 1 + 
pyme/pyme/constants/sig/__init__.py | 2 ++ 
pyme/pyme/constants/sig/mode.py | 1 + 
pyme/pyme/constants/sigsum.py | 1 + 
pyme/pyme/constants/status.py | 1 + 

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30 files changed, 39 insertions(+), 4 deletions(-)

commit b3b3712645332c5bc3e8d9d557aab21d48ff0f86
Author: belyi <devnull@localhost>
Date:   Sun Mar 21 02:07:36 2004 +0000

    Added Id: RCS tags to all files.

commit 6aea2426beaa8c43e6f2310a37a2737c0c3a1b5
Author: belyi <devnull@localhost>
Date:   Sun Mar 21 01:50:55 2004 +0000

    Update example on the init pyme.html page to match simple.py example.
    Fix core.py to use getcode() instead of getvalue() method of the exception.

commit dee337455ffd624d3f83e1c159c4bb2cefc692c9
Author: belyi <devnull@localhost>
Date:   Sat Mar 20 20:32:29 2004 +0000

    Added Makefile to simplify publishing web files.

commit af7129bbaa8260697d85c2ddb434562e8a80b62d8
Author: belyi <devnull@localhost>
Date:   Sat Mar 20 20:15:53 2004 +0000

    Added minimum of formatting and SF icon.
Date: Sat Mar 20 18:30:09 2004 +0000

Initial revision

pyme-web/index.html | 33 ++++++++++++++++++++++++++++++++++
1 file changed, 33 insertions(+)

commit 1c51644b3d0b6611422d971758e35f303d2ad5df
Author: belyi <devnull@localhost>
Date: Sat Mar 20 05:10:46 2004 +0000

Update examples and package information on the initial pyme doc page.

pyme/pyme/__init__.py | 27 +++++++++++++++++++++++-
1 file changed, 12 insertions(+), 15 deletions(-)

commit b2d31b0bfbfddf5247d6db4e3c95140cc1b1f19
Author: belyi <devnull@localhost>
Date: Sat Mar 20 04:47:42 2004 +0000

Deleted unnecessary files.
Updated debian/control to remove dependency on python-xml package since there's none now.
Move example files from 'doc' into separate control file.
Update debian/rules to build documentation from *.py files and to exclude CVS directories from the installation.

pyme/Makefile | 26 ++----
pyme/debian/control | 8 ++--
pyme/debian/docs | 1 -
pyme/debian/ex.package.doc-base | 22 ------
pyme/debian/examples | 1 +
pyme/debian/manpage.1.ex | 60 ************
pyme/debian/manpage.sgml.ex | 152 ----------------------------------------
pyme/debian/rules | 12 ++--
8 files changed, 15 insertions(+), 267 deletions(-)

commit 1b517dd9b82a433499b4696b06d94d756cd36e53
Author: belyi <devnull@localhost>
Date: Sat Mar 20 02:59:15 2004 +0000

Remove doc/gpgme directory containing GPGME documentation since this belongs to a different project. Need to add reference in our documentation.

pyme/doc/gpgme/fdl.texi | 402 ------
pyme/doc/gpgme/gpgme.texi | 3372 -------------------------------
pyme/doc/gpgme/gpl.texi | 397 -----
pyme/doc/gpgme/version.texi | 4 -
4 files changed, 4175 deletions(-)

commit 95d7d171da115af0fedfe2a4a7e5acc8aa408f673
Author: belyi <devnull@localhost>
Date:   Sat Mar 20 02:45:03 2004 +0000

Change debian/rules to generate files by swig during build and to cleanup those files on 'clean' rule.
Plus, leave generated gpgme_wrap.c in the root directory instead of moving it into subdirectory 'generated'.

| pyme/Makefile     | 8 +++----- |
pyme/debian/rules | 3 ++-      |
pyme/setup.py     | 2 +        |
3 files changed, 6 insertions(+), 7 deletions(-)

commit 545b3d90d445c5c78e8d72b2c1780863e02c789a
Author: belyi <devnull@localhost>
Date:   Sat Mar 20 02:18:01 2004 +0000

Initial revision

| pyme/COPYING          | 340 ++++  |
pyme/ChangeLog         | 802 ++++++|
pyme/Makefile          | 79 +      |
pyme/debian/README.Debian | 6 +      |
pyme/debian/changelog  | 19 +      |
pyme/debian/control    | 68 +      |
pyme/debian/copyright  | 27 +      |
pyme/debian/dirs       | 2 +       |
pyme/debian/docs       | 2 +       |
pyme/debian/ex.package.doc-base | 22 + |
pyme/debian/manpage.1.ex | 60 +     |
pyme/debian/manpage.sgml.ex | 152 ++   |
pyme/debian/postinst.ex | 48 +      |
pyme/debian/postrm.ex  | 38 +      |
pyme/debian/preinst.ex | 44 +      |
pyme/debian/prerm.ex   | 39 +      |
pyme/debian/rules      | 130 ++     |
pyme/debian/setup.cfg-2.2 | 8 +      |
pyme/debian/setup.cfg-2.3 | 8 +      |
pyme/doc/gpgme/fctl.texi | 402 +++   |
pyme/doc/gpgme/gpgme.texi | 3372 ++++++++ |
pyme/doc/gpgme/gpl.texi | 397 +++    |
pyme/doc/gpgme/version.texi | 4 +       |
pyme/examples/encrypt-to-all.py | 63 +     |
pyme/examples/genkey.py | 55 +       |
pyme/examples/sign.py  | 28 +       |
53 files changed, 7642 insertions(+)

commit a3d5a442dc713b6c4d6fc4134db5b47e379dc41d
Author: root <devnull@localhost>
Date: Fri Mar 19 14:12:30 2004 +0000

initial checkin

CVSROOT/checkoutlist | 13 ++++++++++++++
CVSROOT/commitinfo   | 15 ++++++++++++++
CVSROOT/config       | 21 ++++++++++++++++++++
CVSROOT/cvswrappers  | 19 ++++++++++++++++++++
CVSROOT/editinfo     | 21 ++++++++++++++++++++
CVSROOT/loginfo      | 26 ++++++++++++++++++++
CVSROOT/modules      | 26 ++++++++++++++++++++
CVSROOT/notify       | 12 +++++++++++
CVSROOT/rcsinfo      | 13 +++++++++++
CVSROOT/taginfo      | 20 ++++++++++++++++++++
CVSROOT/verifmsg     | 21 ++++++++++++++++++++
11 files changed, 207 insertions(+)

---

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Overview

* In the beginning::
* Keeping the flame alive::
* Passing the torch::
* Coming full circle::

Relics of the past

* The Annoyances of Git::
* The Perils of PyPI::

The Perils of PyPI

* GPG 180 - Python bindings for GPGME GnuPG cryptography library::
* PyME 090 - Python support for GPGME GnuPG cryptography library::

@end detailmenu
@end menu
The GPGME Python bindings passed through many hands and numerous phases before, after a fifteen year journey, coming full circle to return to the source. This is a short explanation of that journey.

* In the beginning::
* Keeping the flame alive::
* Passing the torch::
* Coming full circle::

In 2002 John Goerzen released PyME; Python bindings for the GPGME module which utilised the current release of Python of the time and SWIG. In all likelihood this would have been Python 2.2 or possibly Python 2.3. Shortly after creating it and ensuring it worked he stopped supporting it, though he left his work available on his Gopher site.

A couple of years later the project was picked up by Igor Belyi and actively developed and maintained by him from 2004 to 2008. Igor's whereabouts at the time of this document's creation are unknown, but the current authors do hope he is well. We're assuming (or hoping) that life did what life does and made continuing untenable.
In 2014 Martin Albrecht wanted to patch a bug in the PyME code and discovered the absence of Igor. Following a discussion on the PyME mailing list he became the new maintainer for PyME, releasing version 0.9.0 in May of that year. He remains the maintainer of the original PyME release in Python 2.6 and 2.7 (available via PyPI).

In 2015 Ben McGinnes approached Martin about a Python 3 version, while investigating how complex a task this would be the task ended up being completed. A subsequent discussion with Werner Koch led to the decision to fold the Python 3 port back into the original GPGME release in the languages subdirectory for non-C bindings under the module name of `pyme3`.

In 2016 this PyME module was integrated back into the GPGME project by Justus Winter. During the course of this work Justus adjusted the port to restore limited support for Python 2, but not as many minor point releases as the original PyME package supports. During the course of this integration the package was renamed to more accurately reflect its status as a component of GPGME. The `pyme3` module was renamed to `gpg` and adopted by the upstream GnuPG team.

In 2017 Justus departed G10code and the GnuPG team. Following this Ben returned to maintain of gpgme Python bindings and continue building them from that point.

There are a few things, in addition to code specific factors, such as SWIG itself, which are worth noting here.

As anyone who has ever worked with git knows, submodules are horrible way to deal with pretty much anything. In the interests
of avoiding migraines, that was skipped with addition of the PyME code to GPGME.

Instead the files were added to a subdirectory of the @samp{lang/}
directory, along with a copy of the entire git log up to that point
as a separate file within the @samp{lang/python/docs/} directory. @footnote{The entire PyME git log and other preceding VCS logs are
located in the @samp{gpgme/lang/python/docs/old-commits.log} file.}
As the log for PyME is nearly 100KB and the log for GPGME is
approximately 1MB, this would cause considerable bloat, as well as
some confusion, should the two be merged.

Hence the unfortunate, but necessary, step to simply move the
files. A regular repository version has been maintained should it
be possible to implement this better in the future.

@node The Perils of PyPI
@section The Perils of PyPI

The early port of the Python 2 @samp{pyme} module as @samp{pyme3} was never
added to PyPI while the focus remained on development and testing
during 2015 and early 2016. Later in 2016, however, when Justus
completed his major integration work and subsequently renamed the
module from @samp{pyme3} to @samp{gpg}, some prior releases were also
provided through PyPI.

Since these bindings require a matching release of the GPGME
libraries in order to function, it was determined that there was
little benefit in also providing a copy through PyPI since anyone
obtaining the GPGME source code would obtain the Python bindings
source code at the same time. Whereas there was the potential to
sew confusion amongst Python users installing the module from PyPI,
only to discover that without the relevant C files, header files or
SWIG compiled binaries, the Python module did them little good.

There are only two files on PyPI which might turn up in a search
for this module or a sample of its content:

@enumerate
@item
  gpg (1.8.0) - Python bindings for GPGME GnuPG cryptography library
@item
  pyme (0.9.0) - Python support for GPGME GnuPG cryptography library
@end enumerate

@menu
* GPG 180 - Python bindings for GPGME GnuPG cryptography library::
* PyME 090 - Python support for GPGME GnuPG cryptography library::
This is the most recent version to reach PyPI and is the version of the official Python bindings which shipped with GPGME 1.8.0. If you have GPGME 1.8.0 installed and only 1.8.0 installed, then it is probably safe to use this copy from PyPI.

As there have been a lot of changes since the release of GPGME 1.8.0, the GnuPG Project recommends not using this version of the module and instead installing the current version of GPGME along with the Python bindings included with that package.

This is the last release of the PyME bindings maintained by Martin Albrecht and is only compatible with Python 2, it will not work with Python 3. This is the version of the software from which the port from Python 2 to Python 3 code was made in 2015.

Users of the more recent Python bindings will recognise numerous points of similarity, but also significant differences. It is likely that the more recent official bindings will feel "more pythonic."

For those using Python 2, there is essentially no harm in using this module, but it may lack a number of more recent features added to GPGME.

* GPGME Python Bindings
  :PROPERTIES:
  :CUSTOM_ID: top
**Contents**

- [[file:short-history]][A Short History of the Project]
- [[file:what-is-new]][What's New]
- [[file:maintenance-mode]][Maintenance Mode] (from January, 2019)
- [[file:what-was-new]][What Was New]
- [[file:gpgme-python-howto]][GPGME Python Bindings HOWTO]

-----BEGIN PGP PUBLIC KEY BLOCK-----

mQENBFrsKEkBACDKw4Wt8j6M/88qD8PO6lSMCxH1cpwH8iK0uPaFFYjKjkXo7kWfPTAtrV+REEqf/o80dvYcdLvRsV21pvncZz/HXLUylQ18mC3XObkKokbdgrTTKA5XE
BZkNsqaMMJauT18H4hYkSg62t/TdO1cu/zWv/Lf+f7Xyn6+uA74ovXCJO1s0N2c
PSht9r8QrZPMfj2owgV373nDnp4gGVDGhxSZ0uuWxgZAYZyNa8SFc+c+3ZrQfY870
+O4j3Mz4p7yID13AwP4buQL8b/ccexeCQcpRJhLH9f7MdEcGxa136CrEkHdu+M
yJ392eMgD+dKNIrCtyTPhjZTxbvNELJBYlCFABEBAAG0EHRlc3RAZxhbbXbsZ5v
cmJaAVQEEwElAD4W1QTUFzW5Ejb9uIEEEJFojAWNe7/DBLQCWCWuoSQlhAwUJA8Jn
AAULCQgHAQgYVCgkIcWIFgDIAQLeAQIXgAKCRAjAWNe7/DBLb9k/b/wQ/Q6/60HGw
Fq07W9N01HWULyhHOkMmcHL6rfZ64oDqLxolPSas7WAMW1jN4qtWJ0mFzwO83V6
kaBe+wF6Kq1r6udfSBW9rPeF6/vZxPIot06uacIHg6dY5tInd4MYQWbVvY9ORn
GkYoiiJCBR0XdRJYCSx3Y34T4Wv/eXnZ37/WjmiTOJz35rjs+NuUS5DFafp2K7
0DevQeBsvjU7YxjWpN7zmPbvd99sSmC6Uy4hzyP84ORYMYn9n1QAR0g0dxN6U
uO9Rlp1oMzdMool/d1MICx2gh3jheuh7v7gUF4Kpwh0EUPEXQ7UO4I7E0YcDZ
1j8Ns5V7ZxEuQENBFrsKEkBACjdoEBhG/QpqZhH8yoD1xYRAWGyjDjkjGrsS6
yE+y2k5Fq0CXAkJd4AVxOnjpdwAfeXESNaq55egjzax+Tdj9Bv+tGVjVv0p
07bgAiXzAk6RHxtNqhpPnPQXvUzkpRgpHuL+Njy1g7l1TH6KQH4u5SI9vd+j/
8i9Ta2d7pZWUJaAaioBjyCfYUSGpbnMQyNYLSzgiNkFa4Daj0DId
3RqVgV31P3f4k+Sv+60tC/HX8XgMyMONTfOGBQx6jk8tvAphs/LAqrpNepnagyLY
UGKU+L8cB2g1PGPgp2biBFwQqbudzOyRBet/0yH/zirBdQjw1AABEAAGJATwEGAEI
ACYWQIQTUFzW5Ejb9uIEEEJFojAWNe7/DBLQCWCWuoSQlhAwUJA8JnAAAKCRAjAWNe
7/DBLb0pCACPp5hbuWuWnguHvqyu+tNujufiYzId3MffFxEk3CbxeHcJ5F32NDJ9
PYCnra4L8w+vnZt9gia8lfWfsoFSFQczh7KE86XcV3MhfdJTNb/+9CR7Jc3e/4ly
0N5ip7PNYMCyakAsxsNcJKrSaDuYe/OAoTXRbgRWE2uYt315em02Lkr+2CQ/k6h+vnONHGRunpl/OZJznUHfBuVMGHRj1PhW+y7acymC9PnU0GdViRdJe23nmtMSD
A+0/I7ESO9JswVjbyBmulZpU9jScoYjHYxpQLQrNgw4WHpZrdN69F09RrM7bM1
+UypbgPEr0iWMetyCTYs6uDLEuYQKMscDT
=QyY6

-----END PGP PUBLIC KEY BLOCK-----

\input texinfo  @c -.t- texinfo -.t-
@c %**start of header
@setfilename what-is-new.info
@settitle What's New in the GPGME Python Bindings and Documentation
What's New

* New in GPGME 1.13.0:

<table>
<thead>
<tr>
<th>Version</th>
<th>0.0.1</th>
</tr>
</thead>
<tbody>
<tr>
<td>GPGME Version</td>
<td>1.13.0</td>
</tr>
<tr>
<td>Author</td>
<td>Ben McGinnes <a href="mailto:ben@gnupg.org">ben@gnupg.org</a></td>
</tr>
<tr>
<td>Author GPG Key</td>
<td>DB4724E6FA4286C92B4E55C4321E4E2373590E5D</td>
</tr>
<tr>
<td>Language</td>
<td>Australian English, British English</td>
</tr>
<tr>
<td>xml:lang</td>
<td>en-AU, en-GB, en</td>
</tr>
</tbody>
</table>

--- The Detailed Node Listing ---
Last time the most obviously new thing was adding the *emph*{What's New} section to the HOWTO. Now it's moving it out of the HOWTO.

@menu
* New in GPGME 1130::
@end menu

@node New in GPGME 1130
@section New in GPGME 1130

Additions since GPGME 1.12.0 include:

@itemize
@item Moving the *emph*{What's New} section out of the basic @uref{gpgme-python-howto.org, HOWTO} document and into its own file so as to more readily include other documents beyond that HOWTO.
@item Moving the preceding, archival, segments into @uref{what-was-new.org, another file}.
@item Added @samp{gpg.version.versionintlist} to make it easier for Python developers to check for a specific version number, even with beta versions (it will drop the "-betaN" part).
@item Added expanded detail on issues pertaining to installing for Windows users.
@item Bindings enter @uref{maintenance-mode, maintenance mode} from January, 2019.
@item Added documentation on maintenance mode and what changes can be made to the code when in that status. Essentially that boils down to bug fixes only and no feature requests.
@item The import-keys-hkp.py example script, which uses the @samp{hkp4py} module to search the SKS servers for a key, has been tightened up to search for both hexadecimal key IDs and user ID strings with reduced chance of unnecessary repetition. There may still be some repetition if a key includes a user ID matching the hexadecimal value of a key ID.
@end itemize

@bye

Using gpgme.js

----------

At first, make sure that the environment you want to use gpgme.js in has access and permissions for nativeMessaging, and gpgme-json installed. For details, see the README.
The library itself is started via the \{link init\} method. This will test the nativeMessaging connection, and then resolve into an Object offering the top level API:

* [encrypt](\{link GpgME#encrypt\})
* [decrypt](\{link GpgME#decrypt\})
* [sign](\{link GpgME#sign\})
* [verify](\{link GpgME#verify\})
* [Keyring](\{link GPGME_Keyring\})

```javascript
gpgmejs.init()
  .then(function(GPGME) {
    // using GPGME
  }, function(error) {
    // error handling;
  })
```

All methods that require communication with nativeMessaging are asynchronous, using Promises. Rejections will be instances of \{link GPGME_Error\}.

An exception are Keys, which can be initialized in a 'sync' mode, allowing them to be cached and used synchronously until manually refreshed.

Keyring and Keys
----------------
The gnupg keys can be accessed via the [Keyring](\{link GPGME_Keyring\}).

The Keyring offers the methods for accessing information on all Keys known to gnupg.

**Due to security constraints, the javascript-binding currently only offers limited support for secret-Key interaction.**

The existence of secret Keys is not secret, and those secret Keys can be used for signing, but Operations that may expose, modify or delete secret Keys are not supported.

* [getKeysArmored](\{link GPGME_Keyring#getKeysArmored\})
* [getKeys](\{link GPGME_Keyring#getKeys\})
* [getDefaultKey](\{link GPGME_Keyring#getDefaultKey\})
* [generateKey](\{link GPGME_Keyring#generateKey\})
* [deleteKey](\{link GPGME_Keyring#deleteKey\})

For a list of the authors of the source code of GPGME, please see the file AUTHORS. The following people supported GPGME development in various ways (for example by finding bugs or giving advice), and we
want to thank them for their help. If we forgot you, please let us know.

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Alfons Hoogervorst      alfons@proteus.demon.nl
Daniel Mueller\lberndaniel@damm.de
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Frank Heckenbach       frank@g-n-u.de
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Johannes Poehlmann      jhp@caldera.de
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This file is part of GPGME-CL.

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under the terms of the GNU General Public License as published by
the Free Software Foundation; either version 2 of the License, or
(at your option) any later version.
:: GPGME-CL is distributed in the hope that it will be useful, but
:: WITHOUT ANY WARRANTY; without even the implied warranty of
:: MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
:: Lesser General Public License for more details.
::
:: You should have received a copy of the GNU General Public License
:: along with GPGME; if not, write to the Free Software Foundation,
:: Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

(in-package :gpgme)

(include "errno.h" "sys/types.h")

(constant (+ebadf+ "EBADF"))

(ctype off-t "off_t")
(ctype size-t "size_t")
(ctype ssize-t "ssize_t")

(cvar ("errno" *errno*) :int)
# This is a template. The dist target uses it to create the real file.
Summary: GPGME - GnuPG Made Easy
Name: gpgme
Version: 1.13.1
Release: 1
URL: https://gnupg.org/gpgme.html
Source: https://www.gnupg.org/ftp/gcrypt/gpgme/%{name}-%{version}.tar.gz
Group: Development/Libraries
Copyright: GPL
BuildRoot: %{_tmppath}/%{name}-%{version}
BuildRequires: make
Prereq: /sbin/ldconfig /sbin/install-info
Requires: gnupg

%description
GnuPG Made Easy (GPGME) is a library designed to make access to GnuPG easier
for applications. It provides a High-Level Crypto API for encryption,
decryption, signing, signature verification and key management.

%prep
%setup -q

%build
CFLAGS="SRPM_OPT_FLAGS"; export CFLAGS
./configure --prefix=/usr
make
%install
rm -fr $RPM_BUILD_ROOT
mkdir -p $RPM_BUILD_ROOT
make install prefix=$RPM_BUILD_ROOT/usr infodir=$RPM_BUILD_ROOT%{_infodir}
rm -f $RPM_BUILD_ROOT%{_infodir}/dir

%clean
rm -fr $RPM_BUILD_ROOT
make distclean

%post
/sbin/ldconfig
/sbin/install-info %(_infodir)/gpgme.info.gz %(_infodir)/dir
/sbin/install-info %(_infodir)/gpgme-python-howto.info.gz %(_infodir)/dir

%preun
if [ "$1" = 0 ]; then
/sbin/install-info --delete %(_infodir)/gpgme.info.gz %(_infodir)/dir
/sbin/install-info --delete %(_infodir)/gpgme-python-howto.info.gz %(_infodir)/dir
fi

%postun
/sbin/ldconfig

%files
%defattr(-,root,root)
%doc COPYING COPYING.LESSER AUTHORS README INSTALL NEWS ChangeLog TODO THANKS
%attr(0755,root,root) %(_bindir)/gpgme-config
%attr(0755,root,root) %(_libdir)/gpgme.so*
%attr(0755,root,root) %(_libdir)/gpgme.la
%attr(0644,root,root) %(_libdir)/gpgme.a
%include %(_includedir)/gpgme.h
%include %(_datadir)/aclocal/gpgme.m4
%include %(_infodir)/gpgme.info*
%include %(_infodir)/gpgme-python-howto.info*

%changelog
* Sat Aug 30 2003 Robert Schiele <rschiele@uni-mannheim.de>
- %infodir)/dir is not packaged, remove to prevent checking failure
* Mon Jul 01 2002 Wojciech Polak <polak@lodzi.pdi.net>
- initial specfile release for GPGME.

# EOF
# -*- mode: org -*-
#+TITLE: GNU Privacy Guard (GnuPG) Made Easy Python Bindings HOWTO (English)
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
* Introduction

This document provides basic instruction in how to use the GPGME Python bindings to programmatically leverage the GPGME library.

** Python 2 versus Python 3

Though the GPGME Python bindings themselves provide support for both Python 2 and 3, the focus is unequivocally on Python 3 and specifically from Python 3.4 and above. As a consequence all the examples and instructions in this guide use Python 3 code.

Much of it will work with Python 2, but much of it also deals with Python 3 byte literals, particularly when reading and writing data. Developers concentrating on Python 2.7, and possibly even 2.6, will need to make the appropriate modifications to support the older string and unicode types as opposed to bytes.

There are multiple reasons for concentrating on Python 3; some of which relate to the immediate integration of these bindings, some of which relate to longer term plans for both GPGME and the python bindings and some of which relate to the impending EOL period for Python 2.7. Essentially, though, there is little value in tying the bindings to a version of the language which is a dead end and the advantages offered by Python 3 over Python 2 make handling the data types with which GPGME deals considerably easier.
** Examples
:PROPERTIES:
:CUSTOM_ID: howto-python3-examples
:END:

All of the examples found in this document can be found as Python 3 scripts in the =lang/python/examples/howto= directory.

** Unofficial Drafts
:PROPERTIES:
:CUSTOM_ID: unofficial-drafts
:END:

In addition to shipping with each release of GPGME, there is a section on locations to read or download [#draft-editions][draft editions] of this document from at the end of it. These are unofficial versions produced in between major releases.

** What's New
:PROPERTIES:
:CUSTOM_ID: new-stuff
:END:


*** New in GPGME 1130
:PROPERTIES:
:CUSTOM_ID: new-stuff-1-13-0
:END:

See the [What's New] document for what is new in version 1.13.0.

*** New in GPGME 1120
:PROPERTIES:
:CUSTOM_ID: new-stuff-1-12-0
:END:

See the [What Was New] document for what was new in version 1.12.0.
Unlike many modern APIs with which programmers will be more familiar with these days, the GPGME API is a C API. The API is intended for use by C coders who would be able to access its features by including the \=gpgme.h= header file with their own C source code and then access its functions just as they would any other C headers.

This is a very effective method of gaining complete access to the API and in the most efficient manner possible. It does, however, have the drawback that it cannot be directly used by other languages without some means of providing an interface to those languages. This is where the need for bindings in various languages stems.

The Python bindings for GPGME provide a higher level means of accessing the complete feature set of GPGME itself. It also provides a more pythonic means of calling these API functions.

The bindings are generated dynamically with SWIG and the copy of \=gpgme.h= generated when GPGME is compiled.

This means that a version of the Python bindings is fundamentally tied to the exact same version of GPGME used to generate that copy of \=gpgme.h=.

There have been numerous attempts to add GnuPG support to Python over the years. Some of the most well known are listed here, along with
what differentiates them.

*** The python-gnupg package maintained by Vinay Sajip

This is arguably the most popular means of integrating GPG with Python. The package utilises the =subprocess= module to implement wrappers for the =gpg= and =gpg2= executables normally invoked on the command line (=gpg.exe= and =gpg2.exe= on Windows).

The popularity of this package stemmed from its ease of use and capability in providing the most commonly required features.

Unfortunately it has been beset by a number of security issues in the past; most of which stemmed from using unsafe methods of accessing the command line via the =subprocess= calls. While some effort has been made over the last two to three years (as of 2018) to mitigate this, particularly by no longer providing shell access through those subprocess calls, the wrapper is still somewhat limited in the scope of its GnuPG features coverage.

The python-gnupg package is available under the MIT license.

*** The gnupg package created and maintained by Isis Lovecruft

In 2015 Isis Lovecruft from the Tor Project forked and then re-implemented the python-gnupg package as just gnupg. This new package also relied on subprocess to call the =gpg= or =gpg2= binaries, but did so somewhat more securely.

The naming and version numbering selected for this package, however, resulted in conflicts with the original python-gnupg and since its functions were called in a different manner to python-gnupg, the release of this package also resulted in a great deal of consternation when people installed what they thought was an upgrade that subsequently broke the code relying on it.

The gnupg package is available under the GNU General Public License version 3.0 (or any later version).
This package is the origin of these bindings, though they are somewhat different now. For details of when and how the PyME package was folded back into GPGME itself see the [[file:short-history.org][Short History]] document.[fn:1]

The PyME package was first released in 2002 and was also the first attempt to implement a low level binding to GPGME. In doing so it provided access to considerably more functionality than either the =python-gnupg= or =gnupg= packages.

The PyME package is only available for Python 2.6 and 2.7.

Porting the PyME package to Python 3.4 in 2015 is what resulted in it being folded into the GPGME project and the current bindings are the end result of that effort.

The PyME package is available under the same dual licensing as GPGME itself: the GNU General Public License version 2.0 (or any later version) and the GNU Lesser General Public License version 2.1 (or any later version).

---

** GPGME Python bindings installation
:PROPERTIES:
:CUSTOM_ID: gpgme-python-install
:END:

---

** No PyPI
:PROPERTIES:
:CUSTOM_ID: do-not-use-pypi
:END:

Most third-party Python packages and modules are available and distributed through the Python Package Installer, known as PyPI.

Due to the nature of what these bindings are and how they work, it is infeasible to install the GPGME Python bindings in the same way.

This is because the bindings use SWIG to dynamically generate C bindings against =gpgme.h= and =gpgme.h= is generated from =gpgme.h.in= at compile time when GPGME is built from source. Thus to include a package in PyPI which actually built correctly would require either statically built libraries for every architecture bundled with
it or a full implementation of C for each architecture.

See the additional notes regarding [#snafu-cffi][CFFI and SWIG] at the end of this section for further details.

** Requirements

The GPGME Python bindings only have three requirements:

1. A suitable version of Python 2 or Python 3. With Python 2 that means CPython 2.7 and with Python 3 that means CPython 3.4 or higher.
2. [[https://www.swig.org][SWIG]].
3. GPGME itself. Which also means that all of GPGME's dependencies must be installed too.

*** Recommended Additions

Though none of the following are absolute requirements, they are all recommended for use with the Python bindings. In some cases these recommendations refer to which version(s) of CPython to use the bindings with, while others refer to third party modules which provide a significant advantage in some way.

1. If possible, use Python 3 instead of 2.
2. Favour a more recent version of Python since even 3.4 is due to reach EOL soon. In production systems and services, Python 3.6 should be robust enough to be relied on.
3. If possible add the following Python modules which are not part of the standard library: [[http://docs.python-requests.org/en/latest/index.html][Requests]], [[https://cython.org/][Cython]], [[https://pendulum.eustace.io/][Pendulum]] and [[https://github.com/Selfnet/hkp4py][hkp4py]].

Chances are quite high that at least the first one and maybe two of those will already be installed.

Note that, as with Cython, some of advanced use case scenarios will bring with them additional requirements. Most of these will be fairly well known and commonly installed ones, however, which are in many cases likely to have already been installed on many systems or be
familiar to Python programmers.

** Installation
:PROPERTIES:
:CUSTOM_ID: installation
:END:

Installing the Python bindings is effectively achieved by compiling and installing GPGME itself.

Once SWIG is installed with Python and all the dependencies for GPGME are installed you only need to confirm that the version(s) of Python you want the bindings installed for are in your =PATH=.

By default GPGME will attempt to install the bindings for the most recent or highest version number of Python 2 and Python 3 it detects in =$PATH= . It specifically checks for the =python= and =python3= executables first and then checks for specific version numbers.

For Python 2 it checks for these executables in this order: =python=, =python2= and =python2.7=.

For Python 3 it checks for these executables in this order: =python3=, =python3.7=, =python3.6=, =python3.5= and =python3.4=.[fn:2]

On systems where =python= is actually =python3= and not =python2= it may be possible that =python2= may be overlooked, but there have been no reports of that actually occurring as yet.

In the three months or so since the release of Python 3.7.0 there has been extensive testing and work with these bindings with no issues specifically relating to the new version of Python or any of the new features of either the language or the bindings. This has also been the case with Python 3.7.1rc1. With that in mind and given the release of Python 3.7.1 is scheduled for around the same time as GPGME 1.12.0, the order of preferred Python versions has been changed to move Python 3.7 ahead of Python 3.6.

*** Installing GPGME
:PROPERTIES:
:CUSTOM_ID: install-gpgme
:END:

See the GPGME =README= file for details of how to install GPGME from source.
** Known Issues

There are a few known issues with the current build process and the Python bindings. For the most part these are easily addressed should they be encountered.

*** Breaking Builds

Occasionally when installing GPGME with the Python bindings included it may be observed that the =make= portion of that process induces a large very number of warnings and, eventually errors which end that part of the build process. Yet following that with =make check= and =make install= appears to work seamlessly.

The cause of this is related to the way SWIG needs to be called to dynamically generate the C bindings for GPGME in the first place. So the entire process will always produce =lang/python/python2-gpg/= and =lang/python/python3-gpg/= directories. These should contain the build output generated during compilation, including the complete bindings and module installed into =site-packages=.

Occasionally the errors in the early part or some other conflict (e.g. not installing as */root/* or */su/*) may result in nothing being installed to the relevant =site-packages= directory and the build directory missing a lot of expected files. Even when this occurs, the solution is actually quite simple and will always work.

That solution is simply to run the following commands as either the *root* user or prepended with =sudo -H=[fn:3] in the =lang/python/= directory:

```bash
#+BEGIN_SRC shell
/path/to/pythonX.Y setup.py build
/path/to/pythonX.Y setup.py build
/path/to/pythonX.Y setup.py install
#+END_SRC
```

Yes, the build command does need to be run twice. Yes, you still need to run the potentially failing or incomplete steps during the =configure=, =make= and =make install= steps with installing GPGME.
This is because those steps generate a lot of essential files needed, both by and in order to create, the bindings (including both the setup.py and gpgme.h files).

**** IMPORTANT Note

If specifying a selected number of languages to create bindings for, try to leave Python last. Currently the majority of the other language bindings are also preceding Python of either version when listed alphabetically (not counting the Qt bindings).

If Python is set to precede one of the other languages then it is possible that the errors described here may interrupt the build process before generating bindings for those other languages. In these cases it may be preferable to configure all preferred language bindings separately with alternative configure steps for GPGME using the --enable-languages=$LANGUAGE option.

Alternatively make (or gmake, depending on your platform) may be run with the the -k option, which tells make to keep going even if errors are encountered. In that case the failure of one language’s set of bindings to build should not hamper another language’s bindings to build.

*** Reinstalling Responsibly

Regardless of whether you're installing for one version of Python or several, there will come a point where reinstallation is required. With most Python module installations, the installed files go into the relevant site-packages directory and are then forgotten about. Then the module is upgraded, the new files are copied over the old and that's the end of the matter.

While the same is true of these bindings, there have been intermittent issues observed on some platforms which have benefited significantly from removing all the previous installations of the bindings before installing the updated versions.

Removing the previous version(s) is simply a matter of changing to the relevant =site-packages= directory for the version of Python in
question and removing the =gpg= directory and any accompanying egg-info files for that module.

In most cases this will require root or administration privileges on the system, but the same is true of installing the module in the first place.

*** Multiple installations

For a variety of reasons it may be either necessary or just preferable to install the bindings to alternative installed Python versions which meet the requirements of these bindings.

On POSIX systems this will generally be most simply achieved by running the manual installation commands (build, build, install) as described in the previous section for each Python installation the bindings need to be installed to.

As per the SWIG documentation: the compilers, libraries and runtime used to build GPGME and the Python Bindings *must* match those used to compile Python itself, including the version number(s) (at least going by major version numbers and probably minor numbers too).

On most POSIX systems, including OS X, this will very likely be the case in most, if not all, cases.

Note that from GPGME [[https://dev.gnupg.org/r/Mff6ff616aea6f59b7f2ce1176492850ecdf3851e][1.12.1]] the default installation installs to each version of Python it can find first. That is that it will currently install for the first copies of Python versions 2.7, 3.4, 3.5, 3.6, 3.7 and 3.8 (dev branch) that it finds. Usually this will be in the same prefix as GPGME itself, but is dictated by the =$PATH= when the installation is performed. The above instructions can still be performed on other python installations which the installer does not find, including alternative prefixes.

*** Won't Work With Windows

There are semi-regular reports of Windows users having considerable
difficulty in installing and using the Python bindings at all. Very often, possibly even always, these reports come from Cygwin users and/or MinGW users and/or Msys2 users. Though not all of them have been confirmed, it appears that these reports have also come from people who installed Python using the Windows installer files from the [[https://python.org][Python website]] (i.e. mostly MSI installers, sometimes self-extracting =.exe= files).

The Windows versions of Python are not built using Cygwin, MinGW or Msys2; they're built using Microsoft Visual Studio. Furthermore the version used is /considerably/ more advanced than the version which MinGW obtained a small number of files from many years ago in order to be able to compile anything at all. Not only that, but there are changes to the version of Visual Studio between some micro releases, though that is is particularly the case with Python 2.7, since it has been kept around far longer than it should have been.

There are two theoretical solutions to this issue:

1. Compile and install the GnuPG stack, including GPGME and the Python bindings using the same version of Microsoft Visual Studio used by the Python Foundation to compile the version of Python installed.

   If there are multiple versions of Python then this will need to be done with each different version of Visual Studio used for those versions of Python.

2. Compile and install Python using the same tools used by choice, such as MinGW or Msys2.

   Do *not* use the official Windows installer for Python unless following the first method.

   In this type of situation it may even be for the best to accept that there are less limitations on permissive software than free software and simply opt to use a recent version of the Community Edition of Microsoft Visual Studio to compile and build all of it, no matter what.

Investigations into the extent or the limitations of this issue are ongoing.

The following table lists the version of Microsoft Visual Studio which needs to be used when compiling GPGME and the Python bindings with each version of the CPython binary released [[https://www.python.org/downloads/windows/][for Windows]]:

<table>
<thead>
<tr>
<th>CPython</th>
<th>Microsoft product name</th>
<th>runtime filename</th>
</tr>
</thead>
<tbody>
<tr>
<td>Version</td>
<td>Visual Studio</td>
<td>C Runtime</td>
</tr>
<tr>
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<td>2.7.6</td>
<td>Visual Studio 2008</td>
<td>MSVCR90.DLL</td>
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<td>3.4.0</td>
<td>Visual Studio 2010</td>
<td>MSVCR100.DLL</td>
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<td>3.5.0</td>
<td>Visual Studio 2015</td>
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<td>3.6.0</td>
<td>Visual Studio 2015</td>
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<tr>
<td>3.7.0</td>
<td>Visual Studio 2017*</td>
<td><em>see below</em></td>
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</table>

It is important to note that MingW and Msys2 ship with the Visual C runtime from Microsoft Visual Studio 2005 and are thus *incompatible* with all the versions of CPython which can be used with the GPGME Python bindings.

It is also important to note that from CPython 3.5 onwards, the Python Foundation has adopted the reworking of the Visual C runtime which was performed for Visual Studio 2015 and aimed at resolving many of these kinds of issues. Much greater detail on these issues and the correct file(s) to link to are available from Matthew Brett's invaluable page, [[https://matthew-brett.github.io/pydagogue/python_msvc.html][Using Microsoft Visual C with Python]]. It is also worth reading the Microsoft Developer Network blog post on [[http://blogs.msdn.com/b/vcblog/archive/2015/03/03/introducing-the-universal-crt.aspx][the universal CRT]] and Steve Dower's blog posts on Python extensions ([[http://stevedower.id.au/blog/building-for-python-3-5][part 1]] and [[http://stevedower.id.au/blog/building-for-python-3-5-part-two][part 2]]).

The second of those two posts by Steve Dower contains the details of specific configuration options required for compiling anything to be used with official CPython releases. In addition to those configuration and compiler settings to use, the versions of Visual Studio prior to Visual Studio 2015 did not support 64-bit systems by default. So compiling a 64-bit version of these bindings for a 64-bit version of CPython 2.7 or 3.4 requires additional work.

In addition to the blog posts, the [[https://wiki.python.org/moin/WindowsCompilers][Windows compilers]] wiki page on the CPython wiki is another essential reference on the relevant versions of Visual Studio to use and the degree of compatibility with CPython releases.

Eventually someone will ask why there isn't an installable binary for Windows, which the GPGME of the licenses do not preclude as long as the source code is available in conjunction with such a release.

The sheer number of versions of Visual Studio in conjunction with differing configuration options depending on the target Windows version and whether the architecture is 64-bit or 32-bit makes it difficult to provide a correct binary installer for Windows users. At the bare minimum doing so would require the GnuPG project compile ten different versions of the bindings with each release; both 32-bit and 64-bit versions for CPython 2.7 and 3.4, with 64-bit versions for both
x86-64 (i.e. Intel and AMD) and ARM architectures for CPython 3.5, 3.6, 3.7 and later releases. That's the bare *minimum*, it'd probably be higher.

Additionally, with only a binary installation used in conjunction with the CPython installer from =python.org= the advanced options available which utilise [[#cython][Cython]] will not be able to be used at all. Cython depends on being able to compile the C code it generates and that too would need to utilise a matching runtime to both the installed version of CPython and these bindings in order to work with the bindings.

Considering all of that, what do we recommend?

1. Use a recent version of CPython; at least 3.5, but ideally 3.6 or later.

2. Use Visual Studio 2015 or the standalone build tools for Visual Studio 2017 (or later).

3. Compile both CPython and GPGME with these bindings using the tools selected in step 2.

4. Ignore MingW, Msys2 and the official CPython binary installers.

5. Be thankful the answer to this question wasn't simply to say something like, install Linux or install FreeBSD (or even Apple's OS X).

*** CFFI is the Best and GPGME should use it instead of SWIG

There are many reasons for favouring [[https://cffi.readthedocs.io/en/latest/overview.html][CFFI]] and proponents of it are quite happy to repeat these things as if all it would take to switch from SWIG to CFFI is repeating that list as if it were a new concept.

The fact is that there are things which Python's CFFI implementation cannot handle in the GPGME C code. Beyond that there are features of SWIG which are simply not available with CFFI at all. SWIG generates the bindings to Python using the =gpgme.h= file, but that file is not a single version shipped with each release, it too is generated when GPGME is compiled.

CFFI is currently unable to adapt to such a potentially mutable codebase. If there were some means of applying SWIG's dynamic code
generation to produce the Python/CFFI API modes of accessing the GPGME libraries (or the source source code directly), but such a thing does not exist yet either and it currently appears that work is needed in at least one of CFFI's dependencies before any of this can be addressed.

So if you're a massive fan of CFFI; that's great, but if you want this project to switch to CFFI then rather than just insisting that it should, I'd suggest you volunteer to bring CFFI up to the level this project needs.

If you're actually seriously considering doing so, then I'd suggest taking the =gpgme-tool.c= file in the GPGME =src/= directory and getting that to work with any of the CFFI API methods (not the ABI methods, they'll work with pretty much anything). When you start running into trouble with "ifdefs" then you'll know what sort of things are lacking. That doesn't even take into account the amount of work saved via SWIG's code generation techniques either.

*** Virtualised Environments

It is fairly common practice amongst Python developers to, as much as possible, use packages like virtualenv to keep various things that are to be installed from interfering with each other. Given how much of the GPGME bindings is often at odds with the usual pythonic way of doing things, it stands to reason that this would be called into question too.

As it happens the answer as to whether or not the bindings can be used with virtualenv, the answer is both yes and no.

In general we recommend installing to the relevant path and matching prefix of GPGME itself. Which means that when GPGME, and ideally the rest of the GnuPG stack, is installed to a prefix like =/usr/local= or =/opt/local= then the bindings would need to be installed to the main Python installation and not a virtualised abstraction. Attempts to separate the two in the past have been known to cause weird and intermittent errors ranging from minor annoyances to complete failures in the build process.

As a consequence we only recommend building with and installing to the main Python installations within the same prefix as GPGME is installed to or which are found by GPGME's configuration stage immediately prior to running the make commands. Which is exactly what the compiling and
installing process of GPGME does by default.

Once that is done, however, it appears that a copy of the compiled module may be installed into a virtualenv of the same major and minor version matching the build. Alternatively it is possible to utilise a =sites.pth= file in the =site-packages/= directory of a virtualenv installation, which links back to the system installations corresponding directory in order to import anything installed system wide. This may or may not be appropriate on a case by case basis.

Though extensive testing of either of these options is not yet complete, preliminary testing of them indicates that both are viable as long as the main installation is complete. Which means that certain other options normally restricted to virtual environments are also available, including integration with pythonic test suites (e.g. [[https://docs.pytest.org/en/latest/index.html][pytest]]) and other large projects.

That said, it is worth reiterating the warning regarding non-standard installations. If one were to attempt to install the bindings only to a virtual environment without somehow also including the full GnuPG stack (or enough of it as to include GPGME) then it is highly likely that errors would be encountered at some point and more than a little likely that the build process itself would break.

If a degree of separation from the main operating system is still required in spite of these warnings, then consider other forms of virtualisation. Either a virtual machine (e.g. [[https://www.virtualbox.org/][VirtualBox]]), a hardware emulation layer (e.g. [[https://www.qemu.org/][QEMU]]) or an application container (e.g. [[https://www.docker.com/why-docker][Docker]]).

Finally it should be noted that the limited tests conducted thus far have been using the =virtualenv= command in a new directory to create the virtual python environment. As opposed to the standard =python3 -m venv= and it is possible that this will make a difference depending on the system and version of Python in use. Another option is to run the command =python3 -m virtualenv /path/to/install/virtual/thingy= instead.

*** Post installation

Following installation it is recommended to move the =post_installer.py= script from the =lang/python/examples/howto/= directory to the =lang/python/= directory and run it. This will fix or restore files needed by Sphinx which may be removed during a
distribution build for release. It will also generate reST files from Org mode files with Pandoc and generate Texinfo files from Org mode files with GNU Emacs and Org mode (in batch mode). Additionally it will fix the UTF-8 declaration line in the Texinfo files (Emacs expects "UTF-8" to be "utf-8").

* Fundamentals

Before we can get to the fun stuff, there are a few matters regarding GPGME's design which hold true whether you're dealing with the C code directly or these Python bindings.

** No REST

The first part of which is or will be fairly blatantly obvious upon viewing the first example, but it's worth reiterating anyway. That being that this API is /*not*/ a REST API. Nor indeed could it ever be one.

Most, if not all, Python programmers (and not just Python programmers) know how easy it is to work with a RESTful API. In fact they've become so popular that many other APIs attempt to emulate REST-like behaviour as much as they are able. Right down to the use of JSON formatted output to facilitate the use of their API without having to retrain developers.

This API does not do that. It would not be able to do that and also provide access to the entire C API on which it's built. It does, however, provide a very pythonic interface on top of the direct bindings and it's this pythonic layer that this HOWTO deals with.

** Context

One of the reasons which prevents this API from being RESTful is that most operations require more than one instruction to the API to perform the task. Sure, there are certain functions which can be
performed simultaneously, particularly if the result known or strongly anticipated (e.g. selecting and encrypting to a key known to be in the public keybox).

There are many more, however, which cannot be manipulated so readily: they must be performed in a specific sequence and the result of one operation has a direct bearing on the outcome of subsequent operations. Not merely by generating an error either.

When dealing with this type of persistent state on the web, full of both the RESTful and REST-like, it's most commonly referred to as a session. In GPGME, however, it is called a context and every operation type has one.

* Working with keys
  :PROPERTIES:
  :CUSTOM_ID: howto-keys
  :END:

** Key selection
  :PROPERTIES:
  :CUSTOM_ID: howto-keys-selection
  :END:

Selecting keys to encrypt to or to sign with will be a common occurrence when working with GPGMe and the means available for doing so are quite simple.

They do depend on utilising a Context; however once the data is recorded in another variable, that Context does not need to be the same one which subsequent operations are performed.

The easiest way to select a specific key is by searching for that key's key ID or fingerprint, preferably the full fingerprint without any spaces in it. A long key ID will probably be okay, but is not advised and short key IDs are already a problem with some being generated to match specific patterns. It does not matter whether the pattern is upper or lower case.

So this is the best method:

#BEGIN_SRC python -i
import gpg

k = gpg.Context().keylist(pattern="258E88DCBD3CD44D8E7AB43F6ECB6AF0DEADBEEF")
keys = list(k)
This is passable and very likely to be common:

```python
import gpg

k = gpg.Context().keylist(pattern="0x6ECB6AF0DEADBEEF")
keys = list(k)
```

And this is a really bad idea:

```python
import gpg

k = gpg.Context().keylist(pattern="0xDEADBEEF")
keys = list(k)
```

Alternatively it may be that the intention is to create a list of keys which all match a particular search string. For instance all the addresses at a particular domain, like this:

```python
import gpg

ncsc = gpg.Context().keylist(pattern="ncsc.mil")
nsa = list(ncsc)
```

---

**Counting keys**

Counting the number of keys in your public keybox (=pubring.kbx=), the format which has superseded the old keyring format (=pubring.gpg= and =secring.gpg=), or the number of secret keys is a very simple task.

```python
import gpg

c = gpg.Context()
seekkeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)
```
seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

print("Number of secret keys: {0}
Number of public keys: {1}
".format(secnum, pubnum))

NOTE: The [[#cython][Cython]] introduction in the [[#advanced-use][Advanced and Experimental]]
section uses this same key counting code with Cython to demonstrate
some areas where Cython can improve performance even with the
bindings. Users with large public keyrings or keyboxes, for instance,
should consider these options if they are comfortable with using
Cython.

** Get key

An alternative method of getting a single key via its fingerprint is
available directly within a Context with =Context().get_key=. This is
the preferred method of selecting a key in order to modify it, sign or
certify it and for obtaining relevant data about a single key as a
part of other functions; when verifying a signature made by that key,
for instance.

By default this method will select public keys, but it can select
secret keys as well.

This first example demonstrates selecting the current key of Werner
Koch, which is due to expire at the end of 2018:

#+BEGIN_SRC python -i
import gpg

fingerprint = "80615870F5BAD69033686D0F2AD85AC1E42B367"
key = gpg.Context().get_key(fingerprint)
#+END_SRC

Whereas this example demonstrates selecting the author's current key
with the =secret= key word argument set to =True=:
** Importing keys

Importing keys is possible with the `key_import()` method and takes one argument which is a bytes literal object containing either the binary or ASCII armoured key data for one or more keys.

The following example retrieves one or more keys from the SKS keyservers via the web using the requests module. Since requests returns the content as a bytes literal object, we can then use that directly to import the resulting data into our keybox.

```python
#+BEGIN_SRC python -i
import gpg
import os.path
import requests
c = gpg.Context()
url = "https://sks-keyservers.net/pks/lookup"
pattern = input("Enter the pattern to search for key or user IDs: ")
payload = {"op": "get", "search": pattern}
r = requests.get(url, verify=True, params=payload)
result = c.key_import(r.content)
if result is not None and hasattr(result, "considered") is False:
    print(result)
elif result is not None and hasattr(result, "considered") is True:
    num_keys = len(result.imports)
    new_revs = result.new_revocations
    new_sigs = result.new_signatures
```

It is, of course, quite possible to select expired, disabled and revoked keys with this function, but only to effectively display information about those keys.

It is also possible to use both unicode or string literals and byte literals with the fingerprint when getting a key in this way.
new_subs = result.new_sub_keys
new_uids = result.new_user_ids
new_scrt = result.secret_imported
nochange = result.unchanged
print(""
The total number of keys considered for import was:  {0}
Number of keys revoked:  {1}
Number of new signatures:  {2}
Number of new subkeys:  {3}
Number of new user IDs:  {4}
Number of new secret keys:  {5}
Number of unchanged keys:  {6}
The key IDs for all considered keys were:

```python
for i in range(num_keys):
    print("{0}".format(result.imports[i].fpr))
else:
    pass
```

NOTE: When searching for a key ID of any length or a fingerprint (without spaces), the SKS servers require the leading =0x= indicative of hexadecimal be included. Also note that the old short key IDs (e.g. =0xDEADBEEF=) should no longer be used due to the relative ease by which such key IDs can be reproduced, as demonstrated by the Evil32 Project in 2014 (which was subsequently exploited in 2016).

Testing for whether a string in any given search is or may be a hexadecimal value which may be missing the leading =0x= is a simple matter of using a try/except statement which attempts to convert the string as hex to an integer and then back to hex; then using that to search with. Raising a ValueError simply results in treating the string as a string. This is the method and logic utilised in the =import-keys-hkp.py= script (see below).

```python
for i in range(num_keys):
    print("{0}".format(result.imports[i].fpr))
else:
    pass
```

*** Working with ProtonMail

Here is a variation on the example above which checks the constrained ProtonMail keyservers for ProtonMail public keys.
import gpg
import requests
import sys

print("\nThis script searches the ProtonMail key server for the specified key and imports it.\n\n")

c = gpg.Context(armor=True)
url = "https://api.protonmail.ch/pks/lookup"
ksearch = []

if len(sys.argv) >= 2:
    keyterm = sys.argv[1]
else:
    keyterm = input("Enter the key ID, UID or search string: ")

if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
    ksearch.append(keyterm[1:])
    ksearch.append(keyterm[1:])
    ksearch.append(keyterm[1:])
elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
    ksearch.append("{}@protonmail.com".format(keyterm[1:]))
    ksearch.append("{}@protonmail.ch".format(keyterm[1:]))
    ksearch.append("{}@pm.me".format(keyterm[1:]))
elif keyterm.count("@") == 0:
    ksearch.append("{}@protonmail.com".format(keyterm))
    ksearch.append("{}@protonmail.ch".format(keyterm))
    ksearch.append("{}@pm.me".format(keyterm))
elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
    uidlist = keyterm.split("@")
    for uid in uidlist:
        ksearch.append("{}@protonmail.com".format(uid))
        ksearch.append("{}@protonmail.ch".format(uid))
        ksearch.append("{}@pm.me".format(uid))
elif keyterm.count("@") > 2:
    uidlist = keyterm.split("@")
    for uid in uidlist:
        ksearch.append("{}@protonmail.com".format(uid))
        ksearch.append("{}@protonmail.ch".format(uid))
        ksearch.append("{}@pm.me".format(uid))
else:
    ksearch.append(keyterm)

for k in ksearch:
    payload = {"op": "get", "search": k}
try:
    r = requests.get(url, verify=True, params=payload)
    if r.ok is True:
        result = c.key_import(r.content)
    elif r.ok is False:
        result = r.content
except Exception as e:
    result = None

if result is not None and hasattr(result, "considered") is False:
    print("{} for {}".format(result.decode(), k))
elif result is not None and hasattr(result, "considered") is True:
    num_keys = len(result.imports)
    new_revs = result.new_revocations
    new_sigs = result.new_signatures
    new_subs = result.new_sub_keys
    new_uids = result.new_user_ids
    new_scrt = result.secret_imported
    nochange = result.unchanged
    print(""
    The total number of keys considered for import was:  \{0\}
    With UIDs wholly or partially matching the following string:
    
    \{1\}
    Number of keys revoked:  \{2\}
    Number of new signatures:  \{3\}
    Number of new subkeys:  \{4\}
    Number of new user IDs:  \{5\}
    Number of new secret keys:  \{6\}
    Number of unchanged keys:  \{7\}
    The key IDs for all considered keys were:
    """.format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt,
    nochange))
    for i in range(num_keys):
        print(result.imports[i].fpr)
        print("")
    else:
        print(e)

Both the above example, [[../examples/howto/pmkey-import.py][pmkey-import.py]], and a version which prompts for an alternative GnuPG home directory, [[../examples/howto/pmkey-import-alt.py][pmkey-import-alt.py]], are available with the other examples and are executable scripts.

Note that while the ProtonMail servers are based on the SKS servers,
their server is related more to their API and is not feature complete by comparison to the servers in the SKS pool. One notable difference being that the ProtonMail server does not permit non ProtonMail users to update their own keys, which could be a vector for attacking ProtonMail users who may not receive a key's revocation if it had been compromised.

*** Importing with HKP for Python

:PROPERTIES:
:CUSTOM_ID: import-hkp4py
:END:

Performing the same tasks with the [[https://github.com/Selfnet/hkp4py][hkp4py module]] (available via PyPI) is not too much different, but does provide a number of options of benefit to end users. Not least of which being the ability to perform some checks on a key before importing it or not. For instance it may be the policy of a site or project to only import keys which have not been revoked. The hkp4py module permits such checks prior to the importing of the keys found.

```python
import gpg
import hkp4py
import sys

c = gpg.Context()
server = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")
results = []
keys = []

if len(sys.argv) > 2:
    pattern = " ".join(sys.argv[1:])
elif len(sys.argv) == 2:
    pattern = sys.argv[1]
else:
    pattern = input("Enter the pattern to search for keys or user IDs: ")

if pattern is not None:
    try:
        key = server.search(hex(int(pattern, 16)))
        keyed = True
    except ValueError as ve:
        key = server.search(pattern)
        keyed = False

if key is not None:
```

---

**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 9540**
keys.append(key[0])
if keyed is True:
    try:
        fob = server.search(pattern)
    except:
        fob = None
    if fob is not None:
        keys.append(fob[0])
    else:
        pass
else:
    pass

for logrus in pattern.split():
    try:
        key = server.search(hex(int(logrus, 16)))
        hexed = True
    except ValueError as ve:
        key = server.search(logrus)
        hexed = False

    if key is not None:
        keys.append(key[0])
        if hexed is True:
            try:
                fob = server.search(logrus)
            except:
                fob = None
            if fob is not None:
                keys.append(fob[0])
            else:
                pass
        else:
            pass

if len(keys) > 0:
    for key in keys:
        import_result = c.key_import(key.key_blob)
        results.append(import_result)

for result in results:
    if result is not None and hasattr(result, "considered") is False:
        print(result)
    elif result is not None and hasattr(result, "considered") is True:
        num_keys = len(result.imports)
        new_revs = result.new_revocations
        new_sigs = result.new_signatures
new_subs = result.new_sub_keys
new_uids = result.new_user_ids
new_scrt = result.secret_imported
nochange = result.unchanged
print('"
The total number of keys considered for import was: {0}

Number of keys revoked: {1}
Number of new signatures: {2}
Number of new subkeys: {3}
Number of new user IDs: {4}
Number of new secret keys: {5}
Number of unchanged keys: {6}

The key IDs for all considered keys were:
***.format(num_keys, new_revs, new_sigs, new_subs, new_uids, new_scrt,
    nochange))
    for i in range(num_keys):
        print(result.imports[i].fpr)
        print('"
    else:
    pass
#END_SRC

Since the hkp4py module handles multiple keys just as effectively as one (=keys= is a list of responses per matching key), the example above is able to do a little bit more with the returned data before anything is actually imported.

*** Importing from ProtonMail with HKP for Python
:PROPERTIES:
:CUSTOM_ID: import-protonmail-hkp4py
:END:

Though this can provide certain benefits even when working with ProtonMail, the scope is somewhat constrained there due to the limitations of the ProtonMail keys server.

For instance, searching the SKS keys server pool for the term "gnupg" produces hundreds of results from any time the word appears in any part of a user ID. Performing the same search on the ProtonMail keys server returns zero results, even though there are at least two test accounts which include it as part of the username.

The cause of this discrepancy is the deliberate configuration of that server by ProtonMail to require an exact match of the full email address of the ProtonMail user whose key is being requested.
Presumably this is intended to reduce breaches of privacy of their users as an email address must already be known before a key for that address can be obtained.

**** Import from ProtonMail via HKP for Python Example no. 1

The following script is available with the rest of the examples under the somewhat less than original name, =pmkey-import-hkp.py=.

```python
import gpg
import hkp4py
import os.path
import sys

print(""
This script searches the ProtonMail key server for the specified key and imports it.

Usage: pmkey-import-hkp.py [search strings]
"")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
ksearch = []
allkeys = []
results = []
paradox = []
homeless = None

if len(sys.argv) > 2:
    keyterms = sys.argv[1:]
elif len(sys.argv) == 2:
    keyterm = sys.argv[1]
    keyterms.append(keyterm)
else:
    key_term = input("Enter the key ID, UID or search string: ")
    keyterms = key_term.split()

for keyterm in keyterms:
    if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
```


ksearch.append(keyterm[1:])
elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
    ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
    ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
    ksearch.append("{0}@pm.me".format(keyterm[1:]))
elif keyterm.count("@") == 0:
    ksearch.append("{0}@protonmail.com".format(keyterm))
    ksearch.append("{0}@protonmail.ch".format(keyterm))
    ksearch.append("{0}@pm.me".format(keyterm))
elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
    uidlist = keyterm.split("@")
    for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
        ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
elif keyterm.count("@") > 2:
    uidlist = keyterm.split("@")
    for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
        ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
else:
    ksearch.append(keyterm)

for k in ksearch:
    print("Checking for key for: {0}".format(k))
    try:
        keys = server.search(k)
        if isinstance(keys, list) is True:
            for key in keys:
                allkeys.append(key)
        try:
            import_result = c.key_import(key.key_blob)
        except Exception as e:
            import_result = c.key_import(key.key)
        else:
            paradox.append(keys)
            import_result = None
        except Exception as e:
            import_result = None
        results.append(import_result)

for result in results:
    if result is not None and hasattr(result, "considered") is False:
        print("{0} for {1}".format(result.decode(), k))
    elif result is not None and hasattr(result, "considered") is True:
        num_keys = len(result.imports)
        new_revs = result.new_revocations
new_sigs = result.new_signatures
new_subs = result.new_sub_keys
new_uids = result.new_user_ids
new_scrt = result.secret_imported
nochange = result.unchanged
print(""
The total number of keys considered for import was:  {0}

With UIDs wholly or partially matching the following string:

   {1}

Number of keys revoked:  {2}
Number of new signatures:  {3}
   Number of new subkeys:  {4}
   Number of new user IDs:  {5}
Number of new secret keys:  {6}
Number of unchanged keys:  {7}

The key IDs for all considered keys were:
  """.format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt,
      nochange))
      for i in range(num_keys):
          print(result.imports[i].fpr)
      print("")
elif result is None:
    pass
#END_SRC

**** Import from ProtonMail via HKP for Python Example no. 2
   :PROPERTIES:
   :CUSTOM_ID: import-hkp4py-pm2
   :END:

Like its counterpart above, this script can also be found with the rest of the examples, by the name pmkey-import-hkp-alt.py.

With this script a modicum of effort has been made to treat anything passed as a =homedir= which either does not exist or which is not a directory, as also being a possible user ID to check for. It's not guaranteed to pick up on all such cases, but it should cover most of them.

#BEGIN_SRC python -i
import gpg
import hkp4py
import os.path
import sys

print("\nThis script searches the ProtonMail key server for the specified key and imports it. Optionally enables specifying a different GnuPG home directory.\n")

Usage: pmkey-import-hkp.py [homedir] [search string]
or: pmkey-import-hkp.py [search string]

\n\n\nc = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
 ksearch = []
 allkeys = []
 results = []
 paradox = []
 homeless = None

if len(sys.argv) > 3:
    homedir = sys.argv[1]
    keyterms = sys.argv[2:]
elif len(sys.argv) == 3:
    homedir = sys.argv[1]
    keyterm = sys.argv[2]
    keyterms.append(keyterm)
elif len(sys.argv) == 2:
    homedir = ""
    keyterm = sys.argv[1]
    keyterms.append(keyterm)
else:
    keyterm = input("Enter the key ID, UID or search string: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")
    keyterms.append(keyterm)

if len(homedir) == 0:
    homedir = None
    homeless = False

if homedir is not None:
    if homedir.startswith("~"):
        if os.path.exists(os.path.expanduser(homedir)) is True:
            if os.path.isdir(os.path.expanduser(homedir)) is True:
                c.home_dir = os.path.realpath(os.path.expanduser(homedir))
            else:
                homeless = True
        else:
            homeless = True
    else:
        homeless = True
elif os.path.exists(os.path.realpath(homedir)) is True:
    if os.path.isdir(os.path.realpath(homedir)) is True:
        c.home_dir = os.path.realpath(homedir)
    else:
        homeless = True
else:
    homeless = True

# First check to see if the homedir really is a homedir and if not, treat it as
# a search string.
if homeless is True:
    keyterms.append(homedir)
    c.home_dir = None
else:
    pass

for keyterm in keyterms:
    if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
    elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
        ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
        ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
        ksearch.append("{0}@pm.me".format(keyterm[1:]))
    elif keyterm.count("@") == 0:
        ksearch.append("{0}@protonmail.com".format(keyterm))
        ksearch.append("{0}@protonmail.ch".format(keyterm))
        ksearch.append("{0}@pm.me".format(keyterm))
    elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
        uidlist = keyterm.split("@")
        for uid in uidlist:
            ksearch.append("{0}@protonmail.com".format(uid))
            ksearch.append("{0}@protonmail.ch".format(uid))
            ksearch.append("{0}@pm.me".format(uid))
    elif keyterm.count("@") > 2:
        uidlist = keyterm.split("@")
        for uid in uidlist:
            ksearch.append("{0}@protonmail.com".format(uid))
            ksearch.append("{0}@protonmail.ch".format(uid))
            ksearch.append("{0}@pm.me".format(uid))
    else:
        ksearch.append(keyterm)

for k in ksearch:
    print("Checking for key for: {0}".format(k))
    try:
        keys = server.search(k)
if isinstance(keys, list) is True:
    for key in keys:
        allkeys.append(key)
    try:
        import_result = c.key_import(key.key_blob)
    except Exception as e:
        import_result = c.key_import(key.key)
    else:
        paradox.append(keys)
        import_result = None
except Exception as e:
    import_result = None
results.append(import_result)

for result in results:
    if result is not None and hasattr(result, "considered") is False:
        print("{} for {}".format(result.decode(), k))
    elif result is not None and hasattr(result, "considered") is True:
        num_keys = len(result.imports)
        new_revs = result.new_revocations
        new_sigs = result.new_signatures
        new_subs = result.new_sub_keys
        new_uids = result.new_user_ids
        new_scrt = result.secret_imported
        nochange = result.unchanged
        print("""
        The total number of keys considered for import was:  {}
        With UIDs wholly or partially matching the following string:
        
        {}  
        
        Number of keys revoked:  {}
        Number of new signatures:  {}
        Number of new subkeys:  {}
        Number of new user IDs:  {}
        Number of new secret keys:  {}
        Number of unchanged keys:  {}

        The key IDs for all considered keys were:
        """.format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt, nochange))
        for i in range(num_keys):
            print(result.imports[i].fpr)
        print("""
    elif result is None:
        pass
#END_SRC
Exporting keys remains a reasonably simple task, but has been separated into three different functions for the OpenPGP cryptographic engine. Two of those functions are for exporting public keys and the third is for exporting secret keys.

*** Exporting public keys

There are two methods of exporting public keys, both of which are very similar to the other. The default method, `key_export()`, will export a public key or keys matching a specified pattern as normal. The alternative, the `key_export_minimal()` method, will do the same thing except producing a minimised output with extra signatures and third party signatures or certifications removed.

```python
#BEGIN_SRC python -i
import gpg
import os.path
import sys

print("This script exports one or more public keys.
**")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = sys.argv[3]
elif len(sys.argv) == 3:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
```

---

Exporting keys remains a reasonably simple task, but has been separated into three different functions for the OpenPGP cryptographic engine. Two of those functions are for exporting public keys and the third is for exporting secret keys.

*** Exporting public keys

There are two methods of exporting public keys, both of which are very similar to the other. The default method, `key_export()`, will export a public key or keys matching a specified pattern as normal. The alternative, the `key_export_minimal()` method, will do the same thing except producing a minimised output with extra signatures and third party signatures or certifications removed.

```python
#BEGIN_SRC python -i
import gpg
import os.path
import sys

print("This script exports one or more public keys.
**")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = sys.argv[3]
elif len(sys.argv) == 3:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
```

---
else:
    keyfile = input("Enter the path and filename to save the secret key to: ")
logrus = input("Enter the UID matching the key(s) to export: ")
homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):  
    if os.path.exists(os.path.expanduser(homedir)) is True:  
        c.home_dir = os.path.expanduser(homedir) 
    else:  
        pass 
elif os.path.exists(homedir) is True: 
    c.home_dir = homedir 
else: 
    pass 

try: 
    result = c.key_export(pattern=logrus) 
except: 
    result = c.key_export(pattern=None) 

if result is not None:
    with open(keyfile, "wb") as f: 
        f.write(result) 
else: 
    pass 

It should be noted that the result will only return =None= when a search pattern has been entered, but has not matched any keys. When the search pattern itself is set to =None= this triggers the exporting of the entire public keybox.

```python
import gpg
import os.path
import sys

print("This script exports one or more public keys in minimised form.
"
)

c = gpg.Context(armor=True)

if len(sys.argv) >= 4: 
    keyfile = sys.argv[1] 
    logrus = sys.argv[2] 
    homedir = sys.argv[3] 
elif len(sys.argv) == 3: 
```
keyfile = sys.argv[1]
logrus = sys.argv[2]
homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = input("Enter the UID matching the key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")
else:
    keyfile = input("Enter the path and filename to save the secret key to: ")
    logrus = input("Enter the UID matching the key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):  
    if os.path.exists(os.path.expanduser(homedir)) is True:  
        c.home_dir = os.path.expanduser(homedir)
        pass
    elif os.path.exists(homedir) is True:
        c.home_dir = homedir
        pass
    else:
        pass
else:
    pass

try:
    result = c.key_export_minimal(pattern=logrus)
except:
    result = c.key_export_minimal(pattern=None)

if result is not None:
    with open(keyfile, "wb") as f:
        f.write(result)
else:
    pass

*** Exporting secret keys

:PROPERTIES:
:CUSTOM_ID: howto-export-secret-key
:END:

Exporting secret keys is, functionally, very similar to exporting public keys; save for the invocation of $pinentry$ via $gpg-agent$ in order to securely enter the key’s passphrase and authorise the export.

The following example exports the secret key to a file which is then set with the same permissions as the output files created by the command line secret key export options.
This script exports one or more secret keys. The gpg-agent and pinentry are invoked to authorise the export.

```python
import gpg
import os
import os.path
import sys

print("This script exports one or more secret keys.

The gpg-agent and pinentry are invoked to authorise the export.
")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = sys.argv[3]
elif len(sys.argv) == 3:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = input("Enter the UID matching the secret key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")
else:
    keyfile = input("Enter the path and filename to save the secret key to: ")
    logrus = input("Enter the UID matching the secret key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")

if len(homedir) == 0:
    homedir = None
elif homedir.startswith("~"):
    userdir = os.path.expanduser(homedir)
    if os.path.exists(userdir) is True:
        homedir = os.path.realpath(userdir)
    else:
        homedir = None
else:
    homedir = os.path.realpath(homedir)

if os.path.exists(homedir) is False:
    homedir = None
else:
    if os.path.isdir(homedir) is False:
        homedir = None
    else:
        if os.path.exists(homedir) is False:
            homedir = None
    else:
        if os.path.isdir(homedir) is False:
            homedir = None
```
pass

if homedir is not None:
    c.home_dir = homedir
else:
    pass

try:
    result = c.key_export_secret(pattern=logrus)
except:
    result = c.key_export_secret(pattern=None)

if result is not None:
    with open(keyfile, "wb") as f:
        f.write(result)
        os.chmod(keyfile, 0o600)
else:
    pass

Alternatively the approach of the following script can be used. This longer example saves the exported secret key(s) in files in the GnuPG home directory, in addition to setting the file permissions as only readable and writable by the user. It also exports the secret key(s) twice in order to output both GPG binary (=.gpg=) and ASCII armoured (=.asc=) files.

```
#BEGIN_SRC python -i
import gpg
import os
import os.path
import subprocess
import sys

print("This script exports one or more secret keys as both ASCII armored and binary file formats, saved in files within the user's GPG home directory.

The gpg-agent and pinentry are invoked to authorise the export.

```)

if sys.platform == "win32":
    gpgconfcmd = "gpgconf.exe --list-dirs homedir"
else:
    gpgconfcmd = "gpgconf --list-dirs homedir"

a = gpg.Context(armor=True)
b = gpg.Context()
c = gpg.Context()

if len(sys.argv) >= 4:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = sys.argv[3]
elif len(sys.argv) == 3:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = input("Enter the UID matching the secret key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")
else:
    keyfile = input("Enter the filename to save the secret key to: ")
    logrus = input("Enter the UID matching the secret key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")

if len(homedir) == 0:
    homedir = None
elif homedir.startswith("~"):
    userdir = os.path.expanduser(homedir)
    if os.path.exists(userdir) is True:
        homedir = os.path.realpath(userdir)
    else:
        homedir = None
else:
    homedir = os.path.realpath(homedir)

if os.path.exists(homedir) is False:
    homedir = None
else:
    if os.path.isdir(homedir) is False:
        homedir = None
    else:
        pass

if homedir is not None:
    c.home_dir = homedir
else:
    pass

if c.home_dir is not None:
    if c.home_dir.endswith("/"):
        gpgfile = "{0}{1}.gpg".format(c.home_dir, keyfile)
        ascfile = "{0}{1}.asc".format(c.home_dir, keyfile)
    else:
gpgfile = "{0}/\{1\}.gpg".format(c.home_dir, keyfile)
ascfile = "{0}/\{1\}.asc".format(c.home_dir, keyfile)
else:
    if os.path.exists(os.environ["GNUPGHOME"]) is True:
        hd = os.environ["GNUPGHOME"]
    else:
        try:
            hd = subprocess.getoutput(gpgconfcmd)
        except:
            process = subprocess.Popen(gpgconfcmd.split(),
                                        stdout=subprocess.PIPE)
            procom = process.communicate()
            if sys.version_info[0] == 2:
                hd = procom[0].strip()
            else:
                hd = procom[0].decode().strip()
        gpgfile = "\{0}/\{1\}.gpg".format(hd, keyfile)
        ascfile = "\{0}/\{1\}.asc".format(hd, keyfile)

    try:
        a_result = a.key_export_secret(pattern=logrus)
    except:
        a_result = a.key_export_secret(pattern=None)
    b_result = b.key_export_secret(pattern=logrus)
    except:
        b_result = b.key_export_secret(pattern=None)

    if a_result is not None:
        with open(ascfile, "wb") as f:
            f.write(a_result)
        os.chmod(ascfile, 0o600)
    else:
        pass

    if b_result is not None:
        with open(gpgfile, "wb") as f:
            f.write(b_result)
        os.chmod(gpgfile, 0o600)
    else:
        pass

#++END_SRC

*** Sending public keys to the SKS Keyserver

As with the previous section on importing keys, the =hkp4py= module
adds another option with exporting keys in order to send them to the public keyservers.

The following example demonstrates how this may be done.

```python
import gpg
import hkp4py
import os.path
import sys

print('''
This script sends one or more public keys to the SKS keyservers and is essentially a slight variation on the export-key.py script.
''')

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")

if len(sys.argv) > 2:
    logrus = " ".join(sys.argv[1:])
else:
    logrus = input("Enter the UID matching the key(s) to send: ")

if len(logrus) > 0:
    try:
        export_result = c.key_export(pattern=logrus)
    except Exception as e:
        print(e)
        export_result = None
    else:
        export_result = c.key_export(pattern=None)

if export_result is not None:
    try:
        send_result = server.add(export_result)
        send_result = server.add(export_result.decode())
    except Exception as e:
        print(e)
    else:
        print(send_result)
```

pass
except Exception as e:
    print(e)
else:
```
An expanded version of this script with additional functions for specifying an alternative homedir location is in the examples directory as `send-key-to-keyserver.py`.

The `hkp4py` module appears to handle both string and byte literal text data equally well, but the GPGME bindings deal primarily with byte literal data only and so this script sends in that format first, then tries the string literal form.

** Basic Functions

The most frequently called features of any cryptographic library will be the most fundamental tasks for encryption software. In this section we will look at how to programmatically encrypt data, decrypt it, sign it and verify signatures.

** Encryption

Encrypting is very straightforward. In the first example below the message, `text`, is encrypted to a single recipient's key. In the second example the message will be encrypted to multiple recipients.

*** Encrypting to one key

Once the Context is set the main issues with encrypting data is essentially reduced to key selection and the keyword arguments specified in the `gpg.Context().encrypt()` method.

Those keyword arguments are: `recipients=`, a list of keys encrypted to (covered in greater detail in the following section); `sign=`, whether or not to sign the plaintext data, see subsequent sections on signing and verifying signatures below (defaults to `True`=); `sink=`, to write results or partial results to a secure sink instead of returning it.
(defaults to =None=); =passphrase=, only used when utilising symmetric encryption (defaults to =None=); =always_trust=, used to override the trust model settings for recipient keys (defaults to =False=); =add_encrypt_to=, utilises any preconfigured =encrypt-to= or =default-key= settings in the user's =gpg.conf= file (defaults to =False=); =prepare=, prepare for encryption (defaults to =False=); =expect_sign=, prepare for signing (defaults to =False=); =compress=, compresses the plaintext prior to encryption (defaults to =True=).

#+BEGIN_SRC python -i
import gpg

a_key = "0x12345678DEADBEEF"
text = b"""Some text to test with.

Since the text in this case must be bytes, it is most likely that the input form will be a separate file which is opened with "rb" as this is the simplest method of obtaining the correct data format.

```python

with open("secret_plans.txt", "rb") as afile:
    text = afile.read()
```

#+END_SRC

Though this is even more likely to be used like this; with the plaintext input read from a file, the recipient keys used for encryption regardless of key trust status and the encrypted output also encrypted to any preconfigured keys set in the =gpg.conf= file:

#+BEGIN_SRC python -i
import gpg

a_key = "0x12345678DEADBEEF"

with open("secret_plans.txt", "rb") as afile:
    text = afile.read()

```python

c = gpg.Context(armor=True)
rkey = list(c.keylist(pattern=a_key, secret=False))
ciphertext, result, sign_result = c.encrypt(text, recipients=rkey, sign=True, always_trust=True, add_encrypt_to=True)
```

with open("secret_plans.txt.asc", "wb") as afile:
If the `recipients` parameter is empty then the plaintext is encrypted symmetrically. If no `passphrase` is supplied as a parameter or via a callback registered with the `Context()` then an out-of-band prompt for the passphrase via pinentry will be invoked.

*** Encrypting to multiple keys

Encrypting to multiple keys essentially just expands upon the key selection process and the recipients from the previous examples.

The following example encrypts a message (`text`) to everyone with an email address on the `gnupg.org` domain,[fn:4] but does /not/ encrypt to a default key or other key which is configured to normally encrypt to.

```python
import gpg
text = b"Oh look, another test message."

for i in range(len(rpattern)):
    if rpattern[i].can_encrypt == 1:
        logrus.append(rpattern[i])

ciphertext, result, sign_result = c.encrypt(text, recipients=logrus, sign=False, always_trust=True)
```

Since the text in this case must be bytes, it is most likely that the input form will be a separate file which is opened with "rb" as this is the simplest method of obtaining the correct data format.
with open("secret_plans.txt.asc", "wb") as afile:
    afile.write(ciphertext)
#+END_SRC

All it would take to change the above example to sign the message and also encrypt the message to any configured default keys would be to change the =c.encrypt= line to this:

#+BEGIN_SRC python -i
ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
    always_trust=True,
    add_encrypt_to=True)
#+END_SRC

The only keyword arguments requiring modification are those for which the default values are changing. The default value of =sign= is =True=, the default of =always_trust= is =False=, the default of =add_encrypt_to= is =False=.

If =always_trust= is not set to =True= and any of the recipient keys are not trusted (e.g. not signed or locally signed) then the encryption will raise an error. It is possible to mitigate this somewhat with something more like this:

#+BEGIN_SRC python -i
import gpg
with open("secret_plans.txt.asc", "rb") as afile:
text = afile.read()

c = gpg.Context(armor=True)
rpattern = list(c.keylist(pattern="@gnupg.org", secret=False))
logrus = []

for i in range(len(rpattern)):
    if rpattern[i].can_encrypt == 1:
        logrus.append(rpattern[i])

try:
    ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
        always_trust=True,
        add_encrypt_to=True)
except gpg.errors.InvalidRecipients as e:
    for i in range(len(e.recipients)):
        for n in range(len(logrus)):
            if logrus[n].fpr == e.recipients[i].fpr:
                logrus.remove(logrus[n])
        else:
pass
try:
ciphertext, result, sign_result = c.encrypt(text,
    recipients=logrus,
    add_encrypt_to=True)
with open("secret_plans.txt.asc", "wb") as afile:
afile.write(ciphertext)
except:
pass
#+END_SRC

This will attempt to encrypt to all the keys searched for, then remove invalid recipients if it fails and try again.

** Decryption
:PROPERTIES:
:CUSTOM_ID: howto-basic-decryption
:END:

Decrypting something encrypted to a key in one's secret keyring is fairly straight forward.

In this example code, however, preconfiguring either =gpg.Context()==
or =gpg.core.Context()== as =c= is unnecessary because there is no need to modify the Context prior to conducting the decryption and since the Context is only used once, setting it to =c= simply adds lines for no gain.

#+BEGIN_SRC python -i
import gpg
ciphertext = input("Enter path and filename of encrypted file: ")
newfile = input("Enter path and filename of file to save decrypted data to: ")

with open(ciphertext, "rb") as cfile:
    try:
        plaintext, result, verify_result = gpg.Context().decrypt(cfile)
    except gpg.errors.GPGMEError as e:
        plaintext = None
        print(e)

if plaintext is not None:
    with open(newfile, "wb") as nfile:
        nfile.write(plaintext)
else:
pass
#+END_SRC
The data available in =plaintext= in this example is the decrypted content as a byte object, the recipient key IDs and algorithms in =result= and the results of verifying any signatures of the data in =verify_result=.

If =gpg.Context().decrypt(cfile, verify=False)= is called instead, then =verify_result= will be returned as =None= and the rest remains as described here.

** Signing text and files

The following sections demonstrate how to specify keys to sign with.

*** Signing key selection

By default GPGME and the Python bindings will use the default key configured for the user invoking the GPGME API. If there is no default key specified and there is more than one secret key available it may be necessary to specify the key or keys with which to sign messages and files.

```python
import gpg

logrus = input("Enter the email address or string to match signing keys to: ")
hancock = gpg.Context().keylist(pattern=logrus, secret=True)
sig_src = list(hancock)
```

The signing examples in the following sections include the explicitly designated =signers= parameter in two of the five examples; once where the resulting signature would be ASCII armoured and once where it would not be armoured.

While it would be possible to enter a key ID or fingerprint here to match a specific key, it is not possible to enter two fingerprints and match two keys since the pattern expects a string, bytes or None and not a list. A string with two fingerprints won't match any single key.
**Normal or default signing messages or files**

The normal or default signing process is essentially the same as is most often invoked when also encrypting a message or file. So when the encryption component is not utilised, the result is to produce an encoded and signed output which may or may not be ASCII armoured and which may or may not also be compressed.

By default compression will be used unless GnuPG detects that the plaintext is already compressed. ASCII armouring will be determined according to the value of =gpg.Context().armor=.

The compression algorithm is selected in much the same way as the symmetric encryption algorithm or the hash digest algorithm is when multiple keys are involved; from the preferences saved into the key itself or by comparison with the preferences with all other keys involved.

```python
import gpg
text0 = """Declaration of ... something.

text = text0.encode()

c = gpg.Context(armor=True, signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.asc", "w") as afile:
    afile.write(signed_data.decode())
```

Though everything in this example is accurate, it is more likely that reading the input data from another file and writing the result to a new file will be performed more like the way it is done in the next example. Even if the output format is ASCII armoured.

```python
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
    text = tfile.read()
```
c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.sig", "wb") as afile:
    afile.write(signed_data)
#+END_SRC

*** Detached signing messages and files
:PROPERTIES:
:CUSTOM_ID: howto-basic-signing-detached
:END:

Detached signatures will often be needed in programmatic uses of GPGME, either for signing files (e.g. tarballs of code releases) or as a component of message signing (e.g. PGP/MIME encoded email).

#+BEGIN_SRC python -i
import gpg

text0 = '''Declaration of ... something.

===

text = text0.encode()

c = gpg.Context(armor=True)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.asc", "w") as afile:
    afile.write(signed_data.decode())
#+END_SRC

As with normal signatures, detached signatures are best handled as byte literals, even when the output is ASCII armoured.

#+BEGIN_SRC python -i
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
    text = tfile.read()

c = gpg.Context(signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.sig", "wb") as afile:
    afile.write(signed_data)
#+END_SRC
Though PGP/in-line messages are no longer encouraged in favour of PGP/MIME, there is still sometimes value in utilising in-line signatures. This is where clear-signed messages or text is of value.

```python
import gpg

text0 = """"Declaration of ... something.

```
Essentially there are two principal methods of verification of a signature. The first of these is for use with the normal or default signing method and for clear-signed messages. The second is for use with files and data with detached signatures.

The following example is intended for use with the default signing method where the file was not ASCII armoured:

```python
import gpg
import time

filename = "statement.txt"
gpg_file = "statement.txt.gpg"

c = gpg.Context()

try:
    data, result = c.verify(open(gpg_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
time.ctime(sign.timestamp)))
else:
    pass
```

Whereas this next example, which is almost identical would work with normal ASCII armoured files and with clear-signed files:

```python
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"

c = gpg.Context()
```
try:
    data, result = c.verify(open(asc_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print("\"Good signature from:
{0}
with key {1}
made at {2}\"\n.format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
        time.ctime(sign.timestamp)))
else:
    pass

In both of the previous examples it is also possible to compare the
original data that was signed against the signed data in =data= to see
if it matches with something like this:

# BEGIN_SRC python -i
with open(filename, "rb") as afile:
    text = afile.read()

if text == data:
    print("Good signature.")
else:
    pass
# END_SRC

The following two examples, however, deal with detached signatures.
With his method of verification the data that was signed does not get
returned since it is already being explicitly referenced in the first
argument of =c.verify=. So =data= is =None= and only the information
in =result= is available.

# BEGIN_SRC python -i
import gpg
import time

filename = "statement.txt"
sig_file = "statement.txt.sig"

```python
with open(filename, "rb") as afile:
    text = afile.read()
```
c = gpg.Context()

try:
    data, result = c.verify(open(filename), open(sig_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print('''Good signature from:
{0}
with key {1}
made at {2}
'''.format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
            time.ctime(sign.timestamp)))
else:
    pass

#BEGIN_SRC python -i
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"

c = gpg.Context()

try:
    data, result = c.verify(open(filename), open(asc_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print('''Good signature from:
{0}
with key {1}
made at {2}
'''.format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
            time.ctime(sign.timestamp)))
else:

The one thing, aside from GnuPG itself, that GPGME depends on, of course, is the keys themselves. So it is necessary to be able to generate them and modify them by adding subkeys, revoking or disabling them, sometimes deleting them and doing the same for user IDs.

In the following examples a key will be created for the world's greatest secret agent, Danger Mouse. Since Danger Mouse is a secret agent he needs to be able to protect information to \texttt{=SECRET=} level clearance, so his keys will be 3072-bit keys.

The pre-configured \texttt{=gpg.conf=} file which sets cipher, digest and other preferences contains the following configuration parameters:

```bash
# BEGIN_SRC conf
expert
allow-freeform-uid
allow-secret-key-import
trust-model tofu+pgp
        tofu-default-policy unknown
enable-large-rsa
enable-dsa2
cert-digest-algo SHA512
default-preference-list TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128 AES BLOWFISH IDEA CAST5 3DES SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1 ZLIB BZIP2 ZIP Uncompressed
personal-cipher-preferences TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128 AES BLOWFISH IDEA CAST5 3DES
personal-digest-preferences SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1
personal-compress-preferences ZLIB BZIP2 ZIP Uncompressed
# END_SRC
```

** Primary key

```
** Primary key
:PROPERTIES:
:CUSTOM_ID: keygen-primary
:END:

Generating a primary key uses the \texttt{=create_key=} method in a Context. It contains multiple arguments and keyword arguments, including:

```bash
```
=userid=, =algorithm=, =expires_in=, =expires=, =sign=, =encrypt=, =certify=, =authenticate=, =passphrase= and =force=. The defaults for all of those except =userid=, =algorithm=, =expires_in=, =expires= and =passphrase= is =False=. The defaults for =algorithm= and =passphrase= is =None=. The default for =expires_in= is =0=. The default for =expires= is =True=. There is no default for =userid=.

If =passphrase= is left as =None= then the key will not be generated with a passphrase, if =passphrase= is set to a string then that will be the passphrase and if =passphrase= is set to =True= then gpg-agent will launch pinentry to prompt for a passphrase. For the sake of convenience, these examples will keep =passphrase= set to =None=.

```python
import gpg
c = gpg.Context()

c.home_dir = "~/.gnupg-dm"
userid = "Danger Mouse <dm@secret.example.net>"

dmkey = c.create_key(userid, algorithm="rsa3072", expires_in=31536000, sign=True, certify=True)
```

One thing to note here is the use of setting the =c.home_dir= parameter. This enables generating the key or keys in a different location. In this case to keep the new key data created for this example in a separate location rather than adding it to existing and active key store data. As with the default directory, =~/.gnupg=, any temporary or separate directory needs the permissions set to only permit access by the directory owner. On posix systems this means setting the directory permissions to 700.

The =temp-homedir-config.py= script in the HOWTO examples directory will create an alternative homedir with these configuration options already set and the correct directory and file permissions.

The successful generation of the key can be confirmed via the returned =GenkeyResult= object, which includes the following data:

```python
print("***
Fingerprint: {0}
Primary Key: {1}
Public Key: {2}
Secret Key: {3}
Sub Key: {4}
```
User IDs: {5}

Alternatively the information can be confirmed using the command line program:

```
#+BEGIN_SRC shell
bash-4.4$ gpg --homedir ~/.gnupg-dm -K
~/.gnupg-dm/pubring.kbx
----------------------
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid           [ultimate] Danger Mouse <dm@secret.example.net>

bash-4.4$
#+END_SRC
```

As with generating keys manually, to preconfigure expanded preferences for the cipher, digest and compression algorithms, the =gpg.conf= file must contain those details in the home directory in which the new key is being generated. I used a cut down version of my own =gpg.conf= file in order to be able to generate this:

```
#+BEGIN_SRC shell
bash-4.4$ gpg --homedir ~/.gnupg-dm --edit-key 177B7C25DB99745EE2EE13ED026D2F19E99E63AA showpref
quit
Secret key is available.

sec  rsa3072/026D2F19E99E63AA
    trust: ultimate      validity: ultimate
[ultimate] (1). Danger Mouse <dm@secret.example.net>

[ultimate] (1). Danger Mouse <dm@secret.example.net>
    Cipher: TWOFISH, CAMELLIA256, AES256, CAMELLIA192, AES192, CAMELLIA128, AES, BLOWFISH, IDEA, CAST5, 3DES
    Digest: SHA512, SHA384, SHA256, SHA224, RIPEMD160, SHA1
    Compression: ZLIB, BZIP2, ZIP, Uncompressed
    Features: MDC, Keyserver no-modify

bash-4.4$
#+END_SRC
```

** Subkeys

**PROPERTIES:
Adding subkeys to a primary key is fairly similar to creating the primary key with the =create_subkey= method. Most of the arguments are the same, but not quite all. Instead of the =userid= argument there is now a =key= argument for selecting which primary key to add the subkey to.

In the following example an encryption subkey will be added to the primary key. Since Danger Mouse is a security conscious secret agent, this subkey will only be valid for about six months, half the length of the primary key.

```python
import gpg
c = gpg.Context()
c.home_dir = "~/.gnupg-dm"
key = c.get_key(dmkey.fpr, secret=True)
dmsub = c.create_subkey(key, algorithm="rsa3072", expires_in=15768000, encrypt=True)
```

As with the primary key, the results here can be checked with:

```python
print("Fingerprint: {0}
Primary Key:  {1}
Public Key:  {2}
Secret Key:  {3}
Sub Key:  {4}
User IDs:  {5}
".format(dmsub.fpr, dmsub.primary, dmsub.pubkey, dmsub.seckey, dmsub.sub, dmsub.uid))
```

As well as on the command line with:

```shell
bash-4.4$ gpg --homedir ~/.gnupg-dm -K
~/.gnupg-dm/pubring.kbx
----------------------
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid           [ultimate] Danger Mouse <dm@secret.example.net>
```
** User IDs

** ** Adding User IDs

By comparison to creating primary keys and subkeys, adding a new user ID to an existing key is much simpler. The method used to do this is `key_add_uid` and the only arguments it takes are for the `key` and the new `uid`.

```python
import gpg
c = gpg.Context()
c.home_dir = "~/gnupg-dm"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid = "Danger Mouse <danger.mouse@secret.example.net>"

c.key_add_uid(key, uid)
```

Unsurprisingly the result of this is:

```shell
bash-4.4$ gpg --homedir ~/gnupg-dm -K
~/.gnupg-dm/pubring.kbx
----------------------
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid           [ultimate] Danger Mouse <danger.mouse@secret.example.net>
uid           [ultimate] Danger Mouse <dm@secret.example.net>
ssb   rsa3072 2018-03-15 [E] [expires: 2018-09-13]
bash-4.4$
```
*** Revoking User IDs

Revoking a user ID is a fairly similar process, except that it uses the `key_revoke_uid` method.

```python
import gpg
c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid = "Danger Mouse <danger.mouse@secret.example.net>"

c.key_revoke_uid(key, uid)
```

** Key certification

Since key certification is more frequently referred to as key signing, the method used to perform this function is `key_sign`.

The `key_sign` method takes four arguments: `key=`, `uids=`, `expires_in=` and `local=`. The default value of `uids=` is `None` and which results in all user IDs being selected. The default value of both `expires_in=` and `local=` is `False`; which results in the signature never expiring and being able to be exported.

The `key=` is the key being signed rather than the key doing the signing. To change the key doing the signing refer to the signing key selection above for signing messages and files.

If the `uids=` value is not `None=` then it must either be a string to match a single user ID or a list of strings to match multiple user IDs. In this case the matching of those strings must be precise and it is case sensitive.
To sign Danger Mouse's key for just the initial user ID with a signature which will last a little over a month, do this:

```python
import gpg
c = gpg.Context()
uuid = "Danger Mouse <dm@secret.example.net>"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
c.key_sign(key, uids=uuid, expires_in=2764800)
```

*** Verifying key certifications

```python
import gpg
import time
c = gpg.Context()
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
keys = list(c.keylist(pattern=dmfpr, mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
    for sig in user.signatures:
        print("0x{0}".format(sig.keyid), ",", time.ctime(sig.timestamp), ",", sig.uid)
```

Which for Danger Mouse displays the following:

```
0x92E3F6115435C65A  Thu Mar 15 13:17:44 2018  Danger Mouse <dm@secret.example.net>
0x321E4E2373590E5D  Mon Nov 26 12:46:05 2018  Ben McGinnes <ben@adversary.org>
```

The two key signatures listed are for the self-certification of Danger Mouse's key made when the key was created in March, 2018; and the second is a signature made by the author and set to expire at the end of the year. Note that the second signature was made with the following code (including the preceding code to display the output of the certifications or key signatures):
```python
import gpg
import math
import pendulum
import time

hd = "~/home/dm/.gnupg"
c = gpg.Context()
d = gpg.Context(home_dir=hd)
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
dmuid = "Danger Mouse <dm@secret.example.net>"
dkeys = list(c.keylist(pattern=dmuid))
dmkey = dkeys[0]

c.key_import(d.key_export(pattern=None))

tp = pendulum.period(pendulum.now(tz="local"), pendulum.datetime(2019, 1, 1))
ts = tp.total_seconds()
total_secs = math.ceil(ts)
c.key_sign(dmkey, uids=dmuid, expires_in=total_secs)

d.key_import(c.key_export(pattern=dmuid))
keys = list(c.keylist(pattern=dmuid, mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
    for sig in user.signatures:
        print("0x{0}".format(sig.keyid), ",", time.ctime(sig.timestamp), ",", sig.uid)
```

Note that this final code block includes the use of a module which is /not/ part of Python's standard library, the [[https://pendulum.eustace.io/][pendulum module]]. Unlike the standard datetime module, pendulum makes working with dates and times significantly easier in Python; just as the requests module makes working with HTTP and HTTPS easier than the builtin modules do.

Though neither requests nor pendulum are required modules for using the GPGME Python bindings, they are both highly recommended more generally.

* Advanced or Experimental Use Cases

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 9576
** C plus Python plus SWIG plus Cython

:PROPERTIES:
:CUSTOM_ID: cython
:END:

In spite of the apparent incongruence of using Python bindings to a C interface only to generate more C from the Python; it is in fact quite possible to use the GPGME bindings with [[http://docs.cython.org/en/latest/index.html][Cython]]. Though in many cases the benefits may not be obvious since the most computationally intensive work never leaves the level of the C code with which GPGME itself is interacting with.

Nevertheless, there are some situations where the benefits are demonstrable. One of the better and easier examples being the one of the early examples in this HOWTO, the [#howto-keys-counting][key counting] code. Running that example as an executable Python script, =keycount.py= (available in the =examples/howto/= directory), will take a noticeable amount of time to run on most systems where the public keybox or keyring contains a few thousand public keys.

Earlier in the evening, prior to starting this section, I ran that script on my laptop; as I tend to do periodically and timed it using =time= utility, with the following results:

```
#BEGIN_SRC shell
bash-4.4$ time keycount.py
   Number of secret keys:  23
   Number of public keys:  12112

real    1m52.945s
user    0m0.913s
sys     0m0.752s
bash-4.4$
#END_SRC
```

Sometime after that I imported another key and followed it with a little test of Cython. This test was kept fairly basic, essentially lifting the material from the [#http://docs.cython.org/en/latest/src/tutorial/][Cython Basic Tutorial] to demonstrate compiling Python code to C. The first step was to take the example key counting code quoted previously, essentially from the importing of the =gpg= module to the end of the script:
import gpg

c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)

seclist = list(seckeys)
seccnt = len(seclist)

publist = list(pubkeys)
pubcnt = len(publist)

print("Number of secret keys:  {}
Number of public keys:  {}").format(seccnt, pubcnt)

Save that into a file called =keycount.pyx= and then create a
=setup.py= file which contains this:

from distutils.core import setup
from Cython.Build import cythonize

setup(
    ext_modules = cythonize("keycount.pyx")
)

Compile it:

bash-4.4$ python setup.py build_ext --inplace
bash-4.4$

Then run it in a similar manner to =keycount.py=:

bash-4.4$ time python3.7 -c "import keycount"

Number of secret keys:  23
Number of public keys:  12113
real 6m 47.905s
user 0m 0.785s
sys 0m 0.331s

bash-4.4$
#+END_SRC

Cython turned =keycount.pyx= into an 81KB =keycount.o= file in the =build/= directory, a 24KB =keycount.cpython-37m-darwin.so= file to be imported into Python 3.7 and a 113KB =keycount.c= generated C source code file of nearly three thousand lines. Quite a bit bigger than the 314 bytes of the =keycount.pyx= file or the full 1,452 bytes of the full executable =keycount.py= example script.

On the other hand it ran in nearly half the time; taking 6 minutes and 47.905 seconds to run. As opposed to the 11 minutes and 52.945 seconds which the CPython script alone took.

The =keycount.pyx= and =setup.py= files used to generate this example have been added to the =examples/howto/advanced/cython/= directory The example versions include some additional options to annotate the existing code and to detect Cython’s use. The latter comes from the [[http://docs.cython.org/en/latest/src/tutorial/pure.html#magic-attributes-within-the-pxd][Magic Attributes]] section of the Cython documentation.

* Miscellaneous extras and work-arounds

** Group lines

Most of the things in the following sections are here simply because there was no better place to put them, even though some are only peripherally related to the GPGME Python bindings. Some are also workarounds for functions not integrated with GPGME as yet. This is especially true of the first of these, dealing with [[#group-lines][group lines]].

There is not yet an easy way to access groups configured in the gpg.conf file from within GPGME. As a consequence these central groupings of keys cannot be shared amongst multiple programs, such as MUAs readily.
The following code, however, provides a work-around for obtaining this information in Python.

```python
# BEGIN_SRC python -i
import subprocess
import sys

if sys.platform == "win32":
    gpgconfcmd = "gpgconf.exe --list-options gpg"
else:
    gpgconfcmd = "gpgconf --list-options gpg"

process = subprocess.Popen(gpgconfcmd.split(), stdout=subprocess.PIPE)
procom = process.communicate()

if sys.version_info[0] == 2:
    lines = procom[0].splitlines()
else:
    lines = procom[0].decode().splitlines()

for line in lines:
    if line.startswith("group") is True:
        break

groups = line.split(";")[1].replace("", ").split(",")

group_lines = []
group_lists = []

for group in groups:
    group_lines.append(group.split("="))
    group_lists.append(group.split("="))

for glist in group_lists:
    glist[1] = glist[1].split()
# END_SRC

The result of that code is that =group_lines= is a list of lists where =group_lines[i][0]= is the name of the group and =group_lines[i][1]= is the key IDs of the group as a string.

The =group_lists= result is very similar in that it is a list of lists. The first part, =group_lists[i][0]= matches =group_lines[i][0]= as the name of the group, but =group_lists[i][1]= is the key IDs of the group as a list.

A demonstration of using the =groups.py= module is also available in the form of the executable =mutt-groups.py= script. This second
script reads all the group entries in a user's `gpg.conf` file and converts them into crypt-hooks suitable for use with the Mutt and Neomutt mail clients.

** Keyserver access for Python

The [[https://github.com/Selfnet/hkp4py][hkp4py]] module by Marcel Fest was originally a port of the old [[https://github.com/dgladkov/python-hkp][python-hkp]] module from Python 2 to Python 3 and updated to use the [[http://docs.python-requests.org/en/latest/index.html][requests]] module instead. It has since been modified to provide support for Python 2.7 as well and is available via PyPI.

Since it rewrites the `=hkp=` protocol prefix as `=http=` and `=hkps=` as `=https=`, the module is able to be used even with servers which do not support the full scope of keyserver functions.[fn:5] It also works quite readily when incorporated into a [[#cython][Cython]] generated and compiled version of any code.

*** Key import format

The hkp4py module returns key data via requests as string literals (`=r.text=`) instead of byte literals (`=r.content=`). This means that the returned key data must be encoded to UTF-8 when importing that key material using a `=gpg.Context().key_import()= method.

For this reason an alternative method has been added to the `=search= function of `=hkp4py.KeyServer()=` which returns the key in the correct format as expected by `=key_import=). When importing using this module, it is now possible to import with this:

```python
for key in keys:
    if key.revoked is False:
        gpg.Context().key_import(key.key_blob)
    else:
        pass
```

Without that recent addition it would have been necessary to encode the contents of each `=hkp4py.KeyServer().search()[i].key=` in
An example of this is included in the [[#howto-import-key][Importing Keys]] section of this HOWTO and the corresponding executable version of that example is available in the =lang/python/examples/howto= directory as normal; the executable version is the =import-keys-hkp.py= file.

** GPGME version checking

For various reasons it may be necessary to check which version of GPGME the bindings have been built against; including whether a minimum required version of GPGME is in use.

For the most part the =gpg.version.versionstr= and =gpg.version.versionlist= methods have been quite sufficient. The former returns the same string as =gpgme-config --version=, while the latter returns the major, minor and patch values in a list.

To check if the installed bindings have actually been built against the current installed libgpgme version, this check can be performed:

```python
#+BEGIN_SRC python -i
import gpg
import subprocess
import sys

gpgme_version_call = subprocess.Popen(["gpgme-config", "--version"],
                                  stdout=subprocess.PIPE,
                                  stderr=subprocess.PIPE)
gpgme_version_str = gpgme_version_call.communicate()

if sys.version_info[0] == 2:
    gpgme_version = gpgme_version_str[0].strip()
elif sys.version_info[0] >= 3:
    gpgme_version = gpgme_version_str[0].decode().strip()
else:
    gpgme_version = None

if gpgme_version is not None:
    if gpgme_version == gpg.version.versionstr:
        print("The GPGME Python bindings match libgpgme.")
    else:
        print("The GPGME Python bindings do NOT match libgpgme.")
else:
```

=HKP4py.KeyServer().search()= before trying to import it.
print("Upgrade Python and reinstall the GPGME Python bindings.")

For many developers, however, the preferred checking means checking for a minimum version or point release. This is now readily available via the =gpg.version.versionintlist= method (added in version =1.12.1-beta79=). It is also now possible to easily check whether the installed GPGME Python bindings were built from a development or beta branch of the GPGME source code.

The following code demonstrates how both of those methods may be used:

```python
import gpg

try:
    if gpg.version.is_beta is True:
        print("The installed GPGME Python bindings were built from beta code.")
    else:
        print("The installed GPGME Python bindings are a released version.")
except Exception as e:
    print(e)

try:
    if gpg.version.versionintlist[0] == 1:
        if gpg.version.versionintlist[1] == 12:
            if gpg.version.versionintlist[2] == 1:
                print("This is the minimum version for using versionintlist.")
            elif gpg.version.versionintlist[2] > 1:
                print("The versionintlist method is available.")
            else:
                pass
        elif gpg.version.versionintlist[1] > 12:
            print("The versionintlist method is available.")
        else:
            pass
    elif gpg.version.versionintlist[0] > 1:
        print("The versionintlist method is available.")
    else:
        pass
except Exception as e:
    print(e)
```

The points where =pass= is used in the above example will most likely also produce an =Exception= error since those results should only occur in versions which do not have the =gpgme.version.is_beta= and =gpgme.version.versionintlist= methods available.
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Draft editions of this HOWTO may be periodically available directly from the author at any of the following URLs:

- [https://files.au.adversary.org/crypto/gpgme-python-howto.html][GPGME Python Bindings HOWTO draft (HTML single file, AWS S3 SSL)]
- [http://files.au.adversary.org/crypto/gpgme-python-howto.html][GPGME Python Bindings HOWTO draft (HTML single file, AWS S3 no SSL)]
- [https://files.au.adversary.org/crypto/gpgme-python-howto-split/index.html][GPGME Python Bindings HOWTO draft (HTML multiple files, AWS S3 SSL)]
- [http://files.au.adversary.org/crypto/gpgme-python-howto/index.html][GPGME Python Bindings HOWTO draft (HTML multiple files, AWS S3 no SSL)]

These draft versions have been generated from this document via GNU Emacs ([https://orgmode.org/][Org mode]) to .texi= and [[https://www.gnu.org/software/texinfo/][GNU Texinfo]] to HTML. Though it is likely that the specific [[https://files.au.adversary.org/crypto/gpgme-python-howto][file]] [[http://files.au.adversary.org/crypto/gpgme-python-howto.org][version]] used will be on the same server with the generated output formats. Occasionally I may include the Org mode generated XHTML versions:

- [https://files.au.adversary.org/crypto/gpgme-python-howto.xhtml][GPGME Python Bindings HOWTO draft (HTML single file, AWS S3 SSL)]
- [http://files.au.adversary.org/crypto/gpgme-python-howto.xhtml][GPGME Python Bindings HOWTO draft (HTML single file, AWS S3 no SSL)]

That XHTML version, however, is exported in a way which inherits a colour scheme from [[https://github.com/holomorph/emacs-zenburn][the author's Emacs theme]] (which is a higher
contrast
version of [[http://kippura.org/zenburnpage][Zenburn]] ported by [[https://github.com/holomorph][Holomorph]].
So it's fine for people who
prefer dark themed web pages, but not so great for everyone else.

The GNU Texinfo and reStructured Text versions ship with the software,
while the GNU Emacs Info version is generated from the Texinfo
version using GNU Texinfo or GNU Makeinfo. The Texinfo format is
generated from the original Org mode source file in Org mode itself
either within GNU Emacs or via the command line by invoking Emacs in
batch mode:

```shell
# BEGIN_SRC shell
  emacs gpgme-python-howto.org --batch -f org-texinfo-export-to-texinfo --kill
  emacs gpgme-python-howto --batch -f org-texinfo-export-to-texinfo --kill
# END_SRC
```

The reStructuredText format is also generated from the Org mode source
file, except it is generated using [[https://pandoc.org][Pandoc]] with either of the following
commands (depending on the filename):

```shell
# BEGIN_SRC shell
  pandoc -f org -t rst+smart -o gpgme-python-howto.rst gpgme-python-howto.org
  pandoc -f org -t rst+smart -o gpgme-python-howto.rst gpgme-python-howto
# END_SRC
```

Note that the Org mode source files are identified as such via a mode
line at the top of each file and have had their =.org= file extensions
dropped in order to make scripted generation of output formats easier
and not require renaming files post-conversion.

Due to a bug in Org mode's texinfo conversion method, the recommended
steps for generating the Texinfo files for all the files in the
=lang/python/doc/src/= directory are as follows:

```shell
# BEGIN_SRC shell
  for x in * ; do
    emacs $x --batch -f org-texinfo-export-to-texinfo --kill
    cat $x.texi | sed -e 's/@documentencoding UTF-8/@documentencoding utf-8/g' > ../texinfo/$x.texi
    pandoc -f org -t rst+smart -o ../rst/$x.rst $x
  done ;
  rm -fv *.texi
cd ../texinfo
mkdir info
mkdir html
for x in *.texi ; do
  makeinfo -v $x
  makeinfo --html --no-split $x
```
done;
mv *.info info/
mv *.html html/
#+END_SRC

This code snippet includes the generation of the reStructuredText files and would be expected to be run from the `doc/src=` directory containing the Org mode source files. It also assumes that the commands are being run on POSIX compliant systems with basic tools like sed, the Bourne shell and GNU Emacs available. The code snippet also includes the steps for generating the Emacs Info files and HTML files from the Texinfo files. Using reStructuredText files with Sphinx is best left for the documentation of that project.

In addition to these there is a significantly less frequently updated version as a HTML [WebHelp site] (AWS S3 SSL); generated from DITA XML source files, which can be found in [an alternative branch] of the GPGME git repository.

Various generated output formats may occasionally be found in subdirectories of the [gpgme-python] directory. In particular within the [DITA], [reStructuredText] and [Texinfo] subdirectories. The =rst= directory contains output files generated with Sphinx and may include a considerable number of its possible output formats, but there are no guarantees as to how recent these are or even if they are present.

These draft editions are not official documents and the version of documentation in the master branch or which ships with released versions is the only official documentation. Nevertheless, these draft editions may occasionally be of use by providing more accessible web versions which are updated between releases. They are provided on the understanding that they may contain errors or may contain content subject to change prior to an official release.

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implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE.

* Footnotes

[fn:1] =short-history= and/or =short-history.html=.

[fn:2] With no issues reported specific to Python 3.7, the release of
Python 3.7.1 at around the same time as GPGME 1.12.0 and the testing
with Python 3.7.1rc1, there is no reason to delay moving 3.7 ahead of
3.6 now. Production environments with more conservative requirements
will always enforce their own policies anyway and installation to each
supported minor release is quite possible too.

[fn:3] Yes, even if you use virtualenv with everything you do in
Python. If you want to install this module as just your user account
then you will need to manually configure, compile and install the
/entire/ GnuPG stack as that user as well. This includes libraries
which are not often installed that way. It can be done and there are
circumstances under which it is worthwhile, but generally only on
POSIX systems which utilise single user mode (some even require it).

[fn:4] You probably don't really want to do this. Searching the
keyservers for "gnupg.org" produces over 400 results, the majority of
which aren't actually at the gnupg.org domain, but just included a
comment regarding the project in their key somewhere.

[fn:5] Such as with ProtonMail servers. This also means that
restricted servers which only advertise either HTTP or HTTPS end
points and not HKP or HKPS end points must still be identified as as
HKP or HKPS within the Python Code. The =hkp4py= module will rewrite
these appropriately when the connection is made to the server.

[fn:6] Okay, Emacs might not necessarily qualify as a basic tool, but
it is common enough that having it installed on a system isn't too
great an expectation, nor is it difficult to add to most POSIX
systems, even if the users of those systems do not personally use it.
;;; -*- Mode: lisp -*-

;;; Copyright (C) 2006 g10 Code GmbH

;;; This file is part of GPGME.
GPGME is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

GPGME is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with GPGME; if not, write to the Free Software Foundation, Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

(defpackage #:gpgme-system
  (:use #:common-lisp #:asdf))

(in-package #:gpgme-system)

defsystem gpgme
  :description "GnuPG Made Easy."
  :author "g10 Code GmbH"
  :version "1.13.1"
  :licence "GPL"
  :defsystem-depends-on ("cffi-grovel")
  :depends-on ("cffi" "gpg-error" "trivial-garbage")
  :components ((:file "gpgme-package")
               (:cffi-grovel-file "gpgme-grovel")
               :depends-on ("gpgme-package")
               (:file "gpgme")
               :depends-on ("gpgme-package" "gpgme-grovel")))

cython
(21:protected-private-key(3:dsa(1:p129:._d8|po3s@!WGUOAXRCS\[8SN:y\o?2[pVxn(kOc\Bk0zu&FkK)1:o21:
vBeOPP(1:g129:fU/e(2hp@hjc2@aE=Sg GO:ZkIyFnGM!GsG@
= _SZkII(1:y128:K:9tA\]4SU1 sG'nZpx/imV^>A;V%?51sS{!=-6@| ed
)9:protected25:openpgp-s2k3-sha1-aes-cbc((4:sha18:Li7:64522224)16:.kO{,v80:z7OCG/sB48(H9%*ojSOOGsma'YUs1bCBS(12:protected-at15:20130812T105134)))

#+TITLE: GPGME Python Bindings HOWTO Examples
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}][Times New Roman]
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 9588
* Examples

The contents of this directory are the examples included in the /GNU Privacy Guard (GnuPG) Made Easy Python Bindings HOWTO/ file. Each script is explicitly for Python 3 and specifically for Python 3.4 or later.

Some of these scripts may work with Python 2.7, but there are no guarantees. They will include the relevant imports from the __future__ module to facilitate that if possible.

* Copyright and Licensing

Unless otherwise stated, all the examples in this directory are released under the same terms as GPGME itself; that is they are dual licensed under the terms of both the GNU General Public License version 2.0 (or any later version) and the GNU Lesser General Public License version 2.1 (or any later version).

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GNU Privacy Guard (GnuPG) Made Easy Python Bindings

* GPGME Python Bindings::

--- The Detailed Node Listing ---

GPGME Python Bindings

* Contents::

@end detailmenu
@end menu

@node GPGME Python Bindings
@chapter GPGME Python Bindings

@menu
* Contents::
@end menu

@node Contents
@section Contents

@itemize
@item
@uref{short-history, A short history of the project}
@item
@uref{what-is-new, What's New}
@end itemize
@item
@uref{maintenance-mode, Maintenance Mode} (from January, 2019)
@end itemize
@item
@uref{what-was-new, What Was New}
@end itemize
@end itemize
@bye

;;; gpgme-package.lisp

;;; Copyright (C) 2006 g10 Code GmbH

;;; This file is part of GPGME-CL.

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;;; along with GPGME; if not, write to the Free Software Foundation,
;;; Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

;;; Conventions:

;;; gpg-error is used for error handling.

;;; Standard I/O streams are used for input and output.

(defun #:gpgme
  (:use #:common-lisp #:cffi #:gpg-error)
  (:import-from #:trivial-garbage
   #:finalize)
  (:export #:check-version
   #:*version*
   #:context
   #:protocol
   #:armorp)
NB: ChangeLog files are no longer manually maintained. Starting
on December 1st, 2011 we put change information only in the GIT
commit log, and generate a top-level ChangeLog file from logs at
"make dist". See doc/HACKING for details.

2011-05-12 Marcus Brinkmann <marcus@g10code.com>

* gpgme.texi (I/O Callback Example): Fix example code.

* gpgme.texi (Generating Keys): Fix OpenPGP parameters and reference
  GPG and GPGSM manual.

2010-01-05 Werner Koch <wk@g10code.com>

* gpgme.texi (Changing Passphrases): New.

2009-07-21 Werner Koch <wk@g10code.com>

* uiserver.texi (UI Server Encrypt): Add --expect-sign option to
  PREP_ENCRYPT.

2009-06-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Result Management): New section.

2009-06-16 Werner Koch <wk@g10code.com>

* gpgme.texi (Exporting Keys): Document gpgme_op_export_keys.
  (Data Buffer Meta-Data): Document URL encodings.
2009-05-28  Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Library Version Check): Document selftest error.
(Creating Contexts): Likewise.

2009-05-18  Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document
GPGME_ENCRYPT_NO_ENCRYPT_TO.

2009-05-05  Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Engine Information): Replace path by file_name.

2008-11-28  Werner Koch  <wk@g10code.com>

* gpgme.texi (Listing Keys): Change description of the return
value to match the code. Spotted by Colin Leroy.

2008-10-15  Werner Koch  <wk@g10code.com>

* uiserver.texi (Miscellaneous UI Server Commands): Add option
--protocol to the SENDER command.

2008-07-17  Werner Koch  <wk@g10code.com>

* module-overview.sk: New.

2008-07-04  Werner Koch  <wk@g10code.com>

* gpgme.texi (Algorithms): Add a hint on symmetric only encryption.

2008-06-27  Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Cancellation): Document gpgme_cancel_async.

2008-06-25  Werner Koch  <wk@g10code.com>

* gpgme.texi (Listing Keys): Updated example to the current API.
Noted by Nico Schottelius.

2008-06-05  Werner Koch  <wk@g10code.com>

* uiserver.texi (Miscellaneous UI Server Commands): Describe
START_CONF_DIALOG.

2008-06-04  Werner Koch  <wk@g10code.com>
* gpgme.texi: Use @copying command. Change license to GPLv3. Include protocol specs from GpgOL and GPGEx. Minor cleanups.

2008-03-11 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (File Based Data Buffers): Document the need for blocking operations.
   (Callback Based Data Buffers): Likewise.

2008-03-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Library Version Check): Rename snippet function to init_gpgme.
   (I/O Callback Example): Call it here.

2008-01-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Document that data encoding affects some output data objects now.

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Protocols and Engines): Document GPGME_PROTOCOL_UNKNOWN.

2007-09-11 Werner Koch <wk@g10code.com>

* gpgme.texi (I/O Callback Example): Typo fix.

2007-08-07 Werner Koch <wk@g10code.com>

* gpgme.texi (Verify): Describe chain_model.

2007-07-12 Werner Koch <wk@g10code.com>

* gpgme.texi (Library Version Check): Add remark that the socket layer will get initialized.

2007-06-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Advanced Key Editing): New section.

2007-05-21 Werner Koch <wk@g10code.com>

* Makefile.am (online): New target.

2007-05-18 Marcus Brinkmann <marcus@g10code.de>
* gpgme.texi (Error Strings): Fix documentation of gpgme_strerror_r.

2006-11-01 Moritz Schulte <moritz@g10code.com>

* gpgme.texi (Data Buffer I/O Operations): Fixed entry for gpgme_data_seek: OFFSET is not a pointer; some s/whence/offset/.

2006-09-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Destroying Data Buffers): Clarify that gpgme_data_release_and_get_mem destroys DH unconditionally.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Library Version Check): Make example code compatible to W32 systems.

2006-06-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Fix inverted condition in description.

2005-12-20 Werner Koch <wk@g10code.com>

* gpgme.texi (Verify): Document pka_trust.

2005-12-06 Werner Koch <wk@g10code.com>

* gpgme.texi (Key Management): Updated to match the fixes for subkey fingerprints and the secret flag.

2005-10-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Destroying Data Buffers): Document gpgme_free.

2005-10-02 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Add the new member notations of gpgme_sig_key_t.
(Key Listing Mode): Document GPGME_KEYLIST_MODE_SIG_NOTATIONS.

2005-10-01 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Enclose all return parameters of deftypefuns in curly brackets.

* gpgme.texi (Signature Notation Data): New section.
(Verify): Added more about the notation data structure.

2005-09-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Data Buffer I/O Operations, Data Buffer Meta-Data):
  New subsections.

* gpgme.texi: Replace plaintext_filename with file_name.

* gpgme.texi (Key Management): Document is_qualified.

2005-07-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Decrypt): Add plaintext_filename to
  gpgme_decrypt_result_t.
(Verify): Likewise for gpgme_verify_result_t.

2005-06-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Add information about new fields in
  gpgme_signature_t.

* gpgme.texi (Decrypt): Add gpgme_recipient_t.

2005-05-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Listing Mode): Fix return type of
  gpgme_set_keylist_mode.
  Reported by "Sergio" <ml_sergico@virgilio.it>.

2005-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Included Certificates): Document
  GPGME_INCLUDE_CERTS_DEFAULT.

2005-01-12 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Engine Configuration): New section.
  (Crypto Engine): New subsection.

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* lesser.texi (Library Copying): Change from @appendixsec to
  @appendix.

* gpgme.texi (Features): Change reference to GPL to one to LGPL.

* Makefile.am: Change license to LGPL.
  (gpgme_TEXINFOS): Replace gpl.texi with lesser.texi.
* gpgme.texi: Change license to LGPL (also for documentation of GPGME's license).
* gpl.texi: File removed.

* gpgme.texi (Creating Contexts): Fix cut&paste error. Reported by Noel Torres <envite@rolamasao.org>.

2004-09-30 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (gpgme_TEXINFOS): Remove fd1.texi.
* gpgme.texi: Do not include fd1.texi. Change license to GPL.
* fd1.texi: File removed.

2004-09-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Change type of keylist_mode in gpgme_key_t to gpgme_keylist_mode_t.

2004-09-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Fix last change.

2004-09-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Document GPG_ERR_NOT_IMPLEMENTED.

* gpgme.texi: Update copyright year for tex version.

2004-07-29 Moritz Schulte <moritz@g10code.com>

* gpgme.texi (Verify): Fix gpgme_get_key example (ancient force_update argument was still there).

2004-06-08 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Elaborate on the length restrictions on search patterns.

* gpgme.texi (Decrypt and Verify): Document the NO_DATA error code.
  (Verify): Document the relationship between gpgme_op_verify_result and the decrypt and verify operations.

2004-05-21 Marcus Brinkmann <marcus@g10code.de>
* gpgme.texi (Verify): Document GPG_ERR_CERT_REVOKED status.

* gpgme.texi (Decrypt): Add note about new field wrong_key_usage of gpgme_decrypt_result_t.

* gpgme.texi (Key Management): Add note about new field keylist_mode of gpgme_key_t.

2004-04-29 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Verify): Correct type of member wrong_key_usage.

2004-03-29 Moritz Schulte  <moritz@duesseldorf.ccc.de>

* gpgme.texi (Verify): Fix type of gpgme_op_verify_result.
  * gpgme.texi (Key Listing Mode): Typo fix.

2004-03-23 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Library Version Check): Fix the instruction when to set the locale.

2004-03-03 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (I/O Callback Example Qt): New section by Marc Mutz.

2004-02-24 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (cancellation): New section.

2004-02-17 Werner Koch  <wk@gnupg.org>

* gpgme.texi (Key Listing Mode): Doc KEYLIST_MODE_VALIDATE.

2004-02-06 Moritz Schulte  <mo@g10code.com>

* gpgme.texi: A couple of small fixes regarding the Largefile Support section.

2004-02-01 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Largefile Support): New section.

2004-01-13 Marcus Brinkmann  <marcus@g10code.de>

* gpgme.texi (Key Management): Fix exportable field.

2003-12-25 Marcus Brinkmann  <marcus@g10code.de>
* gpgme.texi (Key Management): Rename member class in gpgme_key_sig_t to sig_class.
(Creating a Signature): Likewise for gpgme_signature_t.

2003-12-23 Moritz Schulte <mo@g10code.com>

* gpgme.texi (Listing Keys): Minor clarification for gpgme_get_key.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Signal Handling): New section.

2003-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Correct documentation on memory synchronization requirement.

* gpgme.texi (Locale): New section.
(Multi Threading): Set locale in example.

2003-09-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Error Strings): Add gpgme_strerror_r.

2003-09-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Update documentation.

2003-09-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Header): We don’t use the assuan namespace anymore. Document new thread options.

2003-08-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating a Signature): Change type of member class to unsigned int.

2003-08-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Get error code from SIG->status in the code for gpgme_get_sig_status.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Add can_authenticate flag.
* gpgme.texi (Listing Keys): Document GPG_ERR_AMBIGUOUS_NAME for gpgme_get_key.

2003-07-29 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (EXTRA_DIST): Remove variable.

* gpgme.texi (Encrypting a Plaintext): Bad passphrase is only possible with symmetric encryption, change the wording to reflect that.

* gpgme.texi (Creating a Signature): Document GPG_ERR_UNUSABLE_SECKEY.

* gpgme.texi (Encrypting a Plaintext): Mention encrypt and sign operations in result function.
  (Creating a Signature): Likewise.

2003-07-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Listing Mode): Remove word duplication.
  (Listing Keys): Remove mentioning of force argument.
  (Verify): Don't mention r_stat. Fix some typos.
  (Decrypt and Verify): Correct info how to get the result. Don't mention r_stat.
  (Manipulating Data Buffers): Fix documentation of return value.
  (Listing Keys): Update examples.
  (Decrypt): Result might also be available when operation failed.
  (Verify): Result might also be available when operation failed.
  All spotted by Stphane Corlisy.

2003-07-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Error Sources): Fix cut and paste error.

2003-07-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Clarify difference between can_sign and can_certify.
  (Information About Keys): Likewise for GPGME_ATTR_CAN_SIGN and GPGME_ATTR_CAN_CERTIFY.

2003-07-08 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Progress Meter Callback): Change return type of gpgme_progress_cb_t to void.
2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Add 2003 to copyright notice.

* gpgme.texi (Header): Fix name space documentation on libgpg-error.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Remove reference to gpgme_recipients_t.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Crypto Operations): Rename gpgme_invalid_user_id_t to gpgme_invalid_key_t.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Change error codes to GPG_ERR_* variants. (Error Handling): Rewritten.

2003-05-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Exporting Keys): Change and document prototypes. Add new gpgme_op_export_ext and gpgme_op_export_ext_start variants. (Selecting Recipients): Section removed. (Encrypting a Plaintext): Change prototypes and document the changes.

2003-05-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Exporting Keys): Change argument type from gpgme_recipient_t to gpgme_user_id_t. (Encrypting a Plaintext): Likewise. (Selecting Recipients): Rewritten.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Protocol Selection): Do not use @acronym in @node because that breaks texi2dvi.

* gpgme.texi (Passphrase Callback): Document new prototype.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Header): Remove Gpgme as namespace prefix. Add
_*GPGME to namespace prefix.*
* gpgme.texi (Multi Threading): Add note about link order.

2003-05-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Document what happens if key is not found.

* gpgme.texi (Importing Keys): Fix cut and paste error.

2003-04-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Remove reference to gpgme_get_op_info.
  (Detailed Results): Subsection removed.

* gpgme.texi (Key Listing Mode): Add GPGME_KEYLIST_MODE_SIGS.
  (Manipulating Keys): Add obsoleteness note.
  (Key Signatures): Likewise.
  (Information About Keys): Likewise.
  (Key Management): Add new data types GpgmeSubkey, GpgmeKeySig, GpgmeUserID, and all the information about GpgmeKey.

2003-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Remove force_update argument from gpgme_get_key.

* gpgme.texi (Trust Item Management): Add data members of GpgmeTrustItem type.
  (Information About Trust Items): Add note about obsoleteness.
  (Manipulating Trust Items): Add gpgme_trust_item_ref and gpgme_trust_item_unref.

2003-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Rewritten to take into account new and deprecated functions and data types.

* gpgme.texi (Decrypt): Descript gpgme_op_decrypt_result and GpgmeDecryptResult.

2003-04-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Add info about GpgmeEncryptResult and gpgme_op_encrypt_result.

* gpgme.texi (Creating a Signature): Add info about
GpgmeNewSignature, GpgmeSignResult and gpgme_op_sign_result.
(Crypto Operations): Add GpgmeInvalidUserID.

* gpgme.texi (Deleting Keys): Document
GPGME_Ambiguous_Specification.
(Error Values): Remove GPGME_Invalid_Type and GPGME_Invalid_Mode.
Add GPGME_Unknown_Reason, GPGME_Not_Found,
GPGME_Ambiguous_Specification, GPGME_Wrong_Key_Usage,
GPGME_Key_Revoked, GPGME_Key_Expired, GPGME_No_CRL_Known,
GPGME_CRL_Too_Old, GPGME_Policy_Mismatch, GPGME_No_Secret_Key,
GPGME_Key_Not_Trusted, GPGME_Issuer_Missing, GPGME_Chain_Too_Long,
GPGME_Unknown_Reason, GPGME_Sig_Expired,
GPGME_Bad_Signature, GPGME_No_Public_Key.

2003-04-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Importing Keys): Change GPGME_IMPORT_PRIVATE to
GPGME_IMPORT_SECRET.

* gpgme.texi (Importing Keys): Remove note about gpgme_get_op_info.
(Detailed Results): Remove note about import.

* gpgme.texi (Importing Keys): Add documentation for
GpgmeImportStatus, GpgmeImportResult and gpgme_op_import_result.

* gpgme.texi (Generating Keys): Fix documentation of public and
secret arguments.

2003-04-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating Keys): Document changed gpgme_op_genkey
and new gpgme_op_genkey_result function. Document
GpgmeGenKeyResult data type.

* gpgme.texi (Error Values): Rename GPGME_No_Passphrase to
GPGME_Bad_Passphrase.
* gpgme.texi (Decrypt): Likewise.
(Decrypt and Verify): Likewise.
(Creating a Signature): Likewise.
(Encrypting a Plaintext): Likewise.

* gpgme.texi (Error Values): Rename GPGME_No_Recipients to
GPGME_No_UserID and GPGME_Invalid_Recipient to
GPGME_Invalid_UserId.
(Encrypting a Plaintext): Likewise.

* gpgme.texi (Error Values): Remove GPGME_Busy and GPGME_No_Request.
(Listing Keys): Likewise.
(Listing Trust Items): Likewise.

2003-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Cancelling an Operation): Removed.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Engine Information): Rename member part to file_name.

* gpgme.texi (Protocols and Engines): Document gpgme_get_protocol_name.

* gpgme.texi (Engine Information): Rewritten.

2003-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (I/O Callback Interface): Document new even GPGME_EVENT_START.
(Waiting For Completion): Document new possible return values.

2003-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Hooking Up Into Idle Time): Section removed.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Drop R_STAT argument in gpgme_op_verify.
* gpgme.texi (Decrypt and Verify): Likewise for gpgme_op_decrypt_verify.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Information About Keys): Document that GPGME_ATTR_IS_SECRET is not representable as a string anymore.

2002-12-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Signatures): New section.
(Listing Keys): Add gpgme_get_key.

2002-12-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Memory Based Data Buffers): New subsection.
(File Based Data Buffers): Likewise.
(Callback Based Data Buffers): Likewise.
* gpgme.texi (Engine Version Check): Remove gpgme_check_engine.

2002-11-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Document the new interface.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating Keys): Document new argument to gpgme_op_genkey.

2002-11-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Fix prototype of gpgme_get_sig_key. Reported by Miguel Coca <e970095@zipi.fi.upm.es>.

2002-08-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Selecting Signers): Fix reference count.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Header): Document name space.

2002-08-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Importing Keys): Document gpgme_op_import_ext.

* gpgme.texi (Importing Keys): Undocument EOF.

2002-08-14 Werner Koch <wk@gnupg.org>

* gpgme.texi (Information About Keys): Changed GPGME_ATTR_TYPE.

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Deleting Keys): Say that secret keys might not be deleted.

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Information About Keys): Document (badly) the new key attributes.
* gpgme.texi (Manipulating Data Buffers): Mention that backend tries to detect encoding automatically.

2002-07-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Run Control): Update this section.
  (Waiting For Completion): Likewise for this subsection.
  (Cancelling an Operation): Likewise for this subsection.
  (Using External Event Loops): New subsection with several subsubsections.

2002-06-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Remove item about the need to synchronize anything against gpgme_wait (except gpgme_wait itself).

2002-06-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Information About Keys): Fix documentation for IDX.
  (Information About Trust Items): Likewise.

2002-06-26 Werner Koch <wk@gnupg.org>

* gpgme.texi (Importing Keys): Document the return value -1 of gpgme_op_import.

2002-06-20 Werner Koch <wk@gnupg.org>

* gpgme.texi (Verify): Explain the new whatidx variable.

2002-06-10 Werner Koch <wk@gnupg.org>

* gpgme.texi (Verify): Document attribute GPGME_ATTR_ERRTOK.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Document new autodetection.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (DISTCLEANFILES): New variable.

2002-05-26 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Some typographical corrections throughout.

2002-05-09 Marcus Brinkmann <marcus@g10code.de>
* gpgme.texi (Using Automake): New section.

2002-05-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Escape { and }.

2002-05-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Overview): Replace note about thread-safeness.
(Multi Threading): New section.

2002-05-03 Werner Koch <wk@gnupg.org>

* gpgme.texi (Manipulating Data Buffers): Changed some data types to void*.
(Protocol Selection): Added gpgme_get_protocol.
(Verify): Updated to include the new attribute functions and status codes.

2002-04-27 Werner Koch <wk@gnupg.org>

* gpgme.texi (Manipulating Data Buffers): New type GpgmeDataEncoding.

2002-04-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Document that either return argument can be NULL.
(Progress Meter Callback): Likewise.

2002-04-22 Marcus Brinkmann <marcus@g10code.de>

(Progress Meter Callback): Document the new function gpgme_get_progress_cb.

2002-04-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating a Signature): Fix function name. Reported by Wichert Ackerman <wichert@debian.org>.

2002-03-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (dirent): End index entry with a full stop.
Patch submitted by Jose Carlos Garcia Sogo <jsogo@debian.org>.

2002-03-17 Marcus Brinkmann <marcus@g10code.de>
* gpgme.texi (Detailed Results): Fix syntax error in last change.

2002-03-08 Werner Koch <wk@gnupg.org>

* gpgme.texi (Detailed Results): Import does also return info.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document symmetric encryption.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Error Strings): Add example.
* gpgme.texi (Listing Keys): Likewise.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Information About Keys): Document GPGME_ATTR_EXPIRE.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Document verification of normal and cleartext signatures.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Document gpgme_op_keylist_ext_start.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document GPGME_Invalid_Recipients.
* (Error Values): Likewise.

2002-02-26 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document gpgme_op_encrypt_sign and gpgme_op_encrypt_sign_start.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating a Signature): Add a note about certificates to include.
* (Included Certificates): New section.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>
* gpgme.texi (Detailed Results): Remove literal tags.
   (Generating Keys): Update documentation.

* gpgme.texi (Generating Keys): Fix syntax error.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Waiting For Completion): Adjust doc to changes in the code.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Listing Mode): Update documentation.

2002-01-31 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating Keys): Document error at creation failure.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Deleting Keys): Document new error values.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Importing Keys): Add reference to gpgme_get_op_info.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Some spell checking.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Add all the gpgme_op_*.start functions.
   Fill the concept index with many, many entries.

2002-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Run Control): New section.
   (Verify): Document gpgme_get_notation.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase callback): Change GpgmePassphraseCb's
   R_HD type from void* to void**.
2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating data buffers): Change
gpgme.data_new_from_filepart's LENGTH type from off_t to size_t.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating keys): New subsection.
(Exporting keys): Likewise.
(Importing keys): Likewise.
(Deleting keys): Likewise.

2002-01-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: g10Code -> g10 Code
* gpgme.texi (Top): Complete detailmenu.
* gpgme.texi: Convert embarrassing cruft to the real thing.

2002-01-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Likewise.
* gpl.texi: Likewise.
* fdl.texi: Likewise.
* Makefile.am (info_TEXINFOS): New variable.
 (gpgme_TEXINFOS): Likewise.

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Adding support for cryptography to your program.
This file documents the @acronym{GPGME} library.

This is Edition @value{EDITION}, last updated @value{UPDATED}, of @cite{The `GnuPG Made Easy' Reference Manual}, for Version @value{VERSION}.

@c NOTE: Don't forget to update the year for the TeX version, too.
@insertcopying
@end ifinfo
@c We do not want that bastard short titlepage.
@c @iftex
@c @shorttitlepage The `GnuPG Made Easy' Reference Manual
@c @end iftex
@titlepage
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Published by The GnuPG Project@* c/o g10 Code GmbH@* Httenstr. 61@* 40699 Erkrath, Germany

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@summarycontents
@contents

@ifnottex
@node Top
@top Main Menu
This is Edition @value{EDITION}, last updated @value{UPDATED}, of
@cite{The `GnuPG Made Easy' Reference Manual}, for Version
@value{VERSION} of the @acronym{GPGME} library.
@end ifnottex

@menu
* Introduction:: How to use this manual.
* Preparation:: What you should do before using the library.
* Protocols and Engines:: Supported crypto protocols.
* Algorithms:: Supported algorithms.
* Error Handling:: Error numbers and their meanings.
* Exchanging Data:: Passing data to and from @acronym{GPGME}.
* Contexts:: Handling @acronym{GPGME} contexts.

Appendices
* Debugging:: How to solve problems.
* Deprecated Functions:: Documentation of deprecated functions.

* Library Copying:: The GNU Lesser General Public License says how you can copy and share `GnuPG Made Easy'.
* Copying:: The GNU General Public License says how you can copy and share this manual.

Indices

* Concept Index:: Index of concepts and programs.
* Function and Data Index:: Index of functions, variables and data types.

@detailmenu
--- The Detailed Node Listing ---

Introduction

* Getting Started:: Purpose of the manual, and how to use it.
* Features:: Reasons to install and use @acronym{GPGME}.
* Overview:: Basic architecture of the @acronym{GPGME} library.

Preparation

* Header:: What header file you need to include.
* Building the Source:: Compiler options to be used.
* Largefile Support (LFS):: How to use @acronym{GPGME} with LFS.
* Using Automake:: Compiler options to be used the easy way.
* Using Libtool:: Avoiding compiler options entirely.
* Library Version Check:: Getting and verifying the library version.
* Signal Handling:: How @acronym{GPGME} affects signal handling.
* Multi-Threading:: How @acronym{GPGME} can be used in an MT environment.

Protocols and Engines

* Engine Version Check:: Verifying the engine version.
* Engine Information:: Obtaining more information about the engines.
* Engine Configuration:: Changing the engine configuration.
* OpenPGP:: Support for the OpenPGP protocol.
* Cryptographic Message Syntax:: Support for the CMS.

Algorithms

* Public Key Algorithms:: A list of all public key algorithms.
* Hash Algorithms:: A list of all hash algorithms.

Error Handling
* Error Values:: The error value and what it means.
* Error Codes:: A list of important error codes.
* Error Sources:: A list of important error sources.
* Error Strings:: How to get a descriptive string from a value.

Exchanging Data

* Creating Data Buffers:: Creating new data buffers.
* Destroying Data Buffers:: Releasing data buffers.
* Manipulating Data Buffers:: Operations on data buffers.

Creating Data Buffers

* Memory Based Data Buffers:: Creating memory based data buffers.
* File Based Data Buffers:: Creating file based data buffers.
* Callback Based Data Buffers:: Creating callback based data buffers.

Manipulating Data Buffers

* Data Buffer I/O Operations:: I/O operations on data buffers.
* Data Buffer Meta-Data:: Meta-data manipulation of data buffers.
* Data Buffer Convenience:: Convenience function for data buffers.

Contexts

* Creating Contexts:: Creating new @acronym{GPGME} contexts.
* Destroying Contexts:: Releasing @acronym{GPGME} contexts.
* Result Management:: Managing the result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with @acronym{GPGME}.
* Trust Item Management:: Managing trust items with @acronym{GPGME}.
* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations.
* Run Control:: Controlling how operations are run.

Context Attributes

* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting @acronym{ASCII} armored output.
* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode:: Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from gpg.
* Locale:: Setting the locale of a context.

Key Management

* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys:: Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.
* Advanced Key Editing:: Advanced key edit operation.

Trust Item Management

* Listing Trust Items:: Browsing the list of available trust items.
* Manipulating Trust Items:: Operations on trust items.

Crypto Operations

* Decrypt:: Decrypting a ciphertext.
* Verify:: Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.

Sign

* Selecting Signers:: How to choose the keys to sign with.
* Creating a Signature:: How to create a signature.
* Signature Notation Data:: How to add notation data to a signature.

Encrypt

* Encrypting a Plaintext:: How to encrypt a plaintext.

Miscellaneous

* Running other Programs:: Running other Programs.
* Using the Assuan protocol:: Using the Assuan protocol.
* Checking for updates:: How to check for software updates.

Run Control
* Waiting For Completion:: Waiting until an operation is completed.
* Using External Event Loops:: Advanced control over what happens when.
* Cancellation:: How to end pending operations prematurely.

Using External Event Loops

* I/O Callback Interface:: How I/O callbacks are registered.
* Registering I/O Callbacks:: How to use I/O callbacks for a context.
* I/O Callback Example:: An example how to use I/O callbacks.
* I/O Callback Example GTK+:: How to integrate @acronym{GPGME} in GTK+.
* I/O Callback Example GDK:: How to integrate @acronym{GPGME} in GDK.
* I/O Callback Example Qt:: How to integrate @acronym{GPGME} in Qt.

@end detailmenu
@end menu

@node Introduction
@chapter Introduction

`GnuPG Made Easy' (@acronym{GPGME}) is a C language library that allows to add support for cryptography to a program. It is designed to make access to public key crypto engines like GnuPG or GpgSM easier for applications. @acronym{GPGME} provides a high-level crypto API for encryption, decryption, signing, signature verification and key management.

@acronym{GPGME} uses GnuPG and GpgSM as its backends to support OpenPGP and the Cryptographic Message Syntax (CMS).

@node Getting Started
@section Getting Started

This manual documents the @acronym{GPGME} library programming interface. All functions and data types provided by the library are explained.

The reader is assumed to possess basic knowledge about cryptography in general, and public key cryptography in particular. The underlying cryptographic engines that are used by the library are not explained, but where necessary, special features or requirements by an engine are
mentioned as far as they are relevant to @acronym{GPGME} or its users.

This manual can be used in several ways. If read from the beginning to the end, it gives a good introduction into the library and how it can be used in an application. Forward references are included where necessary. Later on, the manual can be used as a reference manual to get just the information needed about any particular interface of the library. Experienced programmers might want to start looking at the examples at the end of the manual, and then only read up those parts of the interface which are unclear.

The documentation for the language bindings is currently not included in this manual. Those languages bindings follow the general programming model of @acronym{GPGME} but may provide some extra high level abstraction on top of the @acronym{GPGME} style API. For now please see the README files in the @file{lang/} directory of the source distribution.

@node Features
@section Features

@acronym{GPGME} has a couple of advantages over other libraries doing a similar job, and over implementing support for GnuPG or other crypto engines into your application directly.

@table @asis

@item it's free software
Anybody can use, modify, and redistribute it under the terms of the GNU Lesser General Public License (@pxref{Library Copying}).

@item it's flexible
@acronym{GPGME} provides transparent support for several cryptographic protocols by different engines. Currently, @acronym{GPGME} supports the OpenPGP protocol using GnuPG as the backend, and the Cryptographic Message Syntax using GpgSM as the backend.

@item it's easy
@acronym{GPGME} hides the differences between the protocols and engines from the programmer behind an easy-to-use interface. This way the programmer can focus on the other parts of the program, and still integrate strong cryptography in his application. Once support for @acronym{GPGME} has been added to a program, it is easy to add support for other crypto protocols once @acronym{GPGME} backends provide them.

@item it's language friendly
@acronym{GPGME} comes with languages bindings for several common programming languages: Common Lisp, C++, Python 2, and Python 3.
@acronym{GPGME} provides a data abstraction that is used to pass data to the crypto engine, and receive returned data from it. Data can be read from memory or from files, but it can also be provided by a callback function.

The actual cryptographic operations are always set within a context. A context provides configuration parameters that define the behaviour of all operations performed within it. Only one operation per context is allowed at any time, but when one operation is finished, you can run the next operation in the same context. There can be more than one context, and all can run different operations at the same time.

Furthermore, @acronym{GPGME} has rich key management facilities including listing keys, querying their attributes, generating, importing, exporting and deleting keys, and acquiring information about the trust path.

With some precautions, @acronym{GPGME} can be used in a multi-threaded environment, although it is not completely thread safe and thus needs the support of the application.

To use @acronym{GPGME}, you have to perform some changes to your sources and the build system. The necessary changes are small and explained in the following sections. At the end of this chapter, it is described how the library is initialized, and how the requirements of the library are verified.

@menu
* Header:: What header file you need to include.
* Building the Source:: Compiler options to be used.
* Largefile Support (LFS):: How to use @acronym{GPGME} with LFS.
* Using Automake:: Compiler options to be used the easy way.
* Using Libtool:: Avoiding compiler options entirely.
* Library Version Check:: Getting and verifying the library version.
* Signal Handling:: How @acronym{GPGME} affects signal handling.
* Multi-Threading:: How @acronym{GPGME} can be used in an MT environment.
@end menu
All interfaces (data types and functions) of the library are defined in the header file `gpgme.h'. You must include this in all programs using the library, either directly or through some other header file, like this:

@example
#include <gpgme.h>
@end example

The name space of @acronym{GPGME} is @code{gpgme_*} for function names and data types and @code{GPGME_*} for other symbols. Symbols internal to @acronym{GPGME} take the form @code{_gpgme_*} and @code{_GPGME_*}.

Because @acronym{GPGME} makes use of the GPG Error library, using @acronym{GPGME} will also use the @code{GPG_ERR_*} name space directly, and the @code{gpg_err*}, @code{gpg_str*}, and @code{gpgrt_*} name space indirectly.

If you want to compile a source file including the `gpgme.h' header file, you must make sure that the compiler can find it in the directory hierarchy. This is accomplished by adding the path to the directory in which the header file is located to the compilers include file search path (via the @option{-I} option).

However, the path to the include file is determined at the time the source is configured. To solve this problem, gpgme ships with a small helper program @command{gpgme-config} that knows about the path to the include file and other configuration options. The options that need to be added to the compiler invocation at compile time are output by the @option{--cflags} option to @command{gpgme-config}. The following example shows how it can be used at the command line:

@example
gcc -c foo.c `gpgme-config --cflags`
@end example

Adding the output of @samp{gpgme-config --cflags} to the compiler
command line will ensure that the compiler can find the
@acronym{GPGME} header file.

A similar problem occurs when linking the program with the library. Again, the compiler has to find the library files. For this to work, the path to the library files has to be added to the library search path (via the @option{-L} option). For this, the option
@option{--libs} to @command{gpgme-config} can be used. For convenience, this option also outputs all other options that are required to link the program with @acronym{GPGME} (in particular, the @samp{-lgpgme} option). The example shows how to link @file{foo.o} with the @acronym{GPGME} library to a program @command{foo}.

@example
gcc -o foo foo.o `gpgme-config --libs`
@end example

Of course you can also combine both examples to a single command by specifying both options to @command{gpgme-config}:

@example
gcc -o foo foo.c `gpgme-config --cflags --libs`
@end example

If you need to detect the installed language bindings you can use list them using:

@example
gpgme-config --print-lang
@end example

or test for the availability using

@example
gpgme-config --have-lang=python && echo 'Bindings for Pythons available'
@end example

@node Largefile Support (LFS)
@section Largefile Support (LFS)
@cindex largefile support
@cindex LFS
@acronym{GPGME} is compiled with largefile support by default, if it is available on the system. This means that GPGME supports files larger than two gigabyte in size, if the underlying operating system can. On some systems, largefile support is already the default. On such systems, nothing special is required. However, some systems
provide only support for files up to two gigabyte in size by default. Support for larger file sizes has to be specifically enabled.

To make a difficult situation even more complex, such systems provide two different types of largefile support. You can either get all relevant functions replaced with alternatives that are largefile capable, or you can get new functions and data types for largefile support added. Those new functions have the same name as their smallfile counterparts, but with a suffix of 64.

An example: The data type `off_t` is 32 bit wide on GNU/Linux PC systems. To address offsets in large files, you can either enable largefile support add-on. Then a new data type `off64_t` is provided, which is 64 bit wide. Or you can replace the existing `off_t` data type with its 64 bit wide counterpart. All occurrences of `off_t` are then automagically replaced.

As if matters were not complex enough, there are also two different types of file descriptors in such systems. This is important because if file descriptors are exchanged between programs that use a different maximum file size, certain errors must be produced on some file descriptors to prevent subtle overflow bugs from occurring.

As you can see, supporting two different maximum file sizes at the same time is not at all an easy task. However, the maximum file size does matter for `GPGME`, because some data types it uses in its interfaces are affected by that. For example, the `off_t` data type is used in the `gpgme_data_seek` function, to match its `POSIX` counterpart. This affects the call-frame of the function, and thus the ABI of the library. Furthermore, file descriptors can be exchanged between GPGME and the application.

For you as the user of the library, this means that your program must be compiled in the same file size mode as the library. Luckily, there is absolutely no valid reason for new programs to not enable largefile support by default and just use that. The compatibility modes (small file sizes or dual mode) can be considered an historic artefact, only useful to allow for a transitional period.

On POSIX platforms `GPGME` is compiled using largefile support by default. This means that your application must do the same, at least as far as it is relevant for using the `gpgme.h` header file. All types in this header files refer to their largefile counterparts, if they are different from any default types on the system.

On 32 and 64 bit Windows platforms `off_t` is declared as 32 bit signed integer. There is no specific support for LFS in the C
library. The recommendation from Microsoft is to use the native interface (@code{CreateFile} et al.) for large files. Released binary versions of @acronym{GPGME} (libgpgme-11.dll) have always been build with a 32 bit @code{off_t}. To avoid an ABI break we stick to this convention for 32 bit Windows by using @code{long} there. @acronym{GPGME} versions for 64 bit Windows have never been released and thus we are able to use @code{int64_t} instead of @code{off_t} there. For easier migration the typedef @code{gpgme_off_t} has been defined. The reason we cannot use @code{off_t} directly is that some toolchains (e.g. mingw64) introduce a POSIX compatible hack for @code{off_t}. Some widely used toolkits make use of this hack and in turn @acronym{GPGME} would need to use it also. However, this would introduce an ABI break and existing software making use of libgpgme might suffer from a severe break. Thus with version 1.4.2 we redefined all functions using @code{off_t} to use @code{gpgme_off_t} which is defined as explained above. This way we keep the ABI well defined and independent of any toolchain hacks. The bottom line is that LFS support in @acronym{GPGME} is only available on 64 bit versions of Windows.

On POSIX platforms you can enable largefile support, if it is different from the default on the system the application is compiled on, by using the Autoconf macro @code{AC_SYS_LARGEFILE}. If you do this, then you don't need to worry about anything else: It will just work. In this case you might also want to use @code{AC_FUNC_FSEEKO} to take advantage of some new interfaces, and @code{AC_TYPE_OFF_T} (just in case).

If you do not use Autoconf, you can define the preprocessor symbol @code{_FILE_OFFSET_BITS} to 64 @emph{before} including any header files, for example by specifying the option @code{-D_FILE_OFFSET_BITS=64} on the compiler command line. You will also want to define the preprocessor symbol @code{LARGEFILE_SOURCE} to 1 in this case, to take advantage of some new interfaces.

If you do not want to do either of the above, you probably know enough about the issue to invent your own solution. Just keep in mind that the @acronym{GPGME} header file expects that largefile support is enabled, if it is available. In particular, we do not support dual mode (@code{_LARGEFILE64_SOURCE}).

@node Using Automake
@section Using Automake
@cindex automake
@cindex autoconf

It is much easier if you use GNU Automake instead of writing your own
Makefiles. If you do that you do not have to worry about finding and invoking the `gpgme-config` script at all. `GPGME` provides an extension to Automake that does all the work for you.

@c A simple macro for optional variables.
@acrovar{ovar}{varname}
@r{[
}@var{varname}\}@r{]}
@end macro
@acrodef{AM_PATH_GPGME}{ovar{minimum-version}, ovar{action-if-found}, ovar{action-if-not-found}}
@acrodef{AM_PATH_GPGME_PTH}{ovar{minimum-version}, ovar{action-if-found}, ovar{action-if-not-found}}
@acrodef{AM_PATH_GPGME_PTHREAD}{ovar{minimum-version}, ovar{action-if-found}, ovar{action-if-not-found}}

Check whether `GPGME` (at least version `var{minimum-version}`, if given) exists on the host system. If it is found, execute `var{action-if-found}`, otherwise do `var{action-if-not-found}`, if given.

Additionally, the function defines `GPGME_CFLAGS` to the flags needed for compilation of the program to find the `gpgme.h` header file, and `GPGME_LIBS` to the linker flags needed to link the program to the `GPGME` library. If the used helper script does not match the target type you are building for a warning is printed and the string `libgcrypt` is appended to the variable `gpg_config_script_warn`.

@acro{AM_PATH_GPGME_PTH} checks for the version of `GPGME` that can be used with GNU Pth, and defines `GPGME_PTH_CFLAGS` and `GPGME_PTH_LIBS`.

@acro{AM_PATH_GPGME_PTHREAD} checks for the version of `GPGME` that can be used with the native pthread implementation, and defines `GPGME_PTHREAD_CFLAGS` and `GPGME_PTHREAD_LIBS`. Since version 1.8.0 this is no longer required to GPGME_PTHREAD as `GPGME` itself is thread safe.

This macro searches for `gpgme-config` along the PATH. If you are cross-compiling, it is useful to set the environment variable `SYSROOT` to the top directory of your target. The macro will then first look for the helper program in the `bin` directory below that top directory. An absolute directory name must be used for `SYSROOT`. Finally, if the configure command line option `--with-gpgme-prefix` is used, only its value is used for the top directory below which the helper script is expected.

@end defmac

You can use the defined Autoconf variables like this in your
@file{Makefile.am}:

@example
AM_CPPFLAGS = $(GPGME_CFLAGS)
LDADD = $(GPGME_LIBS)
@end example

@node Using Libtool
@section Using Libtool
@cindex libtool

The easiest way is to just use GNU Libtool. If you use libtool, and link to @code{libgpgme.la}, @code{libgpgme-pth.la} or @code{libgpgme-pthread.la} respectively, everything will be done automatically by Libtool.

@node Library Version Check
@section Library Version Check
@cindex version check, of the library

@deftypefun {const char *} gpgme_check_version (@w{const char *@var{required_version}})

The function @code{gpgme_check_version} has four purposes. It can be used to retrieve the version number of the library. In addition it can verify that the version number is higher than a certain required version number. In either case, the function initializes some sub-systems, and for this reason alone it must be invoked early in your program, before you make use of the other functions in @acronym{GPGME}. The last purpose is to run selftests.

As a side effect for W32 based systems, the socket layer will get initialized.

If @var{required_version} is @code{NULL}, the function returns a pointer to a statically allocated string containing the version number of the library.

If @var{required_version} is not @code{NULL}, it should point to a string containing a version number, and the function checks that the version of the library is at least as high as the version number provided. In this case, the function returns a pointer to a statically allocated string containing the version number of the library. If @var{REQUIRED_VERSION} is not a valid version number, or if the version requirement is not met, the function returns @code{NULL}. 
If you use a version of a library that is backwards compatible with older releases, but contains additional interfaces which your program uses, this function provides a run-time check if the necessary features are provided by the installed version of the library.

If a selftest fails, the function may still succeed. Selftest errors are returned later when invoking `gpgme_new` or `gpgme-data_new`, so that a detailed error code can be returned (historically, `gpgme_check_version` does not return a detailed error code).

@end deftypefun

```c
@deftypefun {int} gpgme_set_global_flag  
(@w{const char *}@var{name}, @w{const char *}@var{value})

@since{1.4.0}
```

On some systems it is not easy to set environment variables and thus hard to use @acronym{GPGME}'s internal trace facility for debugging. This function has been introduced as an alternative way to enable debugging and for a couple of other rarely used tweaks. It is important to assure that only one thread accesses @acronym{GPGME} functions between a call to this function and after the return from the call to `gpgme_check_version`.

All currently supported features require that this function is called as early as possible --- even before `gpgme_check_version`. The features are identified by the following values for @var{name}:

- `debug`
- `disable-gpgconf`
- `gpgconf-name`
- `gpg-name`

To enable debugging use the string `debug` for @var{name} and @var{value} identical to the value used with the environment variable `GPGME_DEBUG`.

Using this feature with any @var{value} disables the detection of the gpgconf program and thus forces GPGME to fall back into the simple OpenPGP only mode. It may be used to force the use of GnuPG-1 on systems which have both GPG versions installed. Note that in general the use of `gpgme_set_engine_info` is a better way to select a specific engine version.

- `gpgconf-name`
- `gpg-name`

Set the name of the gpgconf respective gpg binary. The defaults are
Under Unix the leading directory part is ignored. Under Windows the leading directory part is used as the default installation directory; the .exe suffix is added by GPGME. Use forward slashes even under Windows.

Set the minimum version of the required GnuPG engine. If that version is not met, GPGME fails early instead of trying to use the existent version. The given version must be a string with major, minor, and micro number. Example: "2.1.0".

On Windows GPGME needs to know its installation directory to find its spawn helper. This is in general no problem because a DLL has this information. Some applications however link statically to GPGME and thus GPGME can only figure out the installation directory of this application which may be wrong in certain cases. By supplying an installation directory as value to this flag, GPGME will assume that that directory is the installation directory. This flag has no effect on non-Windows platforms.

This function returns 0 on success. In contrast to other functions the non-zero return value on failure does not convey any error code. For setting `debug` the only possible error cause is an out of memory condition; which would exhibit itself later anyway. Thus the return value may be ignored.

After initializing GPGME, you should set the locale information to the locale required for your output terminal. This locale information is needed for example for the curses and Gtk pinentry. Here is an example of a complete initialization:

```c
#include <locale.h>
#include <gpgme.h>

void init_gpgme (void)
{@
  /* Initialize the locale environment. */
  setlocale (LC_ALL, "");
  gpgme_check_version (NULL);
  gpgme_set_locale (NULL, LC_CTYPE, setlocale (LC_CTYPE, NULL));
}
ifdef LC_MESSAGES
  gpgme_set_locale (NULL, LC_MESSAGES, setlocale (LC_MESSAGES, NULL));
endif
@end
@end example

Note that you are highly recommended to initialize the locale settings like this. @acronym{GPGME} can not do this for you because it would not be thread safe. The conditional on LC_MESSAGES is only necessary for portability to W32 systems.

@node Signal Handling
@section Signal Handling
@cindex signals
@cindex signal handling

The @acronym{GPGME} library communicates with child processes (the crypto engines). If a child process dies unexpectedly, for example due to a bug, or system problem, a @code{SIGPIPE} signal will be delivered to the application. The default action is to abort the program. To protect against this, @code{gpgme_check_version} sets the @code{SIGPIPE} signal action to @code{SIG_IGN}, which means that the signal will be ignored.

@acronym{GPGME} will only do that if the signal action for @code{SIGPIPE} is @code{SIG_DEF} at the time @code{gpgme_check_version} is called. If it is something different, @code{GPGME} will take no action.

This means that if your application does not install any signal handler for @code{SIGPIPE}, you don't need to take any precautions. If you do install a signal handler for @code{SIGPIPE}, you must be prepared to handle any @code{SIGPIPE} events that occur due to @acronym{GPGME} writing to a defunct pipe. Furthermore, if your application is multi-threaded, and you install a signal action for @code{SIGPIPE}, you must make sure you do this either before @code{gpgme_check_version} is called or afterwards.

@node Multi-Threading
@section Multi-Threading
@cindex thread-safeness
@cindex multi-threading

The @acronym{GPGME} library is mostly thread-safe, and can be used in a multi-threaded environment but there are some requirements for multi-threaded use:
The function `gpgme_check_version` must be called before any other function in the library, because it initializes the thread support subsystem in `GPGME`. To achieve this in multi-threaded programs, you must synchronize the memory with respect to other threads that also want to use `GPGME`. For this, it is sufficient to call `gpgme_check_version` before creating the other threads using `GPGME`@footnote{At least this is true for POSIX threads, as `pthread_create` is a function that synchronizes memory with respect to other threads. There are many functions which have this property, a complete list can be found in POSIX, IEEE Std 1003.1-2003, Base Definitions, Issue 6, in the definition of the term "Memory Synchronization". For other thread packages other, more relaxed or more strict rules may apply.}.}

Any `gpgme_data_t` and `gpgme_ctx_t` object must only be accessed by one thread at a time. If multiple threads want to deal with the same object, the caller has to make sure that operations on that object are fully synchronized.

Only one thread at any time is allowed to call `gpgme_wait`. If multiple threads call this function, the caller must make sure that all invocations are fully synchronized. It is safe to start asynchronous operations while a thread is running in `gpgme_wait`.

The function `gpgme_strerror` is not thread safe. You have to use `gpgme_strerror_r` instead.
protocol and invocation of the backend is completely hidden by the interface. All complexity is handled by @acronym{GPGME}. Where an exchange of information between the application and the backend is necessary, @acronym{GPGME} provides the necessary callback function hooks and further interfaces.

@deftp {Data type} {enum gpgme_protocol_t}
@tindex gpgme_protocol_t
The @code{gpgme_protocol_t} type specifies the set of possible protocol values that are supported by @acronym{GPGME}. The following protocols are supported:

@table @code
@item GPGME_PROTOCOL_OpenPGP
@itemx GPGME_PROTOCOL_OPENPGP
This specifies the OpenPGP protocol.

@item GPGME_PROTOCOL_CMS
This specifies the Cryptographic Message Syntax.

@item GPGME_PROTOCOL_GPGCONF
Under development. Please ask on @email{gnupg-devel@@gnupg.org} for help.

@item GPGME_PROTOCOL_ASSUAN
@since{1.2.0}
This specifies the raw Assuan protocol.

@item GPGME_PROTOCOL_G13
@since{1.3.0}
Under development. Please ask on @email{gnupg-devel@@gnupg.org} for help.

@item GPGME_PROTOCOL_UISERVER
Under development. Please ask on @email{gnupg-devel@@gnupg.org} for help.

@item GPGME_PROTOCOL_SPAWN
@since{1.5.0}
Special protocol for use with @code{gpgme_op_spawn}.

@item GPGME_PROTOCOL_UNKNOWN
Reserved for future extension. You may use this to indicate that the used protocol is not known to the application. Currently, @acronym{GPGME} does not accept this value in any operation, though, except for @code{gpgme_get_protocol_name}.
@end table
@end deftp
The function `gpgme_get_protocol_name` returns a statically allocated string describing the protocol `protocol`, or `NULL` if the protocol number is not valid.

The function `gpgme_get_dirinfo` returns a statically allocated string with the value associated to `what`. The returned values are the defaults and won't change even after `gpgme_set_engine_info` has been used to configure a different engine. `NULL` is returned if no value is available. Commonly supported values for `what` are:

- **homedir**: Return the default home directory.
- **sysconfdir**: Return the name of the system configuration directory
- **bindir**: Return the name of the directory with GnuPG program files.
- **libdir**: Return the name of the directory with GnuPG related library files.
- **libexecdir**: Return the name of the directory with GnuPG helper program files.
@item datadir
Return the name of the directory with GnuPG shared data.

@item localedir
Return the name of the directory with GnuPG locale data.

@item agent-socket
Return the name of the socket to connect to the gpg-agent.

@item agent-ssh-socket
Return the name of the socket to connect to the ssh-agent component of gpg-agent.

@item dirmngr-socket
Return the name of the socket to connect to the dirmngr.

@item uiserver-socket
Return the name of the socket to connect to the user interface server.

@item gpgconf-name
Return the file name of the engine configuration tool.

@item gpg-name
Return the file name of the OpenPGP engine.

@item gpgsm-name
Return the file name of the CMS engine.

@item g13-name
Return the name of the file container encryption engine.

@item gpg-wks-client-name
Return the name of the Web Key Service tool.

@end table

@end deftypefun

@deftypefun gpgme_error_t gpgme_engine_check_version (@w{gpgme_protocol_t @var{protocol}})
The function @code{gpgme_engine_check_version} verifies that the engine implementing the protocol @var{PROTOCOL} is installed in the expected path and meets the version requirement of @acronym{GPGME}.

This function returns the error code @code{GPG_ERR_NO_ERROR} if the engine is available and @code{GPG_ERR_INV_ENGINE} if it is not.

@end deftypefun
The `gpgme_engine_info_t` type specifies a pointer to a structure describing a crypto engine. The structure contains the following elements:

- **next**: This is a pointer to the next engine info structure in the linked list, or `NULL` if this is the last element.
- **protocol**: This is the protocol for which the crypto engine is used. You can convert this to a string with `gpgme_get_protocol_name` for printing.
- **file_name**: This is a string holding the file name of the executable of the crypto engine. Currently, it is never `NULL`, but using `NULL` is reserved for future use, so always check before you use it.
- **home_dir**: This is a string holding the directory name of the crypto engine's configuration directory. If it is `NULL`, then the default directory is used. See `gpgme_get_dirinfo` on how to get the default directory.
- **version**: This is a string containing the version number of the crypto engine. It might be `NULL` if the version number can not be determined, for example because the executable doesn't exist or is invalid.
- **req_version**: This is a string containing the minimum required version number of the crypto engine for `GPGME` to work correctly. This is the version number that `gpgme_engine_check_version` verifies against. Currently, it is never `NULL`, but using `NULL` is reserved for future use, so always check before you use it.

The function `gpgme_get_engine_info` returns a linked list of `gpgme_engine_info_t` structures.
engine info structures in \texttt{info}. Each info structure describes the defaults of one configured backend.

The memory for the info structures is allocated the first time this function is invoked, and must not be freed by the caller.

This function returns the error code \texttt{GPG_ERR_NO_ERROR} if successful, and a system error if the memory could not be allocated.

Here is an example how you can provide more diagnostics if you receive an error message which indicates that the crypto engine is invalid.

@code
@example
gpgme_ctx_t ctx;
gpgme_error_t err;

[...]

if (gpgme_err_code (err) == GPG_ERR_INV_ENGINE)
@
    gpgme_engine_info_t info;
    err = gpgme_get_engine_info (&info);
    if (!err)
        @
            while (info && info->protocol != gpgme_get_protocol (ctx))
                info = info->next;
            if (!info)
                fprintf (stderr, "GPGME compiled without support for protocol \%s",
                    gpgme_get_protocol_name (info->protocol));
            else if (info->file_name && !info->version)
                fprintf (stderr, "Engine \%s not installed properly",
                    info->file_name);
            else if (info->file_name && info->version && info->req_version)
                fprintf (stderr, "Engine \%s version \%s installed, "
                    "but at least version \%s required",
                    info->file_name, info->version, info->req_version);
            else
                fprintf (stderr, "Unknown problem with engine for protocol \%s",
                    gpgme_get_protocol_name (info->protocol));
        @
    @
@end example

@node Engine Configuration
@section Engine Configuration
@cindex engine, configuration of
You can change the configuration of a backend engine, and thus change the executable program and configuration directory to be used. You can make these changes the default or set them for some contexts individually.

The function `gpgme_set_engine_info` changes the default configuration of the crypto engine implementing the protocol `proto`.

The new defaults are not applied to already created GPGME contexts.

This function returns the error code `GPG_ERR_NO_ERROR` if successful, or an error code on failure.

The functions `gpgme_ctx_get_engine_info` and `gpgme_ctx_set_engine_info` can be used to change the engine configuration per context. 

OpenPGP is implemented by GnuPG, the GNU Privacy Guard. This is the first protocol that was supported by GPGME.

The OpenPGP protocol is specified by `GPGME_PROTOCOL_OpenPGP`.

OpenPGP is implemented by GnuPG, the GNU Privacy Guard. This is the first protocol that was supported by GPGME.
@cindex GpgSM
@cindex protocol, CMS
@cindex engine, GpgSM
@cindex S/MIME
@cindex protocol, S/MIME

@acronym{CMS} is implemented by GpgSM, the S/MIME implementation for GnuPG.

The @acronym{CMS} protocol is specified by @code{GPGME_PROTOCOL_CMS}.

@node Assuan
@section Assuan
@cindex ASSUAN
@cindex protocol, ASSUAN
@cindex engine, ASSUAN

Assuan is the RPC library used by the various @acronym{GnuPG} components. The Assuan protocol allows one to talk to arbitrary Assuan servers using @acronym{GPGME}. @xref{Using the Assuan protocol}.

The ASSUAN protocol is specified by @code{GPGME_PROTOCOL_ASSUAN}.

@node Algorithms
@chapter Algorithms
@cindex algorithms

The crypto backends support a variety of algorithms used in public key cryptography. @footnote{Some engines also provide symmetric only encryption; see the description of the encryption function on how to use this.} The following sections list the identifiers used to denote such an algorithm.

@menu
* Public Key Algorithms:: A list of all public key algorithms.
* Hash Algorithms:: A list of all hash algorithms.
@end menu

@node Public Key Algorithms
@section Public Key Algorithms
@cindex algorithms, public key
@cindex public key algorithms

Public key algorithms are used for encryption, decryption, signing and
verification of signatures.

@deftp {Data type} {enum gpgme_pubkey_algo_t}
@tindex gpgme_pubkey_algo_t
The @code{gpgme_pubkey_algo_t} type specifies the set of all public key
algorithms that are supported by @acronym{GPGME}. Possible values are:

@table @code
@item GPGME_PK_RSA
This value indicates the RSA (Rivest, Shamir, Adleman) algorithm.

@item GPGME_PK_RSA_E
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman)
algorithm for encryption and decryption only.

@item GPGME_PK_RSA_S
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman)
algorithm for signing and verification only.

@item GPGME_PK_DSA
This value indicates DSA, the Digital Signature Algorithm.

@item GPGME_PK_ELG
This value indicates ElGamal.

@item GPGME_PK_ELG_E
This value also indicates ElGamal and is used specifically in GnuPG.

@item GPGME_PK_ECC
@since{1.5.0}
This value is a generic indicator for elliptic curve algorithms.

@item GPGME_PK_ECDSA
@since{1.3.0}
This value indicates ECDSA, the Elliptic Curve Digital Signature
Algorithm as defined by FIPS 186-2 and RFC-6637.

@item GPGME_PK_ECDH
@since{1.3.0}
This value indicates ECDH, the Elliptic Curve Diffie-Hellmann
encryption algorithm as defined by RFC-6637.

@item GPGME_PK_EDDSA
@since{1.7.0}
This value indicates the EdDSA algorithm.

@end table
@end deftypefun

@deftypefun {const char *} gpgme_pubkey_algo_name (@{gpgme_pubkey_algo_t @var{algo}})
The function @code{gpgme_pubkey_algo_name} returns a pointer to a
statically allocated string containing a description of the public key
algorithm @var{algo}. This string can be used to output the name of
the public key algorithm to the user.

If @var{algo} is not a valid public key algorithm, @code{NULL} is
returned.
@end deftypefun

@deftypefun {char *} gpgme_pubkey_algo_string (@{gpgme_subkey_t @var{key}})
@since{1.7.0}
The function @code{gpgme_pubkey_algo_string} is a convenience function
to build and return an algorithm string in the same way GnuPG does
(e.g. \texttt{``rsa2048''} or \texttt{``ed25519''}). The caller must free the result
using @code{gpgme_free}. On error (e.g. invalid argument or memory
exhausted), the function returns NULL and sets @code{ERRNO}.
@end deftypefun

@node Hash Algorithms
@section Hash Algorithms
@cindex algorithms, hash
@cindex algorithms, message digest
@cindex hash algorithms
@cindex message digest algorithms
Hash (message digest) algorithms are used to compress a long message
to make it suitable for public key cryptography.

@deftp {Data type} {enum gpgme_hash_algo_t}
@tindex gpgme_hash_algo_t
The @code{gpgme_hash_algo_t} type specifies the set of all hash algorithms
that are supported by @acronym{GPGME}. Possible values are:

@table @code
@item GPGME_MD_MD5
@item GPGME_MD_SHA1
@item GPGME_MD_RMD160
@item GPGME_MD_MD2
@item GPGME_MD_TIGER

@item GPGME_MD_HAVAL
@item GPGME_MD_SHA256
@item GPGME_MD_SHA384
@item GPGME_MD_SHA512
@item GPGME_MD_SHA224
@since{1.5.0}

@item GPGME_MD_MD4
@item GPGME_MD_CRC32
@item GPGME_MD_CRC32_RFC1510
@item GPGME_MD_CRC24_RFC2440
@end table

@end deftp

@deftypefun {const char *} gpgme_hash_algo_name (@w{gpgme_hashalgo @var{algo}})
The function @code{gpgme_hash_algo_name} returns a pointer to a statically allocated string containing a description of the hash algorithm @var{algo}. This string can be used to output the name of the hash algorithm to the user.

If @var{algo} is not a valid hash algorithm, @code{NULL} is returned.
@end deftypefun

@node Error Handling
@chapter Error Handling
@cindex error handling

Many functions in @acronym{GPGME} can return an error if they fail. For this reason, the application should always catch the error condition and take appropriate measures, for example by releasing the resources and passing the error up to the caller, or by displaying a descriptive message to the user and cancelling the operation.

Some error values do not indicate a system error or an error in the operation, but the result of an operation that failed properly. For example, if you try to decrypt a tempered message, the decryption will fail. Another error value actually means that the end of a data buffer or list has been reached. The following descriptions explain for many error codes what they mean usually. Some error values have specific meanings if returned by a certain functions. Such cases are described in the documentation of those functions.

@acronym{GPGME} uses the @code{libgpg-error} library. This allows to share the error codes with other components of the GnuPG system, and thus pass error values transparently from the crypto engine, or some helper application of the crypto engine, to the user. This way no information is lost. As a consequence, @acronym{GPGME} does not use
its own identifiers for error codes, but uses those provided by
@code{libgpg-error}. They usually start with @code{GPG_ERR_}.

However, @acronym{GPGME} does provide aliases for the functions
defined in libgpg-error, which might be preferred for name space
consistency.

@menu
* Error Values::                  The error value and what it means.
* Error Sources::                 A list of important error sources.
* Error Codes::                   A list of important error codes.
* Error Strings::                 How to get a descriptive string from a value.
@end menu

@node Error Values
@section Error Values
@cindex error values
@cindex error codes
@cindex error sources
@deftp {Data type} {gpgme_err_code_t}
The @code{gpgme_err_code_t} type is an alias for the @code{libgpg-error}
type @code{gpg_err_code_t}. The error code indicates the type of an
error, or the reason why an operation failed.

A list of important error codes can be found in the next section.
@end deftp

@deftp {Data type} {gpgme_err_source_t}
The @code{gpgme_err_source_t} type is an alias for the
@code{libgpg-error} type @code{gpg_err_source_t}. The error source
has not a precisely defined meaning. Sometimes it is the place where
the error happened, sometimes it is the place where an error was
encoded into an error value. Usually the error source will give an
indication to where to look for the problem. This is not always true,
but it is attempted to achieve this goal.

A list of important error sources can be found in the next section.
@end deftp

@deftp {Data type} {gpgme_error_t}
The @code{gpgme_error_t} type is an alias for the @code{libgpg-error}
type @code{gpg_error_t}. An error value like this has always two
components, an error code and an error source. Both together form the
error value.

Thus, the error value can not be directly compared against an error
code, but the accessor functions described below must be used. However, it is guaranteed that only 0 is used to indicate success (@code{GPG_ERR_NO_ERROR}), and that in this case all other parts of the error value are set to 0, too.

Note that in @acronym{GPGME}, the error source is used purely for diagnostical purposes. Only the error code should be checked to test for a certain outcome of a function. The manual only documents the error code part of an error value. The error source is left unspecified and might be anything.
@end deftypep

@deftypefun {static inline gpgme_err_code_t} gpgme_err_code (@w{gpgme_error_t @var{err}})
The static inline function @code{gpgme_err_code} returns the @code{gpgme_err_code_t} component of the error value @var{err}. This function must be used to extract the error code from an error value in order to compare it with the @code{GPG_ERR_*} error code macros.
@end deftypefun

@deftypefun {static inline gpgme_err_source_t} gpgme_err_source (@w{gpgme_error_t @var{err}})
The static inline function @code{gpgme_err_source} returns the @code{gpgme_err_source_t} component of the error value @var{err}. This function must be used to extract the error source from an error value in order to compare it with the @code{GPG_ERR_SOURCE_*} error source macros.
@end deftypefun

@deftypefun {static inline gpgme_error_t} gpgme_err_make (@w{gpgme_err_source_t @var{source}}, @w{gpgme_err_code_t @var{code}})
The static inline function @code{gpgme_err_make} returns the error value consisting of the error source @var{source} and the error code @var{code}.

This function can be used in callback functions to construct an error value to return it to the library.
@end deftypefun

@deftypefun {static inline gpgme_error_t} gpgme_error (@w{gpgme_err_code_t @var{code}})
The static inline function @code{gpgme_error} returns the error value consisting of the default error source and the error code @var{code}.

For @acronym{GPGME} applications, the default error source is @code{GPG_ERR_SOURCE_USER_1}. You can define @code{GPGME_ERR_SOURCE_DEFAULT} before including @file{gpgme.h} to change this default.

This function can be used in callback functions to construct an error value to return it to the library.
@end deftypefun
The @code{libgpg-error} library provides error codes for all system error numbers it knows about. If @var{err} is an unknown error number, the error code @code{GPG_ERR_UNKNOWN_ERRNO} is used. The following functions can be used to construct error values from system errror numbers.

@deftypefun {gpgme_error_t} gpgme_err_make_from_errno (@w{gpgme_err_source_t @var{source}}, @w{int @var{err}})
  The function @code{gpgme_err_make_from_errno} is like @code{gpgme_err_make}, but it takes a system error like @code{errno} instead of a @code{gpgme_err_code_t} error code.
@end deftypefun

@deftypefun {gpgme_error_t} gpgme_error_from_errno (@w{int @var{err}})
  The function @code{gpgme_error_from_errno} is like @code{gpgme_error}, but it takes a system error like @code{errno} instead of a @code{gpgme_err_code_t} error code.
@end deftypefun

Sometimes you might want to map system error numbers to error codes directly, or map an error code representing a system error back to the system error number. The following functions can be used to do that.

@deftypefun {gpgme_err_code_t} gpgme_err_code_from_errno (@w{int @var{err}})
  The function @code{gpgme_err_code_from_errno} returns the error code for the system error @var{err}. If @var{err} is not a known system error, the function returns @code{GPG_ERR_UNKNOWN_ERRNO}.
@end deftypefun

@deftypefun {int} gpgme_err_code_to_errno (@w{gpgme_err_code_t @var{err}})
  The function @code{gpgme_err_code_to_errno} returns the system error for the error code @var{err}. If @var{err} is not an error code representing a system error, or if this system error is not defined on this system, the function returns @code{0}.
@end deftypefun

Sometimes you might want to map system error numbers to error codes directly, or map an error code representing a system error back to the system error number. The following functions can be used to do that.

@deftypefun {gpgme_err_code_t} gpgme_err_code_from_errno (@w{int @var{err}})
  The function @code{gpgme_err_code_from_errno} returns the error code for the system error @var{err}. If @var{err} is not a known system error, the function returns @code{GPG_ERR_UNKNOWN_ERRNO}.
@end deftypefun

@deftypefun {int} gpgme_err_code_to_errno (@w{gpgme_err_code_t @var{err}})
  The function @code{gpgme_err_code_to_errno} returns the system error for the error code @var{err}. If @var{err} is not an error code representing a system error, or if this system error is not defined on this system, the function returns @code{0}.
@end deftypefun

@node Error Sources
@section Error Sources
@cindex error codes, list of

The library @code{libgpg-error} defines an error source for every component of the GnuPG system. The error source part of an error value is not well defined. As such it is mainly useful to improve the diagnostic error message for the user.

If the error code part of an error value is @code{0}, the whole error
value will be @code{0}. In this case the error source part is of course @code{GPG_ERR_SOURCE_UNKNOWN}.

The list of error sources that might occur in applications using @acronym{GPGME} is:

@table @code
@item GPG_ERR_SOURCE_UNKNOWN
The error source is not known. The value of this error source is @code{0}.

@item GPG_ERR_SOURCE_GPGME
The error source is @acronym{GPGME} itself. This is the default for errors that occur in the @acronym{GPGME} library.

@item GPG_ERR_SOURCE_GPG
The error source is GnuPG, which is the crypto engine used for the OpenPGP protocol.

@item GPG_ERR_SOURCE_GPGSM
The error source is GPGSM, which is the crypto engine used for the CMS protocol.

@item GPG_ERR_SOURCE_GCRYPT
The error source is @code{libgcrypt}, which is used by crypto engines to perform cryptographic operations.

@item GPG_ERR_SOURCE_GPGAGENT
The error source is @command{gpg-agent}, which is used by crypto engines to perform operations with the secret key.

@item GPG_ERR_SOURCE_PINENTRY
The error source is @command{pinentry}, which is used by @command{gpg-agent} to query the passphrase to unlock a secret key.

@item GPG_ERR_SOURCE_SCD
The error source is the SmartCard Daemon, which is used by @command{gpg-agent} to delegate operations with the secret key to a SmartCard.

@item GPG_ERR_SOURCE_KEYBOX
The error source is @code{libkbx}, a library used by the crypto engines to manage local keyrings.

@item GPG_ERR_SOURCE_USER_1
@item GPG_ERR_SOURCE_USER_2
@item GPG_ERR_SOURCE_USER_3
@item GPG_ERR_SOURCE_USER_4
These error sources are not used by any GnuPG component and can be used by other software. For example, applications using @acronym{GPGME} can use them to mark error values coming from callback handlers. Thus @code{GPG_ERR_SOURCE_USER_1} is the default for errors created with @code{gpgme_error} and @code{gpgme_error_from_errno}, unless you define @code{GPGME_ERR_SOURCE_DEFAULT} before including @file{gpgme.h}.

@node Error Codes
@section Error Codes
@cindex error codes, list of

The library @code{libgpg-error} defines many error values. Most of them are not used by @code{GPGME} directly, but might be returned by @acronym{GPGME} because it received them from the crypto engine. The below list only includes such error codes that have a specific meaning in @code{GPGME}, or which are so common that you should know about them.

@table @code
@item GPG_ERR_EOF
This value indicates the end of a list, buffer or file.

@item GPG_ERR_NO_ERROR
This value indicates success. The value of this error code is @code{0}. Also, it is guaranteed that an error value made from the error code @code{0} will be @code{0} itself (as a whole). This means that the error source information is lost for this error code, however, as this error code indicates that no error occurred, this is generally not a problem.

@item GPG_ERR_GENERAL
This value means that something went wrong, but either there is not enough information about the problem to return a more useful error value, or there is no separate error value for this type of problem.

@item GPG_ERR_ENOMEM
This value means that an out-of-memory condition occurred.

@item GPG_ERR_E...
System errors are mapped to GPG_ERR_FOO where FOO is the symbol for the system error.

@item GPG_ERR_INV_VALUE
This value means that some user provided data was out of range. This can also refer to objects. For example, if an empty
@code{gpgme_data_t} object was expected, but one containing data was provided, this error value is returned.

@item GPG_ERR_UNUSABLE_PUBKEY
This value means that some recipients for a message were invalid.

@item GPG_ERR_UNUSABLE_SECKEY
This value means that some signers were invalid.

@item GPG_ERR_NO_DATA
This value means that a @code{gpgme_data_t} object which was expected to have content was found empty.

@item GPG_ERR_CONFLICT
This value means that a conflict of some sort occurred.

@item GPG_ERR_NOT_IMPLEMENTED
This value indicates that the specific function (or operation) is not implemented. This error should never happen. It can only occur if you use certain values or configuration options which do not work, but for which we think that they should work at some later time.

@item GPG_ERR_DECRYPT_FAILED
This value indicates that a decryption operation was unsuccessful.

@item GPG_ERR_BAD_PASSPHRASE
This value means that the user did not provide a correct passphrase when requested.

@item GPG_ERR_CANCELED
This value means that the operation was canceled.

@item GPG_ERR_INV_ENGINE
This value means that the engine that implements the desired protocol is currently not available. This can either be because the sources were configured to exclude support for this engine, or because the engine is not installed properly.

@item GPG_ERR_AMBIGUOUS_NAME
This value indicates that a user ID or other specifier did not specify a unique key.

@item GPG_ERR_WRONG_KEY_USAGE
This value indicates that a key is not used appropriately.

@item GPG_ERR_CERT_REVOKED
This value indicates that a key signature was revoked.
@item GPG_ERR_CERT_EXPIRED
This value indicates that a key signature expired.

@item GPG_ERR_NO_CRL_KNOWN
This value indicates that no certificate revocation list is known for
the certificate.

@item GPG_ERR_NO_POLICY_MATCH
This value indicates that a policy issue occurred.

@item GPG_ERR_NO_SECKEY
This value indicates that no secret key for the user ID is available.

@item GPG_ERR_MISSING_CERT
This value indicates that a key could not be imported because the
issuer certificate is missing.

@item GPG_ERR_BAD_CERT_CHAIN
This value indicates that a key could not be imported because its
certificate chain is not good, for example it could be too long.

@item GPG_ERR_UNSUPPORTED_ALGORITHM
This value means a verification failed because the cryptographic
algorithm is not supported by the crypto backend.

@item GPG_ERR_BAD_SIGNATURE
This value means a verification failed because the signature is bad.

@item GPG_ERR_NO_PUBKEY
This value means a verification failed because the public key is not
available.

@item GPG_ERR_USER_1
@item GPG_ERR_USER_2
@item ...
@item GPG_ERR_USER_16
These error codes are not used by any GnuPG component and can be
freely used by other software. Applications using @acronym{GPGME}
might use them to mark specific errors returned by callback handlers
if no suitable error codes (including the system errors) for
these errors exist already.
@end table

@node Error Strings
@section Error Strings
@cindex error values, printing of
@cindex error codes, printing of
@cindex error sources, printing of
@cindex error strings

@deftypefun {const char *} gpgme_strerror (@w{gpgme_error_t @var{err}})
The function @code{gpgme_strerror} returns a pointer to a statically
allocated string containing a description of the error code contained
in the error value @var{err}. This string can be used to output a
diagnostic message to the user.

This function is not thread safe. Use @code{gpgme_strerror_r} in
multi-threaded programs.
@end deftypefun

@deftypefun {int} gpgme_strerror_r (@w{gpgme_error_t @var{err}}, @w{char *@var{buf}}, @w{size_t
@var{buflen}})
The function @code{gpgme_strerror_r} returns the error string for
@var{err} in the user-supplied buffer @var{buf} of size @var{buflen}.
This function is, in contrast to @code{gpgme_strerror}, thread-safe if
a thread-safe @code{strerror_r} function is provided by the system.
If the function succeeds, 0 is returned and @var{buf} contains the
string describing the error. If the buffer was not large enough,
ERANGE is returned and @var{buf} contains as much of the beginning of
the error string as fits into the buffer.
@end deftypefun

@deftypefun {const char *} gpgme_strsource (@w{gpgme_error_t @var{err}})
The function @code{gpgme_strerror} returns a pointer to a statically
allocated string containing a description of the error source
contained in the error value @var{err}. This string can be used to
output a diagnostic message to the user.
@end deftypefun

The following example illustrates the use of @code{gpgme_strerror}:
@example
gpgme_ctx_t ctx;
gpgme_error_t err = gpgme_new (&ctx);
if (err)
  @{
    fprintf (stderr, "\%s: creating GpgME context failed: \%s: \%s\n", 
              argv[0], gpgme_strsource (err), gpgme_strerror (err));
    exit (1);
  }
@end example
A lot of data has to be exchanged between the user and the crypto 
engine, like plaintext messages, ciphertext, signatures and 
information about the keys. The technical details about exchanging 
the data information are completely abstracted by @acronym{GPGME}. 
The user provides and receives the data via @code{gpgme_data_t} objects, 
regardless of the communication protocol between @acronym{GPGME} and 
the crypto engine in use.

@deftp {Data type} {gpgme_data_t} 
The @code{gpgme_data_t} type is a handle for a container for generic 
data, which is used by @acronym{GPGME} to exchange data with the user.
@end deftp

@code{gpgme_data_t} objects do not provide notifications on events. It 
is assumed that read and write operations are blocking until data 
is available. If this is undesirable, the application must ensure 
that all GPGME data operations always have data available, for example 
by using memory buffers or files rather than pipes or sockets. This 
might be relevant, for example, if the external event loop mechanism 
is used.

@deftp {Data type} {gpgme_off_t} 
@since{1.4.1} 

On POSIX platforms the @code{gpgme_off_t} type is an alias for 
@code{off_t}; it may be used interchangeable. On Windows platforms 
@code{gpgme_off_t} is defined as a long (i.e. 32 bit) for 32 bit 
Windows and as a 64 bit signed integer for 64 bit Windows.
@end deftp

@deftp {Data type} {gpgme_ssize_t} 
The @code{gpgme_ssize_t} type is an alias for @code{ssize_t}. It has 
only been introduced to overcome portability problems pertaining to 
the declaration of @code{ssize_t} by different toolchains.
@end deftp

@menu
* Creating Data Buffers:: Creating new data buffers. 
* Destroying Data Buffers:: Releasing data buffers. 
* Manipulating Data Buffers:: Operations on data buffers. 
@end menu
Data objects can be based on memory, files, or callback functions provided by the user. Not all operations are supported by all objects.

@node Memory Based Data Buffers
@subsection Memory Based Data Buffers

Memory based data objects store all data in allocated memory. This is convenient, but only practical for an amount of data that is a fraction of the available physical memory. The data has to be copied from its source and to its destination, which can often be avoided by using one of the other data object

@deftypefun gpgme_error_t gpgme_data_new (@w{gpgme_data_t *@var{dh}})
The function @code{gpgme_data_new} creates a new @code{gpgme_data_t} object and returns a handle for it in @var{dh}. The data object is memory based and initially empty.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the data object was successfully created, @code{GPG_ERR_INV_VALUE} if @var{dh} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_from_mem (@w{gpgme_data_t *@var{dh}}, @w{const char *@var{buffer}}, @w{size_t @var{size}}, @w{int @var{copy}})
The function @code{gpgme_data_new_from_mem} creates a new @code{gpgme_data_t} object and fills it with @var{size} bytes starting from @var{buffer}.

If @var{copy} is not zero, a private copy of the data is made. If @var{copy} is zero, the data is taken from the specified buffer as needed, and the user has to ensure that the buffer remains valid for the whole life span of the data object.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
The function @code{gpgme_error_t gpgme_data_new_from_file} creates a new
@code{gpgme_data_t} object and fills it with the content of the file
@var{filename}.

If @var{copy} is not zero, the whole file is read in at initialization
time and the file is not used anymore after that. This is the only
mode supported currently. Later, a value of zero for @var{copy} might
cause all reads to be delayed until the data is needed, but this is
not yet implemented.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{dh} or @var{filename} is not a valid pointer,
@code{GPG_ERR_NOT_IMPLEMENTED} if @var{code} is zero, and
@code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

The function @code{gpgme_error_t gpgme_data_new_from_filepart} creates a new
@code{gpgme_data_t} object and fills it with a part of the file specified
by @var{filename} or @var{fp}.

Exactly one of @var{filename} and @var{fp} must be non-zero, the other
must be zero. The argument that is not zero specifies the file from
which @var{length} bytes are read into the data object, starting from
@var{offset}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{dh} and exactly one of @var{filename} and @var{fp} is not a valid
pointer, and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

File based data objects operate directly on file descriptors or
streams. Only a small amount of data is stored in core at any time,
so the size of the data objects is not limited by @acronym{GPGME}.
The function `gpgme_data_new_from_fd` creates a new `gpgme_data_t` object and uses the file descriptor `@var{fd}` to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the file descriptor than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the file descriptor is set to blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code `GPG_ERR_NO_ERROR` if the data object was successfully created, and `GPG_ERR_ENOMEM` if not enough memory is available.

The function `gpgme_data_new_from_stream` creates a new `gpgme_data_t` object and uses the I/O stream `@var{stream}` to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code `GPG_ERR_NO_ERROR` if the data object was successfully created, and `GPG_ERR_ENOMEM` if not enough memory is available.

The function `gpgme_data_new_from_estream` creates a new `gpgme_data_t` object and uses the gpgrt stream `@var{stream}` to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read...
a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the data object was successfully created, and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@node Callback Based Data Buffers
@subsection Callback Based Data Buffers

If neither memory nor file based data objects are a good fit for your application, you can implement the functions a data object provides yourself and create a data object from these callback functions.

@deftp {Data type} {ssize_t (*gpgme_data_read_cb_t) (@w{void *@var{handle}}, @w{void @var{buffer}}, @w{size_t @var{size}})}
@tindex gpgme_data_read_cb_t
The @code{gpgme_data_read_cb_t} type is the type of functions which @acronym{GPGME} calls if it wants to read data from a user-implemented data object. The function should read up to @var{size} bytes from the current read position into the space starting at @var{buffer}. The @var{handle} is provided by the user at data object creation time.

Note that GPGME assumes that the read blocks until data is available. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function should return the number of bytes read, 0 on EOF, and -1 on error. If an error occurs, @var{errno} should be set to describe the type of the error.
@end deftp

@deftp {Data type} {ssize_t (*gpgme_data_write_cb_t) (@w{void *@var{handle}}, @w{const void @var{buffer}}, @w{size_t @var{size}})}
@tindex gpgme_data_write_cb_t
The @code{gpgme_data_write_cb_t} type is the type of functions which @acronym{GPGME} calls if it wants to write data to a user-implemented data object. The function should write up to @var{size} bytes to the current write position from the space starting at @var{buffer}. The @var{handle} is provided by the user at data object creation time.

Note that GPGME assumes that the write blocks until data is available.
Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function should return the number of bytes written, and -1 on error. If an error occurs, @var{errno} should be set to describe the type of the error.

@deftp {Data type} {off_t (*gpgme_data_seek_cb_t) (@w{void *@var{handle}}, @w{off_t @var{offset}}, @w{int @var{whence}})}
@tindex gpgme_data_seek_cb_t
The @code{gpgme_data_seek_cb_t} type is the type of functions which @acronym{GPGME} calls if it wants to change the current read/write position in a user-implemented data object, just like the @code{lseek} function.

The function should return the new read/write position, and -1 on error. If an error occurs, @var{errno} should be set to describe the type of the error.

@deftp {Data type} {void (*gpgme_data_release_cb_t) (@w{void *@var{handle}})}
@tindex gpgme_data_release_cb_t
The @code{gpgme_data_release_cb_t} type is the type of functions which @acronym{GPGME} calls if it wants to destroy a user-implemented data object. The @var{handle} is provided by the user at data object creation time.

@deftp {Data type} {struct gpgme_data_cbs}
This structure is used to store the data callback interface functions described above. It has the following members:

@table @code
@item gpgme_data_read_cb_t read
This is the function called by @acronym{GPGME} to read data from the data object. It is only required for input data object.

@item gpgme_data_write_cb_t write
This is the function called by @acronym{GPGME} to write data to the data object. It is only required for output data object.

@item gpgme_data_seek_cb_t seek
This is the function called by @acronym{GPGME} to change the current read/write pointer in the data object (if available). It is optional.

@item gpgme_data_release_cb_t release
This is the function called by @acronym{GPGME} to release a data
The function `gpgme_data_new_from_cbs` creates a new `gpgme_data_t` object and uses the user-provided callback functions to operate on the data object.

The handle `@var{handle}` is passed as first argument to the callback functions. This can be used to identify this data object.

The function returns the error code `GPG_ERR_NO_ERROR` if the data object was successfully created, and `GPG_ERR_ENOMEM` if not enough memory is available.

The function `gpgme_data_release` destroys the data object with the handle `@var{dh}`. It releases all associated resources that were not provided by the user in the first place.

The function `gpgme_data_release_and_get_mem` is like `gpgme_data_release`, except that it returns the data buffer and its length that was provided by the object.

The user has to release the buffer with `gpgme_free`. In case the user provided the data buffer in non-copy mode, a copy will be made for this purpose.

In case an error returns, or there is no suitable data buffer that can be returned to the user, the function will return `NULL`. In any case, the data object `@var{dh}` is destroyed.
The function @code{gpgme_free} releases the memory returned by
@code{gpgme_data_release_and_get_mem} and
@code{gpgme_pubkey_algo_string}. It should be used instead of the
system libraries @code{free} function in case different allocators are
used by a program. This is often the case if gpgme is used under
Windows as a DLL.
@end deftypefun

@node Manipulating Data Buffers
@section Manipulating Data Buffers
@cindex data buffer, manipulation

Data buffers contain data and meta-data. The following operations can
be used to manipulate both.

@menu
* Data Buffer I/O Operations::    I/O operations on data buffers.
* Data Buffer Meta-Data::         Meta-data manipulation of data buffers.
* Data Buffer Convenience::       Convenience function for data buffers.
@end menu

@node Data Buffer I/O Operations
@subsection Data Buffer I/O Operations
@cindex data buffer, I/O operations
@cindex data buffer, read
@cindex data buffer, write
@cindex data buffer, seek

@deftypefun ssize_t gpgme_data_read (@w{gpgme_data_t @var{dh}}, @w{void *@var{buffer}}, @w{size_t
@var{length}})
The function @code{gpgme_data_read} reads up to @var{length} bytes
from the data object with the handle @var{dh} into the space starting
at @var{buffer}.

If no error occurs, the actual amount read is returned. If the end of
the data object is reached, the function returns 0.

In all other cases, the function returns -1 and sets @var{errno}.
@end deftypefun

@deftypefun ssize_t gpgme_data_write (@w{gpgme_data_t @var{dh}}, @w{const void *@var{buffer}},
@w{size_t @var{size}})
The function @code{gpgme_data_write} writes up to @var{size} bytes
starting from @var{buffer} into the data object with the handle
@var{dh} at the current write position.
The function returns the number of bytes actually written, or -1 if an error occurs. If an error occurs, @var{errno} is set.
@end deftypefun

@deftypefun off_t gpgme_data_seek (@{gpgme_data_t @var{dh}}, @{off_t @var{offset}}, @{int @var{whence}})

The function @code{gpgme_data_seek} changes the current read/write position.

The @var{whence} argument specifies how the @var{offset} should be interpreted. It must be one of the following symbolic constants:

@table @code
@item SEEK_SET
Specifies that @var{offset} is a count of characters from the beginning of the data object.

@item SEEK_CUR
Specifies that @var{offset} is a count of characters from the current file position. This count may be positive or negative.

@item SEEK_END
Specifies that @var{offset} is a count of characters from the end of the data object. A negative count specifies a position within the current extent of the data object; a positive count specifies a position past the current end. If you set the position past the current end, and actually write data, you will extend the data object with zeros up to that position.
@end table

If successful, the function returns the resulting file position, measured in bytes from the beginning of the data object. You can use this feature together with @code{SEEK_CUR} to read the current read/write position.

If the function fails, -1 is returned and @var{errno} is set.
@end deftypefun

@node Data Buffer Meta-Data
@subsection Data Buffer Meta-Data
@cindex data buffer, meta-data
@cindex data buffer, file name
@cindex data buffer, encoding

@deftypefun {char *} gpgme_data_get_file_name (@{gpgme_data_t @var{dh}})
@since{1.1.0}
The function @code{gpgme_data_get_file_name} returns a pointer to a string containing the file name associated with the data object. The file name will be stored in the output when encrypting or signing the data and will be returned to the user when decrypting or verifying the output data.

If no error occurs, the string containing the file name is returned. Otherwise, @code{NULL} will be returned.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_set_file_name (@w{gpgme_data_t @var{dh}}, @w{const char *@var{file_name}})
@since{1.1.0}
The function @code{gpgme_data_set_file_name} sets the file name associated with the data object. The file name will be stored in the output when encrypting or signing the data and will be returned to the user when decrypting or verifying the output data.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{dh} is not a valid pointer and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@deftp {Data type} {enum gpgme_data_encoding_t}
@tindex gpgme_data_encoding_t
The @code{gpgme_data_encoding_t} type specifies the encoding of a @code{gpgme_data_t} object. For input data objects, the encoding is useful to give the backend a hint on the type of data. For output data objects, the encoding can specify the output data format on certain operations. Please note that not all backends support all encodings on all operations. The following data types are available:

@table @code
@item GPGME_DATA_ENCODING_NONE
This specifies that the encoding is not known. This is the default for a new data object. The backend will try its best to detect the encoding automatically.

@item GPGME_DATA_ENCODING_BINARY
This specifies that the data is encoding in binary form; i.e. there is no special encoding.

@item GPGME_DATA_ENCODING_BASE64
This specifies that the data is encoded using the Base-64 encoding
scheme as used by @acronym{MIME} and other protocols.

@item GPGME_DATA_ENCODING_ARMOR
This specifies that the data is encoded in an armored form as used by OpenPGP and PEM.

@item GPGME_DATA_ENCODING_MIME
@since{1.7.0}
This specifies that the data is encoded as a MIME part.

@item GPGME_DATA_ENCODING_URL
@since{1.2.0}
The data is a list of linefeed delimited URLs. This is only useful with 
@code{gpgme_op_import}.

@item GPGME_DATA_ENCODING_URL0
@since{1.2.0}
The data is a list of binary zero delimited URLs. This is only useful with 
@code{gpgme_op_import}.

@item GPGME_DATA_ENCODING_URLESC
@since{1.2.0}
The data is a list of linefeed delimited URLs with all control and space characters percent escaped. This mode is is not yet implemented.

@end table
@end deftp

@end deftp

@deftypefun gpgme_data_encoding_t gpgme_data_get_encoding (@w{gpgme_data_t @var{dh}})
The function @code{gpgme_data_get_encoding} returns the encoding of the data object with the handle @var{dh}. If @var{dh} is not a valid pointer (e.g. @code{NULL}) @code{GPGME_DATA_ENCODING_NONE} is returned.
@end deftypefun

@deftypefun {gpgme_error_t} gpgme_data_set_encoding (@w{gpgme_data_t @var{dh}}, gpgme_data_encoding_t @var{enc})
The function @code{gpgme_data_set_encoding} changes the encoding of the data object with the handle @var{dh} to @var{enc}.
@end deftypefun

@deftypefun {gpgme_error_t} gpgme_data_set_flag @
 (@w{gpgme_data_t @var{dh}}, @
  const char *@var{name}), @
@end deftypefun
Some minor properties of the data object can be controlled with flags set by this function. The properties are identified by the following values for `@var{name}`:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>size-hint</strong></td>
<td>The value is a decimal number with the length gpgme shall assume for this data object. This is useful if the data is provided by callbacks or via file descriptors but the applications knows the total size of the data. If this is set the OpenPGP engine may use this to decide on buffer allocation strategies and to provide a total value for its progress information.</td>
</tr>
</tbody>
</table>

This function returns `@code{0}` on success.
The data is an OpenPGP encrypted message.
@item GPGME_DATA_TYPE_PGP_SIGNATURE
@since{1.7.0}

The data is an OpenPGP detached signature.
@item GPGME_DATA_TYPE_PGP_OTHER
This is a generic OpenPGP message. In most cases this will be encrypted data.
@item GPGME_DATA_TYPE_PGP_KEY
This is an OpenPGP key (private or public).
@item GPGME_DATA_TYPE_CMS_SIGNED
This is a CMS signed message.
@item GPGME_DATA_TYPE_CMS_ENCRYPTED
This is a CMS encrypted (enveloped data) message.
@item GPGME_DATA_TYPE_CMS_OTHER
This is used for other CMS message types.
@item GPGME_DATA_TYPE_X509_CERT
The data is a X.509 certificate
@item GPGME_DATA_TYPE_PKCS12
The data is a PKCS#12 message. This is commonly used to exchange private keys for X.509.
@end table

@deftypefun gpgme_data_type_t gpgme_data_identify (@w{gpgme_data_t @var{dh}})
@since{1.4.3}
The function @code{gpgme_data_identify} returns the type of the data with the handle @var{dh}. If it is not possible to perform the identification, the function returns zero (@code{GPGME_DATA_TYPE_INVALID}). Note that depending on how the data object has been created the identification may not be possible or the data object may change its internal state (file pointer moved). For file or memory based data object, the state should not change.
@end deftypefun

@c
@c   Chapter Contexts
@c
@node Contexts
@chapter Contexts
@cindex context
All cryptographic operations in @acronym{GPGME} are performed within a context, which contains the internal state of the operation as well as configuration parameters. By using several contexts you can run
several cryptographic operations in parallel, with different configuration.

@end deftp

The @code{gpgme_ctx_t} type is a handle for a @acronym{GPGME} context, which is used to hold the configuration, status and result of cryptographic operations.
@end deftp

@end menu

* Creating Contexts:: Creating new @acronym{GPGME} contexts.
* Destroying Contexts:: Releasing @acronym{GPGME} contexts.
* Result Management:: Managing the result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with @acronym{GPGME}.
* Trust Item Management:: Managing trust items with @acronym{GPGME}.
* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations
* Run Control:: Controlling how operations are run.
@end menu

@end node

@end deftypefun

The function @code{gpgme_new} creates a new @code{gpgme_ctx_t} object and returns a handle for it in @var{ctx}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the context was successfully created, @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if not enough memory is available. Also, it returns @code{GPG_ERR_NOT_OPERATIONAL} if @code{gpgme_check_version} was not called to initialize GPGME, and @code{GPG_ERR_SELFTEST_FAILED} if a selftest failed. Currently, the only selftest is for Windows MingW32 targets to see if @code{-mms-bitfields} was used (as required).
@end deftypefun

@end node

@end deftypefun

The function @code{gpgme_release} destroys the context with the handle @var{ctx} and releases all associated resources.
The detailed result of an operation is returned in operation-specific structures such as `gpgme_decrypt_result_t`. The corresponding retrieval functions such as `gpgme_op_decrypt_result` provide static access to the results after an operation completes. Those structures shall be considered read-only and an application must not allocate such a structure on its own. The following interfaces make it possible to detach a result structure from its associated context and give it a lifetime beyond that of the current operation or context.

```c
@deftypefun void gpgme_result_ref (@w{void *@var{result}})
@since{1.2.0}
```

The function `gpgme_result_ref` acquires an additional reference for the result `@var{result}`, which may be of any type `gpgme_*_result_t`. As long as the user holds a reference, the result structure is guaranteed to be valid and unmodified.

```c
@deftypefun void gpgme_result_unref (@w{void *@var{result}})
@since{1.2.0}
```

The function `gpgme_result_unref` releases a reference for the result `@var{result}`. If this was the last reference, the result structure will be destroyed and all resources associated to it will be released.

Note that a context may hold its own references to result structures, typically until the context is destroyed or the next operation is started. In fact, these references are accessed through the `gpgme_op_*_result` functions.

* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting \acs{ASCII} armored output.
* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Pinentry Mode:: Choosing the pinentry mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode:: Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from \gpg.
* Context Flags:: Additional flags for a context.
* Locale:: Setting the locale of a context.
* Additional Logs:: Additional logs of a context.
@end menu

@node Protocol Selection
@subsection Protocol Selection
@cindex context, selecting protocol
@cindex protocol, selecting

@deftypefun {gpgme_error_t} gpgme_set_protocol (@{gpgme_ctx_t @var{ctx}}, @{gpgme_protocol_t @var{proto}})
The function \code{gpgme_set_protocol} sets the protocol used within the context \var{ctx} to \var{proto}. All crypto operations will be performed by the crypto engine configured for that protocol. @xref{Protocols and Engines}.

Setting the protocol with \code{gpgme_set_protocol} does intentionally not check if the crypto engine for that protocol is available and installed correctly. @xref{Engine Version Check}.

The function returns the error code \code{GPG_ERR_NO_ERROR} if the protocol could be set successfully, and \code{GPG_ERR_INV_VALUE} if \var{protocol} is not a valid protocol.
@end deftypefun

@deftypefun {gpgme_protocol_t} gpgme_get_protocol (@{gpgme_ctx_t @var{ctx}})
The function \code{gpgme_get_protocol} retrieves the protocol currently use with the context \var{ctx}.
@end deftypefun

@node Crypto Engine
@subsection Crypto Engine
@cindex context, configuring engine
@cindex engine, configuration per context

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The following functions can be used to set and retrieve the configuration of the crypto engines of a specific context. The default can also be retrieved without any particular context. @xref{Engine Information}. The default can also be changed globally. @xref{Engine Configuration}.

@deftypefun gpgme_engine_info_t gpgme_ctx_get_engine_info (@w{gpgme_ctx_t @var{ctx}})
@since{1.1.0}

The function @code{gpgme_ctx_get_engine_info} returns a linked list of engine info structures. Each info structure describes the configuration of one configured backend, as used by the context @var{ctx}.

The result is valid until the next invocation of @code{gpgme_ctx_set_engine_info} for this particular context.

This function can not fail.
@end deftypefun

@deftypefun gpgme_error_t gpgme_ctx_set_engine_info (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_protocol_t @var{proto}}, @w{const char *@var{file_name}}, @w{const char *@var{home_dir}})
@since{1.1.0}

The function @code{gpgme_ctx_set_engine_info} changes the configuration of the crypto engine implementing the protocol @var{proto} for the context @var{ctx}.

@var{file_name} is the file name of the executable program implementing this protocol, and @var{home_dir} is the directory name of the configuration directory for this crypto engine. If @var{home_dir} is @code{NULL}, the engine's default will be used.

Currently this function must be used before starting the first crypto operation. It is unspecified if and when the changes will take effect if the function is called after starting the first operation on the context @var{ctx}.

This function returns the error code @code{GPG_ERR_NO_ERROR} if successful, or an error code on failure.
@end deftypefun

@node Setting the Sender
@subsection How to tell the engine the sender.
@cindex context, sender
@cindex sender
@cindex From:
Some engines can make use of the senders address, for example to figure out the best user id in certain trust models. For verification and signing of mails, it is thus suggested to let the engine know the sender ("From:") address. @acronym{GPGME} provides two functions to accomplish that. Note that the esoteric use of multiple "From:" addresses is not supported.

```c
#define gpgme_set_sender (
  (@w{gpgme_ctx_t @var{ctx}}, @
   @w{int @var{address}}))

#define gpgme_get_sender (@w{gpgme_ctx_t @var{ctx}})
```

The function @code{gpgme_set_sender} specifies the sender address for use in sign and verify operations. @var{address} is expected to be the `"addr-spec" part of an address but my also be a complete mailbox address, in which case this function extracts the `"addr-spec" from it. Using @code{NULL} for @var{address} clears the sender address.

The function returns 0 on success or an error code on failure. The most likely failure is that no valid `"addr-spec" was found in @var{address}.

```c
#define gpgme_get_sender (@w{gpgme_ctx_t @var{ctx}})
```

The function @code{gpgme_get_sender} returns the current sender address from the context, or NULL if none was set. The returned value is valid as long as the @var{ctx} is valid and @code{gpgme_set_sender} has not been called again.

```c
#define void gpgme_set_armor (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{yes}})
```

@c FIXME: Unfortunately, using @acronym here breaks texi2dvi.
@node ASCII Armor
@subsection @acronym{ASCII} Armor
@cindex context, armor mode
@cindex @acronym{ASCII} armor
@cindex armor mode
@deftypefun void gpgme_set_armor (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{yes}})
The function `gpgme_set_armor` specifies if the output should be @acronym{ASCII} armored. By default, output is not @acronym{ASCII} armored.

@acronym{ASCII} armored output is disabled if `yes` is zero, and enabled otherwise.
@end deftypefun

@deftypefun int gpgme_get_armor (@w{gpgme_ctx_t @var{ctx}})
The function `gpgme_get_armor` returns 1 if the output is @acronym{ASCII} armored, and 0 if it is not, or if `ctx` is not a valid pointer.
@end deftypefun

@node Text Mode
@subsection Text Mode
@cindex context, text mode
@cindex text mode
@cindex canonical text mode

@deftypefun void gpgme_set_textmode (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{yes}})
The function `gpgme_set_textmode` specifies if canonical text mode should be used. By default, text mode is not used.
@end deftypefun

Text mode is for example used for the RFC2015 signatures; note that the updated RFC 3156 mandates that the mail user agent does some preparations so that text mode is not needed anymore.

This option is only relevant to the OpenPGP crypto engine, and ignored by all other engines.

Canonical text mode is disabled if `yes` is zero, and enabled otherwise.
@end deftypefun

@deftypefun int gpgme_get_textmode (@w{gpgme_ctx_t @var{ctx}})
The function `gpgme_get_textmode` returns 1 if canonical text mode is enabled, and 0 if it is not, or if `ctx` is not a valid pointer.
@end deftypefun

@node Offline Mode
@subsection Offline Mode
@cindex context, offline mode
@cindex offline mode

@end deftypefun
The function `gpgme_set_offline` specifies if offline mode should be used. Offline mode is disabled if `@var{yes}` is zero, and enabled otherwise. By default, offline mode is disabled.

The details of the offline mode depend on the used protocol and its backend engine. It may eventually be extended to be more stricter and for example completely disable the use of Dirmngr for any engine.

For the CMS protocol the offline mode specifies whether Dirmngr shall be used to do additional validation that might require connecting external services (e.g. CRL / OCSP checks). Here the offline mode only affects the keylist mode `GPGME_KEYLIST_MODE_VALIDATE`.

For the OpenPGP protocol offline mode entirely disables the use of Dirmngr and will thus guarantee that no network connections are done as part of an operation on this context. It has only an effect with GnuPG versions 2.1.23 or later.

For all other protocols the offline mode is currently ignored.

The function `gpgme_get_offline` returns 1 if offline mode is enabled, and 0 if it is not, or if `@var{ctx}` is not a valid pointer.

The function `gpgme_error_t gpgme_set_pinentry_mode (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_pinentry_mode_t @var{mode}})` since{1.4.0}

The function `gpgme_set_pinentry_mode` specifies the pinentry mode to be used.

For GnuPG >= 2.1 this option is required to be set to
@code{GPGME_PINENTRY_MODE_LOOPBACK} to enable the passphrase callback mechanism in GPGME through @code{gpgme_set_passphrase_cb}.
@end deftypefun

@deftypefun gpgme_pinentry_mode_t gpgme_get_pinentry_mode (@w{gpgme_ctx_t @var{ctx}})
@since{1.4.0}
The function @code{gpgme_get_pinentry_mode} returns the mode set for the context.
@end deftypefun

@deftp {Data type} {enum gpgme_pinentry_mode_t}
@tindex gpgme_pinentry_mode_t
@since{1.4.0}
The @code{gpgme_pinentry_mode_t} type specifies the set of possible pinentry modes that are supported by @acronym{GPGME} if GnuPG >= 2.1 is used. The following modes are supported:

@table @code
@item GPGME_PINENTRY_MODE_DEFAULT
@since{1.4.0}
Use the default of the agent, which is ask.

@item GPGME_PINENTRY_MODE_ASSUME
@since{1.4.0}
Force the use of the Pinentry.

@item GPGME_PINENTRY_MODE_CANCEL
@since{1.4.0}
Emulate use of Pinentry's cancel button.

@item GPGME_PINENTRY_MODE_ERROR
@since{1.4.0}
Return a Pinentry error @code{No Pinentry}.

@item GPGME_PINENTRY_MODE_LOOPBACK
@since{1.4.0}
Redirect Pinentry queries to the caller.
This enables the use of @code{gpgme_set_passphrase_cb} because pinentry queries are redirected to gpgme.

Note: For 2.1.0 - 2.1.12 this mode requires @code{allow-loopback-pinentry}
to be enabled in the file{gpg-agent.conf} or an agent started with that option.

@end table
@end deftp

@node Included Certificates
@subsection Included Certificates
@cindex certificates, included

@deftypefun void gpgme_set_include_certs (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{nr_of_certs}})
The function @code{gpgme_set_include_certs} specifies how many certificates should be included in an S/MIME signed message. By default, only the sender's certificate is included. The possible values of @var{nr_of_certs} are:

@table @code
@item GPGME_INCLUDE_CERTS_DEFAULT
Fall back to the default of the crypto backend. This is the default for GPGME.
@item -2
Include all certificates except the root certificate.
@item -1
Include all certificates.
@item 0
Include no certificates.
@item 1
Include the sender's certificate only.
@item n
Include the first n certificates of the certificates path, starting from the sender's certificate. The number @code{n} must be positive.
@end table

Values of @var{nr_of_certs} smaller than -2 are undefined.

This option is only relevant to the CMS crypto engine, and ignored by all other engines.
@end deftypefun

@deftypefun int gpgme_get_include_certs (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_get_include_certs} returns the number of certificates to include into an S/MIME signed message.
@end deftypefun

@node Key Listing Mode
subsection Key Listing Mode

@deftypefun gpgme_error_t gpgme_set_keylist_mode (@w{gpgme_ctx_t @var{ctx}},
@w{gpgme_keylist_mode_t @var{mode}})
The function @code{gpgme_set_keylist_mode} changes the default
behaviour of the key listing functions. The value in @var{mode} is a
bitwise-or combination of one or multiple of the following bit values:

@table @code
@item GPGME_KEYLIST_MODE_LOCAL
The @code{GPGME_KEYLIST_MODE_LOCAL} symbol specifies that the local
keyring should be searched for keys in the keylisting operation. This
is the default.
Using only this option results in a @code{--list-keys}.

@item GPGME_KEYLIST_MODE_EXTERN
The @code{GPGME_KEYLIST_MODE_EXTERN} symbol specifies that an external
source should be searched for keys in the keylisting operation. The
type of external source is dependent on the crypto engine used and
whether it is combined with @code{GPGME_KEYLIST_MODE_LOCAL}. For
example, it can be a remote keyserver or LDAP certificate server.
Using only this option results in a @code{--search-keys} for
@code{GPGME_PROTOCOL_OpenPGP} and something similar to
@code{--list-external-keys} for @code{GPGME_PROTOCOL_CMS}.

@item GPGME_KEYLIST_MODE_LOCATE
This is a shortcut for the combination of
@code{GPGME_KEYLIST_MODE_LOCAL} and @code{GPGME_KEYLIST_MODE_EXTERN}, which
results in a @code{--locate-keys} for @code{GPGME_PROTOCOL_OpenPGP}.

@item GPGME_KEYLIST_MODE_SIGS
The @code{GPGME_KEYLIST_MODE_SIGS} symbol specifies that the key
signatures should be included in the listed keys.

@item GPGME_KEYLIST_MODE_SIG_NOTATIONS
@since{1.1.1}
The @code{GPGME_KEYLIST_MODE_SIG_NOTATIONS} symbol specifies that the
signature notations on key signatures should be included in the listed
keys. This only works if @code{GPGME_KEYLIST_MODE_SIGS} is also
enabled.

@item GPGME_KEYLIST_MODE_WITH_TOFU
@since{1.7.0}
The `GPGME_KEYLIST_MODE_WITH_TOFU` symbol specifies that information pertaining to the TOFU trust model should be included in the listed keys.

@item GPGME_KEYLIST_MODE_WITH_SECRET
@since{1.5.1}

The `GPGME_KEYLIST_MODE_WITH_SECRET` returns information about the presence of a corresponding secret key in a public key listing. A public key listing with this mode is slower than a standard listing but can be used instead of a second run to list the secret keys. This is only supported for GnuPG versions $\geq 2.1$.

@item GPGME_KEYLIST_MODE_EPHEMERAL
@since{1.2.0}

The `GPGME_KEYLIST_MODE_EPHEMERAL` symbol specifies that keys flagged as ephemeral are included in the listing.

@item GPGME_KEYLIST_MODE_VALIDATE
@since{0.4.5}

The `GPGME_KEYLIST_MODE_VALIDATE` symbol specifies that the backend should do key or certificate validation and not just get the validity information from an internal cache. This might be an expensive operation and is in general not useful. Currently only implemented for the S/MIME backend and ignored for other backends.

@end table

At least one of `GPGME_KEYLIST_MODE_LOCAL` and `GPGME_KEYLIST_MODE_EXTERN` must be specified. For future binary compatibility, you should get the current mode with `gpgme_get_keylist_mode` and modify it by setting or clearing the appropriate bits, and then using that calculated value in the `gpgme_set_keylisting_mode` operation. This will leave all other bits in the mode value intact (in particular those that are not used in the current version of the library).

The function returns the error code `GPG_ERR_NO_ERROR` if the mode could be set correctly, and `GPG_ERR_INV_VALUE` if `@var{ctx}` is not a valid pointer or `@var{mode}` is not a valid mode.

@end deftypefun

@deftypefun gpgme_keylist_mode_t gpgme_get_keylist_mode (@w{gpgme_ctx_t @var{ctx}})
The function `gpgme_get_keylist_mode` returns the current key
listing mode of the context @var{ctx}. This value can then be modified and used in a subsequent @code{gpgme_set_keylist_mode} operation to only affect the desired bits (and leave all others intact).

The function returns 0 if @var{ctx} is not a valid pointer, and the current mode otherwise. Note that 0 is not a valid mode value.
@end deftypefun

@node Passphrase Callback
@subsection Passphrase Callback
@cindex callback, passphrase
@cindex passphrase callback
@deftp {Data type} {gpgme_error_t (*gpgme_passphrase_cb_t)(void *@var{hook}, const char *@var{uid_hint},
const char *@var{passphrase_info}, @w{int @var{prev_was_bad}}, @w{int @var{fd}})}
@tindex gpgme_passphrase_cb_t
The @code{gpgme_passphrase_cb_t} type is the type of functions usable as passphrase callback function.

The argument @var{uid_hint} might contain a string that gives an indication for which user ID the passphrase is required. If this is not available, or not applicable (in the case of symmetric encryption, for example), @var{uid_hint} will be @code{NULL}.

The argument @var{passphrase_info}, if not @code{NULL}, will give further information about the context in which the passphrase is required. This information is engine and operation specific.

If this is the repeated attempt to get the passphrase, because previous attempts failed, then @var{prev_was_bad} is 1, otherwise it will be 0.

The user must write the passphrase, followed by a newline character, to the file descriptor @var{fd}. The function @code{gpgme_io_writen} should be used for the write operation. Note that if the user returns 0 to indicate success, the user must at least write a newline character before returning from the callback.

If an error occurs, return the corresponding @code{gpgme_error_t} value. You can use the error code @code{GPG_ERR_CANCELED} to abort the operation. Otherwise, return @code{0}.

Note: The passphrase_cb only works with GnuPG 1.x and 2.1.x and not with the 2.0.x series. See @code{gpgme_set_pinentry_mode} for more details on 2.1.x usage.
@end deftp
The function `gpgme_set_passphrase_cb` sets the function that is used when a passphrase needs to be provided by the user to `@var{passfunc}`. The function `@var{passfunc}` needs to implemented by the user, and whenever it is called, it is called with its first argument being `@var{hook_value}`. By default, no passphrase callback function is set.

Not all crypto engines require this callback to retrieve the passphrase. It is better if the engine retrieves the passphrase from a trusted agent (a daemon process), rather than having each user to implement their own passphrase query. Some engines do not even support an external passphrase callback at all, in this case the error code `GPG_ERR_NOT_SUPPORTED` is returned.

For GnuPG >= 2.1 the pinentry mode has to be set to `GPGME_PINENTRY_MODE_LOOPBACK` to enable the passphrase callback. See `gpgme_set_pinentry_mode`.

The user can disable the use of a passphrase callback function by calling `gpgme_set_passphrase_cb` with `@var{passfunc}` being `NULL`.

The function `gpgme_get_passphrase_cb` returns the function that is used when a passphrase needs to be provided by the user in `@var{passfunc}`, and the first argument for this function in `@var{hook_value}`. If no passphrase callback is set, or `@var{ctx}` is not a valid pointer, `NULL` is returned in both variables.

The corresponding value will not be returned.

The `gpgme_progress_cb_t` type is the type of functions usable as
progress callback function.

The arguments are specific to the crypto engine. More information about the progress information returned from the GnuPG engine can be found in the GnuPG source code in the file @file{doc/DETAILS} in the section PROGRESS.
@end deftp

@end deftypefun

@deftypefun void gpgme_set_progress_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_progress_cb_t @var{progfunc}}, @w{void *@var{hook_value}})

The function @code{gpgme_set_progress_cb} sets the function that is used when progress information about a cryptographic operation is available. The function @var{progfunc} needs to implemented by the user, and whenever it is called, it is called with its first argument being @var{hook_value}. By default, no progress callback function is set.

Setting a callback function allows an interactive program to display progress information about a long operation to the user.

The user can disable the use of a progress callback function by calling @code{gpgme_set_progress_cb} with @var{progfunc} being @code{NULL}.
@end deftypefun

@end deftypefun

@deftypefun void gpgme_get_progress_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_progress_cb_t *@var{progfunc}}, @w{void **@var{hook_value}})

The function @code{gpgme_get_progress_cb} returns the function that is used to inform the user about the progress made in @var{*progfunc}, and the first argument for this function in @var{*hook_value}. If no progress callback is set, or @var{ctx} is not a valid pointer, @code{NULL} is returned in both variables.

@var{progfunc} or @var{hook_value} can be @code{NULL}. In this case, the corresponding value will not be returned.
@end deftypefun

@node Status Message Callback
@subsection Status Message Callback
@cindex callback, status message
@cindex status message callback

@deftp {Data type} {gpgme_error_t (*gpgme_status_cb_t)(void *@var{hook}, const char *@var{keyword}, const char *@var{args})}

The @code{gpgme_status_cb_t} type is the type of function usable as a status message callback function.
The argument @var{keyword} is the name of the status message while the @var{args} argument contains any arguments for the status message.

If an error occurs, return the corresponding @code{gpgme_error_t} value. Otherwise, return @code{0}.
@end deftp

@deftypefun void gpgme_set_status_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_status_cb_t @var{statusfunc}}, @w{void *@var{hook_value}})
@since{1.6.0}

The function @code{gpgme_set_status_cb} sets the function that is used when a status message is received from gpg to @var{statusfunc}. The function @var{statusfunc} needs to be implemented by the user, and whenever it is called, it is called with its first argument being @var{hook_value}. By default, no status message callback function is set.

The user can disable the use of a status message callback function by calling @code{gpgme_set_status_cb} with @var{statusfunc} being @code{NULL}.
@end deftypefun

@deftypefun void gpgme_get_status_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_status_cb_t *@var{statusfunc}}, @w{void **@var{hook_value}})
@since{1.6.0}

The function @code{gpgme_get_status_cb} returns the function that is used to process status messages from gpg in @var{*statusfunc}, and the first argument for this function in @var{*hook_value}. If no status message callback is set, or @var{ctx} is not a valid pointer, @code{NULL} is returned in both variables.
@end deftypefun

@node Context Flags
@subsection Context Flags
@cindex flags, of a context

@deftypefun {gpgme_error_t} gpgme_set_ctx_flag (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{name}}, @w{const char *@var{value}})
@since{1.7.0}

Some minor properties of the context can be controlled with flags set by this function. The properties are identified by the following values for @var{name}:
@table @code
@item "redraw"
This flag is normally not changed by the caller because GPGME sets and clears it automatically: The flag is cleared before an operation and set if an operation noticed that the engine has launched a Pinentry. A Curses based application may use this information to redraw the screen; for example:

@example
err = gpgme_op_keylist_start (ctx, "foo@@example.org", 0);
while (!err)
{
    err = gpgme_op_keylist_next (ctx, &key);
    if (err)
        break;
    show_key (key);
    gpgme_key_release (key);
}  
if ((s = gpgme_get_ctx_flag (ctx, "redraw")) && *s)
    redraw_screen ();
gpgme_release (ctx);
@end example

@item "full-status"
Using a @var{value} of "1" the status callback set by gpgme_set_status_cb returns all status lines with the exception of PROGRESS lines. With the default of "0" the status callback is only called in certain situations.

@item "raw-description"
Setting the @var{value} to "1" returns human readable strings in a raw format. For example the non breaking space characters ("~") will not be removed from the @code{description} field of the @code{gpgme_tofu_info_t} object.

@item "export-session-key"
Using a @var{value} of "1" specifies that the context should try to export the symmetric session key when decrypting data. By default, or when using an empty string or "0" for @var{value}, session keys are not exported.

@item "override-session-key"
The string given in @var{value} is passed to the GnuPG engine to override the session key for decryption. The format of that session key is specific to GnuPG and can be retrieved during a decrypt operation when the context flag "export-session-key" is enabled. Please be aware that using this feature with GnuPG < 2.1.16 will leak the session key on
many platforms via ps(1).

@item "auto-key-retrieve"
Setting the @var{value} to "1" asks the backend to automatically retrieve a key for signature verification if possible. Note that this option makes a "web bug" like behavior possible. Keyserver or Web Key Directory operators can see which keys you request, so by sending you a message signed by a brand new key (which you naturally will not have on your local keyring), the operator can tell both your IP address and the time when you verified the signature.

@item "request-origin"
The string given in @var{value} is passed to the GnuPG engines to request restrictions based on the origin of the request. Valid values are documented in the GnuPG manual and the gpg man page under the option @option{--request-origin}. Requires at least GnuPG 2.2.6 to have an effect.

@item "no-symkey-cache"
For OpenPGP disable the passphrase cache used for symmetrical en- and decryption. This cache is based on the message specific salt value. Requires at least GnuPG 2.2.7 to have an effect.

@item "ignore-mdc-error"
This flag passes the option @option{--ignore-mdc-error} to gpg. This can be used to force decryption of a message which failed due to a missing integrity check. This flag must be used with great caution and only if it is a known non-corrupted old message and the decryption result of the former try had the decryption result flag @code{legacy_cipher_nomdc} set. For failsafe reasons this flag is reset after each operation.

@item "auto-key-locate"
The string given in @var{value} is passed to gpg. This can be used to change the behavior of a @code{GPGME_KEYLIST_MODE_LOCATE} keylisting. Valid values are documented in the GnuPG manual and the gpg man page under the option @option{--auto-key-locate}. Requires at least GnuPG 2.1.18.

Note: Keys retrieved through @code{auto-key-locate} are automatically imported in the keyring.

@item trust-model
@since{1.11.2}
Change the trust-model for all GnuPG engine operations. An empty string sets the trust-model back to the users default. If the trust-model is not supported by GnuPG the behavior is undefined.
and will likely cause all operations to fail. Example: "tofu+pgp".

This options should be used carefully with a strict version requirement. In some versions of GnuPG setting the trust-model changes the default trust-model for future operations. A change in the trust-model also can have unintended side effects, like rebuilding the trust-db.

@end table

This function returns @code{0} on success.
@end deftypefun

@deftypefun {const char *} gpgme_get_ctx_flag (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{name}})
@end deftypefun

@since{1.8.0}

The value of flags settable by @code{gpgme_set_ctx_flag} can be retrieved by this function. If @var{name} is unknown the function returns @code{NULL}. For boolean flags an empty string is returned for False and the string "1" is returned for True; either atoi(3) or a test for an empty string can be used to get the boolean value.

@end deftypefun

@node Locale
@subsection Locale
@cindex locale, default
@cindex locale, of a context

A locale setting can be associated with a context. This locale is passed to the crypto engine, and used for applications like the PIN entry, which is displayed to the user when entering a passphrase is required.

The default locale is used to initialize the locale setting of all contexts created afterwards.

@deftypefun gpgme_error_t gpgme_set_locale (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{category}}, @w{const char *@var{value}})
@end deftypefun

@since{0.4.3}

The function @code{gpgme_set_locale} sets the locale of the context @var{ctx}, or the default locale if @var{ctx} is a null pointer.
The locale settings that should be changed are specified by @var{category}. Supported categories are @code{LC_CTYPE}, @code{LC_MESSAGES}, and @code{LC_ALL}, which is a wildcard you can use if you want to change all the categories at once.

The value to be used for the locale setting is @var{value}, which will be copied to @acronym{GPGME}’s internal data structures. @var{value} can be a null pointer, which disables setting the locale, and will make PIN entry and other applications use their default setting, which is usually not what you want.

Note that the settings are only used if the application runs on a text terminal, and that the settings should fit the configuration of the output terminal. Normally, it is sufficient to initialize the default value at startup.

The function returns an error if not enough memory is available.
@end deftypefun

@node Additional Logs
@subsection Additional Logs
@cindex auditlog, of the engine
@cindex auditlog

Additional logs can be associated with a context. These logs are engine specific and can be obtained with @code{gpgme_op_getauditlog}.

@deftypefun gpgme_error_t gpgme_op_getauditlog
  (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{output}}, @
  @w{unsigned int @var{flags}})
@end deftypefun

The function @code{gpgme_op_getauditlog} is used to obtain additional logs as specified by @var{flags} into the @var{output} data. If

The function returns the error code @code{GPG_ERR_NO_ERROR} if a log could be queried from the engine, and @code{GPG_ERR_NOT_IMPLEMENTED} if the log specified in @var{flags} is not available for this engine. If no log is available @code{GPG_ERR_NO_DATA} is returned.

The value in @var{flags} is a bitwise-or combination of one or multiple of the following bit values:

@table @code
@item GPGME_AUDITLOG_DIAG
@since{1.11.2}
Obtain diagnostic output which would be written to @code{stderr} in interactive use of the engine. This can be used to provide additional diagnostic information in case of errors in other operations.

Note: If log-file has been set in the configuration the log will be empty and @code{GPG_ERR_NO_DATA} will be returned.

Implemented for: @code{GPGME_PROTOCOL_OpenPGP}

@item GPGME_AUDITLOG_DEFAULT
@since{1.11.2}

This flag has the value 0 for compatibility reasons. Obtains additional information from the engine by issuing the @code{GETAUDITLOG} command. For @code{GPGME_PROTOCOL_CMS} this provides additional information about the X509 certificate chain.

Implemented for: @code{GPGME_PROTOCOL_CMS}

@item GPGME_AUDITLOG_HTML
@since{1.1.1}

Same as @code{GPGME_AUDITLOG_DEFAULT} but in HTML.

Implemented for: @code{GPGME_PROTOCOL_CMS}
@end table
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_getauditlog_start @
  (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{output}}, @
   @w{unsigned int @var{flags}})
@end deftypefun

This is the asynchronous variant of @code{gpgme_op_getauditlog}.
@end deftypefun

@node Key Management
@section Key Management
@cindex key management

Some of the cryptographic operations require that recipients or signers are specified. This is always done by specifying the respective keys that should be used for the operation. The following section describes how such keys can be selected and manipulated.
* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys:: Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.
* Advanced Key Editing:: Advanced key edit operation.
@end menu

@node Key objects
@section Key objects

The keys are represented in GPGME by structures which may only be read by the application but never be allocated or changed. They are valid as long as the key object itself is valid.

@deftp {Data type} gpgme_key_t

The @code{gpgme_key_t} type is a pointer to a key object. It has the following members:

@table @code
@item gpgme_keylist_mode_t keylist_mode
@since{0.9.0}
The keylist mode that was active when the key was retrieved.

@item unsigned int revoked : 1
This is true if the key is revoked.

@item unsigned int expired : 1
This is true if the key is expired.

@item unsigned int disabled : 1
This is true if the key is disabled.

@item unsigned int invalid : 1
This is true if the key is invalid. This might have several reasons, for a example for the S/MIME backend, it will be set during key listings if the key could not be validated due to missing certificates or unmatched policies.

@item unsigned int can_encrypt : 1
This is true if the key (ie one of its subkeys) can be used for encryption.

@item unsigned int can_sign : 1
This is true if the key (ie one of its subkeys) can be used to create data signatures.

@item unsigned int can_certify : 1
This is true if the key (ie one of its subkeys) can be used to create key certificates.

@item unsigned int canauthenticate : 1
@since{0.4.5}
This is true if the key (ie one of its subkeys) can be used for authentication.

@item unsigned int is_qualified : 1
@since{1.1.0}
This is true if the key can be used for qualified signatures according to local government regulations.

@item unsigned int secret : 1
This is true if the key is a secret key. Note, that this will always be true even if the corresponding subkey flag may be false (offline/stub keys). This is only set if a listing of secret keys has been requested or if \@code{GPGME_KEYLIST_MODE_WITH_SECRET} is active.

@item unsigned int origin : 5
@since{1.8.0}
Reserved for the origin of this key.

@item gpgme_protocol_t protocol
This is the protocol supported by this key.

@item char *issuer_serial
If \@code{protocol} is \@code{GPGME_PROTOCOL_CMS}, then this is the issuer serial.

@item char *issuer_name
If \@code{protocol} is \@code{GPGME_PROTOCOL_CMS}, then this is the issuer name.

@item char *chain_id
If \@code{protocol} is \@code{GPGME_PROTOCOL_CMS}, then this is the chain ID, which can be used to built the certificate chain.
@item gpgme_validity_t owner_trust
If @code{protocol} is @code{GPGME_PROTOCOL_OpenPGP}, then this is the owner trust.

@item gpgme_subkey_t subkeys
This is a linked list with the subkeys of the key. The first subkey in the list is the primary key and usually available.

@item gpgme_user_id_t uids
This is a linked list with the user IDs of the key. The first user ID in the list is the main (or primary) user ID.

@item char *fpr
@since{1.7.0}
This field gives the fingerprint of the primary key. Note that this is a copy of the fingerprint of the first subkey. For an incomplete key (for example from a verification result) a subkey may be missing but this field may be set nevertheless.

@item unsigned long last_update
@since{1.8.0}
Reserved for the time of the last update of this key.

@end table
@end deftp

@end deftp {Data type} gpgme_subkey_t
@since{1.5.0}

The @code{gpgme_subkey_t} type is a pointer to a subkey structure. Subkeys are one component of a @code{gpgme_key_t} object. In fact, subkeys are those parts that contains the real information about the individual cryptographic keys that belong to the same key object. One @code{gpgme_key_t} can contain several subkeys. The first subkey in the linked list is also called the primary key.

The subkey structure has the following members:

@table @code
@item gpgme_subkey_t next
This is a pointer to the next subkey structure in the linked list, or @code{NULL} if this is the last element.

@item unsigned int revoked : 1
This is true if the subkey is revoked.

@item unsigned int expired : 1
This is true if the subkey is expired.

@item unsigned int disabled : 1
This is true if the subkey is disabled.

@item unsigned int invalid : 1
This is true if the subkey is invalid.

@item unsigned int can_encrypt : 1
This is true if the subkey can be used for encryption.

@item unsigned int can_sign : 1
This is true if the subkey can be used to create data signatures.

@item unsigned int can_certify : 1
This is true if the subkey can be used to create key certificates.

@item unsigned int can_authenticate : 1
@since{0.4.5}
This is true if the subkey can be used for authentication.

@item unsigned int is_qualified : 1
@since{1.1.0}
This is true if the subkey can be used for qualified signatures
according to local government regulations.

@item unsigned int is_de_vs : 1
@since{1.8.0}
This is true if the subkey complies with the rules for classified
information in Germany at the restricted level (VS-NfD). This are
currently RSA keys of at least 2048 bits or ECDH/ECDSA keys using a
Brainpool curve.

@item unsigned int secret : 1
This is true if the subkey is a secret key. Note that it will be
false if the key is actually a stub key; i.e. a secret key operation
is currently not possible (offline-key). This is only set if a
listing of secret keys has been requested or if
@code{GPGME_KEYLIST_MODE_WITH_SECRET} is active.

@item gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm supported by this subkey.
@item unsigned int length
This is the length of the subkey (in bits).

@item char *keyid
This is the key ID of the subkey in hexadecimal digits.

@item char *fpr
This is the fingerprint of the subkey in hexadecimal digits, if available.

@item char *keygrip
@since{1.7.0}
The keygrip of the subkey in hex digit form or @code{NULL} if not available.

@item long int timestamp
This is the creation timestamp of the subkey. This is -1 if the timestamp is invalid, and 0 if it is not available.

@item long int expires
This is the expiration timestamp of the subkey, or 0 if the subkey does not expire.

@item unsigned int is_cardkey : 1
@since{1.2.0}
True if the secret key is stored on a smart card.

@item char *card_number
@since{1.2.0}
The serial number of a smart card holding this key or @code{NULL}.

@item char *curve
For ECC algorithms the name of the curve.

@end table
@end deftp

@deftp {Data type} gpgme_user_id_t

A user ID is a component of a @code{gpgme_key_t} object. One key can have many user IDs. The first one in the list is the main (or primary) user ID.

The user ID structure has the following members.
<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gpgme_user_id_t next</td>
<td>This is a pointer to the next user ID structure in the linked list, or <code>NULL</code> if this is the last element.</td>
</tr>
<tr>
<td>unsigned int revoked : 1</td>
<td>This is true if the user ID is revoked.</td>
</tr>
<tr>
<td>unsigned int invalid : 1</td>
<td>This is true if the user ID is invalid.</td>
</tr>
<tr>
<td>gpgme_validity_t validity</td>
<td>This specifies the validity of the user ID.</td>
</tr>
<tr>
<td>char *uid</td>
<td>This is the user ID string.</td>
</tr>
<tr>
<td>char *name</td>
<td>This is the name component of <code>uid</code>, if available.</td>
</tr>
<tr>
<td>char *comment</td>
<td>This is the comment component of <code>uid</code>, if available.</td>
</tr>
<tr>
<td>char *email</td>
<td>This is the email component of <code>uid</code>, if available.</td>
</tr>
<tr>
<td>char *address;</td>
<td>The mail address (<code>addr-spec</code> from RFC-5322) of the user ID string. This is general the same as the <code>email</code> part of this structure but might be slightly different. If no mail address is available <code>NULL</code> is stored.</td>
</tr>
<tr>
<td>gpgme_tofu_info_t tofu</td>
<td>@since{1.7.0} If not <code>NULL</code> information from the TOFU database pertaining to this user id.</td>
</tr>
<tr>
<td>gpgme_key_sig_t signatures</td>
<td>This is a linked list with the signatures on this user ID.</td>
</tr>
<tr>
<td>unsigned int origin : 5</td>
<td>@since{1.8.0} Reserved for the origin of this user ID.</td>
</tr>
<tr>
<td>unsigned long last_update</td>
<td></td>
</tr>
</tbody>
</table>
@since{1.8.0}

Reserved for the time of the last update of this user ID.

@end table
@end deftp

@deftp {Data type} gpgme_tofu_info_t

@since{1.7.0}

The @code{gpgme_tofu_info_t} type is a pointer to a tofu info structure. Tofu info structures are one component of a @code{gpgme_user_id_t} object, and provide information from the TOFU database pertaining to the user ID.

The tofu info structure has the following members:

@table @code
@item gpgme_key_sig_t next
This is a pointer to the next tofu info structure in the linked list, or @code{NULL} if this is the last element.

@item unsigned int validity : 3
This is the TOFU validity. It can have the following values:

@table @code
@item 0
The value @code{0} indicates a conflict.

@item 1
The value @code{1} indicates a key without history.

@item 2
The value @code{2} indicates a key with too little history.

@item 3
The value @code{3} indicates a key with enough history for basic trust.

@item 4
The value @code{4} indicates a key with a lot of history.

@end table

@item unsigned int policy : 4
This is the TOFU policy, see @code{gpgme_tofu_policy_t}.


@item unsigned short signcount  
This is the number of signatures seen for this binding (or  
@code{USHRT_MAX} if there are more than that).

@item unsigned short encrcount  
This is the number of encryptions done with this binding (or  
@code{USHRT_MAX} if there are more than that).

@item unsigned long signfirst  
Number of seconds since Epoch when the first signature was seen with  
this binding.

@item unsigned long signlast  
Number of seconds since Epoch when the last signature was seen with  
this binding.

@item unsigned long encrfirst  
Number of seconds since Epoch when the first encryption was done with  
this binding.

@item unsigned long encrlast  
Number of seconds since Epoch when the last encryption was done with  
this binding.

@item char *description  
A human-readable string summarizing the TOFU data (or NULL).

@end table
@end deftp

@deftp {Data type} gpgme_key_sig_t

The @code{gpgme_key_sig_t} type is a pointer to a key signature structure.  
Key signatures are one component of a @code{gpgme_key_t} object, and  
validate user IDs on the key in the OpenPGP protocol.

The signatures on a key are only available if the key was retrieved  
via a listing operation with the @code{GPGME_KEYLIST_MODE_SIGS} mode  
enabled, because it can be expensive to retrieve all signatures of a  
key.

The signature notations on a key signature are only available if the  
key was retrieved via a listing operation with the  
@code{GPGME_KEYLIST_MODE_SIG_NOTATIONS} mode enabled, because it can  
be expensive to retrieve all signature notations.

The key signature structure has the following members:
@table @code
@item gpgme_key_sig_t next
This is a pointer to the next key signature structure in the linked
list, or @code{NULL} if this is the last element.

@item unsigned int revoked : 1
This is true if the key signature is a revocation signature.

@item unsigned int expired : 1
This is true if the key signature is expired.

@item unsigned int invalid : 1
This is true if the key signature is invalid.

@item unsigned int exportable : 1
This is true if the key signature is exportable.

@item gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm used to create the signature.

@item char *keyid
This is the key ID of the key (in hexadecimal digits) used to create
the signature.

@item long int timestamp
This is the creation timestamp of the key signature. This is -1 if
the timestamp is invalid, and 0 if it is not available.

@item long int expires
This is the expiration timestamp of the key signature, or 0 if the key
signature does not expire.

@item gpgme_error_t status
This is the status of the signature and has the same meaning as the
member of the same name in a @code{gpgme_signature_t} object.

@item unsigned int sig_class
This specifies the signature class of the key signature. The meaning
is specific to the crypto engine.

@item char *uid
This is the main user ID of the key used to create the signature.

@item char *name
This is the name component of @code{uid}, if available.

@item char *comment
This is the comment component of @code{uid}, if available.

@item char *email
This is the email component of @code{uid}, if available.

@item gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.
@end table
@end deftp

@node Listing Keys
@subsection Listing Keys
@cindex listing keys
@cindex key listing
@cindex key listing, start
@cindex key ring, list
@cindex key ring, search
@deftypefun gpgme_error_t gpgme_op_keylist_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{pattern}}, @w{int @var{secret_only}})
The function @code{gpgme_op_keylist_start} initiates a key listing operation inside the context @var{ctx}. It sets everything up so that subsequent invocations of @code{gpgme_op_keylist_next} return the keys in the list.

If @var{pattern} is @code{NULL}, all available keys are returned. Otherwise, @var{pattern} contains an engine specific expression that is used to limit the list to all keys matching the pattern. Note that the total length of the pattern is restricted to an engine-specific maximum (a couple of hundred characters are usually accepted). The pattern should be used to restrict the search to a certain common name or user, not to list many specific keys at once by listing their fingerprints or key IDs.

If @var{secret_only} is not @code{0}, the list is restricted to secret keys only.

The context will be busy until either all keys are received (and @code{gpgme_op_keylist_next} returns @code{GPG_ERR_EOF}), or @code{gpgme_op_keylist_end} is called to finish the operation.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, and passes through any errors that are reported by the crypto engine support routines.
@end deftypefun
The function `gpgme_op_keylist_ext_start` initiates an extended key listing operation inside the context `ctx`. It sets everything up so that subsequent invocations of `gpgme_op_keylist_next` return the keys in the list.

If `pattern` or `pattern[]` is `NULL`, all available keys are returned. Otherwise, `pattern` is a `NULL` terminated array of strings that are used to limit the list to all keys matching at least one of the patterns verbatim. Note that the total length of all patterns is restricted to an engine-specific maximum (the exact limit also depends on the number of patterns and amount of quoting required, but a couple of hundred characters are usually accepted). Patterns should be used to restrict the search to a certain common name or user, not to list many specific keys at once by listing their fingerprints or key IDs.

If `secret_only` is not `0`, the list is restricted to secret keys only.

The value of `reserved` must be `0`.

The context will be busy until either all keys are received (and `gpgme_op_keylist_next` returns `GPG_ERR_EOF`), or `gpgme_op_keylist_end` is called to finish the operation.

The function returns the error code `GPG_ERR_INV_VALUE` if `ctx` is not a valid pointer, and passes through any errors that are reported by the crypto engine support routines.

The function `gpgme_op_keylist_from_data_start` initiates a key listing operation inside the context `ctx`. In contrast to the other key listing operation the keys are read from the supplied `data` and not from the local key database. The keys are also not imported into the local key database. The function sets everything up so that subsequent invocations of `gpgme_op_keylist_next` return the keys from `data`.

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The value of @var{reserved} must be @code{0}.

This function requires at least GnuPG version 2.1.14 and currently works only with OpenPGP keys.

The context will be busy until either all keys are received (and @code{gpgme_op_keylist_next} returns @code{GPG_ERR_EOF}), or @code{gpgme_op_keylist_end} is called to finish the operation. While the context is busy @var{data} may not be released.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, and passes through any errors that are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keylist_next (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t *@var{r_key}})

The function @code{gpgme_op_keylist_next} returns the next key in the list created by a previous @code{gpgme_op_keylist_start} operation in the context @var{ctx}. The key will have one reference for the user. @xref{Manipulating Keys}.

This is the only way to get at @code{gpgme_key_t} objects in @acronym{GPGME}.

If the last key in the list has already been returned, @code{gpgme_op_keylist_next} returns @code{GPG_ERR_EOF}.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{r_key} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if there is not enough memory for the operation.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keylist_end (@w{gpgme_ctx_t @var{ctx}})

The function @code{gpgme_op_keylist_end} ends a pending key list operation in the context @var{ctx}.

After the operation completed successfully, the result of the key listing operation can be retrieved with @code{gpgme_op_keylist_result}.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if at some time during the operation there was not enough memory available.
@end deftypefun
The following example illustrates how all keys containing a certain string (@code{g10code}) can be listed with their key ID and the name and email address of the main user ID:

@example
gpgme_ctx_t ctx;
gpgme_key_t key;
gpgme_error_t err = gpgme_new (&ctx);

if (!err)
{
    err = gpgme_op_keylist_start (ctx, "g10code", 0);
    while (!err)
    {
        err = gpgme_op_keylist_next (ctx, &key);
        if (err)
            break;
        printf ("%s:", key->subkeys->keyid);
        if (key->uids && key->uids->name)
            printf (" %s", key->uids->name);
        if (key->uids && key->uids->email)
            printf (" <%s>", key->uids->email);
        putchar ('\n');
        gpgme_key_release (key);
    }
    gpgme_release (ctx);
}
if (gpg_err_code (err) != GPG_ERR_EOF)
{
    fprintf (stderr, "can not list keys: %s\n", gpgme_strerror (err));
    exit (1);
}
@end example

@deftp {Data type} {gpgme_keylist_result_t}
This is a pointer to a structure used to store the result of a @code{gpgme_op_keylist_*} operation. After successfully ending a key listing operation, you can retrieve the pointer to the result with @code{gpgme_op_keylist_result}. The structure contains the following member:

@table @code
@item unsigned int truncated : 1
This is true if the crypto backend had to truncate the result, and less than the desired keys could be listed.
@end table
@end deftp
The function `gpgme_op_keylist_result` returns a pointer to a structure holding the result of a `gpgme_op_keylist_*` operation. The pointer is only valid if the last operation on the context was a key listing operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.

In a simple program, for which a blocking operation is acceptable, the following function can be used to retrieve a single key.

The function `gpgme_get_key` gets the key with the fingerprint (or key ID) `fpr` from the crypto backend and return it in `r_key`. If `secret` is true, get the secret key. The currently active keylist mode is used to retrieve the key. The key will have one reference for the user.

If the key is not found in the keyring, `gpgme_get_key` returns the error code `GPG_ERR_EOF` and `r_key` will be set to `NULL`.

The function returns the error code `GPG_ERR_INV_VALUE` if `ctx` or `r_key` is not a valid pointer or `fpr` is not a fingerprint or key ID, `GPG_ERR_AMBIGUOUS_NAME` if the key ID was not a unique specifier for a key, and `GPG_ERR_ENOMEM` if at some time during the operation there was not enough memory available.

Please see the beginning of this section for more information about `gpgme_key_t` objects.

The `gpgme_validity_t` type is used to specify the validity of a user ID in a key. The following validities are defined:

<table>
<thead>
<tr>
<th>Data type</th>
<th>gpgme_validity_t</th>
</tr>
</thead>
<tbody>
<tr>
<td>Validity</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Key valid</td>
</tr>
<tr>
<td>0</td>
<td>Key invalid</td>
</tr>
<tr>
<td>2</td>
<td>Key expired</td>
</tr>
<tr>
<td>3</td>
<td>Key revoked</td>
</tr>
</tbody>
</table>

Please see the beginning of this section for more information about `gpgme_key_t` objects.
@item GPGME_VALIDITY_UNKNOWN
The user ID is of unknown validity. The string representation of this validity is "$?".

@item GPGME_VALIDITY_UNDEFINED
The validity of the user ID is undefined. The string representation of this validity is "$q".

@item GPGME_VALIDITY_NEVER
The user ID is never valid. The string representation of this validity is "$n".

@item GPGME_VALIDITY_MARGINAL
The user ID is marginally valid. The string representation of this validity is "$m".

@item GPGME_VALIDITY_FULL
The user ID is fully valid. The string representation of this validity is "$f".

@item GPGME_VALIDITY_ULTIMATE
The user ID is ultimately valid. The string representation of this validity is "$u".
@end table
@end deftp

@node Manipulating Keys
@subsection Manipulating Keys
@cindex key, manipulation

@deftypefun void gpgme_key_ref (@w{gpgme_key_t @var{key}})
The function @code{gpgme_key_ref} acquires an additional reference for the key @var{key}.
@end deftypefun

@deftypefun void gpgme_key_unref (@w{gpgme_key_t @var{key}})
The function @code{gpgme_key_unref} releases a reference for the key @var{key}. If this was the last reference, the key will be destroyed and all resources associated to it will be released.
@end deftypefun

@node Generating Keys
@subsection Generating Keys
@cindex key, creation
GPGME provides a set of functions to create public key pairs. Most of these functions require the use of GnuPG 2.1 and later; for older GnuPG versions the @code{gpgme_op_genkey} function can be used. Existing code which wants to update to the new functions or new code which shall supports older GnuPG versions may try the new functions first and provide a fallback to the old function if the error code @code{GPG_ERR_NOT_SUPPORTED} is received.

@cindex key ring, add

@ndeftype fun gpgme_error_t gpgme_op_createkey @
  (@w{gpgme_ctx_t @var{ctx}}, @
   @w{const char *@var{userid}}, @
   @w{const char *@var{algo}}, @
   @w{unsigned long @var{reserved}}, @
   @w{unsigned long @var{expires}}, @
   @w{gpgme_key_t @var{extrakey}}, @
   @w{unsigned int @var{flags}}); @since{1.7.0}

The function @code{gpgme_op_createkey} generates a new key for the protocol active in the context @var{ctx}. As of now this function does only work for OpenPGP and requires at least version 2.1.13 of GnuPG.

@var{userid} is commonly the mail address associated with the key. GPGME does not require a specific syntax but if more than a mail address is given, RFC-822 style format is suggested. The value is expected to be in UTF-8 encoding (i.e. no IDN encoding for mail addresses). This is a required parameter.

@var{algo} specifies the algorithm for the new key (actually a keypair of public and private key). For a list of supported algorithms, see the GnuPG manual. If @var{algo} is @code{NULL} or the string "default", the key is generated using the default algorithm of the engine. If the string "future-default" is used the engine may use an algorithm which is planned to be the default in a future release of the engine; however existing implementation of the protocol may not be able to already handle such future algorithms. For the OpenPGP protocol, the specification of a default algorithm, without requesting a non-default usage via @var{flags}, triggers the creation of a primary key plus a secondary key (subkey).

@var{reserved} must be set to zero.
@var{expires} specifies the expiration time in seconds. If you supply 0, a reasonable expiration time is chosen. Use the flag @code{GPGME_CREATE_NOEXPIRE} to create keys that do not expire. Note that this parameter takes an unsigned long value and not a @code{time_t} to avoid problems on systems which use a signed 32 bit @code{time_t}. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

@var{extrakey} is currently not used and must be set to @code{NULL}. A future version of GPGME may use this parameter to create X.509 keys.

@var{flags} can be set to the bit-wise OR of the following flags:

@table @code
@item GPGME_CREATE_SIGN
@itemx GPGME_CREATE_ENCR
@itemx GPGME_CREATE_CERT
@itemx GPGME_CREATE_AUTH
@since{1.7.0}

Do not create the key with the default capabilities (key usage) of the requested algorithm but use those explicitly given by these flags: "signing", "encryption", "certification", or "authentication". The allowed combinations depend on the algorithm.

If any of these flags are set and a default algorithm has been selected only one key is created in the case of the OpenPGP protocol.

@item GPGME_CREATE_NOPASSWD
@since{1.7.0}

Request generation of the key without password protection.

@item GPGME_CREATE_SELFSIGNED
@since{1.7.0}

For an X.509 key do not create a CSR but a self-signed certificate. This has not yet been implemented.

@item GPGME_CREATE_NOSTORE
@since{1.7.0}

Do not store the created key in the local key database. This has not yet been implemented.
Return the public or secret key as part of the result structure. This has not yet been implemented.

The engine does not allow the creation of a key with a user ID already existing in the local key database. This flag can be used to override this check.

Request generation of keys that do not expire.

After the operation completed successfully, information about the created key can be retrieved with `gpgme_op_genkey_result`.

The function returns zero on success, `GPG_ERR_NOT_SUPPORTED` if the engine does not support the command, or a bunch of other error codes.

The function `[gpgme_op_createkey_start]` initiates a `gpgme_op_createkey` operation; see there for details. It must be completed by calling `gpgme_wait` on the context. [xref{Waiting For Completion}]
The function `gpgme_op_createsubkey` creates and adds a new subkey to the primary OpenPGP key given by `key`. The only allowed protocol in `ctx` is `GPGME_PROTOCOL_OPENPGP`. Subkeys (aka secondary keys) are a concept in the OpenPGP protocol to bind several keys to a primary key. As of now this function requires at least version 2.1.13 of GnuPG.

`key` specifies the key to operate on.

`algo` specifies the algorithm for the new subkey. For a list of supported algorithms, see the GnuPG manual. If `algo` is `NULL` or the string "default", the subkey is generated using the default algorithm for an encryption subkey of the engine. If the string "future-default" is used the engine may use an encryption algorithm which is planned to be the default in a future release of the engine; however existing implementation of the protocol may not be able to already handle such future algorithms.

`reserved` must be set to zero.

`expires` specifies the expiration time in seconds. If you supply 0, a reasonable expiration time is chosen. Use the flag `GPGME_CREATE_NOEXPRIE` to create keys that do not expire. Note that this parameter takes an unsigned long value and not a `time_t` to avoid problems on systems which use a signed 32 bit `time_t`. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

`flags` takes the same values as described above for `gpgme_op_createkey`.

After the operation completed successfully, information about the created key can be retrieved with `gpgme_op_genkey_result`.
The function returns zero on success, \code{GPG_ERR_NOT_SUPPORTED} if the engine does not support the command, or a bunch of other error codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_create_subkey_start
(@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}}, @w{const char *@var{algo}}, @w{unsigned long @var{reserved}}, @w{unsigned long @var{expires}}, @w{unsigned int @var{flags}});

@since{1.7.0}

The function \code{gpgme_op_create_subkey_start} initiates a \code{gpgme_op_create_subkey} operation; see there for details. It must be completed by calling \code{gpgme_wait} on the context. @xref{Waiting For Completion}.

@end deftypefun

@c
@c  gpgme_op_adduid
@c
@deftypefun gpgme_error_t gpgme_op_adduid
(@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}}, @w{const char *@var{userid}}, @w{unsigned int @var{flags}});

@since{1.7.0}

The function \code{gpgme_op_adduid} adds a new user ID to the OpenPGP key given by \var{KEY}. Adding additional user IDs after key creation is a feature of the OpenPGP protocol and thus the protocol for the context \var{ctx} must be set to OpenPGP. As of now this function requires at least version 2.1.13 of GnuPG.

\var{key} specifies the key to operate on.

\var{userid} is the user ID to add to the key. A user ID is commonly the mail address to be associated with the key. GPGME does not require a specific syntax but if more than a mail address is given,
RFC-822 style format is suggested. The value is expected to be in UTF-8 encoding (i.e. no IDN encoding for mail addresses). This is a required parameter.

@var{flags} are currently not used and must be set to zero.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if the engine does not support the command, or a bunch of other error codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_adduid_start @
   (@w{gpgme_ctx_t @var{ctx}}, @
    @w{gpgme_key_t @var{key}}, @
    @w{const char *@var{userid}}, @
    @w{unsigned int @var{flags}});
@end deftypefun

@since{1.7.0}

The function @code{gpgme_op_adduid_start} initiates a @code{gpgme_op_adduid} operation; see there for details. It must be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

@end deftypefun

@c
c gpgme_op_revuid
@c
@deftypefun gpgme_error_t gpgme_op_revuid @
   (@w{gpgme_ctx_t @var{ctx}}, @
    @w{gpgme_key_t @var{key}}, @
    @w{const char *@var{userid}}, @
    @w{unsigned int @var{flags}});
@end deftypefun

@since{1.7.0}

The function @code{gpgme_op_revuid} revokes a user ID from the OpenPGP key given by @var{KEY}. Revoking user IDs after key creation is a feature of the OpenPGP protocol and thus the protocol for the context @var{ctx} must be set to OpenPGP. As of now this function requires at least version 2.1.13 of GnuPG.

@var{key} specifies the key to operate on.

@var{userid} is the user ID to be revoked from the key. The user ID
must be given verbatim because the engine does an exact and case
sensitive match. Thus the @code{uid} field from the user ID object
(@code{gpgme_user_id_t}) is to be used. This is a required parameter.

@var{flags} are currently not used and must be set to zero.

Note that the engine won't allow to revoke the last valid user ID. To
change a user ID is better to first add the new user ID, then revoke
the old one, and finally publish the key.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if
the engine does not support the command, or a bunch of other error
codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_revuid_start @
(w{gpgme_ctx_t @var{ctx}}, @
 w{gpgme_key_t @var{key}}, @
 w{const char *@var{userid}}, @
 w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_revuid_start} initiates a
@code{gpgme_op_revuid} operation; see there for details. It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@c
@c gpgme_op_set_uid_flag
@c
@deftypefun gpgme_error_t gpgme_op_set_uid_flag @
(w{gpgme_ctx_t @var{ctx}}, @
 w{gpgme_key_t @var{key}}, @
 w{const char *@var{userid}}, @
 w{cons char * @var{name}}, @
 w{cons char * @var{value}});

@since{1.8.0}

The function @code{gpgme_op_set_uid_flag} is used to set flags on a
user ID from the OpenPGP key given by @var{KEY}. Setting flags on
user IDs after key creation is a feature of the OpenPGP protocol and
thus the protocol for the context @var{ctx} must be set to OpenPGP.
@var{key} specifies the key to operate on. This parameter is required.

@var{userid} is the user ID of the key to be manipulated. This user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the @code{uid} field from the user ID object (@code{gpgme_user_id_t}) is to be used. This is a required parameter.

@var{name} names the flag which is to be changed. The only currently supported flag is:

@table @code
@item primary
This sets the primary key flag on the given user ID. All other primary key flags on other user IDs are removed. @var{value} must be given as NULL. For technical reasons this function bumps the creation timestamp of all affected self-signatures up by one second. At least GnuPG version 2.1.20 is required.
@end table

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if the engine does not support the command, or a bunch of other error codes.

The function @code{gpgme_op_set_uid_flag_start} initiates a @code{gpgme_op_set_uid_flag} operation; see there for details. It must be completed by calling @code{gpgme_wait} on the context.

The function @code{gpgme_op_genkey} initiates a @code{gpgme_op_genkey} operation; see there for details. It must be completed by calling @code{gpgme_wait} on the context.

@end deftypefun

@c
@c gpgme_op_genkey
@c
@end deftypefun

@c
@c gpgme_op_set_uid_flag_start
@c
@end deftypefun
The function `gpgme_op_genkey` generates a new key pair in the context `ctx`. The meaning of `public` and `secret` depends on the crypto backend.

GPG does not support `public` and `secret`, they should be `NULL`. GnuPG will generate a key pair and add it to the standard key ring. The fingerprint of the generated key is available with `gpgme_op_genkey_result`.

GpgSM requires `public` to be a writable data object. GpgSM will generate a secret key (which will be stored by `gpg-agent`), and return a certificate request in `public`, which then needs to be signed by the certification authority and imported before it can be used. GpgSM does not make the fingerprint available.

The argument `parms` specifies parameters for the key in an string that looks something like XML. The details about the format of `parms` are specific to the crypto engine used by `ctx`. The first line of the parameters must be `GnupgKeyParams format="internal">` and the last line must be `</GnupgKeyParams>`. Every line in between the first and last lines is treated as a Header: Value pair. In particular, no XML escaping is necessary if you need to include the characters `<`, `>`, or `&`.

Here is an example for GnuPG as the crypto engine (all parameters of OpenPGP key generation are documented in the GPG manual):

```xml
<GnupgKeyParms format="internal">
Key-Type: default
Subkey-Type: default
Name-Real: Joe Tester
Name-Comment: with stupid passphrase
Name-Email: joe@@foo.bar
Expire-Date: 0
Passphrase: abc
</GnupgKeyParms>
```

Here is an example for GpgSM as the crypto engine (all parameters of OpenPGP key generation are documented in the GPGSM manual):

```xml
<example>
<GnupgKeyParms format="internal">

Key-Type: default
Subkey-Type: default
Name-Real: Joe Tester
Name-Comment: with stupid passphrase
Name-Email: joe@@foo.bar
Expire-Date: 0
Passphrase: abc
</GnupgKeyParms>
@end example
```
Strings should be given in UTF-8 encoding. The only format supported for now is "internal". The content of the @code{GnupgKeyParms} container is passed verbatim to the crypto backend. Control statements are not allowed.

After the operation completed successfully, the result can be retrieved with @code{gpgme_op_genkey_result}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, @code{GPG_ERR_INV_VALUE} if @var{parms} is not a well-formed string (e.g. does not have the expected tag-like headers and footers), @code{GPG_ERR_NOT_SUPPORTED} if @var{public} or @var{secret} is not valid, and @code{GPG_ERR_GENERAL} if no key was created by the backend.

@deftypefun {Data type} {gpgme_genkey_result_t}
This is a pointer to a structure used to store the result of a @code{gpgme_op_genkey} operation. After successfully generating a key, you can retrieve the pointer to the result with @code{gpgme_op_genkey_result}. The structure contains the following
members:

@table @code
@item unsigned int primary : 1
This flag is set to 1 if a primary key was created and to 0 if not.

@item unsigned int sub : 1
This flag is set to 1 if a subkey was created and to 0 if not.

@item unsigned int uid : 1
This flag is set to 1 if a user ID was created and to 0 if not.

@item char *fpr
This is the fingerprint of the key that was created. If both a primary and a subkey were generated, the fingerprint of the primary key will be returned. If the crypto engine does not provide the fingerprint, @code{fpr} will be a null pointer.

@item gpgme_data_t pubkey
@since{1.7.0}
This will eventually be used to return the public key. It is currently not used.

@item gpgme_data_t seckey
@since{1.7.0}
This will eventually be used to return the secret key. It is currently not used.
@end table
@end deftp

@deftypefun gpgme_genkey_result_t gpgme_op_genkey_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_genkey_result} returns a @code{gpgme_genkey_result_t} pointer to a structure holding the result of a @code{gpgme_op_genkey} operation. The pointer is only valid if the last operation on the context was a @code{gpgme_op_genkey} or @code{gpgme_op_genkey_start} operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.
@end deftypefun

@c
Key signatures are a unique concept of the OpenPGP protocol. They can be used to certify the validity of a key and are used to create the Web-of-Trust (WoT). Instead of using the `gpgme_op_interact` function along with a finite state machine, GPGME provides a convenient function to create key signatures when using modern GnuPG versions.

```c

gpgme_error_t gpgme_op_keysign (@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{key}}, @
@w{const char *@var{userid}}, @
@w{unsigned long @var{expires}}, @
@w{unsigned int @var{flags}});
```

The function `gpgme_op_keysign` adds a new key signature to the public key `@var{KEY}`. This function requires at least version 2.1.12 of GnuPG.

`@var{CTX}` is the usual context which describes the protocol to use (which must be OpenPGP) and has also the list of signer keys to be used for the signature. The common case is to use the default key for signing other keys. If another key or more than one key shall be used for a key signature, `gpgme_signers_add` can be used. `xref{Selecting Signers}`.

`@var{key}` specifies the key to operate on.

`@var{userid}` selects the user ID or user IDs to be signed. If `@var{userid}` is set to `@code{NULL}` all valid user IDs are signed. The user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the `@code{uid}` field from the user ID object (`@code{gpgme_user_id_t}`) is to be used. To select more than one user ID put them all into one string separated by linefeeds characters (`@code{'\n'}`) and set the flag `@code{GPGME_KEYSIGN_LFSEP}`.

`@var{expires}` specifies the expiration time of the new signature in
seconds. The common case is to use 0 to not set an expiration date. However, if the configuration of the engine defines a default expiration for key signatures, that is still used unless the flag @code{GPGME_KEYSIGN_NOEXPIRE} is used. Note that this parameter takes an unsigned long value and not a @code{time_t} to avoid problems on systems which use a signed 32 bit @code{time_t}. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

@var{flags} can be set to the bit-wise OR of the following flags:

@table @code
@item GPGME_KEYSIGN_LOCAL
@since{1.7.0}

Instead of creating an exportable key signature, create a key signature which is is marked as non-exportable.

@item GPGME_KEYSIGN_LFSEP
@since{1.7.0}

Although linefeeds are uncommon in user IDs this flag is required to explicitly declare that @var{userid} may contain several linefeed separated user IDs.

@item GPGME_KEYSIGN_NOEXPIRE
Force the creation of a key signature without an expiration date. This overrides @var{expire} and any local configuration of the engine.
@end table

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if the engine does not support the command, or a bunch of other error codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keysign_start @
(@w{gpgme_ctx_t @var{ctx}}, @
 @w{gpgme_key_t @var{key}}, @
 @w{const char *@var{userid}}, @
 @w{unsigned long @var{expires}}, @
 @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_keysign_start} initiates a
@code{gpgme_op_keysign} operation; see there for details. It must be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

@end deftypefun

@c
@c EXPORTING KEYS
@c
@node Exporting Keys
@subsection Exporting Keys
@cindex key, export
@cindex key ring, export from

Exporting keys means the same as running @command{gpg} with the command @option{--export}. However, a mode flag can be used to change the way the export works. The available mode flags are described below, they may be or-ed together.

@table @code
@item GPGME_EXPORT_MODE_EXTERN
If this bit is set, the output is send directly to the default keyserver. This is currently only allowed for OpenPGP keys. It is good practise to not send more than a few dozens key to a keys server at one time. Using this flag requires that the @var{keydata} argument of the export function is set to @code{NULL}.

@item GPGME_EXPORT_MODE_MINIMAL
@since{1.3.1}
If this bit is set, the smallest possible key is exported. For OpenPGP keys it removes all signatures except for the latest self-signatures. For X.509 keys it has no effect.

@item GPGME_EXPORT_MODE_SECRET
@since{1.6.0}
Instead of exporting the public key, the secret key is exported. This may not be combined with @code{GPGME_EXPORT_MODE_EXTERN}. For X.509 the export format is PKCS#8.

@item GPGME_EXPORT_MODE_RAW
@since{1.6.0}
If this flag is used with @code{GPGME_EXPORT_MODE_SECRET} for an X.509
key the export format will be changed to PKCS#1. This flag may not be used with OpenPGP.

@item GPGME_EXPORT_MODE_PKCS12
@since{1.6.0}

If this flag is used with @code{GPGME_EXPORT_MODE_SECRET} for an X.509 key the export format will be changed to PKCS#12 which also includes the certificate. This flag may not be used with OpenPGP.

@item GPGME_EXPORT_MODE_NOUID
@since{1.12.0 - experimental}

Do not export user ids. Works only with certain gpg version.

@end table

@deftypefun gpgme_error_t gpgme_op_export (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{pattern}}, @w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t @var{keydata}})

The function @code{gpgme_op_export} extracts public keys and returns them in the data buffer @var{keydata}. The output format of the key data returned is determined by the @acronym{ASCII} armor attribute set for the context @var{ctx}, or, if that is not set, by the encoding specified for @var{keydata}.

If @var{pattern} is @code{NULL}, all available keys are returned. Otherwise, @var{pattern} contains an engine specific expression that is used to limit the list to all keys matching the pattern.

@var{mode} is usually 0; other values are described above.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation completed successfully, @code{GPG_ERR_INV_VALUE} if @var{keydata} is not a valid empty data buffer, and passes through any errors that are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_export_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{pattern}}, @w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t @var{keydata}})

The function @code{gpgme_op_export_start} initiates a @code{gpgme_op_export} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, and @code{GPG_ERR_INV_VALUE} if @var{keydata} is not a valid empty data buffer.
@end deftypefun
The function `gpgme_op_export` extracts public keys and returns them in the data buffer `@var{keydata}`. The output format of the key data returned is determined by the `ASCII` armor attribute set for the context `@var{ctx}`, or, if that is not set, by the encoding specified for `@var{keydata}`.

If `@var{pattern}` or `@var{*pattern}` is `NULL`, all available keys are returned. Otherwise, `@var{pattern}` is a `NULL` terminated array of strings that are used to limit the list to all keys matching at least one of the patterns verbatim.

`@var{mode}` is usually 0; other values are described above.

The function returns the error code `GPG_ERR_NO_ERROR` if the operation completed successfully, `GPG_ERR_INV_VALUE` if `@var{keydata}` is not a valid empty data buffer, and passes through any errors that are reported by the crypto engine support routines.

The function `gpgme_op_export_ext_start` initiates a `gpgme_op_export_ext` operation. It can be completed by calling `gpgme_wait` on the context. The function returns the error code `GPG_ERR_NO_ERROR` if the operation could be started successfully, and `GPG_ERR_INV_VALUE` if `@var{keydata}` is not a valid empty data buffer.

The function `gpgme_op_export_keys` extracts public keys and returns them in the data buffer `@var{keydata}`. The output format of the key data returned is determined by the `ASCII` armor attribute set for the context `@var{ctx}`, or, if that is not set, by the encoding specified for `@var{keydata}`.

The keys to export are taken form the `NULL` terminated array `@var{keys}`. Only keys of the currently selected protocol of `@var{ctx}` which do have a fingerprint set are considered for export. Other keys specified by the `@var{keys}` are ignored. In particular
OpenPGP keys retrieved via an external key listing are not included.

@var{mode} is usually 0; other values are described above.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation completed successfully, @code{GPG_ERR_INV_VALUE} if @var{keydata} is not a valid empty data buffer, @code{GPG_ERR_NO_DATA} if no useful keys are in @var{keys} and passes through any errors that are reported by the crypto engine support routines.

The function @code{gpgme_op_export_keys_start} initiates a @code{gpgme_op_export_ext} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, and @code{GPG_ERR_INV_VALUE} if @var{keydata} is not a valid empty data buffer, @code{GPG_ERR_NO_DATA} if no useful keys are in @var{keys} and passes through any errors that are reported by the crypto engine support routines.

Importing keys means the same as running @command{gpg} with the command @option{--import}.

The function @code{gpgme_op_import} adds the keys in the data buffer @var{keydata} to the key ring of the crypto engine used by @var{ctx}. The format of @var{keydata} can be @acronym{ASCII} armored, for example, but the details are specific to the crypto engine.

After the operation completed successfully, the result can be retrieved with @code{gpgme_op_import_result}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the import was completed successfully, @code{GPG_ERR_INV_VALUE} if
@var{keydata} if @var{ctx} or @var{keydata} is not a valid pointer, and @code{GPG_ERR_NO_DATA} if @var{keydata} is an empty data buffer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_import_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{keydata}})
The function @code{gpgme_op_import_start} initiates a @code{gpgme_op_import} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the import could be started successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{keydata} is not a valid pointer, and @code{GPG_ERR_NO_DATA} if @var{keydata} is an empty data buffer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_import_keys (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t *@var{keys}})
@since{1.2.0}
The function @code{gpgme_op_import_keys} adds the keys described by the @code{NULL} terminated array @var{keys} to the key ring of the crypto engine used by @var{ctx}. It is used to actually import and make keys permanent which have been retrieved from an external source (i.e. using @code{GPGME_KEYLIST_MODE_EXTERN}) earlier. The external keylisting must have been made with the same context configuration (in particular the same home directory). @footnote{Thus it is a replacement for the usual workaround of exporting and then importing a key to make an X.509 key permanent.} Note that for OpenPGP this may require another access to the keyserver over the network.

Only keys of the currently selected protocol of @var{ctx} are considered for import. Other keys specified by the @var{keys} are ignored. As of now all considered keys must have been retrieved using the same method, i.e. the used key listing mode must be identical.

After the operation completed successfully, the result can be retrieved with @code{gpgme_op_import_result}.

To move keys from one home directory to another, export and import the keydata using @code{gpgme_op_export} and @code{gpgme_op_import}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the import was completed successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, @code{GPG_ERR_CONFLICT} if the key listing mode does not match, and @code{GPG_ERR_NO_DATA} if no keys are considered for export.
@end deftypefun
The function `gpgme_op_import_keys_start` initiates a `gpgme_op_import_keys` operation. It can be completed by calling `gpgme_wait` on the context. @xref{Waiting For Completion}.

The function returns the error code `GPG_ERR_NO_ERROR` if the import was completed successfully, `GPG_ERR_INV_VALUE` if `keydata` is not a valid pointer, `GPG_ERR_CONFLICT` if the key listing mode does not match, and `GPG_ERR_NO_DATA` if no keys are considered for export.

@deftypefun {Data type} {gpgme_import_status_t}
This is a pointer to a structure used to store a part of the result of a `gpgme_op_import` operation. For each considered key one status is added that contains information about the result of the import. The structure contains the following members:

- @item `gpgme_import_status_t next`
  This is a pointer to the next status structure in the linked list, or `NULL` if this is the last element.

- @item `char *fpr`
  This is the fingerprint of the key that was considered.

- @item `gpgme_error_t result`
  If the import was not successful, this is the error value that caused the import to fail. Otherwise the error code is `GPG_ERR_NO_ERROR`.

- @item `unsigned int status`
  This is a bit-wise OR of the following flags that give more information about what part of the key was imported. If the key was already known, this might be 0.

- @deftypecode
  @item `GPGME_IMPORT_NEW`
  The key was new.

- @item `GPGME_IMPORT_UID`
  The key contained new user IDs.

- @item `GPGME_IMPORT_SIG`
The key contained new signatures.

@item GPGME_IMPORT_SUBKEY
The key contained new sub keys.

@item GPGME_IMPORT_SECRET
The key contained a secret key.

This is a pointer to a structure used to store the result of a
@code{gpgme_op_import} operation. After a successful import
operation, you can retrieve the pointer to the result with
@code{gpgme_op_import_result}. The structure contains the following
members:

@table @code
@item int considered
The total number of considered keys.

@item int no_user_id
The number of keys without user ID.

@item int imported
The total number of imported keys.

@item int imported_rsa
The number of imported RSA keys.

@item int unchanged
The number of unchanged keys.

@item int new_user_ids
The number of new user IDs.

@item int new_sub_keys
The number of new sub keys.

@item int new_signatures
The number of new signatures.

@item int new_revocations
The number of new revocations.

@item int secret_read
The total number of secret keys read.
@item int secret_imported
The number of imported secret keys.

@item int secret_unchanged
The number of unchanged secret keys.

@item int not_imported
The number of keys not imported.

@item gpgme_import_status_t imports
A list of gpgme_import_status_t objects which contain more information about the keys for which an import was attempted.

@item int skipped_v3_keys
For security reasons modern versions of GnuPG do not anymore support v3 keys (created with PGP 2.x) and ignores them on import. This counter provides the number of such skipped v3 keys.

@end table
@end deftp

@deftypefun gpgme_import_result_t gpgme_op_import_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_import_result} returns a @code{gpgme_import_result_t} pointer to a structure holding the result of a @code{gpgme_op_import} operation. The pointer is only valid if the last operation on the context was a @code{gpgme_op_import} or @code{gpgme_op_import_start} operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.
@end deftpfun

@node Deleting Keys
@subsection Deleting Keys
@cindex key, delete
@cindex key ring, delete from

@deftypefun gpgme_error_t gpgme_op_delete_ext (@w{gpgme_ctx_t @var{ctx}}, @w{const gpgme_key_t @var{key}}, @w{unsigned int @var{flags}})
@since{1.9.1}
The function @code{gpgme_op_delete_ext} deletes the key @var{key} from the key ring of the crypto engine used by @var{ctx}.

@var{flags} can be set to the bit-wise OR of the following flags:

@table @code
@item GPGME_DELETE_ALLOW_SECRET
If not set, only public keys are deleted. If set, secret keys are deleted as well, if that is supported.

@item GPGME_DELETE_FORCE
@since{1.9.1}

If set, the user is not asked to confirm the deletion.
@end table

The function returns the error code @code{GPG_ERR_NO_ERROR} if the key was deleted successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{key} is not a valid pointer, @code{GPG_ERR_NO_PUBKEY} if @var{key} could not be found in the keyring, @code{GPG_ERR_AMBIGUOUS_NAME} if the key was not specified unambiguously, and @code{GPG_ERR_CONFLICT} if the secret key for @var{key} is available, but @var{allow_secret} is zero.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_delete_ext_start (@ref{gpgme_ctx_t @var{ctx}}, @ref{const gpgme_key_t @var{key}}, @ref{unsigned int @var{flags}})
@since{1.9.1}

The function @ref{gpgme_op_delete_ext_start} initiates a
@ref{gpgme_op_delete} operation. It can be completed by calling
@ref{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @ref{GPG_ERR_NO_ERROR} if the operation was started successfully, and @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{key} is not a valid pointer.
@end deftypefun

The following functions allow only to use one particular flag.

@deftypefun gpgme_error_t gpgme_op_delete (@ref{gpgme_ctx_t @var{ctx}}, @ref{const gpgme_key_t @var{key}}, @ref{int @var{allow_secret}})
Similar to @ref{gpgme_op_delete_ext}, but only the flag
@ref{GPGME_DELETE_ALLOW_SECRET} can be provided.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_delete_start (@ref{gpgme_ctx_t @var{ctx}}, @ref{const gpgme_key_t @var{key}}, @ref{int @var{allow_secret}})
Similar to @ref{gpgme_op_delete_ext_start}, but only the flag
@ref{GPGME_DELETE_ALLOW_SECRET} can be provided.
@end deftypefun
The function `gpgme_op_passwd` changes the passphrase of the private key associated with `key`. The only allowed value for `flags` is `0`. The backend engine will usually popup a window to ask for the old and the new passphrase. Thus this function is not useful in a server application (where passphrases are not required anyway).

Note that old `gpg` engines (before version 2.0.15) do not support this command and will silently ignore it.

The function `gpgme_op_passwd_start` initiates a `gpgme_op_passwd` operation. It can be completed by calling `gpgme_wait` on the context. The function returns `0` if the operation was started successfully, and an error code if one of the arguments is not valid or the operation could not be started.

The OpenPGP engine features a Trust-On-First-Use (TOFU) key validation model. For resolving conflicts it is necessary to declare the policy.
for a key. See the GnuPG manual for details on the TOFU implementation.

@deftp {Data type} {enum gpgme_tofu_policy_t}
@since{1.7.0}

@tindex gpgme_tofu_policy_t
The @code{gpgme_tofu_policy_t} type specifies the set of possible policy values that are supported by @acronym{GPGME}:

@table @code
@item GPGME_TOFU_POLICY_AUTO
Set the policy to "auto".
@item GPGME_TOFU_POLICY_GOOD
Set the policy to "good".
@item GPGME_TOFU_POLICY_BAD
Set the policy to "bad".
@item GPGME_TOFU_POLICY_ASK
Set the policy to "ask".
@item GPGME_TOFU_POLICY_UNKNOWN
Set the policy to "unknown".
@end table

To change the policy for a key the following functions can be used:

@deftypefun gpgme_error_t gpgme_op_tofu_policy (@w{gpgme_ctx_t @var{ctx}},
@w{const gpgme_key_t @var{key}},
@w{gpgme_tofu_policy_t @var{policy}})
@since{1.7.0}
The function @code{gpgme_op_tofu_policy} changes the TOFU policy of @var{key}. The valid values for @var{policy} are listed above. As of now this function does only work for OpenPGP and requires at least version 2.1.10 of GnuPG.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if the engine does not support the command, or a bunch of other error codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_tofu_policy_start (@w{gpgme_ctx_t @var{ctx}},
@w{const gpgme_key_t @var{key}},
@w{gpgme_tofu_policy_t @var{policy}})
@since{1.7.0}

The function @code{gpgme_op_tofu_policy_start} changes the TOFU policy of @var{key}. The valid values for @var{policy} are listed above. As of now this function does only work for OpenPGP and requires at least version 2.1.10 of GnuPG.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if the engine does not support the command, or a bunch of other error codes.

@end deftypefun
The function `gpgme_op_tofu_policy_start` initiates a `gpgme_op_tofu_policy` operation. It can be completed by calling `gpgme_wait` on the context. @xref{Waiting For Completion}.

The function returns `0` if the operation was started successfully, and an error code if one of the arguments is not valid or the operation could not be started.

@node Advanced Key Editing
@subsection Advanced Key Editing
@cindex key, edit
@deftypefun {Data type} {gpgme_error_t (*gpgme_interact_cb_t) @
  (@w{void *}@var{handle}), @
  (@w{const char *}@var{status}), @
  (@w{const char *}@var{args}), @
  (@w{int @var{fd}}))}@since{1.7.0}@tindex gpgme_interact_cb_t
The `gpgme_interact_cb_t` type is the type of functions which @acronym{GPGME} calls if it a key interact operation is on-going. The status keyword `@var{status}` and the argument line `@var{args}` are passed through by @acronym{GPGME} from the crypto engine. An empty string represents EOF. The file descriptor `@var{fd}` is -1 for normal status messages. If `@var{status}` indicates a command rather than a status message, the response to the command should be written to `@var{fd}`. The `@var{handle}` is provided by the user at start of operation.

The function should return `GPG_ERR_FALSE` if it did not handle the status code, `0` for success, or any other error value.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_interact (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}}, @w{unsigned int @var{flags}}, @w{gpgme_interact_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})
The function `gpgme_op_interact` processes the key `KEY` interactively, using the interact callback function `FNC` with the handle `HANDLE`. The callback is invoked for every status and command request from the crypto engine. The output of the crypto engine is written to the data object `out`.

Note that the protocol between the callback function and the crypto engine is specific to the crypto engine and no further support in implementing this protocol correctly is provided by GPGME.

Flags modify the behaviour of the function; the only defined bit value is:

```
@table @code
@item GPGME_INTERACT_CARD
@since{1.7.0}
@end table
```

This is used for smartcard based keys and uses gpgs `--card-edit` command.

The function returns 0 if the edit operation completes successfully, GPG_ERR_INV_VALUE if `ctx` or `key` is not a valid pointer, and any error returned by the crypto engine or the edit callback handler.

The function `gpgme_op_interact_start` initiates a `gpgme_op_interact` operation. It can be completed by calling `gpgme_wait` on the context. xref[Waiting For Completion].

The function returns 0 if the operation was started successfully, and GPG_ERR_INV_VALUE if `ctx` or `key` is not a valid pointer.
@node Trust Item Management
@section Trust Item Management
@cindex trust item

@strong{Caution:} The trust items interface is experimental.

@deftp {Data type} gpgme_trust_item_t
The @code{gpgme_trust_item_t} type is a pointer to a trust item object.
It has the following members:

@table @code
@item char *keyid
This is a string describing the key to which this trust items belongs.

@item int type
This is the type of the trust item. A value of 1 refers to a key, a
value of 2 refers to a user ID.

@item int level
This is the trust level.

@item char *owner_trust
The owner trust if @code{type} is 1.

@item char *validity
The calculated validity.

@item char *name
The user name if @code{type} is 2.
@end table

@end deftp

@menu
* Listing Trust Items:: Browsing the list of available trust items.
* Manipulating Trust Items:: Operations on trust items.
@end menu

@node Listing Trust Items
@subsection Listing Trust Items
@cindex trust item list

@deftypefun gpgme_error_t gpgme_op_trustlist_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{pattern}}, @w{int @var{max_level}})
The function @code{gpgme_op_trustlist_start} initiates a trust item listing operation inside the context @var{ctx}. It sets everything up so that subsequent invocations of @code{gpgme_op_trustlist_next} return the trust items in the list.

The string @var{pattern} contains an engine specific expression that is used to limit the list to all trust items matching the pattern. It can not be the empty string.

The argument @var{max_level} is currently ignored.

The context will be busy until either all trust items are received (and @code{gpgme_op_trustlist_next} returns @code{GPG_ERR_EOF}), or @code{gpgme_op_trustlist_end} is called to finish the operation.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, and passes through any errors that are reported by the crypto engine support routines.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_trustlist_next (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_trust_item_t *@var{r_item}})

The function @code{gpgme_op_trustlist_next} returns the next trust item in the list created by a previous @code{gpgme_op_trustlist_start} operation in the context @var{ctx}. The trust item can be destroyed with @code{gpgme_trust_item_release}. @xref{Manipulating Trust Items}.

This is the only way to get at @code{gpgme_trust_item_t} objects in @acronym{GPGME}.

If the last trust item in the list has already been returned, @code{gpgme_op_trustlist_next} returns @code{GPG_ERR_EOF}.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{r_item} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if there is not enough memory for the operation.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_trustlist_end (@w{gpgme_ctx_t @var{ctx}})

The function @code{gpgme_op_trustlist_end} ends a pending trust list operation in the context @var{ctx}.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if at some time during the operation there was not enough memory available.
@end deftypefun
Manipulating Trust Items

The function `gpgme_trust_item_ref` acquires an additional reference for the trust item `@var{item}`.

```
@deftypefun void gpgme_trust_item_ref (@w{gpgme_trust_item_t @var{item}})
The function `gpgme_trust_item_ref` acquires an additional reference for the trust item `@var{item}`.
@end deftypefun
```

The function `gpgme_trust_item_unref` releases a reference for the trust item `@var{item}`. If this was the last reference, the trust item will be destroyed and all resources associated to it will be released.

```
@deftypefun void gpgme_trust_item_unref (@w{gpgme_trust_item_t @var{item}})
The function `gpgme_trust_item_unref` releases a reference for the trust item `@var{item}`. If this was the last reference, the trust item will be destroyed and all resources associated to it will be released.
@end deftypefun
```

Crypto Operations

Sometimes, the result of a crypto operation returns a list of invalid keys encountered in processing the request. The following structure is used to hold information about such a key.

```
@deftp {Data type} {gpgme_invalid_key_t}
This is a pointer to a structure used to store a part of the result of a crypto operation which takes user IDs as one input parameter. The structure contains the following members:

@table @code
@item gpgme_invalid_key_t next
This is a pointer to the next invalid key structure in the linked list, or `@code{NULL}` if this is the last element.

@item char *fpr
The fingerprint or key ID of the invalid key encountered.

@item gpgme_error_t reason
An error code describing the reason why the key was found invalid.
@end table
@end deftp
```

* Decrypt:: Decrypting a ciphertext.
* Verify:: Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.
@end menu

@node Decrypt
@subsection Decrypt
@cindex decryption
@cindex cryptographic operation, decryption

@deftypefun gpgme_error_t gpgme_op_decrypt (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{cipher}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_decrypt} decrypts the ciphertext in the data object @var{cipher} and stores it into the data object @var{plain}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the ciphertext could be decrypted successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx}, @var{cipher} or @var{plain} is not a valid pointer, @code{GPG_ERR_NO_DATA} if @var{cipher} does not contain any data to decrypt, @code{GPG_ERR_DECRYPT_FAILED} if @var{cipher} is not a valid cipher text, @code{GPG_ERR_BAD_PASSPHRASE} if the passphrase for the secret key could not be retrieved, and passes through some errors that are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_decrypt_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{cipher}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_decrypt_start} initiates a @code{gpgme_op_decrypt} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, and @code{GPG_ERR_INV_VALUE} if @var{cipher} or @var{plain} is not a valid pointer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_decrypt_ext ( @w{gpgme_ctx_t @var{ctx}}, @w{gpgme_decrypt_flags_t @var{flags}}, @w{gpgme_data_t @var{cipher}}, @w{gpgme_data_t @var{plain}})

The function @code{gpgme_op_decrypt_ext} is the same as @code{gpgme_op_decrypt} but has an additional argument

@since{1.8.0}
If @var{flags} is 0 both function behave identically.

The value in @var{flags} is a bitwise-or combination of one or multiple of the following bit values:

- **GPGME_DECRYPT_VERIFY** @since{1.8.0}
  - The @code{GPGME_DECRYPT_VERIFY} symbol specifies that this function shall exactly act as @code{gpgme_op_decrypt_verify}.
- **GPGME_DECRYPT_UNWRAP** @since{1.8.0}
  - The @code{GPGME_DECRYPT_UNWRAP} symbol specifies that the output shall be an OpenPGP message with only the encryption layer removed. This requires GnuPG 2.1.12 and works only for OpenPGP. This is the counterpart to @code{GPGME_ENCRYPT_WRAP}.

The function returns the error codes as described for @code{gpgme_op_decrypt} respective @code{gpgme_op_encrypt}.

```c
@deftypefun gpgme_error_t gpgme_op_decrypt_ext_start (@
  gpgme_ctx_t @var{ctx}, @
  gpgme_decrypt_flags_t @var{flags}, @
  gpgme_data_t @var{cipher}, @
  gpgme_data_t @var{plain})
@since{1.8.0}
```

The function @code{gpgme_op_decrypt_ext_start} initiates a @code{gpgme_op_decrypt_ext} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, and @code{GPG_ERR_INV_VALUE} if @var{cipher} or @var{plain} is not a valid pointer.

```c
@deftypefun gpgme_recipient_t gpgme_op_decrypt_ext_start (@
  gpgme_ctx_t @var{ctx}, @
  gpgme_decrypt_flags_t @var{flags}, @
  gpgme_data_t @var{cipher}, @
  gpgme_data_t @var{plain})
@since{1.1.0}
```

This is a pointer to a structure used to store information about the
recipient of an encrypted text which is decrypted in a
@gpgme_op_decrypt operation. This information (except for the
status field) is even available before the operation finished
successfully, for example in a passphrase callback. The structure
contains the following members:

@table @code
@item gpgme_recipient_t next
This is a pointer to the next recipient structure in the linked list,
or @code{NULL} if this is the last element.

@item gpgme_pubkey_algo_t
The public key algorithm used in the encryption.

@item char *keyid
This is the key ID of the key (in hexadecimal digits) used as
recipient.

@item gpgme_error_t status
This is an error number with the error code GPG_ERR_NO_SECKEY if the
secret key for this recipient is not available, and 0 otherwise.
@end table
@end dtelp
@end deftp

@end deftp {Data type} {gpgme_decrypt_result_t}
This is a pointer to a structure used to store the result of a
@gpgme_op_decrypt operation. After successfully decrypting
data, you can retrieve the pointer to the result with
@gpgme_op_decrypt_result. As with all result structures, it
this structure shall be considered read-only and an application must
not allocate such a structure on its own. The structure contains the
following members:

@table @code
@item char *unsupported_algorithm
If an unsupported algorithm was encountered, this string describes the
algorithm that is not supported.

@item unsigned int wrong_key_usage : 1
@since{0.9.0}
This is true if the key was not used according to its policy.

@item unsigned int legacy_cipher_nomdc : 1
@since{1.11.2}
The message was made by a legacy algorithm without any integrity
protection. This might be an old but legitimate message.

@item unsigned int is_mime : 1;
@since{1.1.0}
The message claims that the content is a MIME object.

@item unsigned int is_de_vs : 1;
@since{1.10.0}
The message was encrypted in a VS-NfD compliant way. This is a specification in Germany for a restricted communication level.

@item gpgme_recipient_t recipients
@since{1.1.0}
This is a linked list of recipients to which this message was encrypted.

@item char *file_name
This is the filename of the original plaintext message file if it is known, otherwise this is a null pointer.

@item char *session_key
@since{1.8.0}
A textual representation (nul-terminated string) of the session key used in symmetric encryption of the message, if the context has been set to export session keys (see @code{gpgme_set_ctx_flag, "export-session-key"}), and a session key was available for the most recent decryption operation. Otherwise, this is a null pointer.

You must not try to access this member of the struct unless
@code{gpgme_set_ctx_flag (ctx, "export-session-key")} returns success or @code{gpgme_get_ctx_flag (ctx, "export-session-key")} returns true (non-empty string).

@item char *symkey_algo
@since{1.11.0}
A string with the symmetric encryption algorithm and mode using the format "<algo>.<mode>". Note that the deprecated non-MDC encryption mode of OpenPGP is given as "PGPCFB".

@end table
@end deftp

@deftypefun gpgme_decrypt_result_t gpgme_op_decrypt_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_decrypt_result} returns a @code{gpgme_decrypt_result_t} pointer to a structure holding the result of a @code{gpgme_op_decrypt} operation. The pointer is only valid if the last operation on the context was a @code{gpgme_op_decrypt} or @code{gpgme_op_decrypt_start} operation. If the operation failed this might be a @code{NULL} pointer. The
The returned pointer is only valid until the next operation is started on
the context.
@end deftypefun

@node Verify
@subsection Verify
@cindex verification
@cindex signature, verification
@cindex cryptographic operation, verification
@cindex cryptographic operation, signature check
@cindex signature notation data
@cindex notation data

@deftypefun gpgme_error_t gpgme_op_verify (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{sig}},
@w{gpgme_data_t @var{signed_text}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_verify} verifies that the signature in the
data object @var{sig} is a valid signature. If @var{sig} is a
detached signature, then the signed text should be provided in
@var{signed_text} and @var{plain} should be a null pointer.
Otherwise, if @var{sig} is a normal (or cleartext) signature,
@var{signed_text} should be a null pointer and @var{plain} should be a
writable data object that will contain the plaintext after successful
verification.

The results of the individual signature verifications can be retrieved
with @code{gpgme_op_verify_result}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be completed successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{sig} or @var{plain} is not a valid pointer,
@code{GPG_ERR_NO_DATA} if @var{sig} does not contain any data to
verify, and passes through any errors that are reported by the crypto
engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_verify_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{sig}}, @w{gpgme_data_t @var{signed_text}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_verify_start} initiates a
@code{gpgme_op_verify} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{sig} or @var{plain} is not a valid pointer, and
@code{GPG_ERR_NO_DATA} if @var{sig} or @var{plain} does not contain
any data to verify.
@end deftypefun
This is a pointer to a structure used to store a part of the result of a `gpgme_op_verify` operation. The structure contains the following members:

- **next**
  This is a pointer to the next new signature notation structure in the linked list, or `NULL` if this is the last element.

- **name**
  The name of the notation field. If this is `NULL`, then the member `value` will contain a policy URL.

- **value**
  The value of the notation field. If `name` is `NULL`, then this is a policy URL.

- **flags**
  The accumulated flags field. This field contains the flags associated with the notation data in an accumulated form which can be used as an argument to the function `gpgme_sig_notation_add`. The value `flags` is a bitwise-or combination of one or multiple of the following bit values:

  - **GPGME_SIG_NOTATION_HUMAN_READABLE**
    @since{1.1.0}
    This symbol specifies that the notation data is in human readable form

  - **GPGME_SIG_NOTATION_CRITICAL**
    @since{1.1.0}
    This symbol specifies that the notation data is critical.
@item unsigned int human_readable : 1
This is true if the @code{GPGME_SIG_NOTATION_HUMAN_READABLE} flag is set and false otherwise. This flag is only valid for notation data, not for policy URLs.

@item unsigned int critical : 1
This is true if the @code{GPGME_SIG_NOTATION_CRITICAL} flag is set and false otherwise. This flag is valid for notation data and policy URLs.

@end table
@end deftp

@deftp {Data type} {gpgme_signature_t}
This is a pointer to a structure used to store a part of the result of a @code{gpgme_op_verify} operation. The structure contains the following members:

@table @code
@item gpgme_signature_t next
This is a pointer to the next new signature structure in the linked list, or @code{NULL} if this is the last element.

@item gpgme_sigsum_t summary
This is a bit vector giving a summary of the signature status. It provides an easy interface to a defined semantic of the signature status. Checking just one bit is sufficient to see whether a signature is valid without any restrictions. This means that you can check for @code{GPGME_SIGSUM_VALID} like this:

@example
if ((sig.summary & GPGME_SIGSUM_VALID))
 @{
   ..do stuff if valid..
 @}
else
 @{
   ..do stuff if not fully valid..
 @}
@end example

The defined bits are:

@table @code
@item @code
GPGME_SIGSUM_VALID
The signature is fully valid.

@item GPGME_SIGSUM_GREEN
The signature is good but one might want to display some extra
information. Check the other bits.

@item GPGME_SIGSUM_RED
The signature is bad. It might be useful to check other bits and display more information, i.e. a revoked certificate might not render a signature invalid when the message was received prior to the cause for the revocation.

@item GPGME_SIGSUM_KEY_REVOKED
The key or at least one certificate has been revoked.

@item GPGME_SIGSUM_KEY_EXPIRED
The key or one of the certificates has expired. It is probably a good idea to display the date of the expiration.

@item GPGME_SIGSUM_SIG_EXPIRED
The signature has expired.

@item GPGME_SIGSUM_KEY_MISSING
Can't verify due to a missing key or certificate.

@item GPGME_SIGSUM_CRL_MISSING
The CRL (or an equivalent mechanism) is not available.

@item GPGME_SIGSUM_CRL_TOO_OLD
Available CRL is too old.

@item GPGME_SIGSUM_BAD_POLICY
A policy requirement was not met.

@item GPGME_SIGSUM_SYS_ERROR
A system error occurred.

@item GPGME_SIGSUM_TOFU_CONFLICT
A TOFU conflict was detected.
@end table

@item char *fpr
This is the fingerprint or key ID of the signature.

@item gpgme_error_t status
This is the status of the signature. In particular, the following status codes are of interest:

@table @code
@item GPG_ERR_NO_ERROR
This status indicates that the signature is valid. For the combined result this status means that all signatures are valid.
@item GPG_ERR_SIG_EXPIRED
This status indicates that the signature is valid but expired. For the combined result this status means that all signatures are valid and expired.

@item GPG_ERR_KEY_EXPIRED
This status indicates that the signature is valid but the key used to verify the signature has expired. For the combined result this status means that all signatures are valid and all keys are expired.

@item GPG_ERR_CERT_REVOKED
This status indicates that the signature is valid but the key used to verify the signature has been revoked. For the combined result this status means that all signatures are valid and all keys are revoked.

@item GPG_ERR_BAD_SIGNATURE
This status indicates that the signature is invalid. For the combined result this status means that all signatures are invalid.

@item GPG_ERR_NO_PUBKEY
This status indicates that the signature could not be verified due to a missing key. For the combined result this status means that all signatures could not be checked due to missing keys.

@item GPG_ERR_GENERAL
This status indicates that there was some other error which prevented the signature verification.
@end table

@item gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.

@item unsigned long timestamp
The creation timestamp of this signature.

@item unsigned long exp_timestamp
The expiration timestamp of this signature, or 0 if the signature does not expire.

@item unsigned int wrong_key_usage : 1
This is true if the key was not used according to its policy.

@item unsigned int pka_trust : 2
This is set to the trust information gained by means of the PKA system.
Values are:
@table @code
<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No PKA information available or verification not possible.</td>
</tr>
<tr>
<td>1</td>
<td>PKA verification failed.</td>
</tr>
<tr>
<td>2</td>
<td>PKA verification succeeded.</td>
</tr>
<tr>
<td>3</td>
<td>Reserved for future use.</td>
</tr>
</tbody>
</table>

Depending on the configuration of the engine, this metric may also be reflected by the validity of the signature.

- **unsigned int chain_model : 1**
  - Since {1.1.6}
  - This is true if the validity of the signature has been checked using the chain model. In the chain model the time the signature has been created must be within the validity period of the certificate and the time the certificate itself has been created must be within the validity period of the issuing certificate. In contrast the default validation model checks the validity of signature as well at the entire certificate chain at the current time.

- **gpgme_validity_t validity**
  - The validity of the signature.

- **gpgme_error_t validity_reason**
  - If a signature is not valid, this provides a reason why.

- **gpgme_pubkey_algo_t**
  - The public key algorithm used to create this signature.

- **gpgme_hash_algo_t**
  - The hash algorithm used to create this signature.

- **char *pka_address**
  - The mailbox from the PKA information or `NULL`.

- **gpgme_key_t key**
  - Since {1.7.0}
  - An object describing the key used to create the signature. This key object may be incomplete in that it only conveys information available directly with a signature. It may also be `NULL` if such information is not readily available.
This is a pointer to a structure used to store the result of a `gpgme_op_verify` operation. After verifying a signature, you can retrieve the pointer to the result with `gpgme_op_verify_result`. If the operation failed this might be a `NULL` pointer. The structure contains the following member:

A linked list with information about all signatures for which a verification was attempted.

This is the filename of the original plaintext message file if it is known, otherwise this is a null pointer. Warning: The filename is not covered by the signature.

The message claims that the content is a MIME object. Warning: This flag is not covered by the signature.

The function `gpgme_op_verify_result` returns a `gpgme_verify_result_t` pointer to a structure holding the result of a `gpgme_op_verify` operation. The pointer is only valid if the last operation on the context was a `gpgme_op_verify`, `gpgme_op_decrypt_verify` or `gpgme_op_decrypt_verify_start` operation, and if this operation finished successfully (for `gpgme_op_decrypt_verify` and `gpgme_op_decrypt_verify_start` operation, and if this operation finished successfully (for `gpgme_op_decrypt_verify` and `gpgme_op_decrypt_verify_start`, the error code `GPG_ERR_NO_DATA` counts as successful in this context). The returned pointer is only valid until the next operation is started on the context.
The function `gpgme_op_decrypt_verify` decrypts the ciphertext in the data object `@var{cipher}` and stores it into the data object `@var{plain}`. If `@var{cipher}` contains signatures, they will be verified.

After the operation completed, `gpgme_op_decrypt_result` and `gpgme_op_verify_result` can be used to retrieve more information about the signatures.

If the error code `GPG_ERR_NO_DATA` is returned, `@var{cipher}` does not contain any data to decrypt. However, it might still be signed. The information about detected signatures is available with `gpgme_op_verify_result` in this case.

The function returns the error code `GPG_ERR_NO_ERROR` if the ciphertext could be decrypted successfully, `GPG_ERR_INV_VALUE` if `@var{ctx}`, `@var{cipher}` or `@var{plain}` is not a valid pointer, `GPG_ERR_NO_DATA` if `@var{cipher}` does not contain any data to decrypt, `GPG_ERR_DECRYPT_FAILED` if `@var{cipher}` is not a valid cipher text, `GPG_ERR_BAD_PASSPHRASE` if the passphrase for the secret key could not be retrieved, and passes through any errors that are reported by the crypto engine support routines.

When processing mails it is sometimes useful to extract the actual mail address (the ``addr-spec``) from a string. GPGME provides this helper function which uses the same semantics as the internal functions in GPGME and GnuPG:

```c
@gpgme_error_t gpgme_op_decrypt_verify (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{cipher}}, @w{gpgme_data_t @var{plain}})
```

```c
@gpgme_op_decrypt_verify_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{cipher}}, @w{gpgme_data_t @var{plain}})
```

```c
@gpgme_addrspec_from_uid (@w{const char *@var{uid}})
```
Return the mail address (called "addr-spec" in RFC-5322) from the string @var{uid} which is assumed to be a user id (called "address" in RFC-5322). All plain ASCII characters (i.e. those with bit 7 cleared) in the result are converted to lowercase. Caller must free the result using @code{gpgme_free}. Returns @code{NULL} if no valid address was found (in which case @code{ERRNO} is set to @code{EINVAL}) or for other errors.

@end deftypefun

A signature can contain signatures by one or more keys. The set of keys used to create a signatures is contained in a context, and is applied to all following signing operations in this context (until the set is changed).

@menu
* Selecting Signers:: How to choose the keys to sign with.
* Creating a Signature:: How to create a signature.
* Signature Notation Data:: How to add notation data to a signature.
@end menu

The key or the keys used to create a signature are stored in the context. The following functions can be used to manipulate this list. If no signer has been set into the context a default key is used for signing.

@deftypefun void gpgme_signers_clear (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_signers_clear} releases a reference for each key on the signsers list and removes the list of signers from the context @var{ctx}.

Every context starts with an empty list.
The function `gpgme_signers_add` adds the key `@var{key}` to the list of signers in the context `@var{ctx}`.

Calling this function acquires an additional reference for the key.

The function `gpgme_signers_count` returns the number of signer keys in the context `@var{ctx}`.

The function `gpgme_signers_enum` returns the `@var{seq}`th key in the list of signers in the context `@var{ctx}`. An additional reference is acquired for the user. If `@var{seq}` is out of range, `@code{NULL}` is returned.

@node Creating a Signature
@subsubsection Creating a Signature

The `gpgme_sig_mode_t` type is used to specify the desired type of a signature. The following modes are available:

- **GPGME_SIG_MODE_NORMAL**
  A normal signature is made, the output includes the plaintext and the signature.

- **GPGME_SIG_MODE_DETACH**
  A detached signature is made.

- **GPGME_SIG_MODE_CLEAR**
  A clear text signature is made. The `ASCII` armor and text mode settings of the context are ignored.
@deftypefun gpgme_error_t gpgme_op_sign (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{sig}}, @w{gpgme_sig_mode_t @var{mode}})

The function @code{gpgme_op_sign} creates a signature for the text in the data object @var{plain} and returns it in the data object @var{sig}. The type of the signature created is determined by the @acronym{ASCII} armor (or, if that is not set, by the encoding specified for @var{sig}), the text mode attributes set for the context @var{ctx} and the requested signature mode @var{mode}.

After the operation completed successfully, the result can be retrieved with @code{gpgme_op_sign_result}.

If an S/MIME signed message is created using the CMS crypto engine, the number of certificates to include in the message can be specified with @code{gpgme_set_include_certs}. @xref{Included Certificates}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the signature could be created successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx}, @var{plain} or @var{sig} is not a valid pointer, @code{GPG_ERR_NO_DATA} if the signature could not be created, @code{GPG_ERR_BAD_PASSPHRASE} if the passphrase for the secret key could not be retrieved, @code{GPG_ERR_UNUSABLE_SECKEY} if there are invalid signers, and passes through any errors that are reported by the crypto engine support routines.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_sign_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{sig}}, @w{gpgme_sig_mode_t @var{mode}})

The function @code{gpgme_op_sign_start} initiates a @code{gpgme_op_sign} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, and @code{GPG_ERR_INV_VALUE} if @var{ctx}, @var{plain} or @var{sig} is not a valid pointer.

@end deftypefun

@deftp {Data type} {gpgme_new_signature_t}

This is a pointer to a structure used to store a part of the result of a @code{gpgme_op_sign} operation. The structure contains the following members:

@table @code
@item gpgme_new_signature_t next
This is a pointer to the next new signature structure in the linked list, or @code{NULL} if this is the last element.
@item gpgme_sig_mode_t type
The type of this signature.

@item gpgme_pubkey_algo_t pubkey_algo
The public key algorithm used to create this signature.

@item gpgme_hash_algo_t hash_algo
The hash algorithm used to create this signature.

@item unsigned int sig_class
The signature class of this signature.

@item long int timestamp
The creation timestamp of this signature.

@item char *fpr
The fingerprint of the key which was used to create this signature.
@end table
@end deftp

@deftp {Data type} {gpgme_sign_result_t}
This is a pointer to a structure used to store the result of a
@code{gpgme_op_sign} operation. After successfully generating a
signature, you can retrieve the pointer to the result with
@code{gpgme_op_sign_result}. The structure contains the following
members:

@table @code
@item gpgme_invalid_key_t invalid_signers
A linked list with information about all invalid keys for which a
signature could not be created.

@item gpgme_new_signature_t signatures
A linked list with information about all signatures created.
@end table
@end deftp

@deftypefun gpgme_sign_result_t gpgme_op_sign_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_sign_result} returns a
@code{gpgme_sign_result_t} pointer to a structure holding the result
of a @code{gpgme_op_sign} operation. The pointer is only valid if the
last operation on the context was a @code{gpgme_op_sign},
@code{gpgme_op_sign_start}, @code{gpgme_op_encrypt_sign} or
@code{gpgme_op_encrypt_sign_start} operation. If that operation
failed, the function might return a @code{NULL} pointer. The returned
pointer is only valid until the next operation is started on the
context.
@end deftypefun
Using the following functions, you can attach arbitrary notation data to a signature. This information is then available to the user when the signature is verified.

```c
@deftypefun void gpgme_sig_notation_clear (@w{gpgme_ctx_t @var{ctx}})
@since{1.1.0}
```

The function @code{gpgme_sig_notation_clear} removes the notation data from the context @var{ctx}. Subsequent signing operations from this context will not include any notation data.

Every context starts with an empty notation data list.

```c
@deftypefun gpgme_error_t gpgme_sig_notation_add (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{name}}, @w{const char *@var{value}}, @w{gpgme_sig_notation_flags_t @var{flags}})
@since{1.1.0}
```

The function @code{gpgme_sig_notation_add} adds the notation data with the name @var{name} and the value @var{value} to the context @var{ctx}.

Subsequent signing operations will include this notation data, as well as any other notation data that was added since the creation of the context or the last @code{gpgme_sig_notation_clear} operation.

The arguments @var{name} and @var{value} must be @code{NUL}-terminated strings in human-readable form. The flag
@code{GPGME_SIG_NOTATION_HUMAN_READABLE} is implied (non-human-readable notation data is currently not supported). The strings must be in UTF-8 encoding.

If @var{name} is @code{NULL}, then @var{value} should be a policy URL.

The function @code{gpgme_sig_notation_add} returns the error code
@code{GPG_ERR_NO_ERROR} if the notation data could be added successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, or if @var{name}, @var{value} and @var{flags} are an invalid combination. The function also passes through any errors that are reported by the crypto engine support routines.

@end deftypefun
The function `gpgme_sig_notation_get()` returns the linked list of notation data structures that are contained in the context `ctx`.

If `ctx` is not a valid pointer, or there is no notation data added for this context, `NULL` is returned.

One plaintext can be encrypted for several recipients at the same time. The list of recipients is created independently of any context, and then passed to the encryption operation.

The function `gpgme_op_encrypt()` encrypts the plaintext in the data object `plain` for the recipients `recp` and stores the ciphertext in the data object `cipher`. The type of the ciphertext created is determined by the ASCII armor (or, if that is not set, by the encoding specified for `cipher`) and the text mode attributes set for the context `ctx`.

`recp` must be a `NULL`-terminated array of keys. The user must keep references for all keys during the whole duration of the call (but see `gpgme_op_encrypt_start()` for the requirements with the asynchronous variant).

The value in `flags` is a bitwise-or combination of one or multiple of the following bit values:
@item GPGME_ENCRYPT_ALWAYS_TRUST  
The @code{GPGME_ENCRYPT_ALWAYS_TRUST} symbol specifies that all the recipients in @var{recp} should be trusted, even if the keys do not have a high enough validity in the keyring. This flag should be used with care; in general it is not a good idea to use any untrusted keys.

@item GPGME_ENCRYPT_NO_ENCRYPT_TO  
@since{1.2.0}  
The @code{GPGME_ENCRYPT_NO_ENCRYPT_TO} symbol specifies that no default or hidden default recipients as configured in the crypto backend should be included. This can be useful for managing different user profiles.

@item GPGME_ENCRYPT_NO_COMPRESS  
@since{1.5.0}  
The @code{GPGME_ENCRYPT_NO_COMPRESS} symbol specifies that the plaintext shall not be compressed before it is encrypted. This is in some cases useful if the length of the encrypted message may reveal information about the plaintext.

@item GPGME_ENCRYPT_PREPARE  
@itemx GPGME_ENCRYPT_EXPECT_SIGN  
The @code{GPGME_ENCRYPT_PREPARE} symbol is used with the UI Server protocol to prepare an encryption (i.e. sending the @code{PREP_ENCRYPT} command). With the @code{GPGME_ENCRYPT_EXPECT_SIGN} symbol the UI Server is advised to also expect a sign command.

@item GPGME_ENCRYPT_SYMMETRIC  
@since{1.7.0}  
The @code{GPGME_ENCRYPT_SYMMETRIC} symbol specifies that the output should be additionally encrypted symmetrically even if recipients are provided. This feature is only supported for the OpenPGP crypto engine.

@item GPGME_ENCRYPT_THROW_KEYIDS  
@since{1.8.0}  
The @code{GPGME_ENCRYPT_THROW_KEYIDS} symbol requests that the identifiers for the decryption keys are not included in the ciphertext. On the receiving side, the use of this flag may slow down the decryption process because all available secret keys must be tried. This flag is only honored for OpenPGP encryption.
The \texttt{GPGME\_ENCRYPT\_WRAP} symbol specifies that the input is an OpenPGP message and not a plain data. This is the counterpart to \texttt{GPGME\_DECRYPT\_UNWRAP}.

\item \texttt{GPGME\_ENCRYPT\_WANT\_ADDRESS}

\@since{1.11.0}

The \texttt{GPGME\_ENCRYPT\_WANT\_ADDRESS} symbol requests that all supplied keys or key specifications include a syntactically valid mail address. If this is not the case the operation is not even tried and the error code \texttt{GPG\_ERR\_INV\_USER\_ID} is returned. Only the address part of the key specification is conveyed to the backend. As of now the key must be specified using the \texttt{recpstring} argument of the extended encrypt functions. This feature is currently only supported for the OpenPGP crypto engine.

If \texttt{GPG\_ERR\_UNUSABLE\_PUBKEY} is returned, some recipients in \texttt{recp} are invalid, but not all. In this case the plaintext might be encrypted for all valid recipients and returned in \texttt{cipher} (if this happens depends on the crypto engine). More information about the invalid recipients is available with \texttt{gpgme\_op\_encrypt\_result}.

If \texttt{NULL} is a valid pointer, symmetric rather than public key encryption is performed. Symmetrically encrypted cipher text can be deciphered with \texttt{gpgme\_op\_decrypt}. Note that in this case the crypto backend needs to retrieve a passphrase from the user. Symmetric encryption is currently only supported for the OpenPGP crypto backend.

The function returns the error code \texttt{GPG\_ERR\_NO\_ERROR} if the ciphertext could be created successfully, \texttt{GPG\_ERR\_INV\_VALUE} if \texttt{ctx}, \texttt{recp}, \texttt{plain} or \texttt{cipher} is not a valid pointer, \texttt{GPG\_ERR\_UNUSABLE\_PUBKEY} if \texttt{recp} contains some invalid recipients, \texttt{GPG\_ERR\_BAD\_PASSPHRASE} if the passphrase for the symmetric key could not be retrieved, and passes through any errors that are reported by the crypto engine support routines.

@end deftypefun

\@deftypefun gpgme\_error\_t gpgme\_op\_encrypt\_start (\@w{gpgme\_ctx\_t \@var{ctx}}), \@w{gpgme\_key\_t \@var{recp}[]}), \@w{gpgme\_encrypt\_flags\_t \@var{flags}}), \@w{gpgme\_data\_t \@var{plain}}), \@w{gpgme\_data\_t \@var{cipher}}))

The function \texttt{gpgme\_op\_encrypt\_start} initiates a \texttt{gpgme\_op\_encrypt} operation. It can be completed by calling
@code{gpgme_wait} on the context.  @xref{Waiting For Completion}.

References to the keys only need to be held for the duration of this call.  The user can release its references to the keys after this function returns, even if the operation is not yet finished.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx}, @var{rset}, @var{plain} or @var{cipher} is not a valid pointer, and @code{GPG_ERR_UNUSABLE_PUBKEY} if @var{rset} does not contain any valid recipients.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_encrypt_ext @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{recp}[]}], @
     @w{const char *@var{recpstring}}, @
     @w{gpgme_encrypt_flags_t @var{flags}}, @
     @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})
@end deftypefun

This is an extended version of @code{gpgme_op_encrypt} with @var{recpstring} as additional parameter.  If @var{recp} is NULL and @var{recpstring} is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications.  In contrast to @var{recp} the keys are given directly as strings and there is no need to first create key objects.  Leading and trailing white space is remove from each line in @var{recpstring}.  The keys are then passed verbatim to the backend engine.

For the OpenPGP backend several special keywords are supported to modify the operation.  These keywords are given instead of a key specification.  The currently supported keywords are:

@item --hidden
@itemx --no-hidden
These keywords toggle between normal and hidden recipients for all following key specifications.  When a hidden recipient is requested the gpg option @option{-R} (or @option{-F} in file mode) is used instead of @option{-r} (@option{-f} in file mode).

@item --file
@itemx --no-file
These keywords toggle between regular and file mode for all following key specification.  In file mode the option @option{-f} or @option{-F} is passed to gpg.  At least GnuPG version 2.1.14 is required to handle
these options. The @code{GPGME_ENCRYPT_WANT_ADDRESS} flag is ignored in file mode.

@item --
This keyword disables all keyword detection up to the end of the string. All keywords are treated as verbatim arguments.

@end table

To create a @var{recpstring} it is often useful to employ a strconcat style function. For example this function creates a string to encrypt to two keys:

@example
char *
xbuild_recpstring (const char *key1, const char *key2)
{@
  char *result = gpgrt_strconcat ("--
", key1, ",\n", key2, NULL);
  if (!result)
    @{ perror ("strconcat failed"); exit (2); @}
  return result;
@}
@end example

Note the use of the double dash here; unless you want to specify a keyword, it is a good idea to avoid any possible trouble with key specifications starting with a double dash. The used strconcat function is available in Libgpg-error 1.28 and later; Libgpg-error (aka Gpgrt) is a dependency of GPGME. The number of arguments to @code{gpgrt_strconcat} is limited to 47 but that should always be sufficient. In case a larger and non-fixed number of keys are to be supplied the following code can be used:

@example
char *
xbuild_long_recpstring (void)
{@
gpgrt_stream_t memfp;
  const char *s;
  void *result;

  memfp = gpgrt_fopenmem (0, "w+b");
  if (!memfp)
    @{ perror ("fopenmem failed"); exit (2); @}
  gpgrt_fputs ("--", memfp);
  while ((s = get_next_keyspec ()))
    @{
      gpgrt_fputc (\n', memfp);
    }
@end example
gpgrt_fputs (s, memfp);
@@
gpgrt_fputc (0, memfp);
if (gpgrt_ferror (memfp))
@@{ perror ("writing to memstream failed"); exit (2); @}@ if (gpgrt_fclose_snatch (memfp, &result, NULL))
@@{ perror ("fclose_snatch failed"); exit (2); @} return result;
@@
@end example

In this example @code{get_next_keyspec} is expected to return the next key to be added to the string. Please take care: Encrypting to a large number of recipients is often questionable due to security reasons and also for the technicality that all keys are currently passed on the command line to @command{gpg} which has as a platform specific length limitation.
@end deftypefun

@end deftypefun gpgme_error_t gpgme_op_encrypt_ext_start @
@@(gpgme_ctx_t @var{ctx}), @
@@(gpgme_key_t @var{recp}[[]], @
@@(const char *@var{recpstring}), @
@@(gpgme_encrypt_flags_t @var{flags}), @
@@(gpgme_data_t @var{plain}), @
@@(gpgme_data_t @var{cipher})}@ Since{1.11.0}

This is an extended version of @code{gpgme_op_encrypt_start} with @var{recpstring} as additional parameter. If @var{recp} is NULL and @var{recpstring} is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to @var{recp} the keys are given directly as strings and there is no need to first create key objects. The keys are passed verbatim to the backend engine.
@end deftypefun

@deftp {Data type} {gpgme_encrypt_result_t}

This is a pointer to a structure used to store the result of a @code{gpgme_op_encrypt} operation. After successfully encrypting data, you can retrieve the pointer to the result with @code{gpgme_op_encrypt_result}. The structure contains the following members:

@table @code
@item gpgme_invalid_key_t invalid_recipients
A linked list with information about all invalid keys for which the data could not be encrypted.
@end table
@end deftp

@end deftyefun gpgme_encrypt_result_t gpgme_op_encrypt_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_encrypt_result} returns a @code{gpgme_encrypt_result_t} pointer to a structure holding the result of a @code{gpgme_op_encrypt} operation. The pointer is only valid if the last operation on the context was a @code{gpgme_op_encrypt}, @code{gpgme_op_encrypt_start}, @code{gpgme_op_op_encrypt} or @code{gpgme_op_encrypt_start} operation. If this operation failed, this might be a @code{NULL} pointer. The returned pointer is only valid until the next operation is started on the context.
@end deftyefun

@end deftyefun gpgme_error_t gpgme_op_encrypt_sign (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{recp}[]}, @w{gpgme_encrypt_flags_t @var{flags}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})
The function @code{gpgme_op_encrypt_sign} does a combined encrypt and sign operation. It is used like @code{gpgme_op_encrypt}, but the ciphertext also contains signatures for the signers listed in @var{ctx}.

The combined encrypt and sign operation is currently only available for the OpenPGP crypto engine.
@end deftyefun

@end deftyefun gpgme_error_t gpgme_op_encrypt_sign_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{recp}[]}, @w{const char *@var{recpstring}}, @w{gpgme_encrypt_flags_t @var{flags}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})
The function @code{gpgme_op_encrypt_sign_start} initiates a @code{gpgme_op_encrypt_sign} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, and @code{GPG_ERR_INV_VALUE} if @var{ctx}, @var{rset}, @var{plain} or @var{cipher} is not a valid pointer.
@end deftyefun

@end deftyefun gpgme_error_t gpgme_op_encrypt_sign_ext @
(@w{gpgme_ctx_t @var{ctx}}), @
(@w{gpgme_key_t @var{recp}[]]), @
(const char *@var{recpstring}), @
This is an extended version of `gpgme_op_encrypt_sign` with
`recpstring` as additional parameter. If `recp` is NULL and
`recpstring` is not NULL, the latter is expected to be a linefeed
delimited string with the set of key specifications. In contrast to
`recp` the keys are given directly as strings and there is no need
to first create the key objects. The keys are passed verbatim to the
backend engine.

This is an extended version of `gpgme_op_encrypt_sign_start` with
`recpstring` as additional parameter. If `recp` is NULL and
`recpstring` is not NULL, the latter is expected to be a linefeed
delimited string with the set of key specifications. In contrast to
`recp` the keys are given directly as strings and there is no need
to first create the key objects. The keys are passed verbatim to the
backend engine.
GPGME features an internal subsystem to run the actual backend engines. Along with data abstraction object this subsystem can be used to run arbitrary simple programs which even need not be related to cryptographic features. It may for example be used to run tools which are part of the GnuPG system but are not directly accessible with the GPGME API.

The function \code{gpgme_op_spawn} runs the program \code{file} with the arguments taken from the NULL terminated array \code{argv}. If no arguments are required \code{argv} may be given as \code{NULL}. In the latter case or if \code{argv[0]} is the empty string, GPGME uses the basename of \code{file} for \code{argv[0]}. The file descriptors \code{stdin}, \code{stdout}, and \code{stderr} are connected to the data objects \code{datain}, \code{dataout}, and \code{dataerr}. If \code{NULL} is passed for one of these data objects the corresponding file descriptor is connected to \code{/dev/null}.

The value in \code{flags} is a bitwise-or combination of one or multiple of the following bit values:

- \code{GPGME_SPAWN_DETACHED}
  - Under Windows this flag inhibits the allocation of a new console for the program. This is useful for a GUI application which needs to call a command line helper tool.

- \code{GPGME_SPAWN_ALLOW_SET_FG}
  - Under Windows this flag allows the called program to put itself into the foreground.
(\texttt{gpgme_ctx_t @var{ctx}}, \texttt{const char *@var{file}}, \texttt{\ldots})

\since{1.5.0}

This is the asynchronous variant of \texttt{gpgme_op_spawn}.
@end deftypefun

@node Using the Assuan protocol
@subsection Using the Assuan protocol

The Assuan protocol can be used to talk to arbitrary Assuan servers. By default it is connected to the GnuPG agent, but it may be connected to arbitrary servers by using \texttt{gpgme_ctx_set_engine_info}, passing the location of the servers socket as \texttt{@var{file_name}} argument, and an empty string as \texttt{@var{home_dir}} argument.

The Assuan protocol functions use three kinds of callbacks to transfer data:

@deftypenolink {Data type} {gpgme_error_t (*gpgme_assuan_data_cb_t) (@w{void *@var{opaque}}, @w{const void *@var{data}}, @w{size_t @var{datalen}})}

\since{1.2.0}

This callback receives any data sent by the server. \texttt{@var{opaque}} is the pointer passed to \texttt{gpgme_op_assuan_transact_start}, \texttt{@var{data}} of length \texttt{@var{datalen}} refers to the data sent.
@end deftypenolink

@deftypenolink {Data type} {gpgme_error_t (*gpgme_assuan_inquire_cb_t) (@w{void *@var{opaque}}, @w{const char *@var{name}}, @w{const char *@var{args}}, @w{gpgme_data_t *@var{r_data}})}

\since{1.2.0}

This callback is used to provide additional data to the Assuan server. \texttt{@var{opaque}} is the pointer passed to \texttt{gpgme_op_assuan_transact_start}, \texttt{@var{name}} and \texttt{@var{args}} specify what kind of data the server requested, and \texttt{@var{r_data}} is used to return the actual data.

Note: Returning data is currently not implemented in \acronym{GPGME}.
@end deftypenolink
This callback receives any status lines sent by the server. 
@var{opaque} is the pointer passed to
@code{gpgme_op_assuan_transact_start}, @var{status} and @var{args} denote the status update sent.
@end deftp

Send the Assuan @var{command} and return results via the callbacks. 
Any callback may be @code{NULL}. The result of the operation may be retrieved using @code{gpgme_wait_ext}.

Asynchronous variant.
@end deftypefun

Send the Assuan @var{command} and return results via the callbacks. 
The result of the operation is returned in @var{op_err}.

Synchronous variant.
@end deftypefun
Checking for updates

The GnuPG Project operates a server to query the current versions of software packages related to GnuPG. GPGME can be used to access this online database and check whether a new version of a software package is available.

Data type \{gpgme_query_swdb_result_t\}

This is a pointer to a structure used to store the result of a \{gpgme_op_query_swdb\} operation. After successful call to that function, you can retrieve the pointer to the result with \{gpgme_op_query_swdb_result\}. The structure contains the following member:

- **name**: This is the name of the package.
- **iversion**: The currently installed version or an empty string. This value is either a copy of the argument given to \{gpgme_op_query_swdb\} or the version of the installed software as figured out by GPGME or GnuPG.
- **created**: This gives the date the file with the list of version numbers has originally been created by the GnuPG project.
- **retrieved**: This gives the date the file was downloaded.
- **warning**: If this flag is set either an error has occurred or some of the information in this structure are not properly set. For example if the version number of the installed software could not be figured out, the \{update\} flag may not reflect a required update status.
- **update**: If this flag is set an update of the software is available.
- **urgent**: If this flag is set an available update is important.
- **noinfo**: If this flag is set, no valid information could be retrieved.
If this flag is set the given `name` is not known.

If this flag is set the available information is not fresh enough.

If this flag is set some other error has occurred.

The version string of the latest released version.

The release date of the latest released version.

Query the software version database for software package `name` and check against the installed version given by `iversion`. If `iversion` is given as `NULL` a check is only done if GPGME can figure out the version by itself (for example when using "gpgme" or "gnupg"). If `NULL` is used for `name` the current gpgme version is checked. `reserved` must be set to 0.

The function `gpgme_query_swdb_result` returns a `gpgme_query_swdb_result_t` pointer to a structure holding the result of a `gpgme_op_query_swdb` operation. The pointer is only valid if the last operation on the context was a successful call to `gpgme_query_swdb`. If that call failed, the result might be a `NULL` pointer. The returned pointer is only valid until the next operation is started on the context `ctx`.
Here is an example on how to check whether GnuPG is current:

```c
#include <gpgme.h>

int main (void)
{
  gpg_error_t err;
  gpgme_ctx_t ctx;
  gpgme_query_swdb_result_t result;

  gpgme_check_version (NULL);
  err = gpgme_new (&ctx);
  if (err)
    fprintf (stderr, "error creating context: %s\n", gpg_strerror (err));
  else
    {
      gpgme_set_protocol (ctx, GPGME_PROTOCOL_GPGCONF);

      err = gpgme_op_query_swdb (ctx, "gnupg", NULL, 0);
      if (err)
        fprintf (stderr, "error querying swdb: %s\n", gpg_strerror (err));
      else
        {
          result = gpgme_op_query_swdb_result (ctx);
          if (!result)
            fprintf (stderr, "error querying swdb\n");
          else
            if (!result->warning && !result->update)
              printf ("GnuPG version %s is current\n", result->iversion);
            else if (!result->warning && result->update)
              printf ("GnuPG version %s can be updated to %s\n", result->iversion, result->version);
            else
              fprintf (stderr, "error finding the update status\n");
          @
        }
      gpgme_release (ctx);
    @
  return 0;
@}
@end example
```
@acronym{GPGME} supports running operations synchronously and asynchronously. You can use asynchronous operation to set up a context up to initiating the desired operation, but delay performing it to a later point.

Furthermore, you can use an external event loop to control exactly when @acronym{GPGME} runs. This ensures that @acronym{GPGME} only runs when necessary and also prevents it from blocking for a long time.

@menu
* Waiting For Completion:: Waiting until an operation is completed.
* Using External Event Loops:: Advanced control over what happens when.
* Cancellation:: How to end pending operations prematurely.
@end menu

@node Waiting For Completion
@subsection Waiting For Completion
@cindex cryptographic operation, wait for
@cindex wait for completion
@deftypefun gpgme_ctx_t gpgme_wait (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_error_t *@var{status}},
@w{int @var{hang}})

The function @code{gpgme_wait} continues the pending operation within the context @var{ctx}. In particular, it ensures the data exchange between @acronym{GPGME} and the crypto backend and watches over the run time status of the backend process.

If @var{hang} is true, the function does not return until the operation is completed or cancelled. Otherwise the function will not block for a long time.

The error status of the finished operation is returned in @var{status} if @code{gpgme_wait} does not return @code{NULL}.

The @var{ctx} argument can be @code{NULL}. In that case, @code{gpgme_wait} waits for any context to complete its operation.

@code{gpgme_wait} can be used only in conjunction with any context that has a pending operation initiated with one of the @code{gpgme_op_*_start} functions except @code{gpgme_op_keylist_start} and @code{gpgme_op_trustlist_start} (for which you should use the corresponding @code{gpgme_op_*_next} functions). If @var{ctx} is @code{NULL}, all of such contexts are waited upon and possibly
returned. Synchronous operations running in parallel, as well as key
and trust item list operations, do not affect @code{gpgme_wait}.

In a multi-threaded environment, only one thread should ever call
@code{gpgme_wait} at any time, regardless of whether @var{ctx} is specified
or not. This means that all calls to this function should be fully
synchronized by locking primitives. It is safe to start asynchronous
operations while a thread is running in @code{gpgme_wait}.

The function returns the @var{ctx} of the context which has finished
the operation. If @var{hang} is false, and the timeout expires,
@code{NULL} is returned and @code{*status} will be set to 0. If an
error occurs, @code{NULL} is returned and the error is returned in
@code{*status}.
@end deftypefun

@node Using External Event Loops
@subsection Using External Event Loops
@cindex event loop, external

@acronym{GPGME} hides the complexity of the communication between the
library and the crypto engine. The price of this convenience is that
the calling thread can block arbitrary long waiting for the data
returned by the crypto engine. In single-threaded programs, in
particular if they are interactive, this is an unwanted side-effect.
OTOH, if @code{gpgme_wait} is used without the @var{hang} option being
enabled, it might be called unnecessarily often, wasting CPU time that
could be used otherwise.

The I/O callback interface described in this section lets the user
take control over what happens when. @acronym{GPGME} will provide the
user with the file descriptors that should be monitored, and the
callback functions that should be invoked when a file descriptor is
ready for reading or writing. It is then the user's responsibility to
decide when to check the file descriptors and when to invoke the
callback functions. Usually this is done in an event loop, that also
checks for events in other parts of the program. If the callback
functions are only called when the file descriptors are ready,
@acronym{GPGME} will never block. This gives the user more control
over the program flow, and allows to perform other tasks when
@acronym{GPGME} would block otherwise.

By using this advanced mechanism, @acronym{GPGME} can be integrated
smoothly into GUI toolkits like GTK+ even for single-threaded
programs.

@end menu
* I/O Callback Interface:: How I/O callbacks are registered.
* Registering I/O Callbacks:: How to use I/O callbacks for a context.
* I/O Callback Example:: An example how to use I/O callbacks.
* I/O Callback Example GTK+: How to use @acronym{GPGME} with GTK+.
* I/O Callback Example GDK:: How to use @acronym{GPGME} with GDK.
* I/O Callback Example Qt:: How to use @acronym{GPGME} with Qt.
@end menu

@node I/O Callback Interface
@subsubsection I/O Callback Interface

@deftp {Data type} {gpgme_error_t (*gpgme_io_cb_t) (@w{void *@var{data}}, @w{int @var{fd}})}
@tindex gpgme_io_cb_t
The @code{gpgme_io_cb_t} type is the type of functions which @acronym{GPGME} wants to register as I/O callback handlers using the @code{gpgme_register_io_cb_t} functions provided by the user.

@var{data} and @var{fd} are provided by @acronym{GPGME} when the I/O callback handler is registered, and should be passed through to the handler when it is invoked by the user because it noticed activity on the file descriptor @var{fd}.

The callback handler always returns @code{0}, but you should consider the return value to be reserved for later use.
@end deftp

@deftp {Data type} {gpgme_error_t (*gpgme_register_io_cb_t) (@w{void *@var{data}}, @w{int @var{fd}}, @w{int @var{dir}}, @w{gpgme_io_cb_t @var{fnc}}, @w{void *@var{fnc_data}}, @w{void **@var{tag}})}
@tindex gpgme_register_io_cb_t
The @code{gpgme_register_io_cb_t} type is the type of functions which can be called by @acronym{GPGME} to register an I/O callback function @var{fnc} for the file descriptor @var{fd} with the user.

@var{fnc_data} should be passed as the first argument to @var{fnc} when the handler is invoked (the second argument should be @var{fd}). If @var{dir} is 0, @var{fnc} should be called by the user when @var{fd} is ready for writing. If @var{dir} is 1, @var{fnc} should be called when @var{fd} is ready for reading.

@var{data} was provided by the user when registering the @code{gpgme_register_io_cb_t} function with @acronym{GPGME} and will always be passed as the first argument when registering a callback function.

For example, the user can use this to determine the event loop to which the file descriptor should be added.

@acronym{GPGME} will call this function when a crypto operation is initiated in a context for which the user has registered I/O callback handler functions with @code{gpgme_set_io_cbs}. It can also call this
function when it is in an I/O callback handler for a file descriptor associated to this context.

The user should return a unique handle in @var{tag} identifying this I/O callback registration, which will be passed to the @code{gpgme_register_io_cb_t} function without interpretation when the file descriptor should not be monitored anymore.

@end deftp

@end deftp

{Data type} {void (*gpgme_remove_io_cb_t) (@w{void *@var{tag}})}
The @code{gpgme_remove_io_cb_t} type is the type of functions which can be called by @acronym{GPGME} to remove an I/O callback handler that was registered before. @var{tag} is the handle that was returned by the @code{gpgme_register_io_cb_t} for this I/O callback.

@acronym{GPGME} can call this function when a crypto operation is in an I/O callback. It will also call this function when the context is destroyed while an operation is pending.

@end deftp

{Data type} {enum gpgme_event_io_t}
@tindex gpgme_event_io_t
The @code{gpgme_event_io_t} type specifies the type of an event that is reported to the user by @acronym{GPGME} as a consequence of an I/O operation. The following events are defined:

@table @code
@item GPGME_EVENT_START
The operation is fully initialized now, and you can start to run the registered I/O callback handlers now. Note that registered I/O callback handlers must not be run before this event is signalled. @var{type_data} is @code{NULL} and reserved for later use.

@item GPGME_EVENT_DONE
The operation is finished, the last I/O callback for this operation was removed. The accompanying @var{type_data} points to a @code{struct gpgme_io_event_done_data} variable that contains the status of the operation that finished. This event is signalled after the last I/O callback has been removed.

@item GPGME_EVENT_NEXT_KEY
In a @code{gpgme_op_keylist_start} operation, the next key was received from the crypto engine. The accompanying @var{type_data} is a @code{gpgme_key_t} variable that contains the key with one reference for the user.

@item GPGME_EVENT_NEXT_TRUSTITEM
In a @code{gpgme_op_trustlist_start} operation, the next trust item
was received from the crypto engine. The accompanying \texttt{type_data} variable is a \texttt{gpgme_trust_item_t} variable that contains the trust item with one reference for the user.

\end{table}
\end{Defn}

\begin{Defn}
\begin{table}
<table>
<thead>
<tr>
<th>Data type</th>
<th>Data type</th>
</tr>
</thead>
<tbody>
<tr>
<td>void (*gpgme_event_io_cb_t) (@void *@var{data}, @w{gpgme_event_io_t @var{type}}, @w{void *@var{type_data}}))</td>
<td></td>
</tr>
</tbody>
</table>
\end{table}
\end{Defn}

The \texttt{gpgme_event_io_cb_t} type is the type of functions which can be called by \texttt{GPGME} to signal an event for an operation running in a context which has I/O callback functions registered by the user.

\var{data} was provided by the user when registering the \texttt{gpgme_event_io_cb_t} function with \texttt{GPGME} and will always be passed as the first argument when registering a callback function. For example, the user can use this to determine the context in which this event has occurred.

\var{type} will specify the type of event that has occurred. \var{type_data} specifies the event further, as described in the above list of possible \texttt{gpgme_event_io_t} types.

\texttt{GPGME} can call this function in an I/O callback handler.

\end{Defn}

\node{Registering I/O Callbacks}
\subsubsection{Registering I/O Callbacks}

\begin{Defn}
\begin{table}
<table>
<thead>
<tr>
<th>Data type</th>
<th>Data type</th>
</tr>
</thead>
<tbody>
<tr>
<td>struct gpgme_io_cbs</td>
<td></td>
</tr>
</tbody>
</table>
\end{table}
\end{Defn}

This structure is used to store the I/O callback interface functions described in the previous section. It has the following members:

\begin{table}
<table>
<thead>
<tr>
<th>Data type</th>
<th>Data type</th>
</tr>
</thead>
<tbody>
<tr>
<td>@code{gpgme_register_io_cb_t} add</td>
<td></td>
</tr>
</tbody>
</table>
\end{table}

This is the function called by \texttt{GPGME} to register an I/O callback handler. It must be specified.

\begin{table}
<table>
<thead>
<tr>
<th>Data type</th>
<th>Data type</th>
</tr>
</thead>
<tbody>
<tr>
<td>void *add_prv</td>
<td></td>
</tr>
</tbody>
</table>
\end{table}

This is passed as the first argument to the \texttt{add} function when it is called by \texttt{GPGME}. For example, it can be used to determine the event loop to which the file descriptor should be added.

\begin{table}
<table>
<thead>
<tr>
<th>Data type</th>
<th>Data type</th>
</tr>
</thead>
<tbody>
<tr>
<td>@code{gpgme_remove_io_cb_t} remove</td>
<td></td>
</tr>
</tbody>
</table>
\end{table}

This is the function called by \texttt{GPGME} to remove an I/O callback handler. It must be specified.
@item gpgme_event_io_cb_t event
This is the function called by @acronym{GPGME} to signal an event for an operation. It must be specified, because at least the start event must be processed.

@item void *event_priv
This is passed as the first argument to the @code{event} function when it is called by @acronym{GPGME}. For example, it can be used to determine the context in which the event has occurred.

@end table
@end deftp

@deftypefun void gpgme_set_io_cbs (@w{gpgme_ctx_t @var{ctx}}, @w{struct gpgme_io_cbs *@var{io_cbs}})
The function @code{gpgme_set_io_cbs} enables the I/O callback interface for the context @var{ctx}. The I/O callback functions are specified by @var{io_cbs}.

If @var{io_cbs}->@code{add} is @code{NULL}, the I/O callback interface is disabled for the context, and normal operation is restored.
@end deftypefun

@deftypefun void gpgme_get_io_cbs (@w{gpgme_ctx_t @var{ctx}}, @w{struct gpgme_io_cbs *@var{io_cbs}})
The function @code{gpgme_get_io_cbs} returns the I/O callback functions set with @code{gpgme_set_io_cbs} in @var{io_cbs}.
@end deftypefun

@node I/O Callback Example
@subsubsection I/O Callback Example
To actually use an external event loop, you have to implement the I/O callback functions that are used by @acronym{GPGME} to register and unregister file descriptors. Furthermore, you have to actually monitor these file descriptors for activity and call the appropriate I/O callbacks.

The following example illustrates how to do that. The example uses locking to show in which way the callbacks and the event loop can run concurrently. For the event loop, we use a fixed array. For a real-world implementation, you should use a dynamically sized structure because the number of file descriptors needed for a crypto operation in @acronym{GPGME} is not predictable.

@example
#include <assert.h>
#include <errno.h>
#include <stdlib.h>
#include <pthread.h>
@end example
/* The following structure holds the result of a crypto operation. */
struct op_result
{@
  int done;
  gpgme_error_t err;
}@;

/* The following structure holds the data associated with one I/O callback. */
struct one_fd
{@
  int fd;
  int dir;
  gpgme_io_cb_t fnc;
  void *fnc_data;
  void *loop;
}@;

struct event_loop
{@
  pthread_mutex_t lock;
#define MAX_FDS 32
/* Unused slots are marked with FD being -1. */
struct one_fd fds[MAX_FDS];
}@;
@end example

The following functions implement the I/O callback interface.

@example
gpgme_error_t
add_io_cb (void *data, int fd, int dir, gpgme_io_cb_t fnc, void *fnc_data,
  void **r_tag)
{@
  struct event_loop *loop = data;
  struct one_fd *fds = loop->fds;
  int i;

  pthread_mutex_lock (&loop->lock);
  for (i = 0; i < MAX_FDS; i++)
    @{
      if (fds[i].fd == -1)
    @{
      fds[i].fd = fd;
      fds[i].dir = dir;
    }
fds[i].fnc = fnc;
fds[i].fnc_data = fnc_data;
fds[i].loop = loop;
break;
@ }
@ }
pthread_mutex_unlock (&loop->lock);
if (i == MAX_FDS)
    return gpg_error (GPG_ERR_GENERAL);
*r_tag = &fds[i];
return 0;
@ }

void
remove_io_cb (void *tag)
@ {
    struct one_fd *fd = tag;
    struct event_loop *loop = fd->loop;

    pthread_mutex_lock (&loop->lock);
    fd->fd = -1;
    pthread_mutex_unlock (&loop->lock);
@ }

void
event_io_cb (void *data, gpgme_event_io_t type, void *type_data)
@ {
    struct op_result *result = data;

    /* We don't support list operations here. */
    if (type == GPGME_EVENT_DONE)
        @ {
            result->done = 1;
            result->err = *type_data;
        @ }
@ }
@end example

The final missing piece is the event loop, which will be presented next. We only support waiting for the success of a single operation.

@example
int
do_select (struct event_loop *loop)
@ {
    fd_set rfds;
    fd_set wfds;
    int i, n;

    /* We don't support list operations here. */
    if (type == GPGME_EVENT_DONE)
int any = 0;
struct timeval tv;
struct one_fd *fdlist = loop->fds;

pthread_mutex_lock (&loop->lock);
FD_ZERO (&rfds);
FD_ZERO (&wfds);
for (i = 0; i < MAX_FDS; i++)
    if (fdlist[i].fd != -1)
        FD_SET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds);
pthread_mutex_unlock (&loop->lock);

tv.tv_sec = 0;
tv.tv_usec = 1000;
do {
    n = select (FD_SETSIZE, &rfds, &wfds, NULL, &tv);
}while (n < 0 && errno == EINTR);

if (n < 0)
    return n;/* Error or timeout. */

pthread_mutex_lock (&loop->lock);
for (i = 0; i < MAX_FDS && n; i++)
    if (fdlist[i].fd != -1)
        if (FD_ISSET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds))
            assert (n);
            n--;
            any = 1;
            /* The I/O callback handler can register/remove callbacks,
             * so we have to unlock the file descriptor list. */
            pthread_mutex_unlock (&loop->lock);
            (*fdlist[i].fnc) (fdlist[i].fnc_data, fdlist[i].fd);
            pthread_mutex_lock (&loop->lock);
    }
    @} @)
    @}
    pthread_mutex_unlock (&loop->lock);
return any;
@}

void
wait_for_op (struct event_loop *loop, struct op_result *result)
@{  
int ret;
}
do
@{  
  ret = do_select (loop);
@}
while (ret >= 0 && !result->done);
@}
@end example

The main function shows how to put it all together.

@example
int
main (int argc, char *argv[]) @{
  struct event_loop loop;
  struct op_result result;
  gpgme_ctx_t ctx;
  gpgme_error_t err;
  gpgme_data_t sig, text;
  int i;
  pthread_mutexattr_t attr;
  struct gpgme_io_cbs io_cbs = @{
    add_io_cb,
    &loop,
    remove_io_cb,
    event_io_cb,
    &result
  @};

  init_gpgme ();

  /* Initialize the loop structure. */

  /* The mutex must be recursive, since remove_io_cb (which acquires a
     lock) can be called while holding a lock acquired in do_select. */
thread_mutexattr_init (&attr);
thread_mutexattr_settype (&attr, PTHREAD_MUTEX_RECURSIVE);
thread_mutex_init (&loop.lock, &attr);
thread_mutex_destroy (&attr);

  for (i = 0; i < MAX_fds; i++)
    loopfds[i].fd = -1;

  /* Initialize the result structure. */
result.done = 0;

err = gpgme_data_new_from_file (&sig, "signature", 1);
if (!err)
    err = gpgme_data_new_from_file (&text, "text", 1);
if (!err)
    err = gpgme_new (&ctx);
if (!err)
    @{
        gpgme_set_io_cbs (ctx, &io_cbs);
        err = gpgme_op_verify_start (ctx, sig, text, NULL);
    @} 
if (err)
    @{
        fprintf (stderr, "gpgme error: %s: %s\n",
            gpgme_strsource (err), gpgme_strerror (err));
        exit (1);
    @} 

wait_for_op (&loop, &result);
if (!result.done)
    @{
        fprintf (stderr, "select error\n");
        exit (1);
    @} 
if (!result.err)
    @{
        fprintf (stderr, "verification failed: %s: %s\n",
            gpgme_strsource (result.err), gpgme_strerror (result.err));
        exit (1);
    @} 
/* Evaluate verify result. */
@dots{}
return 0;
@} 
@end example

@node I/O Callback Example GTK+
@subsubsection I/O Callback Example GTK+
@cindex GTK+, using @acronym{GPGME} with

The I/O callback interface can be used to integrate @acronym{GPGME} with the GTK+ event loop. The following code snippets shows how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any GTK+ specific setup.
@example
#include <gtk/gtk.h>

struct my_gpgme_io_cb
@{
  gpgme_io_cb_t fnc;
  void *fnc_data;
  guint input_handler_id
@};

void
my_gpgme_io_cb (gpointer data, gint source, GdkInputCondition condition)
@{
  struct my_gpgme_io_cb *iocb = data;
  (*iocb->fnc) (iocb->data, source);
@}

void
my_gpgme_remove_io_cb (void *data)
@{
  struct my_gpgme_io_cb *iocb = data;
  gtk_input_remove (data->input_handler_id);
@}

void
my_gpgme_register_io_callback (void *data, int fd, int dir, gpgme_io_cb_t fnc,
void *fnc_data, void **tag)
@{
  struct my_gpgme_io_cb *iocb = g_malloc (sizeof (struct my_gpgme_io_cb));
  iocb->fnc = fnc;
  iocb->data = fnc_data;
  iocb->input_handler_id = gtk_input_add_full (fd, dir
    ? GDK_INPUT_READ
    : GDK_INPUT_WRITE,
    my_gpgme_io_callback,
    0, iocb, NULL);

  *tag = iocb;
  return 0;
@}
@end example

@node I/O Callback Example GDK
@subsubsection I/O Callback Example GDK
@cindex GDK, using @acronym{GPGME} with
The I/O callback interface can also be used to integrate
@acronym{GPGME} with the GDK event loop. The following code snippets shows how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any GDK specific setup.

It is very similar to the GTK+ example in the previous section.

@example
#include <gdk/gdk.h>

struct my_gpgme_io_cb
{
    gpgme_io_cb_t fnc;
    void *fnc_data;
    gint tag;
};

void
my_gpgme_io_cb (gpointer data, gint source, GdkInputCondition condition)
{
    struct my_gpgme_io_cb *iocb = data;
    (*(iocb->fnc)) (iocb->data, source);
}

void
my_gpgme_remove_io_cb (void *data)
{
    struct my_gpgme_io_cb *iocb = data;
    gdk_input_remove (data->tag);
}

void
my_gpgme_register_io_callback (void *data, int fd, int dir, gpgme_io_cb_t fnc,
                                void *fnc_data, void **tag)
{
    struct my_gpgme_io_cb *iocb = g_malloc (sizeof (struct my_gpgme_io_cb));
    iocb->fnc = fnc;
    iocb->data = fnc_data;
    iocb->tag = gtk_input_add_full (fd, dir ? GDK_INPUT_READ : GDK_INPUT_WRITE,
                                    my_gpgme_io_callback, iocb, NULL);
    *tag = iocb;
    return 0;
}
@end example

@node I/O Callback Example Qt
The I/O callback interface can also be used to integrate
@acronym{GPGME} with the Qt event loop. The following code snippets
show how this can be done using the appropriate register and remove
I/O callback functions. In this example, the private data of the
register I/O callback function is unused. The event notifications is
missing because it does not require any Qt specific setup.

@example
#include <qsocketnotifier.h>
#include <qapplication.h>

struct IOCB @{  
  IOCB( GpgmeIOCb f, void * d, QSocketNotifier * n )  
    : func( f ), data( d ), notifier( n ) @{ @}  
  GpgmeIOCb func;
  void * data;
  QSocketNotifier * notifier;
}  

class MyApp : public QApplication @{

  // ...

  static void registerGpgmeIOCallback( void * data, int fd, int dir,
    GpgmeIOCb func, void * func_data,
    void ** tag ) @{
    QSocketNotifier * n =
      new QSocketNotifier( fd, dir ? QSocketNotifier::Read
                         : QSocketNotifier::Write );
    connect( n, SIGNAL(activated(int)),
             qApp, SLOT(slotGpgmeIOCallback(int)) );
    qApp->mIOCBs.push_back( IOCB( func, func_data, n ) );
    *tag = (void*)n;
  @}  

  static void removeGpgmeIOCallback( void * tag ) @{
    if ( !tag ) return;
    QSocketNotifier * n = static_cast<QSocketNotifier*>( tag );
    for ( QValueList<IOCB>::iterator it = qApp->mIOCBs.begin() ;
         it != qApp->mIOCBs.end() ; ++it )
      if ( it->notifier == n ) @}  
        delete it->notifier;
        qApp->mIOCBs.erase( it );
    return;
  @}
Sometimes you do not want to wait for an operation to finish. The function `gpgme_cancel` attempts to cancel a pending operation in the context `ctx`. This only works if you use the global event loop or your own event loop.

If you use the global event loop, you must not call `gpgme_wait` during cancellation. After successful cancellation, you can call `gpgme_wait` (optionally waiting on `ctx`), and the context `ctx` will appear as if it had finished with the error code `GPG_ERR_CANCEL`.

```c
@node Cancellation
@subsection Cancellation
@cindex cryptographic operation, aborting
@cindex cryptographic operation, cancelling
@cindex aborting operations
@cindex cancelling operations

Sometimes you do not want to wait for an operation to finish. @acronym{GPGME} provides two different functions to achieve that. The function `gpgme_cancel` takes effect immediately. When it returns, the operation is effectively canceled. However, it has some limitations and can not be used with synchronous operations. In contrast, the function `gpgme_cancel_async` can be used with any context and from any thread, but it is not guaranteed to take effect immediately. Instead, cancellation occurs at the next possible time (typically the next time I/O occurs in the target context).

```
If you use an external event loop, you must ensure that no I/O callbacks are invoked for this context (for example by halting the event loop). On successful cancellation, all registered I/O callbacks for this context will be unregistered, and a @code{GPGME_EVENT_DONE} event with the error code @code{GPG_ERR_CANCEL} will be signalled.

The function returns an error code if the cancellation failed (in this case the state of @var{ctx} is not modified).
@end deftypefun

@deftypefun gpgme_ctx_t gpgme_cancel_async (@w{gpgme_ctx_t @var{ctx}})
@since{1.1.7}

The function @code{gpgme_cancel_async} attempts to cancel a pending operation in the context @var{ctx}. This can be called by any thread at any time after starting an operation on the context, but will not take effect immediately. The actual cancellation happens at the next time GPGME processes I/O in that context.

The function returns an error code if the cancellation failed (in this case the state of @var{ctx} is not modified).
@end deftypefun

@c **********************************************************
@c *******************  Appendices  *************************
@c **********************************************************
@include uiserver.texi

@node Debugging
@appendix How to solve problems
@cindex debug
@cindex GPGME_DEBUG

Everyone knows that software often does not do what it should do and thus there is a need to track down problems. This is in particular true for applications using a complex library like @acronym{GPGME} and of course also for the library itself. Here we give a few hints on how to solve such problems.

First of all you should make sure that the keys you want to use are installed in the GnuPG engine and are usable. Thus the first test is to run the desired operation using @command{gpg} or @command{gpgsm} on the command line. If you can't figure out why things don't work, you may use @acronym{GPGME}'s built in trace feature. This feature is either enabled using the environment variable @code{GPGME_DEBUG} or,
if this is not possible, by calling the function
@code{gpgme_set_global_flag}. The value is the trace level and
an optional file name. If no file name is given the trace output is
printed to @code{stderr}.

For example
@smallexample
GPGME_DEBUG=9:/home/user/mygpgme.log
@end smallexample
(Note that under Windows you use a semicolon in place of the colon to
separate the fields.)

A trace level of 9 is pretty verbose and thus you may want to start
off with a lower level. The exact definition of the trace levels and
the output format may change with any release; you need to check the
source code for details. In any case the trace log should be helpful
to understand what is going going on. Warning: The trace log may
reveal sensitive details like passphrases or other data you use in
your application. If you are asked to send a log file, make sure that
you run your tests only with play data.

For backward compatibility @acronym{GPGME} has a number of functions,
data types and constants which are deprecated and should not be used
anymore. We document here those which are really old to help
understanding old code and to allow migration to their modern
counterparts.

@strong{Warning:} These interfaces will be removed in a future version
of @acronym{GPGME}.

@deftypefun void gpgme_key_release (@w{gpgme_key_t @var{key}})
The function @code{gpgme_key_release} is equivalent to
@code{gpgme_key_unref}.
@end deftypefun

@deftypefun void gpgme_trust_item_release (@w{gpgme_trust_item_t @var{item}})
The function @code{gpgme_trust_item_release} is an alias for
@code{gpgme_trust_item_unref}.
@end deftypefun
The function `gpgme_op_import_ext` is equivalent to:

```c
@{gpgme_error_t err = gpgme_op_import (ctx, keydata);
if (!err)
    @{
        gpgme_import_result_t result = gpgme_op_import_result (ctx);
        *nr = result->considered;
    @} 
@end example
@end deftypefun
```

The @code{gpgme_op_import_ext} function is equivalent to:

```c
@deftp {Data type} {gpgme_error_t (*gpgme_edit_cb_t) (@{void *@var{handle}}, @{gpgme_status_code_t @var{status}}, @{const char *@var{args}}, @{int @var{fd}})}
@tindex gpgme_edit_cb_t
The @code{gpgme_edit_cb_t} type is the type of functions which @acronym{GPGME} calls if a key edit operation is on-going. The status code @var{status} and the argument line @var{args} are passed through by @acronym{GPGME} from the crypto engine. The file descriptor @var{fd} is -1 for normal status messages. If @var{status} indicates a command rather than a status message, the response to the command should be written to @var{fd}. The @var{handle} is provided by the user at start of operation.

The function should return @code{GPG_ERR_FALSE} if it did not handle the status code, @code{0} for success, or any other error value.
@end deftp
```

The function should return @code{GPG_ERR_FALSE} if it did not handle the status code, @code{0} for success, or any other error value.

```c
@end deftypefun
```

The function @code{gpgme_op_edit} processes the key @var{KEY} interactively, using the edit callback function @var{FNC} with the handle @var{HANDLE}. The callback is invoked for every status and command request from the crypto engine. The output of the crypto engine is written to the data object @var{out}.

```c
@gpgme_error_t gpgme_op_edit (@{gpgme_ctx_t @var{ctx}}, @{gpgme_key_t @var{key}},
@{gpgme_edit_cb_t @var{fnc}}, @{void *@var{handle}}, @{gpgme_data_t @var{out}})
@since{0.3.9}
```

Note: This function is deprecated, please use @code{gpgme_op_interact} instead.

```
The function @code{gpgme_op_interact} processes the key @var{KEY} interactively, using the edit callback function @var{FNC} with the handle @var{HANDLE}. The callback is invoked for every status and command request from the crypto engine. The output of the crypto engine is written to the data object @var{out}.
```
Note that the protocol between the callback function and the crypto engine is specific to the crypto engine and no further support in implementing this protocol correctly is provided by @acronym{GPGME}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the edit operation completes successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{key} is not a valid pointer, and any error returned by the crypto engine or the edit callback handler.

@deftypefun gpgme_error_t gpgme_op_edit_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}}, @w{gpgme_edit_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})

@since{0.3.9}

Note: This function is deprecated, please use @code{gpgme_op_interact_start} instead.

The function @code{gpgme_op_edit_start} initiates a @code{gpgme_op_edit} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation was started successfully, and @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{key} is not a valid pointer.

@deftypefun gpgme_error_t gpgme_op_card_edit_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}}, @w{gpgme_edit_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})

Note: This function is deprecated, please use @code{gpgme_op_interact_start} with the flag @code{GPGME_INTERACT_CARD} instead.

The function @code{gpgme_op_card_edit} is analogous to @code{gpgme_op_edit}, but should be used to process the smart card corresponding to the key @var{key}.

@deftypefun gpgme_error_t gpgme_op_card_edit_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}}, @w{gpgme_edit_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})

Note: This function is deprecated, please use @code{gpgme_op_interact_start} with the flag @code{GPGME_INTERACT_CARD} instead.

The function @code{gpgme_op_card_edit_start} initiates a @code{gpgme_op_card_edit} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation was started successfully, and @code{GPG_ERR_INV_VALUE} if 
@var{ctx} or @var{key} is not a valid pointer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_with_read_cb (@w{gpgme_data_t *@var{dh}}, @w{int
(*@var{readfunc})} (@w{void *@var{hook}}, @w{char *@var{buffer}}, @w{size_t @var{count}}, @w{size_t
*}@var{nread}}), @w{void *@var{hook_value}})
The function @code{gpgme_data_new_with_read_cb} creates a new
@code{gpgme_data_t} object and uses the callback function @var{readfunc}
to retrieve the data on demand. As the callback function can supply
the data in any way it wants, this is the most flexible data type
@acronym{GPGME} provides. However, it can not be used to write data.

The callback function receives @var{hook_value} as its first argument
whenever it is invoked. It should return up to @var{count} bytes in
@var{buffer}, and return the number of bytes actually read in
@var{nread}. It may return @code{0} in @var{nread} if no data is
currently available. To indicate @code{EOF} the function should
return with an error code of @code{-1} and set @var{nread} to
@code{0}. The callback function may support to reset its internal
read pointer if it is invoked with @var{buffer} and @var{nread} being
@code{NULL} and @var{count} being @code{0}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{dh} or @var{readfunc} is not a valid pointer, and
@code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_rewind (@w{gpgme_data_t @var{dh}})
The function @code{gpgme_data_rewind} is equivalent to:
@example
return (gpgme_data_seek (dh, 0, SEEK_SET) == -1)
? gpgme_error_from_errno (errno) : 0;
@end example
@end deftypefun

@deftp {Data type} gpgme_attr_t
The @code{gpgme_attr_t} type is used to specify a key or trust item
attribute. The following attributes are defined:

@table {Data type}
@item {GPGME_ATTR_KEYID} This is the key ID of a sub key. It is representable as a string.
For trust items, the trust item refers to the key with this ID.

@item GPGME_ATTR_FPR
This is the fingerprint of a sub key. It is representable as a string.

@item GPGME_ATTR_ALGO
This is the crypto algorithm for which the sub key can be used. It is representable as a string and as a number. The numbers correspond to the @code{enum gcry_pk_algos} values in the gcrypt library.

@item GPGME_ATTR_LEN
This is the key length of a sub key. It is representable as a number.

@item GPGME_ATTR_CREATED
This is the timestamp at creation time of a sub key. It is representable as a number.

@item GPGME_ATTR_EXPIRE
This is the expiration time of a sub key. It is representable as a number.

@item GPGME_ATTR_OTRUST
XXX FIXME  (also for trust items)

@item GPGME_ATTR_USERID
This is a user ID. There can be more than one user IDs in a @var{gpgme_key_t} object. The first one (with index 0) is the primary user ID. The user ID is representable as a number.

For trust items, this is the user ID associated with this trust item.

@item GPGME_ATTR_NAME
This is the name belonging to a user ID. It is representable as a string.

@item GPGME_ATTR_EMAIL
This is the email address belonging to a user ID. It is representable as a string.

@item GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a string.

@item GPGME_ATTR_VALIDITY
This is the validity belonging to a user ID. It is representable as a string and as a number. See below for a list of available validities.
For trust items, this is the validity that is associated with this trust item.

@item GPGME_ATTR_UID_REVOKED
This specifies if a user ID is revoked. It is representable as a number, and is @code{1} if the user ID is revoked, and @code{0} otherwise.

@item GPGME_ATTR_UID_INVALID
This specifies if a user ID is invalid. It is representable as a number, and is @code{1} if the user ID is invalid, and @code{0} otherwise.

@item GPGME_ATTR_LEVEL
This is the trust level of a trust item.

@item GPGME_ATTR_TYPE
This returns information about the type of key. For the string function this will either be "PGP" or "X.509". The integer function returns 0 for PGP and 1 for X.509. It is also used for the type of a trust item.

@item GPGME_ATTR_IS_SECRET
This specifies if the key is a secret key. It is representable as a number, and is @code{1} if the key is revoked, and @code{0} otherwise.

@item GPGME_ATTR_KEY_REVOKED
This specifies if a sub key is revoked. It is representable as a number, and is @code{1} if the key is revoked, and @code{0} otherwise.

@item GPGME_ATTR_KEY_INVALID
This specifies if a sub key is invalid. It is representable as a number, and is @code{1} if the key is invalid, and @code{0} otherwise.

@item GPGME_ATTR_KEY_EXPIRED
This specifies if a sub key is expired. It is representable as a number, and is @code{1} if the key is expired, and @code{0} otherwise.

@item GPGME_ATTR_KEY_DISABLED
This specifies if a sub key is disabled. It is representable as a number, and is @code{1} if the key is disabled, and @code{0} otherwise.

@item GPGME_ATTR_KEY_CAPS
This is a description of the capabilities of a sub key. It is representable as a string. The string contains the letter "e" if the key can be used for encryption, "s" if the key can be used for signatures, and "c" if the key can be used for certifications.
@item GPGME_ATTR_CAN_ENCRYPT
This specifies if a sub key can be used for encryption. It is
representable as a number, and is @code{1} if the sub key can be used
for encryption, and @code{0} otherwise.

@item GPGME_ATTR_CAN_SIGN
This specifies if a sub key can be used to create data signatures. It
is representable as a number, and is @code{1} if the sub key can be
used for signatures, and @code{0} otherwise.

@item GPGME_ATTR_CAN_CERTIFY
This specifies if a sub key can be used to create key certificates.
It is representable as a number, and is @code{1} if the sub key can be
used for certifications, and @code{0} otherwise.

@item GPGME_ATTR_SERIAL
The X.509 issuer serial attribute of the key. It is representable as
a string.

@item GPGME_ATTR_ISSUE
The X.509 issuer name attribute of the key. It is representable as a
string.

@item GPGME_ATTR_CHAINID
The X.509 chain ID can be used to build the certification chain. It
is representable as a string.
@end table
@end deftp

@deftypefun {const char *} gpgme_key_get_string_attr (@w{gpgme_key_t @var{key}}, @w{gpgme_attr_t
@var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_key_get_string_attr} returns the value of the
string-representable attribute @var{what} of key @var{key}. If the
attribute is an attribute of a sub key or an user ID, @var{idx}
specifies the sub key or user ID of which the attribute value is
returned. The argument @var{reserved} is reserved for later use and
should be @code{NULL}.

The string returned is only valid as long as the key is valid.

The function returns @code{0} if an attribute can't be returned as a
string, @var{key} is not a valid pointer, @var{idx} out of range,
or @var{reserved} not @code{NULL}.
@end deftypefun

@deftypefun {unsigned long} gpgme_key_get_ulong_attr (@w{gpgme_key_t @var{key}}, @w{gpgme_attr_t
@var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_key_get_ulong_attr} returns the value of the
unsigned long attribute @var{what} of key @var{key}. If the
attribute is an attribute of a sub key or an user ID, @var{idx}
specifies the sub key or user ID of which the attribute value is
returned. The argument @var{reserved} is reserved for later use and
should be @code{NULL}.

The function returns @code{0} if an attribute can't be returned as a
unsigned long, @var{key} is not a valid pointer, @var{idx} out of range,
or @var{reserved} not @code{NULL}.
@end deftypefun
number-representable attribute @var{what} of key @var{key}. If the attribute is an attribute of a sub key or an user ID, @var{idx} specifies the sub key or user ID of which the attribute value is returned. The argument @var{reserved} is reserved for later use and should be @code{NULL}.

The function returns @code{0} if the attribute can't be returned as a number, @var{key} is not a valid pointer, @var{idx} out of range, or @var{reserved} not @code{NULL}.
@end deftypefun

@c
@c Key Signatures
@c
The signatures on a key are only available if the key was retrieved via a listing operation with the @code{GPGME_KEYLIST_MODE_SIGS} mode enabled, because it is expensive to retrieve all signatures of a key.

So, before using the below interfaces to retrieve the signatures on a key, you have to make sure that the key was listed with signatures enabled. One convenient, but blocking, way to do this is to use the function @code{gpgme_get_key}.

@deftp {Data type} gpgme_attr_t
The @code{gpgme_attr_t} type is used to specify a key signature attribute. The following attributes are defined:

@table @code
@item GPGME_ATTR_KEYID
This is the key ID of the key which was used for the signature. It is representable as a string.

@item GPGME_ATTR_ALGO
This is the crypto algorithm used to create the signature. It is representable as a string and as a number. The numbers correspond to the @code{enum gcry_pk_algos} values in the gcrypt library.

@item GPGME_ATTR_CREATED
This is the timestamp at creation time of the signature. It is representable as a number.

@item GPGME_ATTR_EXPIRE
This is the expiration time of the signature. It is representable as a number.

@item GPGME_ATTR_USERID
This is the user ID associated with the signing key. The user ID is
representable as a number.

@item GPGME_ATTR_NAME
This is the name belonging to a user ID. It is representable as a string.

@item GPGME_ATTR_EMAIL
This is the email address belonging to a user ID. It is representable as a string.

@item GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a string.

@item GPGME_ATTR_KEY_REVOKED
This specifies if a key signature is a revocation signature. It is representable as a number, and is @code{1} if the key is revoked, and @code{0} otherwise.

@item GPGME_ATTR_KEY_EXPIRED
This specifies if a key signature is expired. It is representable as a number, and is @code{1} if the key is revoked, and @code{0} otherwise.

@item GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is representable as a number. The meaning is specific to the crypto engine.

@item GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is representable as a number. The meaning is specific to the crypto engine.

@item GPGME_ATTR_SIG_STATUS
This is the same value as returned by @code{gpgme_get_sig_status}.
@end table
@end deftp

@deftypefun {const char *} gpgme_key_sig_get_string_attr (@w{gpgme_key_t @var{key}}, @w{int @var{uid_idx}}, @w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_key_sig_get_string_attr} returns the value of the string-representable attribute @var{what} of the signature @var{idx} on the user ID @var{uid_idx} in the key @var{key}. The argument @var{reserved} is reserved for later use and should be @code{NULL}.

The string returned is only valid as long as the key is valid.
The function returns @code{0} if an attribute can't be returned as a
string, @var{key} is not a valid pointer, @var{uid_idx} or @var{idx}
out of range, or @var{reserved} not @code{NULL}.
@end deftypefun

@deftypefun {unsigned long} gpgme_key_sig_get_ulong_attr (@w{gpgme_key_t @var{key}}, @w{int
@var{uid_idx}}, @w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_key_sig_get_ulong_attr} returns the value of
the number-representable attribute @var{what} of the signature
@var{idx} on the user ID @var{uid_idx} in the key @var{key}. The
argument @var{reserved} is reserved for later use and should be
@code{NULL}.

The function returns @code{0} if an attribute can't be returned as a
string, @var{key} is not a valid pointer, @var{uid_idx} or @var{idx}
out of range, or @var{reserved} not @code{NULL}.
@end deftypefun

@c node Information About Trust Items
@c subsection Information About Trust Items
@c index trust item, information about
@c index trust item, attributes
@c index attributes, of a trust item

Trust items have attributes which can be queried using the interfaces
below. The attribute identifiers are shared with those for key
attributes. @xref{Information About Keys}.

@deftypefun {const char *} gpgme_trust_item_get_string_attr (@w{gpgme_trust_item_t @var{item}},
@w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_trust_item_get_string_attr} returns the value
of the string-representable attribute @var{what} of trust item
@var{item}. The arguments @var{idx} and @var{reserved} are reserved
for later use and should be @code{0} and @code{NULL} respectively.

The string returned is only valid as long as the key is valid.

The function returns @code{0} if an attribute can't be returned as a
string, @var{key} is not a valid pointer, @var{idx} out of range,
or @var{reserved} not @code{NULL}.
@end deftypefun

@deftypefun int gpgme_trust_item_get_int_attr (@w{gpgme_trust_item_t @var{item}},
@w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_trust_item_get_int_attr} returns the value of
the number-representable attribute @var{what} of trust item
@var{item}. If the attribute occurs more than once in the trust item,
the index is specified by `@var{idx}`. However, currently no such attribute exists, so `@var{idx}` should be `@code{0}`. The argument `@var{reserved}` is reserved for later use and should be `@code{NULL}`.

The function returns `@code{0}` if the attribute can't be returned as a number, `@var{key}` is not a valid pointer, `@var{idx}` out of range, or `@var{reserved}` not `@code{NULL}`.
@end deftypefun

@deftp {Data type} {enum gpgme_sig_stat_t}
@index gpgme_sig_stat_t
The `@code{gpgme_sig_stat_t}` type holds the result of a signature check, or the combined result of all signatures. The following results are possible:

@table @code
@item GPGME_SIG_STAT_NONE
This status should not occur in normal operation.

@item GPGME_SIG_STAT_GOOD
This status indicates that the signature is valid. For the combined result this status means that all signatures are valid.

@item GPGME_SIG_STAT_GOOD_EXP
This status indicates that the signature is valid but expired. For the combined result this status means that all signatures are valid and expired.

@item GPGME_SIG_STAT_GOOD_EXPKEY
This status indicates that the signature is valid but the key used to verify the signature has expired. For the combined result this status means that all signatures are valid and all keys are expired.

@item GPGME_SIG_STAT_BAD
This status indicates that the signature is invalid. For the combined result this status means that all signatures are invalid.

@item GPGME_SIG_STAT_NOKEY
This status indicates that the signature could not be verified due to a missing key. For the combined result this status means that all signatures could not be checked due to missing keys.

@item GPGME_SIG_STAT_NOSIG
This status indicates that the signature data provided was not a real signature.

@item GPGME_SIG_STAT_ERROR
This status indicates that there was some other error which prevented
the signature verification.

@item GPGME_SIG_STAT_DIFF
For the combined result this status means that at least two signatures
have a different status. You can get each key's status with
@code{gpgme_get_sig_status}.
@end table
@end deftp

@deftypefun {const char *} gpgme_get_sig_status (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}},
@w{gpgme_sig_stat_t *@var{r_stat}}, @w{time_t *@var{r_created}})
The function @code{gpgme_get_sig_status} is equivalent to:

@example
gpgme_verify_result_t result;
gpgme_signature_t sig;

result = gpgme_op_verify_result (ctx);
sig = result->signatures;

while (sig && idx)
  @{
    sig = sig->next;
    idx--;
  @} if (!sig || idx)
    return NULL;

if (r_stat)
  @{
    switch (gpg_err_code (sig->status))
    @{
      case GPG_ERR_NO_ERROR:
        *r_stat = GPGME_SIG_STAT_GOOD;
        break;
      
      case GPG_ERR_BAD_SIGNATURE:
        *r_stat = GPGME_SIG_STAT_BAD;
        break;
      
      case GPG_ERR_NO_PUBKEY:
        *r_stat = GPGME_SIG_STAT_NOKEY;
        break;
      
      case GPG_ERR_NO_DATA:
        *r_stat = GPGME_SIG_STAT_NOSIG;
        break;
    @}
case GPG_ERR_SIG_EXPIRED:
    *r_stat = GPGME_SIG_STAT_GOOD_EXP;
    break;

case GPG_ERR_KEY_EXPIRED:
    *r_stat = GPGME_SIG_STAT_GOOD_EXPKEY;
    break;

default:
    *r_stat = GPGME_SIG_STAT_ERROR;
    break;
@end }
@end }
if (r_created)
    *r_created = sig->timestamp;
    return sig->fpr;
@end example
@end deftypefun

@deftypefun {const char *} gpgme_get_sig_string_attr (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}},
@w{gpgme_attr_t @var{what}}, @w{int @var{whatidx}})
The function @code{gpgme_get_sig_string_attr} is equivalent to:

@example
    gpgme_verify_result_t result;
    gpgme_signature_t sig;

    result = gpgme_op_verify_result (ctx);
    sig = result->signatures;

    while (sig && idx)
    @{
        sig = sig->next;
        idx--;
    @} 
    if (!sig || idx)
        return NULL;

    switch (what)
    @{
        case GPGME_ATTR_FPR:
            return sig->fpr;

        case GPGME_ATTR_ERRTOK:
            if (whatidx == 1)
                return sig->wrong_key_usage ? "Wrong_Key_Usage" : "";
            else
return "";
    default:
        break;
    @}

    return NULL;
@end example
@end deftypefun

@end deftypefun {const char *} gpgme_get_sig_ulong_attr (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}},
              @w{gpgme_attr_t @var{what}}, @w{int @var{whatidx}})

    The function @code{gpgme_get_sig_ulong_attr} is equivalent to:

    @example
        gpgme_verify_result_t result;
        gpgme_signature_t sig;

        result = gpgme_op_verify_result (ctx);
        sig = result->signatures;

        while (sig && idx)
            sig = sig->next;
            idx--;
        @}

        if (!sig || idx)
            return 0;

        switch (what)
            @{
                case GPGME_ATTR_CREATED:
                    return sig->timestamp;

                case GPGME_ATTR_EXPIRE:
                    return sig->exp_timestamp;

                case GPGME_ATTR_VALIDITY:
                    return (unsigned long) sig->validity;

                case GPGME_ATTR_SIG_STATUS:
                    switch (sig->status)
                        @{
                            case GPG_ERR_NO_ERROR:
                                return GPGME_SIG_STAT_GOOD;

                            case GPG_ERR_BAD_SIGNATURE:
                                return GPGME_SIG_STAT_BAD;

                            default:
                                break;
                        @}
case GPG_ERR_NO_PUBKEY:
    return GPGME_SIG_STAT_NOKEY;

case GPG_ERR_NO_DATA:
    return GPGME_SIG_STAT_NOSIG;

case GPG_ERR_SIG_EXPIRED:
    return GPGME_SIG_STAT_GOOD_EXP;

case GPG_ERR_KEY_EXPIRED:
    return GPGME_SIG_STAT_GOOD_EXPKEY;

default:
    return GPGME_SIG_STAT_ERROR;
@end}

case GPGME_ATTR_SIG_SUMMARY:
    return sig->summary;

default:
    break;
@end}
return 0;
@end example
@end deftypefun

@gpgme_get_sig_key {const char *} gpgme_get_sig_key (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}},
    @w{gpgme_key_t *@var{r_key}})
The function @code{gpgme_get_sig_key} is equivalent to:

@example
    gpgme_verify_result_t result;
    gpgme_signature_t sig;

    result = gpgme_op_verify_result (ctx);
    sig = result->signatures;

    while (sig && idx)
    @{  
    sig = sig->next;
    idx--;
    @}  
if (!sig || idx)
    return gpg_error (GPG_ERR_EOF);

    return gpgme_get_key (ctx, sig->fpr, r_key, 0);
@end example
@end deftypefun
@include lesser.texi

@include gpl.texi

@node Concept Index
@unnumbered Concept Index
@printindex cp

@node Function and Data Index
@unnumbered Function and Data Index
@printindex fn

@bye


&9@R\V+x\?sedDz-W(yqf?u'e?s1saV8<T0:tc5%ZMh?|$y_el[1D(12:protected-at15:20130812T105135))))

(private-key

(oid.1.2.840.113549.1.1.1

(n

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(e #010001#)

(d

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(p

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(q

#06f7a7ca5367c616f8e62df34f0d5c10c88e5492348dd7bbdcd942ec9a8f369f935a07785d2db805215ed786e4285df1658ced3ce84f469b81b5d358407b4ad361#)

(u

#304559a9ead56d2309d203811a641bb1a0962b6c8eb36fffa23e968ec5bd891eebbafsc73ae666e01ba7c8990bae06cc2bbee10b7e69fcac353a6473079d8e9b#)
# libgpgme.vers - List of symbols to export.
#
# This file is part of GPGME.
#
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# License along with this program; if not, see <https://www.gnu.org/licenses/>.
#
# Please remember to add new functions also to gpgme.def
#-------------------------------------------------------

GPGME_1.1 {
    global:
        gpgme_set_engine_info;
        gpgme_ctx_get_engine_info;
        gpgme_ctx_set_engine_info;
        gpgme_data_set_file_name;
        gpgme_data_get_file_name;
        gpgme_data_identify;
        gpgme_sig_notation_clear;
        gpgme_sig_notation_add;
        gpgme_sig_notation_get;
        gpgme_free;
        gpgme_op_getauditlog_start;
        gpgme_op_getauditlog;
        gpgme_conf_release;
        gpgme_conf_arg_new;
        gpgme_conf_arg_release;
        gpgme_conf_opt_change;
        gpgme_op_conf_load;
gpgme_op_conf_save;
gpgme_op_conf_dir;

gpgme_cancel_async;

gpgme_op_assuan_result;
gpgme_op_assuan_transact;
gpgme_op_assuan_transact_start;

gpgme_check_version_internal;

  gpgme_io_read;
gpgme_io_write;

  gpgme_result_ref;
gpgme_result_unref;

  gpgme_op_import_keys;
gpgme_op_import_keys_start;
gpgme_op_export_keys;
gpgme_op_export_keys_start;

  gpgme_op_assuan_transact_ext;

  gpgme_wait_ext;

  gpgme_op_vfs_mount_result;
gpgme_op_vfs_mount;
gpgme_op_vfs_create;

  gpgme_key_from_uid;
gpgme_set_sub_protocol;
gpgme_get_sub_protocol;

  gpgme_op_passwd_start;
gpgme_op_passwd;

  gpgme_set_global_flag;

  gpgme_io_writen;

  gpgme_set_pinentry_mode;
gpgme_get_pinentry_mode;

  gpgme_get_dirinfo;

  gpgme_op_spawn_start;
gpgme_op_spawn;
gpgme_set_offline;
gpgme_get_offline;

gpgme_set_status_cb;
gpgme_get_status_cb;

qpgme_pubkey_algo_string;
qpgme_set_ctx_flag;
qpgme_get_ctx_flag;
qpgme_data_set_flag;

qpgme_op_createkey_start;
qpgme_op_createkey;
qpgme_op_createpubkey_start;
qpgme_op_createpubkey;
qpgme_op_createsubkey_start;
qpgme_op_createsubkey;
qpgme_op_adduid_start;
qpgme_op_adduid;
qpgme_op_revuid_start;
qpgme_op_revuid;
qpgme_op_keysign_start;
qpgme_op_keysign;
qpgme_op_tofu_policy_start;
qpgme_op_tofu_policy;
qpgme_op_interact_start;
qpgme_op_interact;

qpgme_addrspec_from_uid;

qpgme_set_sender;
qpgme_get_sender;

qpgme_op_query_swdb;
qpgme_op_query_swdb_result;

qpgme_op_set_uid_flag_start;
qpgme_op_set_uid_flag;

qpgme_op_decrypt_ext;
qpgme_op_decrypt_ext_start;

qpgme_data_new_from_estream;

};

GPGME_1.0 { 
  global:

gpgme_check_version;
gpgme_get_engine_info;
gpgme_engine_check_version;

gpgme_err_code_from_errno;
gpgme_err_code_to_errno;
gpgme_err_make_from_errno;
gpgme_error_from_errno;
gpgme_strerror;
gpgme_strerror_r;
gpgme_strsource;

gpgme_data_get_encoding;
gpgme_data_new;
gpgme_data_new_from_cbs;
gpgme_data_new_from_fd;
gpgme_data_new_from_file;
gpgme_data_new_from_filepart;
gpgme_data_new_from_mem;
gpgme_data_new_from_stream;
gpgme_data_read;
gpgme_data_release;
gpgme_data_release_and_get_mem;
gpgme_data_seek;
gpgme_data_set_encoding;
gpgme_data_write;

gpgme_get_protocol_name;
gpgme_hash_algo_name;
gpgme_pubkey_algo_name;

gpgme_new;
gpgme_get_armor;
gpgme_get_include_certs;
gpgme_get_io_cbs;
gpgme_get_keylist_mode;
gpgme_get_passphrase_cb;
gpgme_get_progress_cb;
gpgme_get_protocol;
gpgme_get_textmode;
gpgme_release;
gpgme_set_armor;
gpgme_set_include_certs;
gpgme_set_io_cbs;
gpgme_set_keylist_mode;
gpgme_set_locale;
gpgme_set_passphrase_cb;
gpgme_set_progress_cb;
gpgme_set_protocol;
gpgme_set_textmode;
gpgme_signers_add;
gpgme_signers_clear;
gpgme_signers_count;
gpgme_signers_enum;

gpgme_key_ref;
gpgme_key_unref;
gpgme_key_release;

gpgme_trust_item_ref;
gpgme_trust_item_unref;

gpgme_cancel;
gpgme_op_card_edit;
gpgme_op_card_edit_start;
gpgme_op_decrypt;
gpgme_op_decrypt_result;
gpgme_op_decrypt_start;
gpgme_op_decrypt_verify;
gpgme_op_decrypt_verify_start;
gpgme_op_delete;
gpgme_op_delete_start;
gpgme_op_delete_ext;
gpgme_op_delete_ext_start;
gpgme_op_edit;
gpgme_op_edit_start;
gpgme_op_encrypt;
gpgme_op_encrypt_start;
gpgme_op_encrypt_ext;
gpgme_op_encrypt_ext_start;
gpgme_op_encrypt_sign;
gpgme_op_encrypt_sign_ext;
gpgme_op_encrypt_sign_start;
gpgme_op_encrypt_sign_ext_start;
gpgme_op_encrypt_result;

gpgme_op_export;
gpgme_op_export_ext;
gpgme_op_export_ext_start;
gpgme_op_export_start;
gpgme_op_genkey;
gpgme_op_genkey_result;
gpgme_op_genkey_start;
gpgme_get_key;
gpgme_op_import;
gpgme_op_import_result;
gpgme_op_import_start;
gpgme_op_keylist_end;
gpgme_op_keylist_ext_start;
gpgme_op_keylist_from_data_start;
gpgme_op_keylist_next;
gpgme_op_keylist_result;
gpgme_op_keylist_start;
gpgme_op_sign;
gpgme_op_sign_result;
gpgme_op_sign_start;
gpgme_op_trustlist_end;
gpgme_op_trustlist_next;
gpgme_op_trustlist_start;
gpgme_op_verify;
gpgme_op_verify_result;
gpgme_op_verify_start;
gpgme_wait;

gpgme_data_new_with_read_cb;
gpgme_data_rewind;
gpgme_get_sig_status;
gpgme_get_sig_string_attr;
gpgme_get_sig_ulong_attr;
gpgme_get_sig_key;
gpgme_key_get_string_attr;
gpgme_key_get_ulong_attr;
gpgme_key_sig_get_string_attr;
gpgme_key_sig_get_ulong_attr;
gpgme_op_import_ext;
gpgme_trust_item_get_int_attr;
gpgme_trust_item_get_string_attr;
gpgme_trust_item_release;

gpgme_err_code_from_syserror;
gpgme_err_set_errno;

local:
   *
}

#+TITLE: Stuff To Do
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}][Latin Modern Roman]
Decide on a default file format for documentation. The two main contenders being Org Mode, the default for the GnuPG Project and reStructuredText, the default for Python projects. A third option of DITA XML was considered due to a number of beneficial features it provides.

The decision was made to use Org Mode in order to fully integrate with the rest of the GPGME and GnuPG documentation. It is possible to produce reST versions via Pandoc and DITA XML can be reached through converting to either Markdown or XHTML first.

Though Org Mode is being used for the default documentation format, it still needs to end up as usable by end users. So the Org Mode files are used to produce the "source" files used by the two main contenders for documenting the bindings: Texinfo and ReStructuredText/Docutils.

Need to add all of Texinfo's ... special systems to make it do its things.
Need to run Sphinx's quick start, add it to the requirements and tweak the index page for the rst files to point to the HOWTO and other files.

It might just be easier to do all that in Org Mode and convert the lot, then the Sphinx bits can be automated.

** STARTED Documentation HOWTO

- State "STARTED" from "TODO" [2018-03-08 Thu 13:59] \
  Started yesterday.
  Write a HOWTO style guide for the current Python bindings.

*** DONE Start python bindings HOWTO

CLOSED: [2018-03-07 Wed 18:14]

- State "STARTED" from "TODO" [2018-03-09 Fri 15:27] \
  Some functions can be worked out from the handful of examples available, but many more can't and I've already begun receiving requests for certain functions to be explained.

*** STARTED Include certain specific instructions in the HOWTO

- State "STARTED" from "TODO" [2018-03-09 Fri 15:26] \
  Began with the example code, now to add the text.

**** DONE Standard scenarios

CLOSED: [2018-03-19 Mon 12:34]

- State "DONE" from "STARTED" [2018-03-19 Mon 12:34] \\n  All four of those are done.
What everyone expects: encryption, decryption, signing and verifying.

**** STARTED Key control
:PROPERTIES:
:CUSTOM_ID: howto-key-control
:END:

- State "STARTED" from "TODO" [2018-03-19 Mon 12:35] \n  Generating keys and subkeys are done, but revocation is still to be done.
  Generating keys, adding subkeys, revoking subkeys (and keeping
  the cert key), adding and revoking UIDs, signing/certifying keys.

**** DONE More key control
CLOSED: [2018-03-19 Mon 12:36]
:PROPERTIES:
:CUSTOM_ID: howto-key-selection
:END:

- State "DONE" from "TODO" [2018-03-19 Mon 12:36] \n  Key selection, searching, matching and counting is done.
  Selecting keys to encrypt to or manipulate in other ways (e.g. as
  with key control or the basics).

** TODO Documentation SWIG
:PROPERTIES:
:CUSTOM_ID: todo-docs-swig
:END:

Write documentation for the complete SWIG bindings demonstrating
the correspondence with GPGME itself.

Note: it is likely that this will be more in the nature of
something to be used in conjunction with the existing GPGME
documentation which makes it easier for Python developers to use.

** TODO GUI examples
:PROPERTIES:
:CUSTOM_ID: todo-gui-examples
:END:

Create some examples of using Python bindings in a GUI application
to either match or be similar to the old GTK2 examples available
with PyME.
Selecting SWIG for this project in 2002 was understandable and effectively the only viable option. The options available now, however, are significantly improved and some of those would resolve a number of existing problems with using SWIG, particularly when running code on both POSIX compliant and Windows platforms.

The long term goal is to replace SWIG by reimplementing the Python bindings using a more suitable means of interfacing with the GPGME C source code.

Decide on a replacement for SWIG. Currently CFFI is looking like the most viable candidate, but some additional testing and checks are yet to be completed.

A C API like GPGME is not what most modern developers think of when they hear the term API. Normally they think of something they can interact with like a RESTful web API. Though RESTful is unlikely given the nature of GPGME and the process of encryption, it may be possible to provide a more familiar interface which can be utilised by developers of other languages for which bindings are not available or for which it is too difficult to create proper bindings.

Eventually add some of this, but the OpenPGP details are far more
important at the moment.

* Project Task Details
:PROPERTIES:
:CUSTOM_ID: detailed-tasks
:END:

** Working examples
:PROPERTIES:
:CUSTOM_ID: working-examples
:END:

The old GUI examples were unable to be retained since they depended on GTK2 and Python 2's integration with GTK2.

Current GPGME examples so far only include command line tools or basic Python code for use with either Python 2.7 or Python 3.4 and above.

Future GUI examples ought to utilise available GUI modules and libraries supported by Python 3. This may include Qt frameworks, Tkinter, GTK3 or something else entirely.

** Documentation
:PROPERTIES:
:CUSTOM_ID: documentation
:END:

The legacy documentation which no longer applies to the Python bindings has been removed.

Current and future documentation will adhere to the GnuPG standard of using Org Mode and not use the reStructuredText (reST) format more commonly associated with Python documentation. The reasons for this are that this project is best served as shipping with the rest of GPGME and the documentation ought to match that. There are also aspects of Org Mode's publishing features which are superior to the defaults of reST, including the capacity to generate fully validating strict XHTML output.

If reST files are required at a later point for future inclusion with other Python packages, then that format can be generated from the .org files with Pandoc before being leveraged by either Docutils, Sphinx or something else.

While there are some advanced typesetting features of reST which are not directly available to Org Mode, more often than not those
features are best implemented with either HTML and CSS, with LaTeX to
produce a PDF or via a number of XML solutions. Both reST and
Org Mode have multiple paths by which to achieve all of these.
Maintenance Mode from 2019:

* Maintainer from 2019 onward:
* Using the Python Bindings from 2019 and beyond:
* Documentation formats:

Documentation formats

* Cautionary Notes regarding Sphinx and EPUB:
From the beginning of 2019 the Python bindings to GPGME will enter maintenance mode, meaning that new features will not be added and only bug fixes and security fixes will be made. This also means that documentation beyond that existing at the end of 2018 will not be developed further except to correct errors.

Though use of these bindings appears to have been quite well received, there has been no indication of what demand there is, if any for either financial backing of the current Python bindings development or support contracts with g10code GmbH citing the necessity of including the bindings.

How does this affect the position of GnuPG Python Bindings Maintainer?

Well, I will remain as maintainer of the bindings; but without funding for that position, the amount of time I will be able to dedicate solely to this task will be limited and reduced to volunteered time.
As with all volunteered time and effort in free software projects, this will be subject to numerous external imperatives.

For most, if not all, Python developers using these bindings; they will continue to just work the same as they always have. Expansions of GPGME itself are usually handled by SWIG with the existing code and thus bindings are generated properly when the bindings are installed alongside GPGME and when the latter is built from source.

In the rare circumstances where that is not enough to address some new addition to GPGME, then that is a bug and thus subject to the maintenance mode provisions (i.e. it will be fixed following a bug report being raised and your humble author will need to remember where the timesheet template was filed, depending on how many years off such an event is).

All the GPGME functionality will continue to be accessible via the lower level, dynamically generated methods which match the GPGME C documentation. While the more intuitively Pythonic higher level layer already covers the vast majority of functionality people require with key generation, signatures, certifications (key signing), encryption, decryption, verification, validation, trust levels and so on.

Any wanted features lacking in the Python bindings are usually lacking because they are missing from GPGME itself (e.g. revoking keys via the API) and in such cases they are usually deliberately excluded. More discussion of these issues can be found in the archives of the @uref{https://lists.gnupg.org/mailman/listinfo/gnupg-devel, gnupg-devel mailing list}.

Any features existing in the dynamically generated layer for which people want a specific, higher level function included to make it more Pythonic (e.g. to avoid needing to learn or memorise cryptographic mode values or GnuPG status code numbers), would be a feature request and @emph{not} a bug.

It is still worthwhile requesting it, but the addition of such a feature would not be guaranteed and provided on a purely volunteer basis. Expediting such a request would require funding that request.

Those with a commercial interest in expediting such a feature request already know how to @uref[https://gnupg.org/cgi-bin/procdonate.cgi?mode=preset, expedite it} (use the message field to state what feature is being requested).
@section Documentation formats

The documentation has been written in Org mode for GNU Emacs, with both Texinfo and reStructuredText formats generated from that. The Texinfo files are intended for use with the rest of the GnuPG documentation; while the reStructuredText files are intended for use with Docutils and Sphinx, as with other Python projects.

@menu
* Cautionary Notes regarding Sphinx and EPUB::
@end menu

@node Cautionary Notes regarding Sphinx and EPUB
@subsection Cautionary Notes regarding Sphinx and EPUB

Though Python's Docutils in conjunction with Sphinx is capable of generating some very useful HTML sites, as proven by @uref{https://readthedocs.org/, Read the Docs} and the @uref{https://docs.python.org/, Python documentation}, there are a number of output formats it does not handle well. At the top of the list of things it manages to break so atrociously as to be embarrassing is the @uref{http://idpf.org/epub, EPUB 3} format.

The automatically generated EPUB of the CPython documentation always contains hundreds of validation errors and even the modest amount of documentation here @uref{https://files.au.adversary.org.s3.amazonaws.com/crypto/gpgme-python/rst/epub/GPGMEPythonBindings.epub, produced a file} with approximately thirty validation errors. As the volume of documentation content increases, so does the induced errors. Whereas Texinfo doesn't produce EPUB output at all, nor does Org-mode.

Should there ever be genuine demand for this format, lodge a @uref{https://dev.gnupg.org/maniphest/task/edit/form/4/, feature request} case marked for @uref{https://dev.gnupg.org/p/BenM/, my} attention. The means of generating such files flawlessly is already available, but is not yet part of the GnuPG build system. Nor is it integrated with a means of converting Org mode input files to the relevant base format automatically, as can already be done when converting Org to reStructuredText or Org to Texinfo. As a certain amount of work would be required to get it done, there would need to be clear demand for that work to be done.

@bye

;;; gpgme.lisp

;;; Copyright (C) 2006 g10 Code GmbH

;;; This file is part of GPGME-CL.

;;; GPGME-CL is free software; you can redistribute it and/or modify it
;;; under the terms of the GNU General Public License as published by
;;; the Free Software Foundation; either version 2 of the License, or
;;; (at your option) any later version.
;;; 
;;; GPGME-CL is distributed in the hope that it will be useful, but
;;; WITHOUT ANY WARRANTY; without even the implied warranty of
;;; MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
;;; Lesser General Public License for more details.
;;; 
;;; You should have received a copy of the GNU General Public License
;;; along with GPGME; if not, write to the Free Software Foundation,
;;; Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

;;; TODO

;;; Set up the library.

(in-package :gpgme)

(defvar *debug* nil "If debugging output should be given or not.")

;;; Load the foreign library.

(define-foreign-library libgpgme
  (:unix "libgpgme.so")
  (t (:default "libgpgme")))

(use-foreign-library libgpgme)

;;; System dependencies.

; Access to ERRNO.
(defcfun ("strerror" c-strerror) :string
  (err :int))

(defun get-errno ()
  *errno*)

(defun set-errno (errno)
  (setf *errno* errno))
(define-condition system-error (error)
  ((errno :initarg :errno :reader system-error-errno))
  (:report (lambda (c stream)
             (format stream "System error: ~A: ~A"
                     (system-error-errno c)
                     (c-strerror (system-error-errno c))))
  (:documentation "Signalled when an errno is encountered.")
)

; Needed to write passphrases.
(defcfun ("write" c-write) ssize-t
  (fd :int)
  (buffer :string) ; Actually :pointer, but we only need string.
  (size size-t))

(defun system-write (fd buffer size)
  (let ((res (c-write fd buffer size)))
    (when (< res 0) (error 'system-error :errno (get-errno)))
    res))

;;; C Interface Definitions
;;;

;;; Data Type Interface

;;; Some new data types used for easier translation.

;;; The number of include certs. Translates to NIL for default.
(defctype cert-int-t
  (:wrapper :int
            :from-c translate-cert-int-t-from-foreign
            :to-c translate-cert-int-t-to-foreign))

;;; A string that may be NIL to indicate a null pointer.
(defctype string-or-nil-t
  (:wrapper :string
            :to-c translate-string-or-nil-t-to-foreign))

;;; Some opaque data types used by GPGME.

(defctype gpgme-ctx-t
  (:wrapper :pointer
            :to-c translate-gpgme-ctx-t-to-foreign)
  "The GPGME context type.")

(defctype gpgme-data-t
  (:wrapper :pointer
            :to-c translate-gpgme-data-t-to-foreign)
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

"The GPGME data object type.")

;;; Wrappers for the libgpg-error library.

(defun gpgme-error (code)
"Construct an error value from an error code.

(gpgme-err-make :gpg-err-source-gpgme code))

(defun gpgme-err-code (err)
"Retrieve an error code from the error value ERR.

(gpgme-err-code-from-errno err)

"Retrieve an error source from the error value ERR.

(gpgme-err-source err))

(defun gpgme-strerror (err)
"Return a string containing a description of the error code.

(gpgme-strerror err))

(defun gpgme-strsource (err)
"Return a string containing a description of the error source.

(gpgme-strsource err))

(defun gpgme-err-code-from-errno (err)
"Retrieve the error code for the system error. If the system error
is not mapped, :gpg-err-unknown-errno is returned."
(gpg-err-code-from_errno err)

(defun gpgme-err-code-to_errno (code)
  "Retrieve the system error for the error code. If this is not a
  system error, 0 is returned."
  (gpg-err-code-to_errno code))

(defun gpgme-err-make-from_errno (source err)
  (gpg-err-make-from_errno source err))

(defun gpgme-error-from_errno (err)
  (gpg-error-from_errno err))

;;;

(defcenum gpgme-data-encoding-t
  "The possible encoding mode of gpgme-data-t objects."
  (:none 0)
  (:binary 1)
  (:base64 2)
  (:armor 3)
  (:url 4)
  (:urlesc 5)
  (:url0 6)
  (:mime 7))

;;;

(defcenum gpgme-pubkey-algo-t
  "Public key algorithms from libgcrypt."
  (:rsa 1)
  (:rsa-e 2)
  (:rsa-s 3)
  (:elg-e 16)
  (:dsa 17)
  (:ecc 18)
  (:elg 20)
  (:ecdsa 301)
  (:ecdh 302)
  (:eddsa 303))

(defcenum gpgme-hash-algo-t
  "Hash algorithms from libgcrypt."
  (:none 0)
  (:md5 1)
  (:sha1 2)
  (:rmd160 3)
  (:md2 5)
(tiger 6)
(chaval 7)
(sha256 8)
(sha384 9)
(sha512 10)
(sha224 11)
(md4 301)
(crc32 302)
(crc32-rfc1510 303)
(crc24-rfc2440 304))

;;;

(defun gpgme-sig-mode-t
  "The available signature modes."
  (:none 0)
  (:detach 1)
  (:clear 2))

;;;

(defun gpgme-validity-t
  "The available validities for a trust item or key."
  (:unknown 0)
  (:undefined 1)
  (:never 2)
  (:marginal 3)
  (:full 4)
  (:ultimate 5))

;;;

(defun gpgme-protocol-t
  "The available protocols."
  (:openpgp 0)
  (:cms 1)
  (:gpgconf 2)
  (:assuan 3)
  (:g13 4)
  (:uiserver 5)
  (:spawn 6)
  (:default 254)
  (:unknown 255))

;;;

(defun gpgme-keylist-mode-t
  "The available keylist mode flags.")
(:local 1)
(:extern 2)
(:sigs 4)
(:sig-notations)
(:with-secret 16)
(:with-tofu 32)
(:ephemeral 128)
(:validate 256))

;;;

(defbitfield (gpgme-sig-notation-flags-t :unsigned-int)
 "The available signature notation flags."
 (:human-readable 1)
 (:critical 2))

(defctype gpgme-sig-notation-t
   (:wrapper :pointer
     :from-c translate-gpgme-sig-notation-t-from-foreign)
 "Signature notation pointer type."
)

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-sig-notation-bitfield :unsigned-int)
 (:human-readable 1)
 (:critical 2))

(defcstruct gpgme-sig-notation
 "Signature notations."
 (next gpgme-sig-notation-t)
 (name :pointer)
 (value :pointer)
 (name-len :int)
 (value-len :int)
 (flags gpgme-sig-notation-flags-t)
 (bitfield gpgme-sig-notation-bitfield))

;;;

(defcenum gpgme-status-code-t
 "The possible status codes for the edit operation."
 (:eof 0)
 (:enter 1)
 (:leave 2)
 (:abort 3)
 (:goodsig 4)
 (:badsig 5)
 (:errsig 6)
 (:badarmor 7)
(:rsa-or-idea 8)
(:keyexpired 9)
(:keyrevoked 10)
(:trust-undefined 11)
(:trust-never 12)
(:trust-marginal 13)
(:trust-fully 14)
(:trust-ultimate 15)
(:shm-info 16)
(:shm-get 17)
(:shm-get-bool 18)
(:shm-get-hidden 19)
(:need-passphrase 20)
(:validsig 21)
(:sig-id 22)
(:enc-to 23)
(:nodata 24)
(:bad-passphrase 25)
(:no-pubkey 26)
(:no-seckey 27)
(:need-passphrase-sym 28)
(:decryption-failed 29)
(:decryption-okay 30)
(:missing-passphrase 31)
(:good-passphrase 32)
(:goodmdc 33)
(:badmdc 34)
(:errmdc 35)
(:imported 36)
(:import-ok 37)
(:import-problem 38)
(:import-res 39)
(:file-start 40)
(:file-done 41)
(:file-error 42)
(:begin-decryption 43)
(:end-decryption 44)
(:begin-encryption 45)
(:end-encryption 46)
(:delete-problem 47)
(:get-bool 48)
(:get-line 49)
(:get-hidden 50)
(:got-it 51)
(:progress 52)
(:sig-created 53)
(:session-key 54)
(:notation-name 55)
(defctype gpgme-engine-info-t
  (:wrapper :pointer
   :from-c translate-gpgme-engine-info-t-to-foreign)
  "The engine information structure pointer type.")

(defun gpgme-engine-info
  "Engine information.
  (next gpgme-engine-info-t)
  (protocol gpgme-protocol-t)
  (file-name :string)
  (version :string)
  (req-version :string)
  (home-dir :string))

;;

; ; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-subkey-bitfield :unsigned-int)
  "The subkey bitfield."
  (revoked 1)
  (expired 2)
  (disabled 4)
  (invalid 8)
  (can-encrypt 16)
  (can-sign 32)
  (can-certify 64)
  (secret 128)
  (can-authenticate 256)
  (is-qualified 512)
  (is-cardkey 1024)
  (is-de-vs 2048))

(defun gpgme-subkey
  "Subkey from a key."
  (next gpgme-subkey-t)
  (bitfield gpgme-subkey-bitfield)
  (pubkey-algo gpgme-pubkey-algo-t)
  (length :unsigned-int)
  (keyid :string)
  (-keyid :char :count 17)
  (fpr :string)
  (timestamp :long)
  (expires :long))
(defctype gpgme-key-sig-t
  (:wrapper :pointer
    :from-c translate-gpgme-key-sig-t-from-foreign)
"A signature on a user ID.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-key-sig-bitfield :unsigned-int)
  "The key signature bitfield."
  (:revoked 1)
  (:expired 2)
  (:invalid 4)
  (:exportable 16))

(defcstruct gpgme-key-sig
  "A signature on a user ID."
  (next gpgme-key-sig-t)
  (bitfield gpgme-key-sig-bitfield)
  (pubkey-algo gpgme-pubkey-algo-t)
  (keyid :string)
  (-keyid :char :count 17)
  (timestamp :long)
  (expires :long)
  (status gpgme-error-no-signal-t)
  (-class :unsigned-int)
  (uid :string)
  (name :string)
  (email :string)
  (comment :string)
  (sig-class :unsigned-int))

(defctype gpgme-user-id-t
  (:wrapper :pointer
    :from-c translate-gpgme-user-id-t-from-foreign)
"A user ID from a key.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-user-id-bitfield :unsigned-int)
  "The user ID bitfield."
  (:revoked 1)
  (:invalid 2))

(defcstruct gpgme-user-id
  "A user ID from a key."
  (next gpgme-user-id-t)
  (bitfield gpgme-user-id-bitfield)
(validity gpgme-validity-t)
(uid :string)
(name :string)
(email :string)
(comment :string)
(signatures gpgme-key-sig-t)
(-last-keysig gpgme-key-sig-t))

(defun gpgme-key-t
  (:wrapper :pointer
   :from-c translate-gpgme-key-t-from-foreign
   :to-c translate-gpgme-key-t-to-foreign)
"A key from the keyring.")

;; FIXME: Doesn't this depend on endianness?
(defun gpgme-key-bitfield :unsigned-int)
"The key bitfield."
(revoked 1)
(expired 2)
(disabled 4)
(invalid 8)
(can-encrypt 16)
(can-sign 32)
(can-certify 64)
(secret 128)
(can-authenticate 256)
(is-qualified 512))

(defun gpgme-key
  "A signature on a user ID."
  (-refs :unsigned-int)
  (bitfield gpgme-key-bitfield)
  (protocol gpgme-protocol-t)
  (issuer-serial :string)
  (issuer-name :string)
  (chain-id :string)
  (owner-trust gpgme-validity-t)
  (subkeys gpgme-subkey-t)
  (uids gpgme-user-id-t)
  (-last-subkey gpgme-subkey-t)
  (-last-uid gpgme-user-id-t)
  (keylist-mode gpgme-keylist-mode-t))

;; There is no support in CFFI to define callback C types and have
;; automatic type checking with the callback definition.
;;; Function Interface

;;; Context management functions.

(defcfun ("gpgme_new" c-gpgme-new) gpgme-error-t
  (ctx :pointer))

(defcfun ("gpgme_release" c-gpgme-release) :void
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_set_protocol" c-gpgme-set-protocol) gpgme-error-t
  (ctx gpgme-ctx-t)
  (proto gpgme-protocol-t))

(defcfun ("gpgme_get_protocol" c-gpgme-get-protocol) gpgme-protocol-t
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_get_protocol_name" c-gpgme-get-protocol-name) :string
  (proto gpgme-protocol-t))

(defcfun ("gpgme_set_armor" c-gpgme-set-armor) :void
  (ctx gpgme-ctx-t)
  (yes :boolean))

(defcfun ("gpgme_get_armor" c-gpgme-get-armor) :boolean
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_set_textmode" c-gpgme-set-textmode) :void
  (ctx gpgme-ctx-t)
  (yes :boolean))

(defcfun ("gpgme_get_textmode" c-gpgme-get-textmode) :boolean
  (ctx gpgme-ctx-t))

(defconstant +include-certs-default+ -256)

(defcfun ("gpgme_set_include_certs" c-gpgme-set-include-certs) :void
  (ctx gpgme-ctx-t))
(defcfun "gpgme_get_include_certs" c-gpgme-get-include-certs cert-int-t
  (ctx gpgme-ctx-t))

(defcfun "gpgme_set_keylist_mode" c-gpgme-set-keylist-mode gpgme-error-t
  (ctx gpgme-ctx-t)
  (mode gpgme-keylist-mode-t))

(defcfun "gpgme_get_keylist_mode" gpgme-keylist-mode-t
  (ctx gpgme-ctx-t))

(defcfun "gpgme_set_passphrase_cb" :void
  (ctx gpgme-ctx-t)
  (cb gpgme-passphrase-cb-t)
  (hook-value :pointer))

(defcfun "gpgme_get_passphrase_cb" :void
  (ctx gpgme-ctx-t)
  (cb-p :pointer)
  (hook-value-p :pointer))

(defcfun "gpgme_set_progress_cb" :void
  (ctx gpgme-ctx-t)
  (cb gpgme-progress-cb-t)
  (hook-value :pointer))

(defcfun "gpgme_get_progress_cb" :void
  (ctx gpgme-ctx-t)
  (cb-p :pointer)
  (hook-value-p :pointer))

(defcfun "gpgme_set_locale" gpgme-error-t
  (ctx gpgme-ctx-t)
  (category :int)
  (value string-or-nil-t))

(defcfun "gpgme_ctx_get_engine_info" gpgme-engine-info-t
  (ctx gpgme-ctx-t))

(defcfun "gpgme_ctx_set_engine_info" gpgme-error-t
  (ctx gpgme-ctx-t)
  (proto gpgme-protocol-t)
  (file-name string-or-nil-t)
  (home-dir string-or-nil-t))
;;;

(defcfun ("gpgme_pubkey_algo_name" c-gpgme-pubkey-algo-name) :string
  (algo gpgme-pubkey-algo-t))

(defcfun ("gpgme_hash_algo_name" c-gpgme-hash-algo-name) :string
  (algo gpgme-hash-algo-t))

;;;

(defcfun ("gpgme_signers_clear" c-gpgme-signers-clear) :void
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_signers_add" c-gpgme-signers-add) gpgme-error-t
  (ctx gpgme-ctx-t)
  (key gpgme-key-t))

(defcfun ("gpgme_signers_enum" c-gpgme-signers-enum) gpgme-key-t
  (ctx gpgme-ctx-t)
  (seq :int))

;;;

(defcfun ("gpgme_sig_notation_clear" c-gpgme-sig-notation-clear) :void
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_sig_notation_add" c-gpgme-sig-notation-add) gpgme-error-t
  (ctx gpgme-ctx-t)
  (name :string)
  (value string-or-nil-t)
  (flags gpgme-sig-notation-flags-t))

(defcfun ("gpgme_sig_notation_get" c-gpgme-sig-notation-get)
  gpgme-sig-notation-t
  (ctx gpgme-ctx-t))

;;; Run Control.

;;; There is no support in CFFI to define callback C types and have
;;; automatic type checking with the callback definition.

(defctype gpgme-io-cb-t :pointer)

(defctype gpgme-register-io-cb-t :pointer)

(defctype gpgme-remove-io-cb-t :pointer)
(defcenum gpgme-event-io-t
  "The possible events on I/O event callbacks."
  (:start 0)
  (:done 1)
  (:next-key 2)
  (:next-trustitem 3))

(defctype gpgme-event-io-cb-t :pointer)

(defcstruct gpgme-io-cbs
  "I/O callbacks."
  (add gpgme-register-io-cb-t)
  (add-priv :pointer)
  (remove gpgme-remove-io-cb-t)
  (event gpgme-event-io-cb-t)
  (event-priv :pointer))

(defctype gpgme-io-cbs-t :pointer)

(defcfun ("gpgme_set_io_cbs" c-gpgme-set-io-cbs) :void
  (ctx gpgme-ctx-t)
  (io-cbs gpgme-io-cbs-t))

(defcfun ("gpgme_get_io_cbs" c-gpgme-get-io-cbs) :void
  (ctx gpgme-ctx-t)
  (io-cbs gpgme-io-cbs-t))

(defcfun ("gpgme_wait" c-gpgme-wait) gpgme-ctx-t
  (ctx gpgme-ctx-t)
  (status-p :pointer)
  (hang :int))

;;; Functions to handle data objects.

;;; There is no support in CFFI to define callback C types and have
;;; automatic type checking with the callback definition.

(defctype gpgme-data-read-cb-t :pointer)
(defctype gpgme-data-write-cb-t :pointer)
(defctype gpgme-data-seek-cb-t :pointer)
(defctype gpgme-data-release-cb-t :pointer)

(defcstruct gpgme-data-cbs
  "Data callbacks."
  (read gpgme-data-read-cb-t)
  (write gpgme-data-write-cb-t)
  (seek gpgme-data-seek-cb-t)
  (release gpgme-data-release-cb-t))
(defctype gpgme-data-cbs-t :pointer
"Data callbacks pointer.")

(defcfun ("gpgme_data_read" c-gpgme-data-read) ssize-t
(dh gpgme-data-t)
(buffer :pointer)
(size size-t))

(defcfun ("gpgme_data_write" c-gpgme-data-write) ssize-t
(dh gpgme-data-t)
(buffer :pointer)
(size size-t))

(defcfun ("gpgme_data_seek" c-gpgme-data-seek) off-t
(dh gpgme-data-t)
(offset off-t)
(whence :int))

(defcfun ("gpgme_data_new" c-gpgme-data-new) gpgme-error-t
(dh-p :pointer))

(defcfun ("gpgme_data_release" c-gpgme-data-release) :void
(dh gpgme-data-t))

(defcfun ("gpgme_data_new_from_mem" c-gpgme-data-new-from-mem) gpgme-error-t
(dh-p :pointer)
(buffer :pointer)
(size size-t)
(copy :int))

(defcfun ("gpgme_data_release_and_get_mem" c-gpgme-data-release-and-get-mem) :pointer
(dh gpgme-data-t)
(len-p :pointer))

(defcfun ("gpgme_data_new_from_cbs" c-gpgme-data-new-from-cbs) gpgme-error-t
(dh-p :pointer)
(cbs gpgme-data-cbs-t)
(handle :pointer))

(defcfun ("gpgme_data_new_from_fd" c-gpgme-data-new-from-fd) gpgme-error-t
(dh-p :pointer)
(fd :int))

(defcfun ("gpgme_data_new_from_stream" c-gpgme-data-new-from-stream) gpgme-error-t
(dh-p :pointer)
(stream :pointer))

(defun ("gpgme_data_get_encoding" c-gpgme-data-get-encoding)
  gpgme-data-encoding-t
  (dh gpgme-data-t))

(defun ("gpgme_data_set_encoding" c-gpgme-data-set-encoding)
  gpgme-error-t
  (dh gpgme-data-t)
  (enc gpgme-data-encoding-t))

(defun ("gpgme_data_get_file_name" c-gpgme-data-get-file-name) :string
  (dh gpgme-data-t))

(defun ("gpgme_data_set_file_name" c-gpgme-data-set-file-name) gpgme-error-t
  (dh gpgme-data-t)
  (file-name string-or-nil-t))

(defun ("gpgme_data_new_from_file" c-gpgme-data-new-from-file) gpgme-error-t
  (dh-p :pointer)
  (fname :string)
  (copy :int))

(defun ("gpgme_data_new_from_filepart" c-gpgme-data-new-from-filepart)
  gpgme-error-t
  (dh-p :pointer)
  (fname :string)
  (fp :pointer)
  (offset off-t)
  (length size-t))

;;;; Key and trust functions.

(defun ("gpgme_get_key" c-gpgme-get-key) gpgme-error-t
  (ctx gpgme-ctx-t)
  (fpr :string)
  (key-p :pointer)
  (secret :boolean))

(defun ("gpgme_key_ref" c-gpgme-key-ref) :void
  (key gpgme-key-t))

(defun ("gpgme_key_unref" c-gpgme-key-unref) :void
  (key gpgme-key-t))

;;;; Crypto operations.

(defun ("gpgme_cancel" c-gpgme-cancel) gpgme-error-t
(ctx gpgme-ctx-t))

;;

(defctype gpgme-invalid-key-t
    (:wrapper :pointer
     :from-c translate-gpgme-invalid-key-t-from-foreign)
   "An invalid key structure.")

(defcstruct gpgme-invalid-key
    "An invalid key structure."
   (next gpgme-invalid-key-t)
   (fpr :string)
   (reason gpgme-error-no-signal-t))

;; Encryption.

(defcstruct gpgme-op-encrypt-result
    "Encryption result structure."
   (invalid-recipients gpgme-invalid-key-t))

(defctype gpgme-op-encrypt-result-t
    (:wrapper :pointer
     :from-c translate-gpgme-op-encrypt-result-t-from-foreign)
   "An encryption result structure.")

(defcfun ("gpgme_op_encrypt_result" c-gpgme-op-encrypt-result)
   gpgme-op-encrypt-result-t
   (ctx gpgme-ctx-t))

(defbitfield gpgme-encrypt-flags-t
    (:always-trust 1)
   (:no-encrypt-to 2)
   (:prepare 4)
   (:expect-sign 8)
   (:no-compress 16)
   (:symmetric 32)
   (:throw-keyids 64)
   (:wrap 128)
   (:want-address 256))

(defcfun ("gpgme_op_encrypt_start" c-gpgme-op-encrypt-start) gpgme-error-t
   (ctx gpgme-ctx-t)
   (recp :pointer) ; Key array.
   (flags gpgme-encrypt-flags-t)
   (plain gpgme-data-t)
   (cipher gpgme-data-t))
(defcfun ("gpgme_op_encrypt" c-gpgme-op-encrypt) gpgme-error-t
  (ctx gpgme-ctx-t)
  (recp :pointer) ; Key array.
  (flags gpgme-encrypt-flags-t)
  (plain gpgme-data-t)
  (cipher gpgme-data-t))

(defcfun ("gpgme_op_encrypt_sign_start" c-gpgme-op-encrypt-sign-start) gpgme-error-t
  (ctx gpgme-ctx-t)
  (recp :pointer) ; Key array.
  (flags gpgme-encrypt-flags-t)
  (plain gpgme-data-t)
  (cipher gpgme-data-t))

(defcfun ("gpgme_op_encrypt_sign" c-gpgme-op-encrypt-sign) gpgme-error-t
  (ctx gpgme-ctx-t)
  (recp :pointer) ; Key array.
  (flags gpgme-encrypt-flags-t)
  (plain gpgme-data-t)
  (cipher gpgme-data-t))

;;; Decryption.

(defctype gpgme-recipient-t
  (:wrapper :pointer
    :from-c translate-gpgme-recipient-t-from-foreign)
  "A recipient structure.")

(defcstruct gpgme-recipient
  "Recipient structure."
  (next gpgme-recipient-t)
  (keyid :string)
  (-keyid :char :count 17)
  (pubkey-algo gpgme-pubkey-algo-t)
  (status gpgme-error-no-signal-t))

(defbitfield gpgme-op-decrypt-result-bitfield
  "Decryption result structure bitfield."
  (:wrong-key-usage 1)
  (:is-de-vs 2)
  (:is-mine 4))

(defcstruct gpgme-op-decrypt-result
  "Decryption result structure."
  (unsupported-algorithm :string)
  (bitfield gpgme-op-decrypt-result-bitfield)
  (recipients gpgme-recipient-t)
(file-name :string))

(defctype gpgme-op-decrypt-result-t
    (:wrapper :pointer
     :from-c translate-gpgme-op-decrypt-result-t-from-foreign)
"A decryption result structure.")

(defcfun ("gpgme_op_decrypt_result" c-gpgme-op-decrypt-result)
    gpgme-op-decrypt-result-t
    (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_decrypt_start" c-gpgme-op-decrypt-start) gpgme-error-t
    (ctx gpgme-ctx-t)
    (cipher gpgme-data-t)
    (plain gpgme-data-t))

(defcfun ("gpgme_op_decrypt" c-gpgme-op-decrypt) gpgme-error-t
    (ctx gpgme-ctx-t)
    (cipher gpgme-data-t)
    (plain gpgme-data-t))

(defcfun ("gpgme_op_decrypt_verify_start" c-gpgme-op-decrypt-verify-start) gpgme-error-t
    (ctx gpgme-ctx-t)
    (cipher gpgme-data-t)
    (plain gpgme-data-t))

(defcfun ("gpgme_op_decrypt_verify" c-gpgme-op-decrypt-verify) gpgme-error-t
    (ctx gpgme-ctx-t)
    (cipher gpgme-data-t)
    (plain gpgme-data-t))

;;; Signing.

(defctype gpgme-new-signature-t
    (:wrapper :pointer
     :from-c translate-gpgme-new-signature-t-from-foreign)
"A new signature structure.")

(defcstruct gpgme-new-signature
"New signature structure."
    (next gpgme-new-signature-t)
    (type gpgme-sig-mode-t)
    (pubkey-algo gpgme-pubkey-algo-t)
    (hash-algo gpgme-hash-algo-t)
    (-obsolete-class :unsigned-long)
    (timestamp :long)
    (fpr :string)
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(defun gpgme-op-sign-result)
  "Signing result structure."
  (invalid-signers gpgme-invalid-key-t)
  (signatures gpgme-new-signature-t))

(defun gpgme-op-sign-result-t
  (:wrapper :pointer
   :from-c translate-gpgme-op-sign-result-t-from-foreign)
  "A signing result structure.")

(defun gpgme-op-sign-result-p (ctx gpgme-ctx-t)
  (c-gpgme-op-sign-result t)
(gpgme-op-sign-result-t)

(defun gpgme-op-sign-start (ctx gpgme-ctx-t)
  (c-gpgme-op-sign-start) gpgme-error-t
  (ctx gpgme-ctx-t)
  (plain gpgme-data-t)
  (sig gpgme-data-t)
  (mode gpgme-sig-mode-t))

(defun gpgme-op-sign (ctx gpgme-ctx-t)
  (c-gpgme-op-sign) gpgme-error-t
  (ctx gpgme-ctx-t)
  (plain gpgme-data-t)
  (sig gpgme-data-t)
  (mode gpgme-sig-mode-t))

;;;; Verify.

(defun gpgme-sigsum-t :unsigned-int)
  "Flags used for the summary field in a gpgme-signature-t."
  (:valid #x0001)
  (:green #x0002)
  (:red #x0004)
  (:key-revoked #x0010)
  (:key-expired #x0020)
  (:sig-expired #x0040)
  (:key-missing #x0080)
  (:crl-missing #x0100)
  (:crl-too-old #x0200)
  (:bad-policy #x0400)
  (:sys-error #x0800)
  (:tofu-conflict #x1000))

(defun gpgme-signature-t
  (:wrapper :pointer
   :from-c translate-gpgme-signature-t-from-foreign)
  "A signature structure.")
;;; FIXME: Doesn't this depend on endianness?
defbitfield (gpgme-signature-bitfield :unsigned-int)
"The signature bitfield."
(:wrong-key-usage 1)
(:pka-trust 2)
(:chain-model 4)
(:is-de-vs 8))

defcstruct gpgme-signature
"Signature structure."
(next gpgme-signature-t)
(summary gpgme-sigsum-t)
(fpr :string)
(status gpgme-error-no-signal-t)
(notations gpgme-sig-notation-t)
(timestamp :unsigned-long)
(exp-timestamp :unsigned-long)
(bitfield gpgme-signature-bitfield)
(validity gpgme-validity-t)
(validity-reason gpgme-error-no-signal-t)
(pubkey-algo gpgme-pubkey-algo-t)
(hash-algo gpgme-hash-algo-t))

defcstruct gpgme-op-verify-result
"Verify result structure."
(signatures gpgme-signature-t)
(file-name :string))

defctype gpgme-op-verify-result-t
 (:wrapper :pointer
 :from-c translate-gpgme-op-verify-result-t-from-foreign)
"A verify result structure.")

(defcfun ("gpgme_op_verify_result" c-gpgme-op-verify-result) gpgme-op-verify-result-t (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_verify_start" c-gpgme-op-verify-start) gpgme-error-t (ctx gpgme-ctx-t)
(sig gpgme-data-t)
(signed-text gpgme-data-t)
(plaintext gpgme-data-t))

(defcfun ("gpgme_op_verify" c-gpgme-op-verify) gpgme-error-t (ctx gpgme-ctx-t)
(sig gpgme-data-t)
(signed-text gpgme-data-t)
(plaintext gpgme-data-t))

;;; Import.

(defbitfield (gpgme-import-flags-t :unsigned-int)
  "Flags used for the import status field."
  (:new #x0001)
  (:uid #x0002)
  (:sig #x0004)
  (:subkey #x0008)
  (:secret #x0010))

(defctype gpgme-import-status-t
  (:wrapper :pointer
   :from-c translate-gpgme-import-status-t-from-foreign)
  "An import status structure.")

(defcstruct gpgme-import-status
  "New import status structure."
  (next gpgme-import-status-t)
  (fpr :string)
  (result gpgme-error-no-signal-t)
  (status :unsigned-int))

(defcstruct gpgme-op-import-result
  "Import result structure."
  (considered :int)
  (no-user-id :int)
  (imported :int)
  (imported-rsa :int)
  (unchanged :int)
  (new-user-ids :int)
  (new-sub-keys :int)
  (new-signatures :int)
  (new-revocations :int)
  (secret-read :int)
  (secret-imported :int)
  (secret-unchanged :int)
  (skipped-new-keys :int)
  (not-imported :int)
  (imports gpgme-import-status-t))

(defctype gpgme-op-import-result-t
  (:wrapper :pointer
   :from-c translate-gpgme-op-import-result-t-from-foreign)
  "An import status result structure.")
(defcfun ("gpgme_op_import_result" c-gpgme-op-import-result) gpgme-op-import-result-t (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_import_start" c-gpgme-op-import-start) gpgme-error-t (ctx gpgme-ctx-t) (keydata gpgme-data-t))

(defcfun ("gpgme_op_import" c-gpgme-op-import) gpgme-error-t (ctx gpgme-ctx-t) (keydata gpgme-data-t))

;;; Export.

(defcfun ("gpgme_op_export_start" c-gpgme-op-export-start) gpgme-error-t (ctx gpgme-ctx-t) (pattern :string) (reserved :unsigned-int) (keydata gpgme-data-t))

(defcfun ("gpgme_op_export" c-gpgme-op-export) gpgme-error-t (ctx gpgme-ctx-t) (pattern :string) (reserved :unsigned-int) (keydata gpgme-data-t))

;;; FIXME: Extended export interfaces require array handling.

;;; Key generation.

(defbitfield (gpgme-genkey-flags-t :unsigned-int) "Flags used for the key generation result bitfield." (:primary #x0001) (:sub #x0002) (:uid #x0004))

(defcstruct gpgme-op-genkey-result "Key generation result structure." (bitfield gpgme-genkey-flags-t) (fpr :string))

(defctype gpgme-op-genkey-result-t :pointer "A key generation result structure.")

(defcfun ("gpgme_op_genkey_result" c-gpgme-op-genkey-result) gpgme-op-genkey-result-t (ctx gpgme-ctx-t))
(defcfun ("gpgme_op_genkey_start" c-gpgme-op-genkey-start) gpgme-error-t
  (ctx gpgme-ctx-t)
  (parms :string)
  (pubkey gpgme-data-t)
  (seckey gpgme-data-t))

(defcfun ("gpgme_op_genkey" c-gpgme-op-genkey) gpgme-error-t
  (ctx gpgme-ctx-t)
  (parms :string)
  (pubkey gpgme-data-t)
  (seckey gpgme-data-t))

;;; Key deletion.

(defcfun ("gpgme_op_delete_start" c-gpgme-op-delete-start) gpgme-error-t
  (ctx gpgme-ctx-t)
  (key gpgme-key-t)
  (allow-secret :int))

(defcfun ("gpgme_op_delete" c-gpgme-op-delete) gpgme-error-t
  (ctx gpgme-ctx-t)
  (key gpgme-key-t)
  (allow-secret :int))

;;; FIXME: Add edit interfaces.

;;; Keylist interface.

(defbitfield (gpgme-keylist-flags-t :unsigned-int)
  "Flags used for the key listing result bitfield."
  (:truncated #x0001))

(defcstruct gpgme-op-keylist-result
  "Key listing result structure."
  (bitfield gpgme-keylist-flags-t))

(defctype gpgme-op-keylist-result-t :pointer
  "A key listing result structure.")

(defcfun ("gpgme_op_keylist_result" c-gpgme-op-keylist-result)
  gpgme-op-keylist-result-t
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_keylist_start" c-gpgme-op-keylist-start) gpgme-error-t
  (ctx gpgme-ctx-t)
  (pattern :string)
  (secret_only :boolean))
;;; FIXME: Extended keylisting requires array handling.

(defun translate-cert-int-t-from-foreign (value)
  (cond
   ((eql value +include-certs-default+) nil)
   (t value)))

(defun translate-cert-int-t-to-foreign (value)
  (cond
   (value value))

;;; L I S P   I N T E R F A C E

;;; Various functions.

(defun translate-cert-int-t-from-foreign (value)
  (cond
   ((eql value +include-certs-default+) nil)
   (t value)))

(defun translate-cert-int-t-to-foreign (value)
  (cond
   (value value))

;;; L I S P   I N T E R F A C E

;;; Various functions.

(defun translate-cert-int-t-from-foreign (value)
  (cond
   ((eql value +include-certs-default+) nil)
   (t value)))

(defun translate-cert-int-t-to-foreign (value)
  (cond
   (value value))

;;; L I S P   I N T E R F A C E

;;; Various functions.

(defun translate-cert-int-t-from-foreign (value)
  (cond
   ((eql value +include-certs-default+) nil)
   (t value)))

(defun translate-cert-int-t-to-foreign (value)
  (cond
   (value value))
;;; string-or-nil-t translates a null pointer to NIL and vice versa.
;;; Translation from foreign null pointer already works as expected.

(defun translate-string-or-nil-t-to-foreign (value)
  (cond
    (value value)
    (t (null-pointer))))

;;; Output only.

;;; These type translators only convert from foreign type, because we
;;; never use these types in the other direction.

;;; Convert gpgme-engine-info-t linked lists into a list of property
;;; lists. Note that this converter will automatically be invoked
;;; recursively.

;;; FIXME: Should we use a hash table (or struct, or clos) instead of
;;; property list, as recommended by the Lisp FAQ?

(defun translate-gpgme-engine-info-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
         ((next protocol file-name version req-version home-dir)
          value (struct gpgme-engine-info))
         (append (list protocol (list
                                 :file-name file-name
                                 :version version
                                 :req-version req-version
                                 :home-dir home-dir))
                 next)))))

(defun translate-gpgme-invalid-key-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
         ((next fpr reason)
          value (struct gpgme-invalid-key))
         (append (list (list :fpr fpr
                             :reason reason))
                 next)))))

(defun translate-gpgme-op-encrypt-result-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
         ((next next)
          value (struct gpgme-op-encrypt-result))
         (append (list :next next)))))
(t (with-foreign-slots
    (invalid-recipients)
    value (:struct gpgme-op-encrypt-result))
  (list :encrypt
    (list :invalid-recipients invalid-recipients))))

(defun translate-gpgme-recipient-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
        (next keyid pubkey-algo status)
        value (:struct gpgme-recipient))
      (append (list (list :keyid keyid
                            :pubkey-algo pubkey-algo
                            :status status))
              next))))

(defun translate-gpgme-op-decrypt-result-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
        (unsupported-algorithm bitfield recipients file-name)
        value (:struct gpgme-op-decrypt-result))
      (list :decrypt (list :unsupported-algorithm unsupported-algorithm
                           :bitfield bitfield
                           :recipients recipients
                           :file-name file-name))))

(defun translate-gpgme-new-signature-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
        (next type pubkey-algo hash-algo timestamp fpr sig-class)
        value (:struct gpgme-new-signature))
      (append (list (list :type type
                           :pubkey-algo pubkey-algo
                           :hash-algo hash-algo
                           :timestamp timestamp
                           :fpr fpr
                           :sig-class sig-class))
              next))))

(defun translate-gpgme-op-sign-result-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
        (invalid-signers signatures)
        value (:struct gpgme-op-sign-result))
(defun translate-gpgme-signature-t-from-foreign (value)
  (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
        ((next summary fpr status notations timestamp exp-timestamp bitfield validity validity-reason pubkey-algo hash-algo)
         value (:struct gpgme-signature))
        next)))))

(defun translate-gpgme-op-verify-result-t-from-foreign (value)
  (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
        ((signatures file-name)
         value (:struct gpgme-op-verify-result))
        (list :verify (list :signatures signatures :file-name file-name))))))

(defun translate-gpgme-import-status-t-from-foreign (value)
  (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
        ((next fpr result status)
         value (:struct gpgme-import-status))
        (append (list (list :fpr fpr :result result :status status))
        next)))))

(defun translate-gpgme-op-import-result-t-from-foreign (value)
  (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
        ((considered no-user-id imported imported-rsa unchanged
         )))```
new-user-ids new-sub-keys new-signatures
new-revocations secret-read secret-imported
secret-unchanged skipped-new-keys not-imported
imports)
  value (:struct gpgme-op-import-result))
(list :verify (list :considered considered
  :no-user-id no-user-id
  :imported imported
  :imported-rsa imported-rsa
  :unchanged unchanged
  :new-user-ids new-user-ids
  :new-sub-keys new-sub-keys
  :new-signatures new-signatures
  :new-revocations new-revocations
  :secret-read secret-read
  :secret-imported secret-imported
  :secret-unchanged secret-unchanged
  :skipped-new-keys skipped-new-keys
  :not-imported not-imported
  :imports imports))))

;;; Error handling.

;;; Use gpgme-error-no-signal-t to suppress automatic error handling
;;; at translation time.

;;; FIXME: Part of this probably should be in gpg-error!

(define-condition gpgme-error (error)
  ((value :initarg :gpgme-error :reader gpgme-error-value))
  (:report (lambda (c stream)
    (format stream "GPGME returned error: ~A (~A)"
      (gpgme-strerror (gpgme-error-value c))
      (gpgme-strsource (gpgme-error-value c))))
  (:documentation "Signalled when a GPGME function returns an error.")))

(defun translate-gpgme-error-t-from-foreign (value)
  "Raise a GPGME-ERROR if VALUE is non-zero."
  (when (not (eql (gpgme-err-code value) :gpg-err-no-error))
    (error 'gpgme-error :gpgme-error value)
    (gpg-err-canonicalize value))

(defun translate-gpgme-error-t-to-foreign (value)
  "Canonicalize the error value."
  (if (eql (gpgme-err-code value) :gpg-err-no-error)
    0
    (gpg-err-as-value value)))

---

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(defun translate-gpgme-error-no-signal-t-from-foreign (value)
  "Canonicalize the error value."
  (gpg-err-canonicalize value))

;;; *INTERNAL* Lispy Function Interface that is still close to the C
;;; interface.

;;; Passphrase callback management.

;;; Maybe: Instead, use subclassing, and provide a customizable
;;; default implementation for ease-of-use.

(defvar *passphrase-handles* (make-hash-table)
  "Hash table with GPGME context address as key and the corresponding
  passphrase callback object as value.")

(defcallback passphrase-cb gpgme-error-t ((handle :pointer)
  (uid-hint :string)
  (passphrase-info :string)
  (prev-was-bad :boolean)
  (fd :int))
(handler-case
  (let* ((passphrase-cb
    (gethash (pointer-address handle) *passphrase-handles*))
    (passphrase
      (cond
        ((functionp passphrase-cb)
          (concatenate 'string
            (funcall passphrase-cb uid-hint passphrase-info
              prev-was-bad)
            '(#\Newline)))
        (t (concatenate 'string passphrase-cb '(#\Newline))))))
    (passphrase-len (length passphrase))
    ;; FIXME: Could be more robust.
    (res (system-write fd passphrase passphrase-len)))
  (cond
    ((< res passphrase-len) ; FIXME: Blech. A weak attempt to be robust.
      (gpgme-error :gpg-err-inval))
    (t (gpgme-error :gpg-err-no-error)))))
  (gpgme-error-error (err) (gpgme-error-value err))
  (system-error-error (err) (gpgme-error-from-errno (system-error-errno err)))
  ;; FIXME: The original error gets lost here.
  (condition err) (progn
    (when *debug*
      (format t "DEBUG: passphrase-cb: Unexpressable: ~A~%" err))
      (gpgme-error :gpg-err-general))))
;; CTX is a C-pointer to the context.
(defun gpgme-set-passphrase-cb (ctx cb)
  "Set the passphrase callback for CTX."
  (let ((handle (pointer-address ctx)))
    (cond
      (cb (setf (gethash handle *passphrase-handles*) cb)
        (c-gpgme-set-passphrase-cb ctx (callback passphrase-cb) ctx))
      (t (c-gpgme-set-passphrase-cb ctx (null-pointer) (null-pointer))
        (remhash handle *passphrase-handles*)))))

;; Progress callback management.

;; Maybe: Instead, use subclassing, and provide a customizable
;; default implementation for ease-of-use.

(defvar *progress-handles* (make-hash-table)
  "Hash table with GPGME context address as key and the corresponding
  progress callback object as value.")

(defun gpgme-set-progress-cb (ctx cb)
  "Set the progress callback for CTX."
  (let ((handle (pointer-address ctx)))
    (cond
      (cb (setf (gethash handle *progress-handles*) cb)
        (c-gpgme-set-progress-cb ctx (callback progress-cb) ctx))
      (t (c-gpgme-set-progress-cb ctx (null-pointer) (null-pointer))
        (remhash handle *progress-handles*)))))

;; Context management.

(defun gpgme-new (&key (protocol :openpgp) armor textmode include-certs
  keylist-mode passphrase progress file-name home-dir)
"Allocate a new GPGME context."
(with-foreign-object (ctx-p 'gpgme-ctx-t)
  (c-gpgme-new ctx-p)
  (let ((ctx (mem-ref ctx-p 'gpgme-ctx-t)))
    ;; Set locale?
    (gpgme-set-protocol ctx protocol)
    (gpgme-set-armor ctx armor)
    (gpgme-set-textmode ctx textmode)
    (when include-certs (gpgme-set-include-certs ctx include-certs))
    (when keylist-mode (gpgme-set-keylist-mode ctx keylist-mode))
    (gpgme-set-passphrase-cb ctx passphrase)
    (gpgme-set-progress-cb ctx progress)
    (gpgme-set-engine-info ctx protocol
      :file-name file-name :home-dir home-dir)
    (when *debug* (format t "DEBUG: gpgme-new: ~A~%" ctx))
    ctx)))

(defun gpgme-release (ctx)
  "Release a GPGME context."
  (when *debug* (format t "DEBUG: gpgme-release: ~A~%" ctx))
  (c-gpgme-release ctx))

(defun gpgme-set-protocol (ctx proto)
  "Set the protocol to be used by CTX to PROTO."
  (c-gpgme-set-protocol ctx proto))

(defun gpgme-get-protocol (ctx)
  "Get the protocol used with CTX."
  (c-gpgme-get-protocol ctx))

;;; FIXME: How to do pretty printing?
;;;
;;; gpgme-get-protocol-name

(defun gpgme-set-armor (ctx armor)
  "If ARMOR is true, enable armor mode in CTX, disable it otherwise."
  (c-gpgme-set-armor ctx armor))

(defun gpgme-armor-p (ctx)
  "Return true if armor mode is set for CTX."
  (c-gpgme-armor-get ctx))

(defun gpgme-set-textmode (ctx textmode)
  "If TEXTMODE is true, enable text mode mode in CTX, disable it otherwise."
  (c-gpgme-set-textmode ctx textmode))

(defun gpgme-textmode-p (ctx)
  "Return true if text mode mode is set for CTX."
(c-gpgme-get-textmode ctx))

(defun gpgme-set-inlude-certs (ctx &optional certs)
  "Include up to CERTS certificates in an S/MIME message."
  (c-gpgme-set-inlude-certs ctx certs))

(defun gpgme-get-inlude-certs (ctx)
  "Return the number of certs to include in an S/MIME message,
  or NIL if the default is used."
  (c-gpgme-get-inlude-certs ctx))

(defun gpgme-get-keylist-mode (ctx)
  "Get the keylist mode in CTX."
  (c-gpgme-get-keylist-mode ctx))

(defun gpgme-set-keylist-mode (ctx mode)
  "Set the keylist mode in CTX."
  (c-gpgme-set-keylist-mode ctx mode))

;;; FIXME: How to handle locale? cffi-grovel?

(defun gpgme-get-engine-info (&optional ctx)
  "Retrieve the engine info for CTX, or the default if CTX is omitted."
  (cond
   (ctx (c-gpgme-ctx-get-engine-info ctx))
   (t (with-foreign-object (info-p 'gpgme-engine-info-t)
     (c-gpgme-get-engine-info info-p)
     (mem-ref info-p 'gpgme-engine-info-t)))))

(defun gpgme-set-engine-info (ctx proto &key file-name home-dir)
  "Set the engine info for CTX, or the default if CTX is NIL."
  (cond
   (ctx (c-gpgme-ctx-set-engine-info ctx proto file-name home-dir))
   (t (c-gpgme-set-engine-info proto file-name home-dir)))))

;;; FIXME: How to do pretty printing?

;;; gpgme_pubkey_algo_name, gpgme_hash_algo_name

(defun gpgme-set-signers (ctx keys)
  "Set the signers for the context CTX."
  (c-gpgme-signers-clear ctx)
  (dolist (key keys) (c-gpgme-signers-add ctx key)))

;;;

(defun gpgme-set-sig-notation (ctx notations)
"Set the sig notation for the context CTX."
(c-gpgme-sig-notation-clear ctx)
(dolist (notation notations)
  (c-gpgme-sig-notation-add
   ctx (first notation) (second notation) (third notation)))

(defun gpgme-get-sig-notation (ctx)
  "Get the signature notation data for the context CTX."
  (c-gpgme-sig-notation-get ctx))

;;; FIXME: Add I/O callback interface, for integration with clg.

;;; FIXME: Add gpgme_wait?

;;; Streams
;;; -------

;;; GPGME uses standard streams. You can define your own streams, or
;;; use the existing file or string streams.

;;; A stream-spec is either a stream, or a list with a stream as its
;;; first argument followed by keyword parameters: encoding, file-name.

;;; FIXME: Eventually, we should provide a class that can be mixed
;;; into stream classes and which provides accessors for encoding and
;;; file-names. This interface should be provided in addition to the
;;; above sleazy interface, because the sleazy interface is easier to
;;; use (less typing), and is quite sufficient in a number of cases.

;;; For best results, streams with element type (unsigned-byte 8)
;;; should be used. Character streams may work if armor mode is used.

;;; Do we need to provide access to GPGME data objects through streams
;;; as well? It seems to me that specific optimizations, like
;;; directly writing to file descriptors, is better done by extending
;;; the sleazy syntax (stream-spec) instead of customized streams.

;;; Customized streams do buffering, and this may mess up things. Mmh.

(defvar *data-handles* (make-hash-table)
  "Hash table with GPGME data user callback handle address as key
   and the corresponding stream as value.")

;;; The release callback removes the stream from the *data-handles*
;;; hash and releases the CBS structure that is used as the key in
;;; that hash. It is implicitly invoked (through GPGME) by
;;; gpgme-data-release.
(defun data-release-cb :void ((handle :pointer))
(unwind-protect (remhash (pointer-address handle) *data-handles*)
  (when (not (null-pointer-p handle)) (foreign-free handle))))

(defun callback-data-read-cb (ssize-t ((handle :pointer) (buffer :pointer) (size size-t))
  (when *debug* (format t "DEBUG: gpgme-data-read-cb: want ~A~" size))
  (let ((stream (gethash (pointer-address handle) *data-handles*)))
    (cond
      (stream
        (let* ((stream-type (stream-element-type stream))
           (seq (make-array size :element-type stream-type))
           (read (read-sequence seq stream)))
          (cond
            ((equal stream-type '(unsigned-byte 8))
             (dotimes (i read)
               (setf (mem-aref buffer :unsigned-char i)
                 (aref (the byte-array seq) i))))))
        (t
         (when *debug* (format t "DEBUG: gpgme-data-read-cb: read ~A~" read))
         (set-errno +ebadf+ -1)))))

(defun callback-data-write-cb (ssize-t ((handle :pointer) (buffer :pointer) (size size-t))
  (when *debug* (format t "DEBUG: gpgme-data-write-cb: want ~A~" size))
  (let ((stream (gethash (pointer-address handle) *data-handles*)))
    (cond
      (stream
        (let* ((stream-type (stream-element-type stream))
           (seq (make-array size :element-type stream-type)))
          (cond
            ((equal stream-type '(unsigned-byte 8))
             (dotimes (i size)
               (setf (aref (the character-array seq) i)
                 (char-code (aref (the character-array seq) i))))))
          (t
           (when *debug* (format t "DEBUG: gpgme-data-write-cb: read ~A~" read))
           (set-errno +ebadf+ -1))))))
(t
  (dotimes (i size)
    (setf (aref seq i)
      (coerce (mem-aref buffer :unsigned-char i) stream-type)))
    (write-sequence seq stream)
    size))
(t
  (set-errno +ebadf+)
  -1))))

;;; This little helper macro allows us to swallow the cbs structure by
;;; simply setting it to a null pointer, but still protect against
;;; conditions.
(defmacro with-cbs-swallowed ((cbs) &body body)
  `(let ((,cbs (foreign-alloc '(:struct gpgme-data-cbs))))
    (unwind-protect (progn ,@body)
      (when (not (null-pointer-p ,cbs)) (foreign-free ,cbs)))))

(defun gpgme-data-new (stream &key encoding file-name)
"Allocate a new GPGME data object for STREAM."
(with-foreign-object (dh-p 'gpgme-data-t)
  ;; We allocate one CBS structure for each stream we wrap in a
  ;; data object. Although we could also share all these
  ;; structures, as they contain the very same callbacks, we need a
  ;; unique C pointer as handle anyway to look up the stream in the
  ;; callback. This is a convenient one to use.
  (with-cbs-swallowed (cbs)
    (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'read)
      (callback data-read-cb))
    (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'write)
      (callback data-write-cb))
    (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'seek)
      (null-pointer))
    (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'release)
      (callback data-release-cb))
    (c-gpgme-data-new-from-cbs dh-p cbs cbs)
    (let ((dh (mem-ref dh-p 'gpgme-data-t)))
      (when encoding (gpgme-data-set-encoding dh encoding))
      (when file-name (gpgme-data-set-file-name dh file-name))
      ;; Install the stream into the hash table and swallow the cbs
      ;; structure while protecting against any errors.
      (unwind-protect
        (progn
          (setf (gethash (pointer-address cbs) *data-handles*) stream)
          (setf cbs (null-pointer)))
        (when (not (null-pointer-p cbs)) (c-gpgme-data-release dh)))
      (when *debug* (format t "DEBUG: gpgme-data-new: ~A~%" dh))
      dh)))
;;; This function releases a GPGME data object. It implicitly
;;; invokes the data-release-cb function to clean up associated junk.
(defun gpgme-data-release (dh)
 "Release a GPGME data object."
 (when *debug* (format t "DEBUG: gpgme-data-release: ~A~%" dh))
 (c-gpgme-data-release dh))

(defun translate-gpgme-data-t-to-foreign (value)
 ;; Allow a pointer to be passed directly for the finalizer to work.
 (cond
  ((null value) (null-pointer))
  ((pointerp value) value)
  (t (slot-value value 'c-data)))))

(defun gpgme-data-get-encoding (dh)
 "Get the encoding associated with the data object DH."
 (c-gpgme-data-get-encoding dh))

(defun gpgme-data-set-encoding (dh encoding)
 "Set the encoding associated with the data object DH to ENCODING."
 (c-gpgme-data-set-encoding dh encoding))

(defun gpgme-data-get-file-name (dh)
 "Get the file name associated with the data object DH."
 (c-gpgme-data-get-file-name dh))
(defun gpgme-data-set-file-name (dh file-name)
  "Set the file name associated with the data object DH to FILE-NAME."
  (c-gpgme-data-set-file-name dh file-name))

;;; FIXME: Add key accessor interfaces.

(defun gpgme-get-key (ctx fpr &optional secret)
  "Get the key with the fingerprint FPR from the context CTX."
  (with-foreign-object (key-p `gpgme-key-t)
    (c-gpgme-get-key ctx fpr key-p secret)
    (mem-ref key-p `gpgme-key-t)))

(defun gpgme-key-ref (key)
  "Acquire an additional reference to the key KEY."
  (when *debug* (format t "DEBUG: gpgme-key-ref: ~A~%" key))
  (c-gpgme-key-ref-key key))

(defun gpgme-key-unref (key)
  "Release a reference to the key KEY."
  (when *debug* (format t "DEBUG: gpgme-key-unref: ~A~%" key))
  (c-gpgme-key-unref-key))

;;; FIXME: We REALLY need pretty printing for keys and all the other
;;; big structs.

;;; Various interfaces.

(defun gpgme-check-version (&optional req-version)
  (c-gpgme-check-version req-version))

;;;
;;; The *EXPORTED* CLOS interface.
;;;

;;;
;;; The context type.

;;; We wrap the C context pointer into a class object to be able to
;;; stick a finalizer on it.

(defclass context ()
  (c-ctx ; The C context object pointer.
         signers ; The list of signers.
         sig-notation) ; The list of signers.
  (:documentation "The GPGME context type.")
)

(defmethod initialize-instance :after ((ctx context) &rest rest
  &key &allow-other-keys)
  (let ((c-ctx (apply #\gpgme-new rest)))
    (c-gpgme-context-new ctx c-ctx)))

(defun gpgme-context-new (ctx c-ctx)
  "Create a new GPGME context object CTX and initialize it using
  the C context object C-CTX.

  The C context object C-CTX must be initialized with the "gpgme-context-
  new" function."
  (let ((c-context (c-gpgme-context-new ctx c-ctx)))
    c-context)
(cleanup t)
(unwind-protect
  (progn (setf (slot-value ctx 'c-ctx) c-ctx)
  (finalize ctx (lambda () (gpgme-release c-ctx)))
  (setf cleanup nil))
  (if cleanup (gpgme-release c-ctx)))))

(defun translate-gpgme-ctx-t-to-foreign (value)
  ;; Allow a pointer to be passed directly for the finalizer to work.
  (if (pointerp value) value (slot-value value 'c-ctx)))

(defmacro context (&rest rest)
  "Create a new GPGME context."
  `(make-instance 'context ,@rest))

;;; The context type: Accessor functions.

;;; The context type: Accessor functions: Protocol.

(defun protocol (ctx)
  (:documentation "Get the protocol of CONTEXT.")
  (gpgme-get-protocol ctx))

(defun (setf protocol) (protocol ctx)
  (:documentation "Set the protocol of CONTEXT to PROTOCOL.")
  (gpgme-set-protocol ctx protocol))

;;; FIXME: Adjust translator to reject invalid protocols. Currently,
;;; specifying an invalid protocol throws a "NIL is not 32 signed int"
;;; error. This is suboptimal.
(defmethod (setf protocol) (protocol ctx))

;;; The context type: Accessor functions: Armor.
;;; FIXME: Is it good style to make foop setf-able? Or should it be
;;; foo/foop for set/get?

(defun armorp (ctx)
  (:documentation "Get the armor flag of CONTEXT.")
  (gpgme-armor-p ctx))

(defun armor (ctx)
  (:documentation "Set the armor flag of CONTEXT to ARMOR.")
  (gpgme-armor-p ctx))

(defun (setf armorp) (armor ctx)
  (:documentation "Set the armor flag of CONTEXT to ARMOR.")
  (gpgme-set-armor ctx protocol))

(defun (setf armorp) (armor ctx)
  (:documentation "Set the armor flag of CONTEXT to ARMOR.")
  (gpgme-set-armor ctx protocol))

(defun (setf armor) (armor ctx)
  (:documentation "Set the armor flag of CONTEXT to ARMOR.")
  (gpgme-set-armor ctx protocol))
;;; The context type: Accessor functions: Textmode.
;;; FIXME: Is it good style to make foop setf-able? Or should it be
;;; foo/foop for set/get?

(defun textmodep (ctx)
  (gpgme-textmode-p ctx))

(defun (setf textmodep) (textmode ctx)
  (gpgme-set-textmode ctx textmode))

;;; The context type: Accessor functions: Include Certs.

(defun include-certs (ctx)
  (gpgme-get-include-certs ctx))

(defun (setf include-certs) (certs ctx)
  (gpgme-set-include-certs ctx certs))

;;; The context type: Accessor functions: Engine info.

(defun engine-info (ctx)
  (gpgme-get-engine-info ctx))

(defun (setf engine-info) (info ctx)
  (dolist (proto '(:openpgp :cms))
    (let ((pinfo (getf info proto)))
      (setf (getf info proto) pinfo))))
(when pinfo
    (gpgme-set-engine-info ctx proto :file-name (getf pinfo :file-name)
     :home-dir (getf pinfo :home-dir))))

;;; The context type: Accessor functions: Keylist mode.

(defgeneric keylist-mode (ctx)
  (:documentation "Get the keylist mode of CTX."))

(defmethod keylist-mode ((ctx context))
  (gpgme-get-keylist-mode ctx))

(defgeneric (setf keylist-mode) (mode ctx)
  (:documentation "Set the keylist mode of CTX to MODE."))

(defmethod (setf keylist-mode) (mode (ctx context))
  (gpgme-set-keylist-mode ctx mode))

;;; The context type: Accessor functions: Signers.

(defgeneric signers (ctx)
  (:documentation "Get the signers of CTX."))

(defmethod signers ((ctx context))
  (slot-value ctx 'signers))

(defgeneric (setf signers) (signers ctx)
  (:documentation "Set the signers of CTX to SIGNERS."))

(defmethod (setf signers) (signers (ctx context))
  (gpgme-set-signers ctx signers)
  (setf (slot-value ctx 'signers) signers))

;;; The context type: Accessor functions: Sig notations.

(defgeneric sig-notations (ctx)
  (:documentation "Get the signature notations of CTX."))

(defmethod sig-notations ((ctx context))
  (slot-value ctx 'signers))

(defgeneric (setf sig-notations) (notations ctx)
  (:documentation "Set the signature notations of CTX to NOTATIONS."))

(defmethod (setf sig-notations) (notations (ctx context))
  (gpgme-set-signers ctx notations)
  (setf (slot-value ctx 'notations) notations))
;;; The context type: Support macros.

(defmacro with-context ((ctx &rest rest) &body body)
  `(let ((,ctx (make-instance 'context ,@rest)))
    ,@body))

;;; The key type.

(defclass key ()
  (c-key) ; The C key object pointer.
  (:documentation "The GPGME key type."))

;;; In the initializer, we swallow the c-key argument.
(defmethod initialize-instance :after ((key key) &key c-key &allow-other-keys)
  (setf (slot-value key 'c-key) c-key)
  (finalize key (lambda () (gpgme-key-unref c-key))))

(defun translate-gpgme-key-t-from-foreign (value)
  (when *debug* (format t "DEBUG: import key: ~A~%" value))
  (make-instance 'key :c-key value))

(defun translate-gpgme-key-t-to-foreign (value)
  ;; Allow a pointer to be passed directly for the finalizer to work.
  (if (pointerp value) value (slot-value value 'c-key)))

(defun translate-gpgme-sig-notation-t-from-foreign (value)
  (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
     ((next name value name-len value-len flags bitfield)
      value (:struct gpgme-sig-notation))
     (append (list (list
                   :name name
                   :value value
                   :name-len name-len
                   :value-len value-len
                   :flags flags
                   :bitfield bitfield)))))

(defun translate-gpgme-sig-notation-t-to-foreign (value)
  ;; Allow a pointer to be passed directly for the finalizer to work.
  (if (pointerp value) value (slot-value value 'c-key)))

(defun print-object ((key key) stream)
  (print-unreadable-object (key stream :type t :identity t)
    (format stream "~s" (fpr key))))

;;; The key type: Accessor functions.

;;; FIXME: The bitfield and flags contain redundant information at
;;; this point. FIXME: Deal nicer with zero-length name (policy url)
;;; and zero length value (omit?) and human-readable (convert to string).
;;; FIXME: Turn binary data into sequence or vector or what it should be.
;;; FIXME: Turn the whole thing into a hash?
(defun translate-gpgme-sig-notation-t-from-foreign (value)
  (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
     ((next name value name-len value-len flags bitfield)
      value (:struct gpgme-sig-notation))
     (append (list (list
                   :name name
                   :value value
                   :name-len name-len
                   :value-len value-len
                   :flags flags
                   :bitfield bitfield)))))

(defun translate-gpgme-sig-notation-t-to-foreign (value)
  ;; Allow a pointer to be passed directly for the finalizer to work.
  (if (pointerp value) value (slot-value value 'c-key)))

(defun print-object ((key key) stream)
  (print-unreadable-object (key stream :type t :identity t)
    (format stream "~s" (fpr key))))

;;; The key type: Accessor functions.

;;; FIXME: The key type: Accessor functions.
;;; FIXME: Deal nicer with timestamps. bitfield field name?
(defun translate-gpgme-subkey-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
        ((next bitfield pubkey-algo length keyid fpr timestamp expires)
         value (:struct gpgme-subkey))
         (append (list (list
                          :bitfield bitfield
                          :pubkey-algo pubkey-algo
                          :length length
                          :keyid keyid
                          :fpr fpr
                          :timestamp timestamp
                          :expires expires))
                 next))))

(defun translate-gpgme-key-sig-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
        ((next bitfield pubkey-algo keyid timestamp expires status
            uid name email comment sig-class)
         value (:struct gpgme-key-sig))
         (append (list (list
                          :bitfield bitfield
                          :pubkey-algo pubkey-algo
                          :keyid keyid
                          :timestamp timestamp
                          :expires expires
                          :status status
                          :uid uid
                          :name name
                          :email email
                          :comment comment
                          :sig-class sig-class))
                 next))))

(defun translate-gpgme-user-id-t-from-foreign (value)
  (cond
    ((null-pointer-p value) nil)
    (t (with-foreign-slots
        ((next bitfield validity uid name email comment signatures)
         value (:struct gpgme-user-id))
         (append (list (list
                          :bitfield bitfield
                          :validity validity
                          :uid uid
                          :name name
                          :email email
                          :comment comment
                          :signatures signatures))
                 next))))
(append (list (list
:bitfield bitfield
:validity validity
:uid uid
:name name
:email email
:comment comment
:signatures signatures))
  next)))))

(defun key-data (key)
  (with-slots (c-key) key
    (with-foreign-slots
      ((bitfield protocol issuer-serial issuer-name chain-id
                    owner-trust subkeys uids keylist-mode)
       c-key (:struct gpgme-key))
      (list
        :bitfield bitfield
        :protocol protocol
        :issuer-serial issuer-serial
        :issuer-name issuer-name
        :chain-id chain-id
        :owner-trust owner-trust
        :subkeys subkeys
        :uids uids
        :keylist-mode keylist-mode))
    ))

(defun fpr (key)
  (:documentation "Get the primary fingerprint of the key."))

(defun get-key (ctx fpr &optional secret)
  (:documentation "Get the (secret) key FPR from CTX."))

(defun op-encrypt (ctx recp plain cipher &key always-trust sign)
  (:documentation "Encrypt.")
(defmethod op-encrypt ((ctx context) recp plain cipher
    &key always-trust sign)
  (with-foreign-object (c-recp :pointer (+ 1 (length recp)))
    (dotes (i (length recp))
      (setf (mem-aref c-recp 'gpgme-key-t i) (elt recp i)))
    (setf (mem-aref c-recp :pointer (length recp)) (null-pointer))
    (with-gpgme-data (in plain)
      (with-gpgme-data (out cipher)
        (let ((flags))
          (if always-trust (push :always-trust flags))
            (cond
              (sign
                (c-gpgme-op-encrypt-sign ctx c-recp flags in out)
                (append (c-gpgme-op-encrypt-result ctx)
                  (c-gpgme-op-sign-result ctx)))
              (t
                (c-gpgme-op-encrypt ctx c-recp flags in out)
                (c-gpgme-op-encrypt-result ctx)))))))

;;; Decrypt.

(defun op-decrypt (ctx cipher plain &key verify)
  (let ((flags))
    (if always-trust (push :always-trust flags))
      (cond
        (sign
          (c-gpgme-op-decrypt-sign ctx c-recp flags in out)
          (append (c-gpgme-op-decrypt-result ctx)
            (c-gpgme-op-sign-result ctx)))
        (verify
          (c-gpgme-op-decrypt-verify ctx in out)
          (append (c-gpgme-op-decrypt-result ctx)
            (c-gpgme-op-verify-result ctx)))
        (t
          (c-gpgme-op-decrypt ctx in out)
          (c-gpgme-op-decrypt-result ctx)))))))

;;; Signing.

(defun op-sign (ctx plain sig &optional mode)
  (let ((flags))
    (if always-trust (push :always-trust flags))
      (cond
        (sign
          (c-gpgme-op-sign ctx in out)
          (c-gpgme-op-sign-result ctx)))
        (verify
          (c-gpgme-op-sign-verify ctx in out)
          (c-gpgme-op-sign-result ctx))
        (t
          (c-gpgme-op-sign ctx in out)
          (c-gpgme-op-sign-result ctx)))))))

(defun op-sign (ctx plain sig &optional (mode :none))
  (let ((flags))
    (if always-trust (push :always-trust flags))
      (cond
        (sign
          (c-gpgme-op-sign ctx in out)
          (c-gpgme-op-sign-result ctx)))
        (verify
          (c-gpgme-op-sign-verify ctx in out)
          (c-gpgme-op-sign-result ctx))
        (t
          (c-gpgme-op-sign ctx in out)
          (c-gpgme-op-sign-result ctx))))})
;;; Verify.

(defun check-version (&optional (req-version 21))
"Check that the GPGME version requirement is satisfied."
(gpgme-check-version req-version))
Jl7[@wMqP^jurx\Y2H2j][G(’.8)\(protected25:openpgp-s2k3-sha1-aes-cbc((4:sha18:o’%7:5242880)16:Hs*)\)u
256:Gzk3\%\Kb2o=00@,\eB813F\QQP3eD%\;\:.L-6UH^=64)i,l
e+g’(mIH.2sn_BBO7hRcZUUt(p,6,\[5\]37C3m8EEYg=qG\(12:protected-at15:20101008T070148)\))
00–0
*H
0k10UDE10U
Dsseldorf10U

g10 Code GmbH10UAegypten Project10Utest cert 10
011203093638Z
021203093638Z0k10UDE10U
Dsseldorf10U

g10 Code GmbH10UAegypten Project10Utest cert 100
*H
0l\Pu:<\ZTSe’nE&amp;h4\)<\BePm[\%\j-.7\PcHKi@FKy‘-npced$\]K’-Q00U37Tq8\_eK40U#037Tq8\_eK4om0k10UDE10U
Dsseldorf10U

g10 Code GmbH10UAegypten Project10Utest cert 10U00
*H
l8gD Z
wYL,Mj
pk2pfl:.Rl)\#h~10;9.3\e\A’\V&amp;&amp;\Oc‘.-\eS-A‘;\:fQY</
-----BEGIN PGP PUBLIC KEY BLOCK-----
mQENBFsMHeCqBCaQqdIGqqa+CeNyWpCK+MOpowAV6uFVjDyO2LmOs6+XfIDWBRU/Zjtz
8zdYNKSlb,\jk\WN4ujV5aiyA7MtEofszzyYLoKUt\1\wi\DSchHMpW8qmfEFDv\19g26MeAV
rTno9\DSKodHvEis8wqnrBs8i40\W\Lb\Hj1n8HqGibN+\v3ga\RqGBFe6z2ZZyPHHk
Zl0n3iFKlm2WE\NekRk\vFio3ApGvRhi\Yw6\J\MmugBlio7s5xosJK09dkPGiEEtt
aF1RkeMj\s8W9g\HAXcjiGfI\XSn9YLppyDXpkuZGM4+g\jLb2a3brbQCZVxFnxCyG4O
ybjkP8jw6Udm89bK2uc\YFjd\mYn\nJq\RxeNABEBAAG011Rlc3Qg\m9q\m3L25V5
ID\xub2\vZHI\LXhxb\XBSzS5v\mc\e+i\QFOBMBCCAA4\eIE4\m4\ZT\m2a\T\eXCTIZ\ou
EzBB9UEFAlsMHeCCG\WFM\ck\B\WGFQjcas\BBXY\AWc\E\hE4FCAAgcKQTZouEzBB
U9F+q服务平台\j\71FB\xQD\YCBq3jbjb\7h\Mr\P\y\J\dn\P\\I\Ab2p\0PjBJ\gW
0pp4+kDPZ\aw3UD\h\mlU/sFI4/y6isjiK94Bk5x5p5Yli\G\nUc\eT\gDf6e6hbfQ1
z\VZWC/\NF\3tGpbzil\xQ\TNt\3nS+9\dB\v/Q\FDLW\P0\oc\N7\cj\r\hgkJ\fMEH2Pez\Wh\Sj
m\L\yL\U\axO\xVp\xj\c5\PJK\w0\R7\m5bzn\Cp\eh\e+FUMR\g8\EonjCG\6s\0\JQ5pU
k2dPN\+\Yz\C\n\Rg\hAHEI+\yIQ8b\m6\pi6\v2\C\U\c\T\q\W4\SI\m\ke\E\G\0iM55\r\I\uY
Fe\W\Y5\s\n\Z\nx\n\q\z\Eo\3n3\k\Lk\BDQb\RDB3\m\q\Aq\q\Afj\S\j\S\r\E\r\M+\Z\W\nN0
QF2v2\F\u\E\m8nju\M\t\r\S2n\G\v1L\h\b\N\h\e\a\9\A\Bej\Z\r\Te\Q4x\C\W\d\W\d\K4
u1T0\F\\n\c\A\m\Q4\C\h\Sh+e\Yp\s6\P\f\Wf\f6\c\K31h\Fg\j\o\D\B\L\v\x\SU\D\9\C
M\m\n\k\P\D\H\V\r\mg\i\q\\W\P\Vc\b+\e\0\Sw\n\I\m\Mc\w\Q\dTQ\Vb\7\m\N\S\Z\Bc\X+\XC\h\n
kJ\nu\2\Aq\q\k\HDDQV7\81y\Q\RI\L\v\S\SS\Lb0\SN\U\+\b\Gaw\2\g\c\K\d\f\Z\E\W\Z\T\o\C\b\h\I\l+\LVn\A\e\4\F\PN\w8\X0\D\k\a\Lg\e\6\Us\D\H9\L3\e\G\h\T\p\j\O\i\a\n\G+z\Z\k\n+\kA\r\A\b\Q\b\E\E\B\B\g\B\C\A\Ag\e\e\E\Fm4\Z\m\4\T\e\X\C\Z\ou\E\B\B\U9\E\F\A\s\M\He\C\Gw\A
C\g\K\Q\T\ou\E\B\U9\H\5\T\Q\a\Ol\W\se\\W\N\S\t\Z\e\X0\LO\F\N\b+\1\S\L\4\X9\3\j\n\B\\G\98\j\n\D\o\V1
w19jb+8\RIHF/H9\kcPGi7jK968gyl\k\n\3\ue\925\aiRFW5K\yd\O\u\F\s\Gg\P\v8\A\y
BrhcH1\y\+\X\0\TD\0\c\ya\Gn7\p5162\L\k\s\O\s\h\z\2\f\G\v\2\R\k\C\W\k\l69\Fw0\BR
from __future__ import absolute_import
import cython
import gpg
c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)
seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

if cython.compiled is True:
    cc = "Powered by Cython compiled C code."
else:
    cc = "Powered by Python."

print("{}
Number of secret keys:  {0}
Number of public keys:  {1}
{}
This is gpgme.info, produced by makeinfo version 6.3 from gpgme.texi.

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INFO-DIR-SECTION GNU Libraries
START-INFO-DIR-ENTRY
* GPGME: (gpgme). Adding support for cryptography to your program.
This file documents the GPGME library.


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Indirect:
gpgme.info-1: 1689
gpgme.info-2: 301885

Tag Table:
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The GPGME Python bindings passed through many hands and numerous phases before, after a fifteen year journey, coming full circle to return to the source. This is a short explanation of that journey.

** In the beginning

In 2002 John Goerzen released PyME; Python bindings for the GPGME module which utilised the current release of Python of the time and SWIG.[fn:1] Shortly after creating it and ensuring it worked he stopped supporting it, though he left his work available on his Gopher site.
** Keeping the flame alive

A couple of years later the project was picked up by Igor Belyi and actively developed and maintained by him from 2004 to 2008. Igor's whereabouts at the time of this document's creation are unknown, but the current authors do hope he is well. We're assuming (or hoping) that life did what life does and made continuing untenable.

** Passing the torch

In 2014 Martin Albrecht wanted to patch a bug in the PyME code and discovered the absence of Igor. Following a discussion on the PyME mailing list he became the new maintainer for PyME, releasing version 0.9.0 in May of that year. He remains the maintainer of the original PyME release in Python 2.6 and 2.7 (available via PyPI).

** Coming full circle

In 2015 Ben McGinnes approached Martin about a Python 3 version, while investigating how complex a task this would be the task ended up being completed. A subsequent discussion with Werner Koch led to the decision to fold the Python 3 port back into the original GPGME release in the languages subdirectory for non-C bindings under the module name of =pyme3=.

In 2016 this PyME module was integrated back into the GPGME project by Justus Winter. During the course of this work Justus adjusted the port to restore limited support for Python 2, but not as many minor point releases as the original PyME package supports. During the course of this integration the package was renamed to more accurately reflect its status as a component of GPGME. The =pyme3= module was renamed to =gpg= and adopted by the upstream GnuPG team.

In 2017 Justus departed G10code and the GnuPG team. Following this Ben returned to maintain of gpgme Python bindings and continue building them from that point.
There are a few things, in addition to code specific factors, such as SWIG itself, which are worth noting here.

** The Annoyances of Git

As anyone who has ever worked with git knows, submodules are horrible way to deal with pretty much anything. In the interests of avoiding migraines, that was skipped with addition of the PyME code to GPGME.

Instead the files were added to a subdirectory of the =lang/= directory, along with a copy of the entire git log up to that point as a separate file within the =lang/python/docs/= directory.[fn:2] As the log for PyME is nearly 100KB and the log for GPGME is approximately 1MB, this would cause considerable bloat, as well as some confusion, should the two be merged.

Hence the unfortunate, but necessary, step to simply move the files. A regular repository version has been maintained should it be possible to implement this better in the future.

** The Perils of PyPI

The early port of the Python 2 =pyme= module as =pyme3= was never added to PyPI while the focus remained on development and testing during 2015 and early 2016. Later in 2016, however, when Justus completed his major integration work and subsequently renamed the module from =pyme3= to =gpg=, some prior releases were also provided through PyPI.

Since these bindings require a matching release of the GPGME libraries in order to function, it was determined that there was little benefit in also providing a copy through PyPI since anyone obtaining the GPGME source code would obtain the Python bindings
source code at the same time. Whereas there was the potential to sew confusion amongst Python users installing the module from PyPI, only to discover that without the relevant C files, header files or SWIG compiled binaries, the Python module did them little good.

There are only two files on PyPI which might turn up in a search for this module or a sample of its content:

1. gpg (1.8.0) - Python bindings for GPGME GnuPG cryptography library
2. pyme (0.9.0) - Python support for GPGME GnuPG cryptography library

*** GPG 180 - Python bindings for GPGME GnuPG cryptography library
:PROPERTIES: :
:CUSTOM_ID: pypi-gpgme-180 :
:END: 

This is the most recent version to reach PyPI and is the version of the official Python bindings which shipped with GPGME 1.8.0. If you have GPGME 1.8.0 installed and only 1.8.0 installed, then it is probably safe to use this copy from PyPI.

As there have been a lot of changes since the release of GPGME 1.8.0, the GnuPG Project recommends not using this version of the module and instead installing the current version of GPGME along with the Python bindings included with that package.

*** PyME 090 - Python support for GPGME GnuPG cryptography library
:PROPERTIES: :
:CUSTOM_ID: pypi-gpgme-90 :
:END: 

This is the last release of the PyME bindings maintained by Martin Albrecht and is only compatible with Python 2, it will not work with Python 3. This is the version of the software from which the port from Python 2 to Python 3 code was made in 2015.

Users of the more recent Python bindings will recognise numerous points of similarity, but also significant differences. It is likely that the more recent official bindings will feel "more pythonic."

For those using Python 2, there is essentially no harm in using this module, but it may lack a number of more recent features added to GPGME.

* Footnotes
[fn:1] In all likelihood this would have been Python 2.2 or possibly Python 2.3.

[fn:2] The entire PyME git log and other preceding VCS logs are located in the =gpgme/lang/python/docs/old-commits.log= file.

2011-12-02 Werner Koch <wk@g10code.com>

NB: ChangeLog files are no longer manually maintained. Starting on December 1st, 2011 we put change information only in the GIT commit log, and generate a top-level ChangeLog file from logs at "make dist". See doc/HACKING for details.

2008-11-08 Moritz <moritz@gnu.org>

* gpgme.lisp (size-t): Wrong call to defctype: function accepts optional, not keyword argument.
  (ssize-t): Likewise.
  (off-t): Likewise.
  (gpgme-data-t, gpgme-ctx-t): Likewise.
  (gpgme-error-t): Likewise.
  (gpgme-error-no-signal-t): Likewise.
  (gpgme-err-code-t): Likewise.
  (gpgme-err-source-t): Likewise.
  (gpgme-sig-notation-t, gpgme-engine-info-t): Likewise.
  (gpgme-subkey-t): Likewise.
  (gpgme-key-sig-t): Likewise.
  (gpgme-user-id-t): Likewise.
  (gpgme-key-t): Likewise.
  (gpgme-data-cbs-t): Likewise.
  (gpgme-invalid-key-t): Likewise.
  (gpgme-op-encrypt-result-t): Likewise.
  (gpgme-recipient-t): Likewise.
  (gpgme-op-decrypt-result-t): Likewise.
  (gpgme-new-signature-t): Likewise.
  (gpgme-op-sign-result-t): Likewise.
  (gpgme-signature-t): Likewise.
  (gpgme-op-verify-result-t): Likewise.
  (gpgme-import-status-t): Likewise.
  (gpgme-op-import-result-t): Likewise.
  (gpgme-op-genkey-result-t): Likewise.
  (gpgme-op-keylist-result-t): Likewise.

2006-07-06 Marcus Brinkmann <marcus@g10code.de>

* Initial release.

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# HACKING  -*- org -*-
#+TITLE: Hacking notes for GPGME
#+STARTUP: showall

* How to contribute

** No more ChangeLog files

Do not modify any of the ChangeLog files in GPGME. Starting on December 1st, 2011 we put change information only in the GIT commit log, and generate a top-level ChangeLog file from logs at "make dist" time. As such, there are strict requirements on the form of the commit log messages. The old ChangeLog files have all be renamed to ChangeLog-2011

** Commit log requirements

Your commit log should always start with a one-line summary, the second line should be blank, and the remaining lines are usually ChangeLog-style entries for all affected files. However, it's fine -- even recommended -- to write a few lines of prose describing the change, when the summary and ChangeLog entries don't give enough of the big picture. Omit the leading TABs that you're used to seeing in a "real" ChangeLog file, but keep the maximum line length at 72 or smaller, so that the generated ChangeLog lines, each with its leading TAB, will not exceed 80 columns. If you want to add text which shall not be copied to the ChangeLog, separate it by a line consisting of two dashes at the begin of a line.

Note that ./autogen.sh installs a git hook to do some basic syntax checking on the commit log message.

Typo fixes and documentation updates don't need a ChangeLog entry; thus you would use a commit message like

#+begin_example
Fix typo in a comment

--
#+end_example
The marker line here is important; without it the first line would appear in the ChangeLog.

If you exceptionally need to have longer lines in a commit log you may do this after this scissor line:

```begin_example
# ------------------------ >8 ------------------------
#end_example
```

(hash, blank, 24 dashes, blank, scissor, blank, 24 dashes).
Note that such a comment will be removed if the git commit option `--cleanup-scissor` is used.

** License policy

GPGME is currently licensed under the LGPLv2.1+ with tools and the manual being under the GPLv3+. We may eventually update to a newer version of the licenses or a combination of them. It is thus important, that all contributed code allows for an update of the license; for example we can't accept code under the LGPLv2(only).

If you want to contribute code or documentation to GPGME you are asked to assert that the contribution is in accordance to the "GPGME Developer's Certificate of Origin" as found in the file "DCO". Except for a slight wording change, this DCO is identical to the one used by the Linux kernel. Please take these simple steps:

- Decide which mail address you want to use. Please have your real name in the address and not a pseudonym. Anonymous contributions can only be done if you find a proxy who certifies for you.

- If your employer or school might claim ownership of code written by you; you need to talk to them to make sure that you have the right to contribute under the DCO.

- Send an OpenPGP signed mail to the gnupg-devel@gnupg.org public mailing list from your mail address. Include a copy of the DCO as found in the official master branch. Insert your name and email address into the DCO in the same way you want to use it later. Example:

  Signed-off-by: Joe R. Hacker <joe@example.org>

  If you need it, you may perform simple transformations on the mail address: Replacing "@" by " at " or "." by " dot ".)

- That's it. From now on you only need to add a "Signed-off-by:" line with your name and mail address to the GIT commit message.
It is recommended to send the patches using a PGP/MIME signed mail.

** Coding standards

Please follow the GNU coding standards. If you are in doubt consult the existing code as an example. Do no re-indent code without a need. If you really need to do it, use a separate commit for such a change.

- C99 syntax should not be used; stick to C90.
- Please do not use C++ //= style comments.
- Try to fit lines into 80 columns.
- Ignore signed/unsigned pointer mismatches
- No arithmetic on void pointers; cast to char* first.

** Commit log keywords

- GnuPG-bug-id :: Values are comma or space delimited bug numbers
  from bug.gnupg.org pertaining to this commit.
- Debian-bug-id :: Same as above but from the Debian bug tracker.
- CVE-id :: CVE id number pertaining to this commit.
- Regression-due-to :: Commit id of the regression fixed by this commit.
- Fixes-commit :: Commit id this commit fixes.
- Reported-by :: Value is a name or mail address of a bug reporte.
- Suggested-by :: Value is a name or mail address of someone how suggested this change.
- Co-authored-by :: Name or mail address of a co-author
- Some-comments-by :: Name or mail address of the author of additional comments (commit log or code).
- Proofread-by :: Sometimes used by translation commits.
- Signed-off-by :: Name or mail address of the developer

* Debug hints

- Use gpgme-tool for manual tests.
- The envvar GPGME_DEBUG enables debugging; see debug.[ch] for details.

2011-12-02 Werner Koch <wk@g10code.com>

NB: ChangeLog files are no longer manually maintained. Starting on December 1st, 2011 we put change information only in the GIT commit log, and generate a top-level ChangeLog file from logs at "make dist". See doc/HACKING for details.

2011-04-06 Werner Koch <wk@g10code.com>

* gpg-error.m4: Update from current libgpg-error repo.
2010-05-07 Werner Koch <wk@g10code.com>

* libassuan.m4: Update from libassuan svn.

2009-11-10 Marcus Brinkmann <marcus@g10code.de>

* libassuan.m4: Fix LIBASSUAN_VERSION.

2006-06-08 Marcus Brinkmann <marcus@g10code.de>

* pth.m4: Add --all to pth-config invocation.

2006-02-22 Marcus Brinkmann <marcus@g10code.de>

* pth.m4: Fix code generation (required for Max OS X).
  Submitted by Emanuele Giaquinta <exg@gentoo.org>.

2005-11-17 Marcus Brinkmann <marcus@g10code.de>

* glib-2.0.m4: New file.

2004-12-28 Werner Koch <wk@g10code.com>

* pth.m4: Changed quoting for use with automake 1.9.

2004-09-14 Marcus Brinkmann <marcus@g10code.de>

* pth.m4: Disable _ac_pth_line, and don't fail if Pth is not found.

* gpg-error.m4: New file.
* pth.m4: New file.


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This file is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY, to the extent permitted by law; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. Configuration files may go here. Note that config.h.in is auto-generated so that this file is not in git.
By making a contribution to the GPGME project, I certify that:

(a) The contribution was created in whole or in part by me and I have the right to submit it under the free software license indicated in the file; or

(b) The contribution is based upon previous work that, to the best of my knowledge, is covered under an appropriate free software license and I have the right under that license to submit work that modifications, whether created in whole or in part by me, under the same free software license (unless I am permitted to submit under a different license), as indicated in the file; or

(c) The contribution was provided directly to me by some other person who certified (a), (b) or (c) and I have not modified it.

(d) I understand and agree that this project and the contribution are public and that a record of the contribution (including all personal information I submit with it, including my sign-off) is maintained indefinitely and may be redistributed consistent with this project or the free software license(s) involved.

Signed-off-by: [Your name and mail address]
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* Python bindings::
* Difference between the Python bindings and other GnuPG Python packages::

Difference between the Python bindings and other GnuPG Python packages

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* The gnupg package created and maintained by Isis Lovecruft::
* The PyME package maintained by Martin Albrecht::

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This document provides basic instruction in how to use the GPGME Python bindings to programmatically leverage the GPGME library.

Though the GPGME Python bindings themselves provide support for both Python 2 and 3, the focus is unequivocally on Python 3 and specifically from Python 3.4 and above. As a consequence all the examples and instructions in this guide use Python 3 code.
Much of it will work with Python 2, but much of it also deals with Python 3 byte literals, particularly when reading and writing data. Developers concentrating on Python 2.7, and possibly even 2.6, will need to make the appropriate modifications to support the older string and unicode types as opposed to bytes.

There are multiple reasons for concentrating on Python 3; some of which relate to the immediate integration of these bindings, some of which relate to longer term plans for both GPGME and the python bindings and some of which relate to the impending EOL period for Python 2.7. Essentially, though, there is little value in tying the bindings to a version of the language which is a dead end and the advantages offered by Python 3 over Python 2 make handling the data types with which GPGME deals considerably easier.

@node Examples
@section Examples

All of the examples found in this document can be found as Python 3 scripts in the @samp{lang/python/examples/howto} directory.

@node Unofficial Drafts
@section Unofficial Drafts

In addition to shipping with each release of GPGME, there is a section on locations to read or download @ref{Draft Editions of this HOWTO, , draft editions} of this document from at the end of it. These are unofficial versions produced in between major releases.

@node What's New
@section What's New

Full details of what is new are now available in the @uref{what-is-new.org, What's New} file and archives of the preceding @emph{What's New} sections are available in the @uref{what-was-new, What Was New} file.

@menu
* New in GPGME 1130::
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@end menu

@node New in GPGME 1130
@subsection New in GPGME 1130

See the @uref{what-is-new#new-stuff-1-13-0, What's New} document for what is new in version 1.13.0.

@node New in GPGME 1120
Unlike many modern APIs with which programmers will be more familiar with these days, the GPGME API is a C API. The API is intended for use by C coders who would be able to access its features by including the `gpgme.h` header file with their own C source code and then access its functions just as they would any other C headers.

This is a very effective method of gaining complete access to the API and in the most efficient manner possible. It does, however, have the drawback that it cannot be directly used by other languages without some means of providing an interface to those languages. This is where the need for bindings in various languages stems.

The Python bindings for GPGME provide a higher level means of accessing the complete feature set of GPGME itself. It also provides a more pythonic means of calling these API functions.

The bindings are generated dynamically with SWIG and the copy of `gpgme.h` generated when GPGME is compiled.

This means that a version of the Python bindings is fundamentally tied to the exact same version of GPGME used to generate that copy of `gpgme.h`.

There have been numerous attempts to add GnuPG support to Python over the years. Some of the most well known are listed here, along with what differentiates them.
The python-gnupg package maintained by Vinay Sajip:
This is arguably the most popular means of integrating GPG with Python. The package utilises the `subprocess` module to implement wrappers for the `gpg` and `gpg2` executables normally invoked on the command line (`gpg.exe` and `gpg2.exe` on Windows).

Unfortunately it has been beset by a number of security issues in the past; most of which stemmed from using unsafe methods of accessing the command line via the `subprocess` calls. While some effort has been made over the last two to three years (as of 2018) to mitigate this, particularly by no longer providing shell access through those subprocess calls, the wrapper is still somewhat limited in the scope of its GnuPG features coverage.

The python-gnupg package is available under the MIT license.

The gnupg package created and maintained by Isis Lovecruft
In 2015 Isis Lovecruft from the Tor Project forked and then re-implemented the python-gnupg package as just gnupg. This new package also relied on subprocess to call the `gpg` or `gpg2` binaries, but did so somewhat more securely.

The naming and version numbering selected for this package, however, resulted in conflicts with the original python-gnupg and since its functions were called in a different manner to python-gnupg, the release of this package also resulted in a great deal of consternation when people installed what they thought was an upgrade that subsequently broke the code relying on it.

The gnupg package is available under the GNU General Public License version 3.0 (or any later version).
This package is the origin of these bindings, though they are somewhat different now. For details of when and how the PyME package was folded back into GPGME itself see the @uref{short-history.org, Short History} document.@footnote{@samp{short-history} and/or @samp{short-history.html}.}

The PyME package was first released in 2002 and was also the first attempt to implement a low level binding to GPGME. In doing so it provided access to considerably more functionality than either the @samp{python-gnupg} or @samp{gnupg} packages.

The PyME package is only available for Python 2.6 and 2.7.

Porting the PyME package to Python 3.4 in 2015 is what resulted in it being folded into the GPGME project and the current bindings are the end result of that effort.

The PyME package is available under the same dual licensing as GPGME itself: the GNU General Public License version 2.0 (or any later version) and the GNU Lesser General Public License version 2.1 (or any later version).

@node GPGME Python bindings installation
@chapter GPGME Python bindings installation

@menu
* No PyPI::
 * Requirements::
 * Installation::
 * Known Issues::
@end menu

@node No PyPI
@section No PyPI

Most third-party Python packages and modules are available and distributed through the Python Package Installer, known as PyPI.

Due to the nature of what these bindings are and how they work, it is infeasible to install the GPGME Python bindings in the same way.

This is because the bindings use SWIG to dynamically generate C bindings against @samp{gpgme.h} and @samp{gpgme.h} is generated from @samp{gpgme.h.in} at compile time when GPGME is built from source. Thus to include a package in PyPI which actually built correctly would require either statically built libraries for every architecture bundled with it or a full implementation of C for each architecture.
See the additional notes regarding @ref{CFFI is the Best and GPGME should use it instead of SWIG, CFFI and SWIG} at the end of this section for further details.

@node Requirements
@section Requirements

The GPGME Python bindings only have three requirements:

@enumerate
@item A suitable version of Python 2 or Python 3. With Python 2 that means CPython 2.7 and with Python 3 that means CPython 3.4 or higher.
@item @uref{https://www.swig.org, SWIG}.
@item GPGME itself. Which also means that all of GPGME's dependencies must be installed too.
@end enumerate

@node Recommended Additions
@section Recommended Additions

Though none of the following are absolute requirements, they are all recommended for use with the Python bindings. In some cases these recommendations refer to which version(s) of CPython to use the bindings with, while others refer to third party modules which provide a significant advantage in some way.

@enumerate
@item If possible, use Python 3 instead of 2.
@item Favour a more recent version of Python since even 3.4 is due to reach EOL soon. In production systems and services, Python 3.6 should be robust enough to be relied on.
@item If possible add the following Python modules which are not part of the standard library: @uref{http://docs.python-requests.org/en/latest/index.html, Requests}, @uref{https://cython.org/, Cython}, @uref{https://pendulum.eustace.io/, Pendulum} and @uref{https://github.com/Selfnet/hkp4py, hkp4py}.
@end enumerate
Chances are quite high that at least the first one and maybe two of those will already be installed.

Note that, as with Cython, some of advanced use case scenarios will bring with them additional requirements. Most of these will be fairly well known and commonly installed ones, however, which are in many cases likely to have already been installed on many systems or be familiar to Python programmers.

@node Installation
@section Installation

Installing the Python bindings is effectively achieved by compiling and installing GPGME itself.

Once SWIG is installed with Python and all the dependencies for GPGME are installed you only need to confirm that the version(s) of Python you want the bindings installed for are in your @samp{$PATH}.

By default GPGME will attempt to install the bindings for the most recent or highest version number of Python 2 and Python 3 it detects in @samp{$PATH}. It specifically checks for the @samp{python} and @samp{python3} executables first and then checks for specific version numbers.

For Python 2 it checks for these executables in this order: @samp{python}, @samp{python2} and @samp{python2.7}.

For Python 3 it checks for these executables in this order: @samp{python3}, @samp{python3.7}, @samp{python3.6}, @samp{python3.5} and @samp{python3.4}.

With no issues reported specific to Python 3.7.1 at around the same time as GPGME 1.12.0 and the testing with Python 3.7.1rc1, there is no reason to delay moving 3.7 ahead of 3.6 now. Production environments with more conservative requirements will always enforce their own policies anyway and installation to each supported minor release is quite possible too.

On systems where @samp{python} is actually @samp{python3} and not @samp{python2} it may be possible that @samp{python2} may be overlooked, but there have been no reports of that actually occurring as yet.

In the three months or so since the release of Python 3.7.0 there has been extensive testing and work with these bindings with no issues specifically relating to the new version of Python or any of the new features of either the language or the bindings. This has also been the case with Python 3.7.1rc1. With that in mind and given the release of Python 3.7.1 is scheduled for around the same time as GPGME 1.12.0, the order of preferred Python versions has been changed to move Python 3.7 ahead of Python 3.6.
@menu
* Installing GPGME::
@end menu

@node Installing GPGME
@subsection Installing GPGME

See the GPGME @samp{README} file for details of how to install GPGME from source.

@node Known Issues
@section Known Issues

There are a few known issues with the current build process and the Python bindings. For the most part these are easily addressed should they be encountered.

@menu
* Breaking Builds::
* Reinstalling Responsibly::
* Multiple installations::
* Won't Work With Windows::
* CFFI is the Best and GPGME should use it instead of SWIG::
* Virtualised Environments::
* Post installation::
@end menu

@node Breaking Builds
@subsection Breaking Builds

Occasionally when installing GPGME with the Python bindings included it may be observed that the @samp{make} portion of that process induces a large very number of warnings and, eventually errors which end that part of the build process. Yet following that with @samp{make check} and @samp{make install} appears to work seamlessly.

The cause of this is related to the way SWIG needs to be called to dynamically generate the C bindings for GPGME in the first place. So the entire process will always produce @samp{lang/python/python2-gpg/} and @samp{lang/python/python3-gpg/} directories. These should contain the build output generated during compilation, including the complete bindings and module installed into @samp{site-packages}.

Occasionally the errors in the early part or some other conflict (e.g. not installing as @strong{@emph{root}} or @strong{@emph{su}}) may result in nothing being installed to the relevant @samp{site-packages} directory and the build directory missing a lot of expected files. Even when this
occurs, the solution is actually quite simple and will always work.

That solution is simply to run the following commands as either the
@strong{root} user or prepended with @samp{sudo -H}@footnote{Yes, even if you use virtualenv with everything
you do in
Python. If you want to install this module as just your user account
then you will need to manually configure, compile and install the
@emph{entire} GnuPG stack as that user as well. This includes libraries
which are not often installed that way. It can be done and there are
circumstances under which it is worthwhile, but generally only on
POSIX systems which utilise single user mode (some even require it).} in the @samp{lang/python/}
directory:

@example
/path/to/pythonX.Y setup.py build
/path/to/pythonX.Y setup.py build
/path/to/pythonX.Y setup.py install
@end example

Yes, the build command does need to be run twice. Yes, you still need
to run the potentially failing or incomplete steps during the
@samp{configure}, @samp{make} and @samp{make install} steps with installing GPGME.
This is because those steps generate a lot of essential files needed,
both by and in order to create, the bindings (including both the
@samp{setup.py} and @samp{gpgme.h} files).

@enumerate
@item
IMPORTANT Note
@item

If specifying a selected number of languages to create bindings for,
try to leave Python last. Currently the majority of the other
language bindings are also preceding Python of either version when
listed alphabetically (not counting the Qt bindings).

If Python is set to precede one of the other languages then it is
possible that the errors described here may interrupt the build
process before generating bindings for those other languages. In
these cases it may be preferable to configure all preferred language
bindings separately with alternative @samp{configure} steps for GPGME using
the @samp{--enable-languages=$LANGUAGE} option.

Alternatively @samp{make} (or @samp{gmake}, depending on your platform) may be
run with the the @samp{[-k]} option, which tells make to keep going even if
errors are encountered. In that case the failure of one language's
set of bindings to build should not hamper another language's bindings
to build.
Regardless of whether you're installing for one version of Python or several, there will come a point where reinstallation is required. With most Python module installations, the installed files go into the relevant site-packages directory and are then forgotten about. Then the module is upgraded, the new files are copied over the old and that's the end of the matter.

While the same is true of these bindings, there have been intermittent issues observed on some platforms which have benefited significantly from removing all the previous installations of the bindings before installing the updated versions.

Removing the previous version(s) is simply a matter of changing to the relevant @samp{site-packages} directory for the version of Python in question and removing the @samp{gpg/} directory and any accompanying egg-info files for that module.

In most cases this will require root or administration privileges on the system, but the same is true of installing the module in the first place.

For a variety of reasons it may be either necessary or just preferable to install the bindings to alternative installed Python versions which meet the requirements of these bindings.

On POSIX systems this will generally be most simply achieved by running the manual installation commands (build, build, install) as described in the previous section for each Python installation the bindings need to be installed to.

As per the SWIG documentation: the compilers, libraries and runtime used to build GPGME and the Python Bindings @strong{must} match those used to compile Python itself, including the version number(s) (at least going by major version numbers and probably minor numbers too).

On most POSIX systems, including OS X, this will very likely be the case in most, if not all, cases.

Note that from GPGME @uref{https://dev.gnupg.org/rMff6ff616aea6f59b7f2ce1176492850ccdf3851e, 1.12.1} the default installation installs to each
version of Python it can find first. That is that it will currently install for the first copies of Python versions 2.7, 3.4, 3.5, 3.6, 3.7 and 3.8 (dev branch) that it finds. Usually this will be in the same prefix as GPGME itself, but is dictated by the @samp{$PATH} when the installation is performed. The above instructions can still be performed on other python installations which the installer does not find, including alternative prefixes.

@node Won't Work With Windows
@section Won't Work With Windows

There are semi-regular reports of Windows users having considerable difficulty in installing and using the Python bindings at all. Very often, possibly even always, these reports come from Cygwin users and/or MinGW users and/or Msys2 users. Though not all of them have been confirmed, it appears that these reports have also come from people who installed Python using the Windows installer files from the @uref{https://python.org, Python website} (i.e. mostly MSI installers, sometimes self-extracting @samp{.exe} files).

The Windows versions of Python are not built using Cygwin, MinGW or Msys2; they're built using Microsoft Visual Studio. Furthermore the version used is @emph{considerably} more advanced than the version which MinGW obtained a small number of files from many years ago in order to be able to compile anything at all. Not only that, but there are changes to the version of Visual Studio between some micro releases, though that is is particularly the case with Python 2.7, since it has been kept around far longer than it should have been.

There are two theoretical solutions to this issue:

@enumerate
@item
Compile and install the GnuPG stack, including GPGME and the Python bindings using the same version of Microsoft Visual Studio used by the Python Foundation to compile the version of Python installed.

If there are multiple versions of Python then this will need to be done with each different version of Visual Studio used for those versions of Python.

@item
Compile and install Python using the same tools used by choice, such as MinGW or Msys2.
@end enumerate

Do @strong{not} use the official Windows installer for Python unless
following the first method.

In this type of situation it may even be for the best to accept that there are less limitations on permissive software than free software and simply opt to use a recent version of the Community Edition of Microsoft Visual Studio to compile and build all of it, no matter what.

Investigations into the extent or the limitations of this issue are ongoing.

The following table lists the version of Microsoft Visual Studio which needs to be used when compiling GPGME and the Python bindings with each version of the CPython binary released @uref{https://www.python.org/downloads/windows/, for Windows}:

<table>
<thead>
<tr>
<th>CPython</th>
<th>Microsoft product name</th>
<th>runtime filename</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.7.6</td>
<td>Visual Studio 2008</td>
<td>MSVCR90.DLL</td>
</tr>
<tr>
<td>3.4.0</td>
<td>Visual Studio 2010</td>
<td>MSVCR100.DLL</td>
</tr>
<tr>
<td>3.5.0</td>
<td>Visual Studio 2015</td>
<td>@strong{see below}</td>
</tr>
<tr>
<td>3.6.0</td>
<td>Visual Studio 2015</td>
<td>@strong{see below}</td>
</tr>
<tr>
<td>3.7.0</td>
<td>Visual Studio 2017*</td>
<td>@strong{see below}</td>
</tr>
</tbody>
</table>

It is important to note that MingW and Msys2 ship with the Visual C runtime from Microsoft Visual Studio 2005 and are thus @strong{incompatible} with all the versions of CPython which can be used with the GPGME Python bindings.

It is also important to note that from CPython 3.5 onwards, the Python Foundation has adopted the reworking of the Visual C runtime which was performed for Visual Studio 2015 and aimed at resolving many of these kinds of issues. Much greater detail on these issues and the correct file(s) to link to are available from Matthew Brett's invaluable page, @uref{https://matthew-brett.github.io/pydagogue/python_msvc.html, Using Microsoft Visual C with Python}. It is also worth reading the

The second of those two posts by Steve Dower contains the details of specific configuration options required for compiling anything to be used with official CPython releases. In addition to those configuration and compiler settings to use, the versions of Visual Studio prior to Visual Studio 2015 did not support 64-bit systems by default. So compiling a 64-bit version of these bindings for a 64-bit version of CPython 2.7 or 3.4 requires additional work.

In addition to the blog posts, the [https://wiki.python.org/moin/WindowsCompilers, Windows compilers] wiki page on the CPython wiki is another essential reference on the relevant versions of Visual Studio to use and the degree of compatibility with CPython releases.

Eventually someone will ask why there isn't an installable binary for Windows, which the GPGME of the licenses do not preclude as long as the source code is available in conjunction with such a release.

The sheer number of versions of Visual Studio in conjunction with differing configuration options depending on the target Windows version and whether the architecture is 64-bit or 32-bit makes it difficult to provide a correct binary installer for Windows users. At the bare minimum doing so would require the GnuPG project compile ten different versions of the bindings with each release; both 32-bit and 64-bit versions for CPython 2.7 and 3.4, with 64-bit versions for both x86-64 (i.e. Intel and AMD) and ARM architectures for CPython 3.5, 3.6, 3.7 and later releases. That's the bare minimum, it'd probably be higher.

Additionally, with only a binary installation used in conjunction with the CPython installer from [python.org] the advanced options available which utilise [C plus Python plus SWIG plus Cython] will not be able to be used at all. Cython depends on being able to compile the C code it generates and that too would need to utilise a matching runtime to both the installed version of CPython and these bindings in order to work with the bindings.

Considering all of that, what do we recommend?

@enumerate
@item
Use a recent version of CPython; at least 3.5, but ideally 3.6 or later.
Use Visual Studio 2015 or the standalone build tools for Visual Studio 2017 (or later).

Compile both CPython and GPGME with these bindings using the tools selected in step 2.

Ignore MingW, Msys2 and the official CPython binary installers.

Be thankful the answer to this question wasn't simply to say something like, install Linux or install FreeBSD (or even Apple's OS X).

There are many reasons for favouring CFFI and proponents of it are quite happy to repeat these things as if all it would take to switch from SWIG to CFFI is repeating that list as if it were a new concept.

The fact is that there are things which Python's CFFI implementation cannot handle in the GPGME C code. Beyond that there are features of SWIG which are simply not available with CFFI at all. SWIG generates the bindings to Python using the gpgme.h file, but that file is not a single version shipped with each release, it too is generated when GPGME is compiled.

CFFI is currently unable to adapt to such a potentially mutable codebase. If there were some means of applying SWIG's dynamic code generation to produce the Python/CFFI API modes of accessing the GPGME libraries (or the source source code directly), but such a thing does not exist yet either and it currently appears that work is needed in at least one of CFFI's dependencies before any of this can be addressed.

So if you're a fan of CFFI; that's great, but if you want this project to switch to CFFI then rather than just insisting that it should, I'd suggest you volunteer to bring CFFI up to the level this project needs.

If you're actually seriously considering doing so, then I'd suggest taking the gpgme-tool.c file in the GPGME src directory and getting that to work with any of the CFFI API methods (not the ABI
methods, they'll work with pretty much anything). When you start running into trouble with “ifdefs” then you’ll know what sort of things are lacking. That doesn't even take into account the amount of work saved via SWIG's code generation techniques either.

@node Virtualised Environments
@subsection Virtualised Environments

It is fairly common practice amongst Python developers to, as much as possible, use packages like virtualenv to keep various things that are to be installed from interfering with each other. Given how much of the GPGME bindings is often at odds with the usual pythonic way of doing things, it stands to reason that this would be called into question too.

As it happens the answer as to whether or not the bindings can be used with virtualenv, the answer is both yes and no.

In general we recommend installing to the relevant path and matching prefix of GPGME itself. Which means that when GPGME, and ideally the rest of the GnuPG stack, is installed to a prefix like @samp{/usr/local} or @samp{/opt/local} then the bindings would need to be installed to the main Python installation and not a virtualised abstraction. Attempts to separate the two in the past have been known to cause weird and intermittent errors ranging from minor annoyances to complete failures in the build process.

As a consequence we only recommend building with and installing to the main Python installations within the same prefix as GPGME is installed to or which are found by GPGME's configuration stage immediately prior to running the make commands. Which is exactly what the compiling and installing process of GPGME does by default.

Once that is done, however, it appears that a copy of the compiled module may be installed into a virtualenv of the same major and minor version matching the build. Alternatively it is possible to utilise a @samp{sites.pth} file in the @samp{site-packages/} directory of a virtualenv installation, which links back to the system installations corresponding directory in order to import anything installed system wide. This may or may not be appropriate on a case by case basis.

Though extensive testing of either of these options is not yet complete, preliminary testing of them indicates that both are viable as long as the main installation is complete. Which means that certain other options normally restricted to virtual environments are also available, including integration with pythonic test suites (e.g. @uref{https://docs.pytest.org/en/latest/index.html, pytest}) and other large projects.
That said, it is worth reiterating the warning regarding non-standard installations. If one were to attempt to install the bindings only to a virtual environment without somehow also including the full GnuPG stack (or enough of it as to include GPGME) then it is highly likely that errors would be encountered at some point and more than a little likely that the build process itself would break.

If a degree of separation from the main operating system is still required in spite of these warnings, then consider other forms of virtualisation. Either a virtual machine (e.g. @uref{https://www.virtualbox.org/, VirtualBox}), a hardware emulation layer (e.g. @uref{https://www.qemu.org/, QEMU}) or an application container (e.g. @uref{https://www.docker.com/why-docker, Docker}).

Finally it should be noted that the limited tests conducted thus far have been using the @samp{virtualenv} command in a new directory to create the virtual python environment. As opposed to the standard @samp{python3 -m venv} and it is possible that this will make a difference depending on the system and version of Python in use. Another option is to run the command @samp{python3 -m virtualenv /path/to/install/virtual/thingy} instead.

Following installation it is recommended to move the @samp{post_installer.py} script from the @samp{lang/python/examples/howto/} directory to the @samp{lang/python/} directory and run it. This will fix or restore files needed by Sphinx which may be removed during a distribution build for release. It will also generate reST files from Org mode files with Pandoc and generate Texinfo files from Org mode files with GNU Emacs and Org mode (in batch mode). Additionally it will fix the UTF-8 declaration line in the Texinfo files (Emacs expects "UTF-8" to be "utf-8").

Before we can get to the fun stuff, there are a few matters regarding GPGME's design which hold true whether you're dealing with the C code directly or these Python bindings.

* No REST::
* Context::
@end menu

@node Fundamentals
@chapter Fundamentals

Before we can get to the fun stuff, there are a few matters regarding GPGME's design which hold true whether you're dealing with the C code directly or these Python bindings.

* No REST::
* Context::
@end menu

@node No REST
@section No REST
The first part of which is or will be fairly blatantly obvious upon viewing the first example, but it's worth reiterating anyway. That being that this API is not a REST API. Nor indeed could it ever be one.

Most, if not all, Python programmers (and not just Python programmers) know how easy it is to work with a RESTful API. In fact they've become so popular that many other APIs attempt to emulate REST-like behaviour as much as they are able. Right down to the use of JSON formatted output to facilitate the use of their API without having to retrain developers.

This API does not do that. It would not be able to do that and also provide access to the entire C API on which it's built. It does, however, provide a very pythonic interface on top of the direct bindings and it's this pythonic layer that this HOWTO deals with.

One of the reasons which prevents this API from being RESTful is that most operations require more than one instruction to the API to perform the task. Sure, there are certain functions which can be performed simultaneously, particularly if the result known or strongly anticipated (e.g. selecting and encrypting to a key known to be in the public keybox).

There are many more, however, which cannot be manipulated so readily: they must be performed in a specific sequence and the result of one operation has a direct bearing on the outcome of subsequent operations. Not merely by generating an error either.

When dealing with this type of persistent state on the web, full of both the RESTful and REST-like, it's most commonly referred to as a session. In GPGME, however, it is called a context and every operation type has one.
Selecting keys to encrypt to or to sign with will be a common occurrence when working with GPGMe and the means available for doing so are quite simple.

They do depend on utilising a Context; however once the data is recorded in another variable, that Context does not need to be the same one which subsequent operations are performed.

The easiest way to select a specific key is by searching for that key's key ID or fingerprint, preferably the full fingerprint without any spaces in it. A long key ID will probably be okay, but is not advised and short key IDs are already a problem with some being generated to match specific patterns. It does not matter whether the pattern is upper or lower case.

So this is the best method:

@example
import gpg

k = gpg.Context().keylist(pattern="258E88DCBD3CD44D8E7AB43F6ECB6AF0DEADBEEF")
keys = list(k)
@end example

This is passable and very likely to be common:

@example
import gpg

k = gpg.Context().keylist(pattern="0x6ECB6AF0DEADBEEF")
keys = list(k)
@end example

And this is a really bad idea:

@example
import gpg

k = gpg.Context().keylist(pattern="0xDEADBEEF")
keys = list(k)
@end example

Alternatively it may be that the intention is to create a list of keys which all match a particular search string. For instance all the addresses at a particular domain, like this:
import gpg

csc = gpg.Context().keylist(pattern="ncsc.mil")
nsa = list(csc)
@end example

@node Counting keys
@subsection Counting keys

Counting the number of keys in your public keybox (@samp{pubring.kbx}), the format which has superseded the old keyring format (@samp{pubring.gpg} and @samp{secring.gpg}), or the number of secret keys is a very simple task.

@example
import gpg

c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)

seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

print("Number of secret keys: \[@0@\]
Number of public keys: \[@1@\]
\%.3f\%.3f\)
@end example

NOTE: The @ref{C plus Python plus SWIG plus Cython, Cython} introduction in the @ref{Advanced or Experimental Use Cases, Advanced and Experimental} section uses this same key counting code with Cython to demonstrate some areas where Cython can improve performance even with the bindings. Users with large public keyrings or keyboxes, for instance, should consider these options if they are comfortable with using Cython.

@node Get key
@section Get key
An alternative method of getting a single key via its fingerprint is available directly within a Context with `Context().get_key()`. This is the preferred method of selecting a key in order to modify it, sign or certify it and for obtaining relevant data about a single key as a part of other functions; when verifying a signature made by that key, for instance.

By default this method will select public keys, but it can select secret keys as well.

This first example demonstrates selecting the current key of Werner Koch, which is due to expire at the end of 2018:

```python
import gpg

fingerprint = "80615870F5BAD690333686D0F2AD85AC1E42B367"
key = gpg.Context().get_key(fingerprint)
```

Whereas this example demonstrates selecting the author's current key with the `secret` key word argument set to `True`:

```python
import gpg

fingerprint = "DB4724E6FA4286C92B4E55C4321E4E2373590E5D"
key = gpg.Context().get_key(fingerprint, secret=True)
```

It is, of course, quite possible to select expired, disabled and revoked keys with this function, but only to effectively display information about those keys.

It is also possible to use both unicode or string literals and byte literals with the fingerprint when getting a key in this way.

Importing keys is possible with the `key_import()` method and takes one argument which is a bytes literal object containing either the binary or ASCII armoured key data for one or more keys.

The following example retrieves one or more keys from the SKS keyservers via the web using the requests module. Since requests returns the content as a bytes literal object, we can then use that
directly to import the resulting data into our keybox.

@example
import gpg
import os.path
import requests
c = gpg.Context()
url = "https://sks-keyservers.net/pks/lookup"
pattern = input("Enter the pattern to search for key or user IDs: ")
payload = @"{"op": "get", "search": pattern}@"

r = requests.get(url, verify=True, params=payload)
result = c.key_import(r.content)

if result is not None and hasattr(result, "considered") is False:
    print(result)
elif result is not None and hasattr(result, "considered") is True:
    num_keys = len(result.imports)
    new_revs = result.new_revocations
    new_sigs = result.new_signatures
    new_subs = result.new_sub_keys
    new_uids = result.new_user_ids
    new_scrt = result.secret_imported
    nochange = result.unchanged
    print("The total number of keys considered for import was:  @\{0@\}

        Number of keys revoked:  @\{1@\}
        Number of new signatures:  @\{2@\}
        Number of new subkeys:  @\{3@\}
        Number of new user IDs:  @\{4@\}
        Number of new secret keys:  @\{5@\}
        Number of unchanged keys:  @\{6@\}

        The key IDs for all considered keys were:
        \n        ***.format(num_keys, new_revs, new_sigs, new_subs, new_uids, new_scrt,
        nochange))
        for i in range(num_keys):
            print("@\{0@\}n".format(result.imports[i].fpr))
    else:
        pass
@end example

NOTE: When searching for a key ID of any length or a fingerprint
(without spaces), the SKS servers require the the leading @samp{0x}@ indicative of hexadecimal be included. Also note that the old short
key IDs (e.g. @samp{0xDEADBEEF}) should no longer be used due to the
relative ease by which such key IDs can be reproduced, as demonstrated by the Evil32 Project in 2014 (which was subsequently exploited in 2016).

Testing for whether a string in any given search is or may be a hexadecimal value which may be missing the leading @samp{0x} is a simple matter of using a try/except statement which attempts to convert the string as hex to an integer and then back to hex; then using that to search with. Raising a ValueError simply results in treating the string as a string. This is the method and logic utilised in the @samp{import-keys-hkp.py} script (see below).

@menu
* Working with ProtonMail::
  * Importing with HKP for Python::
  * Importing from ProtonMail with HKP for Python::
@end menu

@node Working with ProtonMail
@section Working with ProtonMail

Here is a variation on the example above which checks the constrained ProtonMail keyserver for ProtonMail public keys.

@example
import gpg
import requests
import sys

print("This script searches the ProtonMail key server for the specified key and imports it.

===")

c = gpg.Context(armor=True)
url = "https://api.protonmail.ch/pks/lookup"
ksearch = []

if len(sys.argv) >= 2:
  keyterm = sys.argv[1]
else:
  keyterm = input("Enter the key ID, UID or search string: ")

if keyterm.count(" @@ ") == 2 and keyterm.startswith(" @@ ") is True:
  ksearch.append(keyterm[1:])
else:
  keyterm = input("Enter the key ID, UID or search string: ")

if keyterm.count(" @@ ") == 1 and keyterm.startswith(" @@ ") is True:
ksearch.append("@{0}@@protonmail.com".format(keyterm[1:]))
ksearch.append("@{0}@@protonmail.ch".format(keyterm[1:]))
ksearch.append("@{0}@@pm.me".format(keyterm[1:]))

elif keyterm.count("@@") == 0:
    ksearch.append("@{0}@@protonmail.com".format(keyterm))
ksearch.append("@{0}@@protonmail.ch".format(keyterm))
ksearch.append("@{0}@@pm.me".format(keyterm))

elif keyterm.count("@@") == 2 and keyterm.startswith("@@") is False:
    uidlist = keyterm.split("@@")
    for uid in uidlist:
        ksearch.append("@{0}@@protonmail.com".format(uid))
ksearch.append("@{0}@@protonmail.ch".format(uid))
ksearch.append("@{0}@@pm.me".format(uid))

elif keyterm.count("@@") > 2:
    uidlist = keyterm.split("@@")
    for uid in uidlist:
        ksearch.append("@{0}@@protonmail.com".format(uid))
ksearch.append("@{0}@@protonmail.ch".format(uid))
ksearch.append("@{0}@@pm.me".format(uid))

else:
    ksearch.append(keyterm)

for k in ksearch:
    payload = @{"op": "get", "search": k@}
    try:
        r = requests.get(url, verify=True, params=payload)
        if r.ok is True:
            result = c.key_import(r.content)
        else:
            result = r.content
    except Exception as e:
        result = None

    if result is not None and hasattr(result, "considered") is False:
        print("@{0} for @{1}".format(result.decode(), k))
    elif result is not None and hasattr(result, "considered") is True:
        num_keys = len(result.imports)
        new_revs = result.new_revocations
        new_sigs = result.new_signatures
        new_subs = result.new_sub_keys
        new_uids = result.new_user_ids
        new_scrt = result.secret_imported
        nochange = result.unchanged
        print(""
        The total number of keys considered for import was: @{0}@
        
        With UIDs wholly or partially matching the following string:
Number of keys revoked: \[2\]
Number of new signatures: \[3\]
Number of new subkeys: \[4\]
Number of new user IDs: \[5\]
Number of new secret keys: \[6\]
Number of unchanged keys: \[7\]

The key IDs for all considered keys were:

```python
for i in range(num_keys):
    print(result.imports[i].fpr)
    print('')
```

If `result` is `None`:

```python
print(e)
```

Both the above example, @uref{../examples/howto/pmkey-import.py, pmkey-import.py}, and a version which prompts for an alternative GnuPG home directory, @uref{../examples/howto/pmkey-import-alt.py, pmkey-import-alt.py}, are available with the other examples and are executable scripts.

Note that while the ProtonMail servers are based on the SKS servers, their server is related more to their API and is not feature complete by comparison to the servers in the SKS pool. One notable difference being that the ProtonMail server does not permit non ProtonMail users to update their own keys, which could be a vector for attacking ProtonMail users who may not receive a key's revocation if it had been compromised.

Performing the same tasks with the @uref{https://github.com/Selfnet/hkp4py, hkp4py module} (available via PyPI) is not too much different, but does provide a number of options of benefit to end users. Not least of which being the ability to perform some checks on a key before importing it or not. For instance it may be the policy of a site or project to only import keys which have not been revoked. The hkp4py module permits such checks prior to the importing of the keys found.

```python
import gpg
import hkp4py
import sys
```
c = gpg.Context()  
server = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")  
results = []  
keys = []  

if len(sys.argv) > 2:  
    pattern = " ".join(sys.argv[1:])  
elif len(sys.argv) == 2:  
    pattern = sys.argv[1]  
else:  
    pattern = input("Enter the pattern to search for keys or user IDs: ")

if pattern is not None:  
    try:  
        key = server.search(hex(int(pattern, 16)))  
        keyed = True  
    except ValueError as ve:  
        key = server.search(pattern)  
        keyed = False  

if key is not None:  
    keys.append(key[0])  
    if keyed is True:  
        try:  
            fob = server.search(pattern)  
        except:  
            fob = None  
        if fob is not None:  
            keys.append(fob[0])  
        else:  
            pass  
    else:  
        pass

for logrus in pattern.split():  
    try:  
        key = server.search(hex(int(logrus, 16)))  
        hexed = True  
    except ValueError as ve:  
        key = server.search(logrus)  
        hexed = False  

if key is not None:  
    keys.append(key[0])  
    if hexed is True:  
        try:
fob = server.search(logrus)
except:
    fob = None
if fob is not None:
    keys.append(fob[0])
else:
    pass
else:
    pass

if len(keys) > 0:
    for key in keys:
        import_result = c.key_import(key.key_blob)
        results.append(import_result)

for result in results:
    if result is not None and hasattr(result, "considered") is False:
        print(result)
    elif result is not None and hasattr(result, "considered") is True:
        num_keys = len(result.imports)
        new_revs = result.new_revocations
        new_sigs = result.new_signatures
        new_subs = result.new_sub_keys
        new_uids = result.new_user_ids
        new_scrt = result.secret_imported
        nochange = result.unchanged
        print(""
        The total number of keys considered for import was:  @0@
        Number of keys revoked:  @1@
        Number of new signatures:  @2@
        Number of new subkeys:  @3@
        Number of new user IDs:  @4@
        Number of new secret keys:  @5@
        Number of unchanged keys:  @6@
        The key IDs for all considered keys were:
        ***format(num_keys, new_revs, new_sigs, new_subs, new_uids, new_scrt, nochange))
        for i in range(num_keys):
            print(result.imports[i].fpr)
        print(""
        else:
            pass
@end example

Since the hkp4py module handles multiple keys just as effectively as
one (@samp{keys} is a list of responses per matching key), the example above is able to do a little bit more with the returned data before anything is actually imported.

@node Importing from ProtonMail with HKP for Python
@subsection Importing from ProtonMail with HKP for Python

Though this can provide certain benefits even when working with ProtonMail, the scope is somewhat constrained there due to the limitations of the ProtonMail keyserver.

For instance, searching the SKS keys server pool for the term "gnupg" produces hundreds of results from any time the word appears in any part of a user ID. Performing the same search on the ProtonMail key server returns zero results, even though there are at least two test accounts which include it as part of the username.

The cause of this discrepancy is the deliberate configuration of that server by ProtonMail to require an exact match of the full email address of the ProtonMail user whose key is being requested. Presumably this is intended to reduce breaches of privacy of their users as an email address must already be known before a key for that address can be obtained.

@enumerate
@item
Import from ProtonMail via HKP for Python Example no. 1
@endenumerate

The following script is available with the rest of the examples under the somewhat less than original name, @samp{pmkey-import-hkp.py}.

@example
import gpg
import hkp4py
import os.path
import sys

print(""
This script searches the ProtonMail key server for the specified key and imports it.

Usage:  pmkey-import-hkp.py [search strings]
"")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
ksearch = []
allkeys = []
results = []
paradox = []
homeless = None

if len(sys.argv) > 2:
    keyterms = sys.argv[1:]
elif len(sys.argv) == 2:
    keyterm = sys.argv[1]
    keyterms.append(keyterm)
else:
    key_term = input("Enter the key ID, UID or search string: ")
    keyterms = key_term.split()

for keyterm in keyterms:
    if keyterm.count("@@") == 2 and keyterm.startswith("@@") is True:
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
    elif keyterm.count("@@") == 1 and keyterm.startswith("@@") is True:
        ksearch.append("@{0@}@@protonmail.com”.format(keyterm[1:]))
        ksearch.append("@{0@}@@protonmail.ch”.format(keyterm[1:]))
        ksearch.append("@{0@}@@pm.me”.format(keyterm[1:]))
    elif keyterm.count("@@") == 0:
        ksearch.append("@{0@}@@protonmail.com”.format(keyterm))
        ksearch.append("@{0@}@@protonmail.ch”.format(keyterm))
        ksearch.append("@{0@}@@pm.me”.format(keyterm))
    elif keyterm.count("@@") == 2 and keyterm.startswith("@@") is False:
        uidlist = keyterm.split("@@")
        for uid in uidlist:
            ksearch.append("@{0@}@@protonmail.com”.format(uid))
            ksearch.append("@{0@}@@protonmail.ch”.format(uid))
            ksearch.append("@{0@}@@pm.me”.format(uid))
    elif keyterm.count("@@") > 2:
        uidlist = keyterm.split("@@")
        for uid in uidlist:
            ksearch.append("@{0@}@@protonmail.com”.format(uid))
            ksearch.append("@{0@}@@protonmail.ch”.format(uid))
            ksearch.append("@{0@}@@pm.me”.format(uid))
    else:
        ksearch.append(keyterm)

for k in ksearch:
    print("Checking for key for: @{0@}”.format(k))
    try:
        keys = server.search(k)
        if isinstance(keys, list) is True:
for key in keys:
    allkeys.append(key)
try:
    import_result = c.key_import(key.key_blob)
except Exception as e:
    import_result = c.key_import(key.key)
else:
    paradox.append(keys)
import_result = None
except Exception as e:
    import_result = None
results.append(import_result)
for result in results:
    if result is not None and hasattr(result, "considered") is False:
        print("@{0@} for @{1@}".format(result.decode(), k))
    elif result is not None and hasattr(result, "considered") is True:
        num_keys = len(result.imports)
        new_revs = result.new_revocations
        new_sigs = result.new_signatures
        new_subs = result.new_sub_keys
        new_uids = result.new_user_ids
        new_scrt = result.secret_imported
        nochange = result.unchanged
        print(""
        The total number of keys considered for import was: @{0@}
        With UIDs wholly or partially matching the following string:
        @{1@}
        Number of keys revoked: @{2@}
        Number of new signatures: @{3@}
        Number of new subkeys: @{4@}
        Number of new user IDs: @{5@}
        Number of new secret keys: @{6@}
        Number of unchanged keys: @{7@}
        The key IDs for all considered keys were:
        """%s.%s, new_revs, new_sigs, new_subs, new_uids, new_scrt, nochange)
        for i in range(num_keys):
            print(result.imports[i].fpr)
            print("")
        print("")
    elif result is None:
        pass
@end example
Like its counterpart above, this script can also be found with the rest of the examples, by the name pmkey-import-hkp-alt.py.

With this script a modicum of effort has been made to treat anything passed as a @samp{homedir} which either does not exist or which is not a directory, as also being a possible user ID to check for. It's not guaranteed to pick up on all such cases, but it should cover most of them.

@example
import gpg
import hkp4py
import os.path
import sys

print(""
This script searches the ProtonMail key server for the specified key and imports it. Optionally enables specifying a different GnuPG home directory.

Usage:  pmkey-import-hkp.py [homedir] [search string]
or:  pmkey-import-hkp.py [search string]
"")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
ksearch = []
allkeys = []
results = []
paradox = []
homeless = None

if len(sys.argv) > 3:
    homedir = sys.argv[1]
    keyterms = sys.argv[2:]
elif len(sys.argv) == 3:
    homedir = sys.argv[1]
    keyterm = sys.argv[2]
    keyterms.append(keyterm)
elif len(sys.argv) == 2:
    homedir = ""
    keyterm = sys.argv[1]
    keyterms.append(keyterm)
else:
keyterm = input("Enter the key ID, UID or search string: ")
homeidir = input("Enter the GPG configuration directory path (optional): ")
keyterms.append(keyterm)

if len(homeidir) == 0:
    homedir = None
    homeless = False

if homedir is not None:
    if homedir.startswith("~"):
        if os.path.exists(os.path.expanduser(homedir)) is True:
            if os.path.isdir(os.path.expanduser(homedir)) is True:
                c.home_dir = os.path.realpath(os.path.expanduser(homedir))
            else:
                homeless = True
        else:
            homeless = True
        if os.path.exists(os.path.realpath(homedir)) is True:
            if os.path.isdir(os.path.realpath(homedir)) is True:
                c.home_dir = os.path.realpath(homedir)
            else:
                homeless = True
        else:
            homeless = True
    # First check to see if the homedir really is a homedir and if not, treat it as
    # a search string.
    if homeless is True:
        keyterms.append(homedir)
        c.home_dir = None
    else:
        pass

for keyterm in keyterms:
    if keyterm.count("@@") == 2 and keyterm.startswith("@@") is True:
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
    elif keyterm.count("@@") == 1 and keyterm.startswith("@@") is True:
        ksearch.append("@{0}@@@protonmail.com".format(keyterm[1:]))
        ksearch.append("@{0}@@@protonmail.ch".format(keyterm[1:]))
        ksearch.append("@{0}@@@pm.me".format(keyterm[1:]))
    elif keyterm.count("@@") == 0:
        ksearch.append("@{0}@@@protonmail.com".format(keyterm))
        ksearch.append("@{0}@@@protonmail.ch".format(keyterm))
        ksearch.append("@{0}@@@pm.me".format(keyterm))
    elif keyterm.count("@@") == 2 and keyterm.startswith("@@") is False:
        uidlist = keyterm.split("@@")
for uid in uidlist:
    ksearch.append("@{0@}@@protonmail.com".format(uid))
    ksearch.append("@{0@}@@protonmail.ch".format(uid))
    ksearch.append("@{0@}@@pm.me".format(uid))
    elif keyterm.count("@@") > 2:
        uidlist = keyterm.split("@@")
        for uid in uidlist:
            ksearch.append("@{0@}@@protonmail.com".format(uid))
            ksearch.append("@{0@}@@protonmail.ch".format(uid))
            ksearch.append("@{0@}@@pm.me".format(uid))
        else:
            ksearch.append(keyterm)
    for k in ksearch:
        print("Checking for key for: @{0@}".format(k))
        try:
            keys = server.search(k)
            if isinstance(keys, list) is True:
                for key in keys:
                    allkeys.append(key)
                    try:
                        import_result = c.key_import(key.key_blob)
                    except Exception as e:
                        import_result = c.key_import(key.key)
                    else:
                        paradox.append(keys)
                        import_result = None
                        except Exception as e:
                            import_result = None
        results.append(import_result)
        for result in results:
            if result is not None and hasattr(result, "considered") is False:
                print("@{0@} for @{1@}".format(result.decode(), k))
            elif result is not None and hasattr(result, "considered") is True:
                num_keys = len(result.imports)
                new_revs = result.new_revocations
                new_sigs = result.new_signatures
                new_subs = result.new_sub_keys
                new_uids = result.new_user_ids
                new_scrt = result.secret_imported
                nochange = result.unchanged
                print(""
                The total number of keys considered for import was: @{0@}

                With UIDs wholly or partially matching the following string:

                @{1@}
Number of keys revoked: @2@
Number of new signatures: @3@
Number of new subkeys: @4@
Number of new user IDs: @5@
Number of new secret keys: @6@
Number of unchanged keys: @7@

The key IDs for all considered keys were:

```python
for i in range(num_keys):
    print(result.imports[i].fpr)
print('')
```

Exporting keys remains a reasonably simple task, but has been
separated into three different functions for the OpenPGP cryptographic
engine. Two of those functions are for exporting public keys and the
third is for exporting secret keys.

There are two methods of exporting public keys, both of which are very
similar to the other. The default method, `key_export()`, will export
a public key or keys matching a specified pattern as normal. The
alternative, the `key_export_minimal()` method, will do the same thing
except producing a minimised output with extra signatures and third
party signatures or certifications removed.

```python
import gpg
import os.path
import sys
```
print("This script exports one or more public keys.
")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = sys.argv[3]
elif len(sys.argv) == 3:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = input("Enter the UID matching the key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")
else:
    keyfile = input("Enter the path and filename to save the secret key to: ")
    logrus = input("Enter the UID matching the key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):
    if os.path.exists(os.path.expanduser(homedir)) is True:
        c.home_dir = os.path.expanduser(homedir)
    else:
        pass
elif os.path.exists(homedir) is True:
    c.home_dir = homedir
else:
    pass

try:
    result = c.key_export(pattern=logrus)
except:
    result = c.key_export(pattern=None)

if result is not None:
    with open(keyfile, "wb") as f:
        f.write(result)
else:
    pass
@end example

It should be noted that the result will only return `None` when a search pattern has been entered, but has not matched any keys. When the search pattern itself is set to `None` this triggers the exporting
of the entire public keybox.

@example
import gpg
import os.path
import sys

print("***
This script exports one or more public keys in minimised form.
***")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = sys.argv[3]
elif len(sys.argv) == 3:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = input("Enter the UID matching the key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")
else:
    keyfile = input("Enter the path and filename to save the secret key to: ")
    logrus = input("Enter the UID matching the key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):  
    if os.path.exists(os.path.expanduser(homedir)) is True:  
        c.home_dir = os.path.expanduser(homedir)  
    else:  
        pass
elif os.path.exists(homedir) is True:  
    c.home_dir = homedir  
else:  
    pass

try:  
    result = c.key_export_minimal(pattern=logrus)  
except:  
    result = c.key_export_minimal(pattern=None)

if result is not None:  
    with open(keyfile, "wb") as f:  
        f.write(result)
Exporting secret keys is, functionally, very similar to exporting public keys; save for the invocation of @samp{pinentry} via @samp{gpg-agent} in order to securely enter the key's passphrase and authorise the export.

The following example exports the secret key to a file which is then set with the same permissions as the output files created by the command line secret key export options.

```python
import gpg
import os
import os.path
import sys

print("This script exports one or more secret keys.

The gpg-agent and pinentry are invoked to authorise the export.
"


c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = sys.argv[3]
elif len(sys.argv) == 3:
    keyfile = sys.argv[1]
    logrus = sys.argv[2]
    homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
    keyfile = sys.argv[1]
    logrus = input("Enter the UID matching the secret key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")
else:
    keyfile = input("Enter the path and filename to save the secret key to: ")
    logrus = input("Enter the UID matching the secret key(s) to export: ")
    homedir = input("Enter the GPG configuration directory path (optional): ")

if len(homedir) == 0:
    homedir = None
```
elif homedir.startswith("~"):  
    userdir = os.path.expanduser(homedir)  
    if os.path.exists(userdir) is True:  
        homedir = os.path.realpath(userdir)  
    else:  
        homedir = None  
else:  
    homedir = os.path.realpath(homedir)

if os.path.exists(homedir) is False:  
    homedir = None  
else:  
    if os.path.isdir(homedir) is False:  
        homedir = None  
    else:  
        pass

if homedir is not None:  
    c.home_dir = homedir  
else:  
    pass

try:  
    result = c.key_export_secret(pattern=logrus)  
except:  
    result = c.key_export_secret(pattern=None)

if result is not None:  
    with open(keyfile, "wb") as f:  
        f.write(result)  
        os.chmod(keyfile, 0o600)  
else:  
    pass
@end example

Alternatively the approach of the following script can be used. This  
longer example saves the exported secret key(s) in files in the GnuPG  
home directory, in addition to setting the file permissions as only  
readable and writable by the user. It also exports the secret key(s)  
twice in order to output both GPG binary (@samp{.gpg}) and ASCII armoured  
(@samp{.asc}) files.

@example  
import gpg  
import os  
import os.path  
import subprocess  
import sys
This script exports one or more secret keys as both ASCII armored and binary file formats, saved in files within the user's GPG home directory.

The gpg-agent and pinentry are invoked to authorise the export.

```python
print(""
This script exports one or more secret keys as both ASCII armored and binary file formats, saved in files within the user's GPG home directory.

The gpg-agent and pinentry are invoked to authorise the export.
"")
```
if os.path.isdir(homedir) is False:
    homedir = None
else:
    pass

if homedir is not None:
    c.home_dir = homedir
else:
    pass

if c.home_dir is not None:
    if c.home_dir.endswith("/"):
        gpgfile = "@{0@}@{1@}.gpg".format(c.home_dir, keyfile)
        ascfile = "@{0@}@{1@}.asc".format(c.home_dir, keyfile)
    else:
        gpgfile = "@{0@}@{1@}.gpg".format(c.home_dir, keyfile)
        ascfile = "@{0@}@{1@}.asc".format(c.home_dir, keyfile)
else:
    if os.path.exists(os.environ["GNUPGHOME"]) is True:
        hd = os.environ["GNUPGHOME"]
    else:
        try:
            hd = subprocess.getoutput(gpgconfcmd)
        except:
            process = subprocess.Popen(gpgconfcmd.split(),
                                        stdout=subprocess.PIPE)
            procom = process.communicate()
            if sys.version_info[0] == 2:
                hd = procom[0].strip()
            else:
                hd = procom[0].decode().strip()
        gpgfile = "@{0@}@{1@}.gpg".format(hd, keyfile)
        ascfile = "@{0@}@{1@}.asc".format(hd, keyfile)
    try:
        a_result = a.key_export_secret(pattern=logrus)
        b_result = b.key_export_secret(pattern=logrus)
    except:
        a_result = a.key_export_secret(pattern=None)
        b_result = b.key_export_secret(pattern=None)

    if a_result is not None:
        with open(ascfile, "wb") as f:
            f.write(a_result)
        os.chmod(ascfile, 0o600)
    else:
        pass
if b_result is not None:
    with open(gpgfile, "wb") as f:
        f.write(b_result)
    os.chmod(gpgfile, 0o600)
else:
    pass
@end example

@node Sending public keys to the SKS Keyservers
@subsection Sending public keys to the SKS Keyservers

As with the previous section on importing keys, the @samp{hkp4py} module adds another option with exporting keys in order to send them to the public key servers.

The following example demonstrates how this may be done.

@example
import gpg
import hkp4py
import os.path
import sys

print(""
This script sends one or more public keys to the SKS keyservers and is essentially a slight variation on the export-key.py script.
"")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")

if len(sys.argv) > 2:
    logrus = " ".join(sys.argv[1:])
elif len(sys.argv) == 2:
    logrus = sys.argv[1]
else:
    logrus = input("Enter the UID matching the key(s) to send: ")

if len(logrus) > 0:
    try:
        export_result = c.key_export(pattern=logrus)
    except Exception as e:
        print(e)
        export_result = None
    else:
        export_result = c.key_export(pattern=None)

if export_result is not None:
try:
    try:
        send_result = server.add(export_result)
    except:
        send_result = server.add(export_result.decode())
    if send_result is not None:
        print(send_result)
    else:
        pass
    except Exception as e:
        print(e)
else:
    pass
@end example

An expanded version of this script with additional functions for specifying an alternative homedir location is in the examples directory as `send-key-to-keyserver.py`.

The `hkp4py` module appears to handle both string and byte literal text data equally well, but the GPGME bindings deal primarily with byte literal data only and so this script sends in that format first, then tries the string literal form.

@node Basic Functions
@chapter Basic Functions

The most frequently called features of any cryptographic library will be the most fundamental tasks for encryption software. In this section we will look at how to programmatically encrypt data, decrypt it, sign it and verify signatures.

@menu
* Encryption::
* Decryption::
* Signing text and files::
* Signature verification::
@end menu

@node Encryption
@section Encryption

Encrypting is very straightforward. In the first example below the message, `text`, is encrypted to a single recipient's key. In the second example the message will be encrypted to multiple recipients.

@menu
* Encrypting to one key::

Once the context is set the main issues with encrypting data is essentially reduced to key selection and the keyword arguments specified in the `gpg.Context().encrypt()` method.

Those keyword arguments are: `recipients`, a list of keys encrypted to (covered in greater detail in the following section); `sign`, whether or not to sign the plaintext data, see subsequent sections on signing and verifying signatures below (defaults to `True`); `sink`, to write results or partial results to a secure sink instead of returning it (defaults to `None`); `passphrase`, only used when utilising symmetric encryption (defaults to `None`); `always_trust`, used to override the trust model settings for recipient keys (defaults to `False`); `add_encrypt_to`, utilises any preconfigured `encrypt-to` or `default-key` settings in the user's `gpg.conf` file (defaults to `False`); `prepare`, prepare for encryption (defaults to `False`); `expect_sign`, prepare for signing (defaults to `False`); `compress`, compresses the plaintext prior to encryption (defaults to `True`).

```python
import gpg
da_key = "0x12345678DEADBEEF"
text = b"Some text to test with."

c = gpg.Context(armor=True)
rkey = list(c.keylist(pattern=a_key, secret=False))
ciphertext, result, sign_result = c.encrypt(text, recipients=rkey, sign=False)
with open("secret_plans.txt.asc", "wb") as afile:
    afile.write(ciphertext)
```

Though this is even more likely to be used like this; with the plaintext input read from a file, the recipient keys used for encryption regardless of key trust status and the encrypted output also encrypted to any preconfigured keys set in the `gpg.conf` file:
If the `recipients` parameter is empty then the plaintext is encrypted symmetrically. If no `passphrase` is supplied as a parameter or via a callback registered with the `Context()` then an out-of-band prompt for the passphrase via pinentry will be invoked.

Encrypting to multiple keys essentially just expands upon the key selection process and the recipients from the previous examples.

The following example encrypts a message (@samp{text}) to everyone with an email address on the @samp{gnupg.org} domain, @footnote{You probably don't really want to do this. Searching the keyservers for "gnupg.org" produces over 400 results, the majority of which aren't actually at the gnupg.org domain, but just included a comment regarding the project in their key somewhere.} but does @samp{not} encrypt to a default key or other key which is configured to normally encrypt to.

The same rules apply as with the previous example and more likely than not, the message will actually be drawn from reading the contents of a file or, maybe, from entering data at an input() prompt.
Since the text in this case must be bytes, it is most likely that
the input form will be a separate file which is opened with "rb"
as this is the simplest method of obtaining the correct data
format.

```python
import gpg

with open("secret_plans.txt.asc", "rb") as afile:
    text = afile.read()

c = gpg.Context(armor=True)
```

All it would take to change the above example to sign the message
and also encrypt the message to any configured default keys would
be to change the `c.encrypt` line to this:

```python
@example
ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
    always_trust=True,
    add_encrypt_to=True)
@end example
```

The only keyword arguments requiring modification are those for which
the default values are changing. The default value of `sign` is
`True`, the default of `always_trust` is `False`, the default of
`add_encrypt_to` is `False`.

If `always_trust` is not set to `True` and any of the recipient keys
are not trusted (e.g. not signed or locally signed) then the
encryption will raise an error. It is possible to mitigate this
somewhat with something more like this:

```python
@example
import gpg

with open("secret_plans.txt.asc", "rb") as afile:
    text = afile.read()

c = gpg.Context(armor=True)
```
rpattern = list(c.keylist(pattern="@@gnupg.org", secret=False))
logrus = []

for i in range(len(rpattern)):
    if rpattern[i].can_encrypt == 1:
        logrus.append(rpattern[i])

try:
    ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
                                              add_encrypt_to=True)
except gpg.errors.InvalidRecipients as e:
    for i in range(len(e.recipients)):
        for n in range(len(logrus)):
            if logrus[n].fpr == e.recipients[i].fpr:
                logrus.remove(logrus[n])
            else:
                pass
    try:
        ciphertext, result, sign_result = c.encrypt(text,
                                              recipients=logrus,
                                              add_encrypt_to=True)
        with open("secret_plans.txt.asc", "wb") as afile:
            afile.write(ciphertext)
    except:
        pass
@end example

This will attempt to encrypt to all the keys searched for, then remove invalid recipients if it fails and try again.

@node Decryption
@section Decryption

Decrypting something encrypted to a key in one's secret keyring is fairly straightforward.

In this example code, however, preconfiguring either @samp{gpg.Context()} or @samp{gpg.core.Context()} as @samp{c} is unnecessary because there is no need to modify the Context prior to conducting the decryption and since the Context is only used once, setting it to @samp{c} simply adds lines for no gain.

@example
import gpg
ciphertext = input("Enter path and filename of encrypted file: ")
newfile = input("Enter path and filename of file to save decrypted data to: ")
with open(ciphertext, "rb") as cfile:
    try:
        plaintext, result, verify_result = gpg.Context().decrypt(cfile)
    except gpg.errors.GPGMEError as e:
        plaintext = None
        print(e)

if plaintext is not None:
    with open(newfile, "wb") as nfile:
        nfile.write(plaintext)
    else:
        pass
@example

The data available in `plaintext` in this example is the decrypted content as a byte object, the recipient key IDs and algorithms in `result` and the results of verifying any signatures of the data in `verify_result`.

If `gpg.Context().decrypt(cfile, verify=False)` is called instead, then `verify_result` will be returned as `None` and the rest remains as described here.

@node Signing text and files
@section Signing text and files

The following sections demonstrate how to specify keys to sign with.

@menu
* Signing key selection::
* Normal or default signing messages or files::
* Detached signing messages and files::
* Clearsigning messages or text::
@end menu

@node Signing key selection
@subsection Signing key selection

By default GPGME and the Python bindings will use the default key configured for the user invoking the GPGME API. If there is no default key specified and there is more than one secret key available it may be necessary to specify the key or keys with which to sign messages and files.

@example
import gpg

logrus = input("Enter the email address or string to match signing keys to: ")
The signing examples in the following sections include the explicitly
designated `signers` parameter in two of the five examples; once where
the resulting signature would be ASCII armoured and once where it
would not be armoured.

While it would be possible to enter a key ID or fingerprint here to
match a specific key, it is not possible to enter two fingerprints and
match two keys since the pattern expects a string, bytes or None and
not a list. A string with two fingerprints won't match any single
key.

The normal or default signing process is essentially the same as is
most often invoked when also encrypting a message or file. So when
the encryption component is not utilised, the result is to produce an
encoded and signed output which may or may not be ASCII armoured and
which may or may not also be compressed.

By default compression will be used unless GnuPG detects that the
plaintext is already compressed. ASCII armouring will be determined
according to the value of `gpg.Context().armor`.

The compression algorithm is selected in much the same way as the
symmetric encryption algorithm or the hash digest algorithm is when
multiple keys are involved; from the preferences saved into the key
itself or by comparison with the preferences with all other keys
involved.

```python
import gpg
text0 = """"Declaration of ... something.

    text = text0.encode()

c = gpg.Context(armor=True, signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.asc", "w") as afile:
    afile.write(signed_data.decode())
@end example
```
Though everything in this example is accurate, it is more likely that reading the input data from another file and writing the result to a new file will be performed more like the way it is done in the next example. Even if the output format is ASCII armoured.

@example
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
    text = tfile.read()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.sig", "wb") as afile:
    afile.write(signed_data)
@end example

@node Detached signing messages and files
@subsection Detached signing messages and files

Detached signatures will often be needed in programmatic uses of GPGME, either for signing files (e.g. tarballs of code releases) or as a component of message signing (e.g. PGP/MIME encoded email).

@example
import gpg
text0 = """"Declaration of ... something.

---
text = text0.encode()

c = gpg.Context(armor=True)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.asc", "w") as afile:
    afile.write(signed_data.decode())
@end example

As with normal signatures, detached signatures are best handled as byte literals, even when the output is ASCII armoured.

@example
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
text = tfile.read()

c = gpg.Context(signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.sig", "wb") as afile:
    afile.write(signed_data)
@end example

@node Clearsing messages or text
@subsection Clearsing messages or text

Though PGP/in-line messages are no longer encouraged in favour of PGP/MIME, there is still sometimes value in utilising in-line signatures. This is where clear-signed messages or text is of value.

@example
import gpg

text0 = """Declaration of ... something.

---
text = text0.encode()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.CLEAR)

with open("/path/to/statement.txt.asc", "w") as afile:
    afile.write(signed_data.decode())
@end example

In spite of the appearance of a clear-signed message, the data handled by GPGME in signing it must still be byte literals.

@example
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
    text = tfile.read()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.CLEAR)

with open("/path/to/statement.txt.asc", "wb") as afile:
    afile.write(signed_data)
@end example

@node Signature verification
@section Signature verification

Essentially there are two principal methods of verification of a signature. The first of these is for use with the normal or default signing method and for clear-signed messages. The second is for use with files and data with detached signatures.

The following example is intended for use with the default signing method where the file was not ASCII armoured:

@example
import gpg
import time

filename = "statement.txt"
gpg_file = "statement.txt.gpg"

c = gpg.Context()

try:
    data, result = c.verify(open(gpg_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print("""Good signature from:
@ {0@}
with key @ {1@}
made at @ {2@}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
time.ctime(sign.timestamp)))
else:
    pass
@end example

Whereas this next example, which is almost identical would work with normal ASCII armoured files and with clear-signed files:

@example
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"
c = gpg.Context()

try:
    data, result = c.verify(open(asc_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print('""Good signature from:
            with key @ {0}@ 
            made at @ {1}@ 
            ===.format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
                time.ctime(sign.timestamp)))
else:
    pass
@end example

In both of the previous examples it is also possible to compare the
original data that was signed against the signed data in @samp{data} to see
if it matches with something like this:

@example
with open(filename, "rb") as afile:
    text = afile.read()

if text == data:
    print("Good signature.")
else:
    pass
@end example

The following two examples, however, deal with detached signatures.
With his method of verification the data that was signed does not get
returned since it is already being explicitly referenced in the first
argument of @samp{c.verify}. So @samp{data} is @samp{None} and only the information
in @samp{result} is available.

@example
import gpg
import time

filename = "statement.txt"
sig_file = "statement.txt.sig"

c = gpg.Context()

try:
    data, result = c.verify(open(filename), open(sig_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print("""Good signature from:
@ {0@}
with key @ {1@}
made at @ {2@}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
           time.ctime(sign.timestamp)))
else:
    pass
@example
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"

c = gpg.Context()

try:
    data, result = c.verify(open(filename), open(asc_file))
    verified = True
except gpg.errors.BadSignatures as e:
    verified = False
    print(e)

if verified is True:
    for i in range(len(result.signatures)):
        sign = result.signatures[i]
        print("""Good signature from:
@ {0@}
with key @ {1@}
made at @ {2@}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
The one thing, aside from GnuPG itself, that GPGME depends on, of course, is the keys themselves. So it is necessary to be able to generate them and modify them by adding subkeys, revoking or disabling them, sometimes deleting them and doing the same for user IDs.

In the following examples a key will be created for the world's greatest secret agent, Danger Mouse. Since Danger Mouse is a secret agent he needs to be able to protect information to \texttt{SECRET} level clearance, so his keys will be 3072-bit keys.

The pre-configured \texttt{gpg.conf} file which sets cipher, digest and other preferences contains the following configuration parameters:

\begin{verbatim}
expert
allow-freeform-uid
allow-secret-key-import
trust-model tofu+pgp
tofu-default-policy unknown
enable-large-rsa
enable-dsa2
cert-digest-algo SHA512
default-preference-list TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128 AES BLOWFISH IDEA CAST5 3DES SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1 ZLIB BZIP2 ZIP Uncompressed
personal-cipher-preferences TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128 AES BLOWFISH IDEA CAST5 3DES
personal-digest-preferences SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1
personal-compress-preferences ZLIB BZIP2 ZIP Uncompressed
\end{verbatim}

* Primary key::
* Subkeys::<br />
* User IDs::<br />
* Key certification::<br />
@end menu

@node Primary key
@section Primary key
Generating a primary key uses the \samp{create_key} method in a Context. It contains multiple arguments and keyword arguments, including: \samp{userid}, \samp{algorithm}, \samp{expires_in}, \samp{expires}, \samp{sign}, \samp{encrypt}, \samp{certify}, \samp{authenticate}, \samp{passphrase} and \samp{force}. The defaults for all of those except \samp{userid}, \samp{algorithm}, \samp{expires_in}, \samp{expires} and \samp{passphrase} is \samp{False}. The defaults for \samp{algorithm} and \samp{passphrase} is \samp{None}. The default for \samp{expires_in} is \samp{0}. The default for \samp{expires} is \samp{True}. There is no default for \samp{userid}.

If \samp{passphrase} is left as \samp{None} then the key will not be generated with a passphrase, if \samp{passphrase} is set to a string then that will be the passphrase and if \samp{passphrase} is set to \samp{True} then gpg-agent will launch pinentry to prompt for a passphrase. For the sake of convenience, these examples will keep \samp{passphrase} set to \samp{None}.

@example
import gpg

c = gpg.Context()

c.home_dir = "~/gnupg-dm"
userid = "Danger Mouse <dm@@secret.example.net>"

dmkey = c.create_key(userid, algorithm="rsa3072", expires_in=31536000,
   sign=True, certify=True)
@end example

One thing to note here is the use of setting the \samp{c.home_dir} parameter. This enables generating the key or keys in a different location. In this case to keep the new key data created for this example in a separate location rather than adding it to existing and active key store data. As with the default directory, \samp{~/.gnupg}, any temporary or separate directory needs the permissions set to only permit access by the directory owner. On posix systems this means setting the directory permissions to 700.

The \samp{temp-homedir-config.py} script in the HOWTO examples directory will create an alternative homedir with these configuration options already set and the correct directory and file permissions.

The successful generation of the key can be confirmed via the returned \samp{GenkeyResult} object, which includes the following data:

@example
print(""
  Fingerprint: @{0@}
  Primary Key: @{1@}
"")
@end example
Public Key: @{2@}
Secret Key: @{3@}
Sub Key: @{4@}
User IDs: @{5@}

Alternatively the information can be confirmed using the command line program:

bash-4.4$ gpg --homedir ~/.gnupg-dm -K ~/.gnupg-dm/pubring.kbx
----------------------
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
       177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid           [ultimate] Danger Mouse <dm@@secret.example.net>

bash-4.4$
@end example

As with generating keys manually, to preconfigure expanded preferences for the cipher, digest and compression algorithms, the @samp{gpg.conf} file must contain those details in the home directory in which the new key is being generated. I used a cut down version of my own @samp{gpg.conf} file in order to be able to generate this:

bash-4.4$ gpg --homedir ~/.gnupg-dm --edit-key 177B7C25DB99745EE2EE13ED026D2F19E99E63AA showpref quit
Secret key is available.

sec  rsa3072/026D2F19E99E63AA
       trust: ultimate validity: ultimate
       [ultimate] (1). Danger Mouse <dm@@secret.example.net>

bash-4.4$
Adding subkeys to a primary key is fairly similar to creating the primary key with the `create_subkey` method. Most of the arguments are the same, but not quite all. Instead of the `userid` argument there is now a `key` argument for selecting which primary key to add the subkey to.

In the following example an encryption subkey will be added to the primary key. Since Danger Mouse is a security conscious secret agent, this subkey will only be valid for about six months, half the length of the primary key.

```python
import gpg
c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

key = c.get_key(dmkey.fpr, secret=True)
dmsub = c.create_subkey(key, algorithm="rsa3072", expires_in=15768000, encrypt=True)

As with the primary key, the results here can be checked with:

```text
print("Fingerprint:  @{0@}
Primary Key:  @{1@}
Public Key:  @{2@}
Secret Key:  @{3@}
Sub Key:  @{4@}
User IDs:  @{5@}
".format(dmsub.fpr, dmsub.primary, dmsub.pubkey, dmsub.seckey, dmsub.sub, dmsub.uid))
```

As well as on the command line with:

```bash
bash-4.4$ gpg --homedir ~/.gnupg-dm -K ~/.gnupg-dm/pubring.kbx
----------------------
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid           [ultimate] Danger Mouse <dm@@secret.example.net>
```
By comparison to creating primary keys and subkeys, adding a new user ID to an existing key is much simpler. The method used to do this is `@samp{key_add_uid} and the only arguments it takes are for the @samp{key} and the new @samp{uid}.

```
@example
import gpg
c = gpg.Context()
c.home_dir = "~/.gnupg-dm"
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid = "Danger Mouse <danger.mouse@@secret.example.net>"
c.key_add_uid(key, uid)
@end example
```

Unsurprisingly the result of this is:

```
@example
bash-4.4S$ gpg --homedir ~/.gnupg-dm -K
~/.gnupg-dm/pubring.kbx
----------------------
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid           [ultimate] Danger Mouse <danger.mouse@@secret.example.net>
uid           [ultimate] Danger Mouse <dm@@secret.example.net>
ssb   rsa3072 2018-03-15 [E] [expires: 2018-09-13]
bash-4.4S
@end example
```
Revoking a user ID is a fairly similar process, except that it uses the `key_revoke_uid` method.

```python
import gpg
c = gpg.Context()
c.home_dir = "~/.gnupg-dm"
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid = "Danger Mouse <danger.mouse@@secret.example.net>"
c.key_revoke_uid(key, uid)
```

Since key certification is more frequently referred to as key signing, the method used to perform this function is `key_sign`.

The `key_sign` method takes four arguments: `key`, `uids`, `expires_in` and `local`. The default value of `uids` is `None` and which results in all user IDs being selected. The default value of both `expires_in` and `local` is `False`; which results in the signature never expiring and being able to be exported.

The `key` is the key being signed rather than the key doing the signing. To change the key doing the signing refer to the signing key selection above for signing messages and files.

If the `uids` value is not `None` then it must either be a string to match a single user ID or a list of strings to match multiple user IDs. In this case the matching of those strings must be precise and it is case sensitive.

To sign Danger Mouse's key for just the initial user ID with a signature which will last a little over a month, do this:

```python
import gpg
c = gpg.Context()
```
uid = "Danger Mouse <dm@secret.example.net>"

dmfp = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfp, secret=True)
c.key_sign(key, uids=uid, expires_in=2764800)
@end example

@menu
* Verifying key certifications::
@end menu

@node Verifying key certifications
@subsection Verifying key certifications

@example
import gpg
import time

c = gpg.Context()
dmfp = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
keys = list(c.keylist(pattern=dmuid, mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
    for sig in user.signatures:
        print("0x@{0@} ".format(sig.keyid), ",", time.ctime(sig.timestamp), ",", sig.uid)
@end example

Which for Danger Mouse displays the following:

@example
0x92E3F6115435C65A Thu Mar 15 13:17:44 2018 Danger Mouse <dm@secret.example.net>
0x321E4E2373590E5D Mon Nov 26 12:46:05 2018 Ben McGinnes <ben@adversary.org>
@end example

The two key signatures listed are for the self-certification of Danger Mouse's key made when the key was created in March, 2018; and the second is a signature made by the author and set to expire at the end of the year. Note that the second signature was made with the following code (including the preceding code to display the output of the certifications or key signatures):

@example
import gpg
import math
import pendulum
import time

The two key signatures listed are for the self-certification of Danger Mouse's key made when the key was created in March, 2018; and the second is a signature made by the author and set to expire at the end of the year. Note that the second signature was made with the following code (including the preceding code to display the output of the certifications or key signatures):
hd = "/home/dm/.gnupg"
c = gpg.Context()
d = gpg.Context(home_dir=hd)
dmfp = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
dmuid = "Danger Mouse <dm@secret.example.net>"
dkeys = list(c.keylist(pattern=dmuid))
dmkey = dkeys[0]

c.key_import(d.key_export(pattern=None))

tp = pendulum.period(pendulum.now(tz="local"), pendulum.datetime(2019, 1, 1))
ts = tp.total_seconds()
total_secs = math.ceil(ts)
c.key_sign(dmkey, uids=dmuid, expires_in=total_secs)

d.key_import(c.key_export(pattern=dmuid))
keys = list(c.keylist(pattern=dmuid, mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
    for sig in user.signatures:
        print("0x{0}@", time.ctime(sig.timestamp), "", sig.uid)
@end example

Note that this final code block includes the use of a module which is
@emph{not} part of Python's standard library, the @uref{https://pendulum.eustace.io/, pendulum module}. Unlike
the standard datetime module, pendulum makes working with dates and
times significantly easier in Python; just as the requests module
makes working with HTTP and HTTPS easier than the builtin modules do.

Though neither requests nor pendulum are required modules for using
the GPGME Python bindings, they are both highly recommended more
generally.

@node Advanced or Experimental Use Cases
@chapter Advanced or Experimental Use Cases

@menu
* C plus Python plus SWIG plus Cython::
@end menu

@node C plus Python plus SWIG plus Cython
@section C plus Python plus SWIG plus Cython

In spite of the apparent incongruence of using Python bindings to a C
interface only to generate more C from the Python; it is in fact quite
possible to use the GPGME bindings with \url{http://docs.cython.org/en/latest/index.html, Cython}. Though in many cases
the benefits may not be obvious since the most computationally
intensive work never leaves the level of the C code with which GPGME
itself is interacting with.

Nevertheless, there are some situations where the benefits are
demonstrable. One of the better and easier examples being the one of
the early examples in this HOWTO, the \ref{Counting keys, key counting} code. Running that
example as an executable Python script, \samp{keycount.py} (available in
the \samp{examples/howto/} directory), will take a noticeable amount of time
to run on most systems where the public keybox or keyring contains a
few thousand public keys.

Earlier in the evening, prior to starting this section, I ran that
script on my laptop; as I tend to do periodically and timed it using
\samp{time} utility, with the following results:

@example
bash-4.4$ time keycount.py
Number of secret keys:  23
Number of public keys:  12112

real       11m52.945s
user       0m0.913s
sys        0m0.752s
bash-4.4$
@end example

Sometime after that I imported another key and followed it with a
little test of Cython. This test was kept fairly basic, essentially
lifting the material from the \url{http://docs.cython.org/en/latest/src/tutorial/cython_tutorial.html, Cython Basic
Tutorial} to demonstrate
compiling Python code to C. The first step was to take the example
key counting code quoted previously, essentially from the importing of
the \samp{gpg} module to the end of the script:

@example
import gpg
c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)
seclist = list(seckeys)
@end example
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

print("""
    Number of secret keys: @0@
    Number of public keys: @1@
"""
    .format(secnum, pubnum))
@end example

Save that into a file called @samp{keycount.pyx} and then create a @samp{setup.py} file which contains this:

@example
from distutils.core import setup
from Cython.Build import cythonize

setup(
    ext_modules = cythonize("keycount.pyx")
)
@end example

Compile it:

@example
bash-4.4$ python setup.py build_ext --inplace
bash-4.4$
@end example

Then run it in a similar manner to @samp{keycount.py}:

@example
bash-4.4$ time python3.7 -c "import keycount"
Number of secret keys: 23
Number of public keys: 12113

real 6m47.905s
user 0m0.785s
sys 0m0.331s
bash-4.4$
@end example

Cython turned @samp{keycount.pyx} into an 81KB @samp{keycount.o} file in the
@samp{build/} directory, a 24KB @samp{keycount.cpython-37m-darwin.so} file to be imported into Python 3.7 and a 113KB @samp{keycount.c} generated C source code file of nearly three thousand lines. Quite a bit bigger than the 314 bytes of the @samp{keycount.pyx} file or the full 1,452 bytes of the full executable @samp{keycount.py} example script.

On the other hand it ran in nearly half the time; taking 6 minutes and 47.905 seconds to run. As opposed to the 11 minutes and 52.945 seconds which the CPython script alone took.

The @samp{keycount.pyx} and @samp{setup.py} files used to generate this example have been added to the @samp{examples/howto/advanced/cython/} directory. The example versions include some additional options to annotate the existing code and to detect Cython's use. The latter comes from the @uref{http://docs.cython.org/en/latest/src/tutorial/pure.html#magic-attributes-within-the-pxd, Magic Attributes} section of the Cython documentation.

@node Miscellaneous extras and work-arounds
@chapter Miscellaneous extras and work-arounds

Most of the things in the following sections are here simply because there was no better place to put them, even though some are only peripherally related to the GPGME Python bindings. Some are also workarounds for functions not integrated with GPGME as yet. This is especially true of the first of these, dealing with @ref{Group lines, , group lines}.

@menu
@item Group lines:
@item Keyserver access for Python:
@item GPGME version checking:
@end menu

@node Group lines
@section Group lines

There is not yet an easy way to access groups configured in the gpg.conf file from within GPGME. As a consequence these central groupings of keys cannot be shared amongst multiple programs, such as MUAs readily.

The following code, however, provides a work-around for obtaining this information in Python.

@example
import subprocess
import sys

if sys.platform == "win32":

```
gpgconfcmd = "gpgconf.exe --list-options gpg"
else:
gpgconfcmd = "gpgconf --list-options gpg"

process = subprocess.Popen(gpgconfcmd.split(), stdout=subprocess.PIPE)
procom = process.communicate()

if sys.version_info[0] == 2:
    lines = procom[0].splitlines()
else:
    lines = procom[0].decode().splitlines()

for line in lines:
    if line.startswith("group") is True:
        break

groups = line.split(regex"\:"\)[\-1].replace(regex"\,"\).split(regex")\"

group_lines = []
group_lists = []

for group in groups:
    group_lines.append(group.split(regex"\="\))
    group_lists.append(group.split(regex"\="\))

for glist in group_lists:
    glist[1] = glist[1].split()
@end example

The result of that code is that `group_lines` is a list of lists where
`group_lines[i][0]` is the name of the group and `group_lines[i][1]` is the key IDs of the group as a string.

The `group_lists` result is very similar in that it is a list of lists. The first part, `group_lists[i][0]` matches
`group_lines[i][0]` as the name of the group, but `group_lists[i][1]` is the key IDs of the group as a list.

A demonstration of using the `groups.py` module is also available in
the form of the executable `mutt-groups.py` script. This second
script reads all the group entries in a user's `gpg.conf` file and
converts them into crypt-hooks suitable for use with the Mutt and
NeoMutt mail clients.

@node Keyserver access for Python
@section Keyserver access for Python

The `hkp4py` module by Marcel Fest was originally a port of the old
The hkp4py module returns key data via requests as string literals (@samp{r.text}) instead of byte literals (@samp{r.content}). This means that the returned key data must be encoded to UTF-8 when importing that key material using a @samp{gpg.Context().key_import()} method.

For this reason an alternative method has been added to the @samp{search} function of @samp{hkp4py.KeyServer()} which returns the key in the correct format as expected by @samp{key_import}. When importing using this module, it is now possible to import with this:

@example
for key in keys:
  if key.revoked is False:
    gpg.Context().key_import(key.key_blob)
  else:
    pass
@end example

Without that recent addition it would have been necessary to encode the contents of each @samp{hkp4py.KeyServer().search()[i].key} in @samp{hkp4py.KeyServer().search()} before trying to import it.

An example of this is included in the @ref{Importing keys, , Importing Keys} section of this HOWTO and the corresponding executable version of that example is
available in the @samp{lang/python/examples/howto} directory as normal; the executable version is the @samp{import-keys-hkp.py} file.

@section GPGME version checking

For various reasons it may be necessary to check which version of GPGME the bindings have been built against; including whether a minimum required version of GPGME is in use.

For the most part the @samp{gpg.version.versionstr} and @samp{gpg.version.versionlist} methods have been quite sufficient. The former returns the same string as @samp{gpgme-config --version}, while the latter returns the major, minor and patch values in a list.

To check if the installed bindings have actually been built against the current installed libgpgme version, this check can be performed:

@example
import gpg
import subprocess
import sys

gpgme_version_call = subprocess.Popen(['gpgme-config', '--version'],
                                        stdout=subprocess.PIPE,
                                        stderr=subprocess.PIPE)

if sys.version_info[0] == 2:
    gpgme_version = gpgme_version_call.stdout.read().strip()
elif sys.version_info[0] >= 3:
    gpgme_version = gpgme_version_call.stdout.read().decode().strip()
else:
    gpgme_version = None

if gpgme_version is not None:
    if gpgme_version == gpg.version.versionstr:
        print("The GPGME Python bindings match libgpgme.")
    else:
        print("The GPGME Python bindings do NOT match libgpgme.")
else:
    print("Upgrade Python and reinstall the GPGME Python bindings.")
@end example

For many developers, however, the preferred checking means checking for a minimum version or point release. This is now readily available via the @samp{gpg.version.versionintlist} method (added in version @samp{1.12.1-beta79}). It is also now possible to easily check whether the
installed GPGME Python bindings were built from a development or beta branch of the GPGME source code.

The following code demonstrates how both of those methods may be used:

@example
import gpg

try:
    if gpg.version.is_beta is True:
        print("The installed GPGME Python bindings were built from beta code.")
    else:
        print("The installed GPGME Python bindings are a released version.")
except Exception as e:
    print(e)

try:
    if gpg.version.versionintlist[0] == 1:
        if gpg.version.versionintlist[1] == 12:
            if gpg.version.versionintlist[2] == 1:
                print("This is the minimum version for using versionintlist.")
            elif gpg.version.versionintlist[2] > 1:
                print("The versionintlist method is available.")
            else:
                pass
        elif gpg.version.versionintlist[1] > 12:
            print("The versionintlist method is available.")
        else:
            pass
    elif gpg.version.versionintlist[0] > 1:
        print("The versionintlist method is available.")
    else:
        pass
except Exception as e:
    print(e)
@end example

The points where @samp{pass} is used in the above example will most likely also produce an @samp{Exception} error since those results should only occur in versions which do not have the @samp{gpgme.version.is_beta} and @samp{gpgme.version.versionintlist} methods available.

@node Copyright and Licensing
@chapter Copyright and Licensing
@menu
* Copyright::
* Draft Editions of this HOWTO::
Copyright  The GnuPG Project, 2018.

Draft editions of this HOWTO may be periodically available directly from the author at any of the following URLs:

These draft versions have been generated from this document via GNU Emacs to and GNU Texinfo to HTML. Though it is likely that the specific file used will be on the same server with the generated output formats. Occasionally I may include the Org mode generated XHTML versions:

That XHTML version, however, is exported in a way which inherits a colour scheme from (which is a
higher contrast
version of @uref{http://kippura.org/zenburnpage/, Zenburn} ported by @uref{https://github.com/holomorph, Holomorph}). So it's fine for people who
prefer dark themed web pages, but not so great for everyone else.

The GNU Texinfo and reStructured Text versions ship with the software,
while the GNU Emacs Info version is generated from the Texinfo
version using GNU Texinfo or GNU Makeinfo. The Texinfo format is
generated from the original Org mode source file in Org mode itself
either within GNU Emacs or via the command line by invoking Emacs in
batch mode:

@example
emacs gpgme-python-howto.org --batch -f org-texinfo-export-to-texinfo --kill
emacs gpgme-python-howto --batch -f org-texinfo-export-to-texinfo --kill
@end example

The reStructuredText format is also generated from the Org mode source
file, except it is generated using @uref{https://pandoc.org, Pandoc} with either of the following
commands (depending on the filename):

@example
pandoc -f org -t rst+smart -o gpgme-python-howto.rst gpgme-python-howto.org
pandoc -f org -t rst+smart -o gpgme-python-howto.rst gpgme-python-howto
@end example

Note that the Org mode source files are identified as such via a mode
line at the top of each file and have had their @samp{.org} file extensions
dropped in order to make scripted generation of output formats easier
and not require renaming files post-conversion.

Due to a bug in Org mode's texinfo conversion method, the recommended
steps for generating the Texinfo files for all the files in the
@samp{lang/python/doc/src/} directory are as follows:

@example
for x in * ; do
  emacs $x --batch -f org-texinfo-export-to-texinfo --kill
  cat $x.texi | sed -e 's/@@documentencoding UTF-8/@@documentencoding utf-8/g' > ../texinfo/$x.texi
  pandoc -f org -t rst+smart -o ../rst/$x.rst $x
done ;
rm -fv *.texi
cd ../texinfo
mkdir info
mkdir html
for x in *.texi ; do
  makeinfo -v $x
  makeinfo --html --no-split $x
@end example
This code snippet includes the generation of the reStructuredText files and would be expected to be run from the @samp{doc/src/} directory containing the Org mode source files. It also assumes that the commands are being run on POSIX compliant systems with basic tools like sed, the Bourne shell and GNU Emacs. The code snippet also includes the steps for generating the Emacs Info files and HTML files from the Texinfo files. Using reStructuredText files with Sphinx is best left for the documentation of that project.

In addition to these there is a significantly less frequently updated version as a HTML @uref{https://files.au.adversary.org/crypto/gpgme-python/dita/webhelp/index.html, WebHelp site} (AWS S3 SSL); generated from DITA XML source files, which can be found in @uref{https://dev.gnupg.org/source/gpgme/browse/ben%252Fhowto-dita/, an alternative branch} of the GPGME git repository.

Various generated output formats may occasionally be found in subdirectories of the @uref{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python, gpgme-python} directory. In particular within the @uref{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/dita, DITA}, @uref{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/rst, reStructuredText} and @uref{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/texinfo, Texinfo} subdirectories. The @samp{rst} directory contains output files generated with Sphinx and may include a considerable number of its possible output formats, but there are no guarantees as to how recent these are or even if they are present.

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@bye

# -*- mode: org -*-
#+TITLE: What Was New in the GPGME Python Bindings and Documentation
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}

* What Was New
:PROPERTIES:
:CUSTOM_ID: new-stuff
:END:

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<tr>
<td>Author:</td>
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</table>

The following are all the past /What's New/ sections for the Python Bindings HOWTO and other documentation.

** What Was New in GPGME 1120
:PROPERTIES:
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:END:

The most obviously new point for those reading this guide is this section on other new things, but that's hardly important. Not given all the other things which spurred the need for adding this section and its subsections.

*** New in GPGME 1120
There have been quite a number of additions to GPGME and the Python bindings to it since the last release of GPGME with versions 1.11.0 and 1.11.1 in April, 2018.

The bullet points of new additions are:

- an expanded section on [[file:gpgme-python-howto#installation][installing]] and [[file:gpgme-python-howto#snafu][troubleshooting]] the Python bindings.
- The release of Python 3.7.0; which appears to be working just fine with our bindings, in spite of intermittent reports of problems for many other Python projects with that new release.
- Python 3.7 has been moved to the head of the specified python versions list in the build process.
- In order to fix some other issues, there are certain underlying functions which are more exposed through the [[file:gpgme-python-howto#howto-get-context][gpg.Context()]], but ongoing documentation ought to clarify that or otherwise provide the best means of using the bindings. Some additions to =gpg.core= and the =Context(),= however, were intended (see below).
- Continuing work in identifying and confirming the cause of oft-reported [[file:gpgme-python-howto#snafu-runtime-not-funtime][problems installing the Python bindings on Windows]].
- GSOC: Google's Surreptitiously Ordered Conscription ... erm ... oh, right; Google's Summer of Code. Though there were two hopeful candidates this year; only one ended up involved with the GnuPG Project directly, the other concentrated on an unrelated third party project with closer ties to one of the GNU/Linux distributions than to the GnuPG Project. Thus the Python bindings benefited from GSOC participant Jacob Adams, who added the key_import function; building on prior work by Tobias Mueller.
- Several new methods functions were added to the gpg.Context(), including: [[file:gpgme-python-howto#howto-import-key][key_import]], [[file:gpgme-python-howto#howto-export-key][key_export]], [[file:gpgme-python-howto#howto-export-public-key][key_export_minimal]] and [[file:gpgme-python-howto#howto-export-secret-key][key_export_secret]].
- Importing and exporting examples include versions integrated with Marcel Fest's recently released [[https://github.com/Selfnet/hkp4py][HKP for Python]] module. Some [[file:gpgme-python-howto#hkp4py][additional notes on this module]] are included at the end of the HOWTO.
- Instructions for dealing with semi-walled garden implementations like ProtonMail are also included. This is intended to make things a little easier when communicating with users of ProtonMail's services and should not be construed as an endorsement of said service. The GnuPG Project neither favours, nor disfavours ProtonMail and the majority of this deals with interacting with the ProtonMail keyserver.
- Semi-formalised the location where [[file:gpgme-python-howto#draft-editions][draft versions]] of this HOWTO may periodically be accessible. This is both for the reference of others and testing the publishing of the document itself. Renamed this file at around the same time.

- The Texinfo documentation build configuration has been replicated from the parent project in order to make to maintain consistency with that project (and actually ship with each release).

- a reStructuredText (=.rst=) version is also generated for Python developers more used to and comfortable with that format as it is the standard Python documentation format and Python developers may wish to use it with Sphinx. Please note that there has been no testing of the reStructuredText version with Sphinx at all. The reST file was generated by the simple expedient of using [[https://pandoc.org/][Pandoc]].

- Added a new section for [[file:gpgme-python-howto#advanced-use][advanced or experimental use]].

- Began the advanced use cases with [[file:gpgme-python-howto#cython][a section]] on using the module with [[https://cython.org/][Cython]].

- Added a number of new scripts to the =example/howto/= directory; some of which may be in advance of their planned sections of the HOWTO (and some are just there because it seemed like a good idea at the time).

- Cleaned up a lot of things under the hood.

Wenn Sie dies lesen können, ist es wohl nicht geheim genug.
1.734 libgpg-error 1.42-r1

1.734.1 Available under license:

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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

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* /opt/cola/permits/1274566376_1645215162.39/0/connect-utils-0-3-140-sources-jar/com/github/jcustenborder/kafka/connect/utils/data/AbstractConverter.java
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the
In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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1.752 jackson-dataformat-csv 2.10.0

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6.4.50

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1.758 perl-mime-base64 3.15 396.el8

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This package contains a base64 encoder/decoder and a quoted-printable encoder/decoder. These encoding methods are specified in RFC 2045 - MIME (Multipurpose Internet Mail Extensions).

The base64 encoding is designed to represent arbitrary sequences of octets in a form that need not be humanly readable. A 65-character subset ([A-Za-z0-9+/=]) of US-ASCII is used, enabling 6 bits to be represented per printable character.

The quoted-printable encoding is intended to represent data that largely consists of bytes that correspond to printable characters in the ASCII character set. Each non-printable character is represented by a triplet consisting of the character "=" followed by two hexadecimal digits.

In order to install and use this package you will need Perl version 5.6 or better. Installation as usual:
perl Makefile.PL
make
make test
make install

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---
abstract: 'The RFC 2045 encodings; base64 and quoted-printable'
author:
  - 'Gisle Aas <gisle@activestate.com>'
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.66, CPAN::Meta::Converter version 2.133380'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: MIME-Base64
no_index:
directory:
  - t
  - inc
requires:
  XSLoader: 0
perl: 5.004
resources:
  repository: https://github.com/gisle/mime-base64
version: 3.15

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NAME

MIME::Base64 - Encoding and decoding of base64 strings

SYNOPSIS

use MIME::Base64;

$encoded = encode_base64('Aladdin:open sesame');
$decoded = decode_base64($encoded);

DESCRIPTION

This module provides functions to encode and decode strings into and from the base64 encoding specified in RFC 2045 - I<MIME (Multipurpose Internet Mail Extensions)>. The base64 encoding is designed to represent arbitrary sequences of octets in a form that need not be humanly readable. A 65-character subset ([A-Za-z0-9+/=]) of US-ASCII is used, enabling 6 bits to be represented per printable character.

The following primary functions are provided:

encode_base64( $bytes )

encode_base64( $bytes, $eol );

Encode data by calling the encode_base64() function. The first argument is the byte string to encode. The second argument is the line-ending sequence to use. It is optional and defaults to "\n". The returned encoded string is broken into lines of no more than 76 characters each and it will end with $eol unless it is empty. Pass an empty string as second argument if you do not want the encoded string to be broken into lines.

The function will croak with "Wide character in subroutine entry" if $bytes contains characters with code above 255. The base64 encoding is only defined for single-byte characters. Use the Encode module to select the byte encoding you want.

decode_base64( $str )

Decode a base64 string by calling the decode_base64() function. This function takes a single argument which is the string to decode and returns the decoded data.

Any character not part of the 65-character base64 subset is
silently ignored. Characters occurring after a '=' padding character are never decoded.

=back

If you prefer not to import these routines into your namespace, you can call them as:

use MIME::Base64 ();
$encoded = MIME::Base64::encode($decoded);
$decoded = MIME::Base64::decode($encoded);

Additional functions not exported by default:

=over 4
=item encode_base64url( $bytes )

=item decode_base64url( $str )

Encode and decode according to the base64 scheme for "URL applications" [1]. This is a variant of the base64 encoding which does not use padding, does not break the string into multiple lines and use the characters "-" and "_" instead of "+" and "/" to avoid using reserved URL characters.

=item encoded_base64_length( $bytes )

=item encoded_base64_length( $bytes, $eol )

Returns the length that the encoded string would have without actually encoding it. This will return the same value as C<< length(encode_base64($bytes)) >>, but should be more efficient.

=item decoded_base64_length( $str )

Returns the length that the decoded string would have without actually decoding it. This will return the same value as C<< length(decode_base64($str)) >>, but should be more efficient.

=back

=head1 EXAMPLES

If you want to encode a large file, you should encode it in chunks that are a multiple of 57 bytes. This ensures that the base64 lines line up and that you do not end up with padding in the middle. 57 bytes of data fills one complete base64 line (76 == 57*4/3):
use MIME::Base64 qw(encode_base64);

open(FILE, "/var/log/wtmp") or die "$!";
while (read(FILE, $buf, 60*57)) {
    print encode_base64($buf);
}

or if you know you have enough memory

use MIME::Base64 qw(encode_base64);
local($) = undef;  # slurp
print encode_base64(<STDIN>);

The same approach as a command line:

perl -MMIME::Base64 -o777 -ne 'print encode_base64($_)' <file

Decoding does not need slurp mode if every line contains a multiple
of four base64 chars:

perl -MMIME::Base64 -ne 'print decode_base64($_)' <file

Perl v5.8 and better allow extended Unicode characters in strings.
Such strings cannot be encoded directly, as the base64
encoding is only defined for single-byte characters. The solution is
to use the Encode module to select the byte encoding you want. For
example:

use MIME::Base64 qw(encode_base64);
use Encode qw(encode);

$encoded = encode_base64(encode("UTF-8", "\x{FFFF}\n");
print $encoded;

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Distantly based on LWP::Base64 written by Martijn Koster
<m.koster@nexor.co.uk> and Joerg Reichelt <j.reichelt@nexor.co.uk> and
code posted to comp.lang.perl <3pd2lp$6gf@wsinti07.win.tue.nl> by Hans
Mulder <hansm@wsinti07.win.tue.nl>

The XS implementation uses code from metamail. Copyright 1991 Bell
Communications Research, Inc. (Bellcore)
=head1 SEE ALSO

L<MIME::QuotedPrint>


=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018810387_1591379702.59/0/perl-MIME-Base64-3.15-396.el8.src.rpm-cosi-expand-archive-0eqZ8FH8/MIME-Base64-3.15.tar.gz-cosi-expand-archive-Y9WxESAM/MIME-Base64-3.15/Base64.pm
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* /opt/ws_local/PERMITS_SQL/1018810387_1591379702.59/0/perl-MIME-Base64-3.15-396.el8.src.rpm-cosi-expand-archive-0eqZ8FH8/perl-MIME-Base64.spec
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=head1 NAME

MIME::QuotedPrint - Encoding and decoding of quoted-printable strings

=head1 SYNOPSIS

use MIME::QuotedPrint;

$encoded = encode_qp($decoded);
$decoded = decode_qp($encoded);

=over 4

This module provides functions to encode and decode strings into and from the quoted-printable encoding specified in RFC 2045 - I<MIME (Multipurpose Internet Mail Extensions)>. The quoted-printable encoding is intended to represent data that largely consists of bytes that correspond to printable characters in the ASCII character set. Each non-printable character (as defined by English Americans) is represented by a triplet consisting of the character "=" followed by two hexadecimal digits.

The following functions are provided:

=over 4
This function returns an encoded version of the string ($str) given as argument.

The second argument ($eol) is the line-ending sequence to use. It is optional and defaults to "\n". Every occurrence of "\n" is replaced with this string, and it is also used for additional "soft line breaks" to ensure that no line end up longer than 76 characters. Pass it as "\015\012" to produce data suitable for external consumption. The string "\r\n" produces the same result on many platforms, but not all.

The third argument ($binmode) will select binary mode if passed as a TRUE value. In binary mode "\n" will be encoded in the same way as any other non-printable character. This ensures that a decoder will end up with exactly the same string whatever line ending sequence it uses. In general it is preferable to use the base64 encoding for binary data; see L<MIME::Base64>.

An $eol of "" (the empty string) is special. In this case, no "soft line breaks" are introduced and binary mode is effectively enabled so that any "\n" in the original data is encoded as well.

This function returns the plain text version of the string given as argument. The lines of the result are "\n" terminated, even if the $str argument contains "\r\n" terminated lines.

If you prefer not to import these routines into your namespace, you can call them as:

use MIME::QuotedPrint ();
$encoded = MIME::QuotedPrint::encode($decoded);
$decoded = MIME::QuotedPrint::decode($encoded);

Perl v5.8 and better allow extended Unicode characters in strings. Such strings cannot be encoded directly, as the quoted-printable encoding is only defined for single-byte characters. The solution is to use the Encode module to select the byte encoding you want. For
example:

    use MIME::QuotedPrint qw(encode_qp);
    use Encode qw(encode);

    $encoded = encode_qp(encode("UTF-8", "\x{FFFF}\n"));
    print $encoded;

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=head1 SEE ALSO

L<MIME::Base64>

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018810387_1591379702.59/0/perl-MIME-Base64-3.15-396.el8.src.rpm-cosi-expand-archive-0eqZ8FH8/MIME-Base64-3.15.tar.gz-cosi-expand-archive-Y9WxESAM/MIME-Base64-3.15/QuotedPrint.pm
No license file was found, but licenses were detected in source scan.

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* /opt/ws_local/PERMITS_SQL/1018810387_1591379702.59/0/perl-MIME-Base64-3.15-396.el8.src.rpm-cosi-expand-archive-0eqZ8FH8/MIME-Base64-3.15.tar.gz-cosi-expand-archive-Y9WxESAM/MIME-Base64-3.15/Base64.xs

1.759 bind 9.11.4 9.P2.el7

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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

  Author: Julio Merino <jmmv@users.sourceforge.net>

* atf-c/ui.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5c2f2bb5b6.

  Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.
Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

Author: Julio Merino <jmmv84@gmail.com>

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vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2
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-->

<!-- Generate ISC copyright comments from Docbook copyright metadata. -->

<xsl:stylesheet version="1.0"
xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
xmlns:xi="http://www.w3.org/2001/XInclude"
xmlns:db="http://docbook.org/ns/docbook">

<xsl:template name="isc.copyright.format">
  <xsl:param name="text"/>
  <xsl:value-of select="normalize-space(substring-before($text,'&#10;'))"/>
  <xsl:text>&#10;</xsl:text>
  <xsl:variable name="rest" select="substring-after($text,'&#10;')"/>
  <xsl:if test="translate($rest,'&#9;&#32;', '')">
    <xsl:call-template name="isc.copyright.format">
      <xsl:with-param name="text" select="$rest"/>
    </xsl:call-template>
  </xsl:if>
</xsl:template>

<xsl:variable name="isc.copyright.text">
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1.760 maven-artifact-manager 2.0.9
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 * *
 * <p>This class is designed to sit between an {@link org.xml.sax.XMLReader
 * XMLReader} and the client application's event handlers. By default, it
 * does nothing but pass requests up to the reader and events
 * on to the handlers unmodified, but subclasses can override
 * specific methods to modify the event stream or the configuration
Basic interface for SAX error handlers.

If a SAX application needs to implement customized error handling, it must implement this interface and then register an instance with the XML reader using the method. The parser will then report all errors and warnings through this interface.

If an application does not register an ErrorHandler, XML parsing errors will go unreported and bizarre behaviour may result.

For XML processing errors, a SAX driver must use this interface instead of throwing an exception: it is up to the application to decide whether to throw an exception for different types of errors and warnings. Note, however, that there is no requirement that the parser continue to provide useful information after a call to could catch an exception and report a fatalError.

WARNING: If an application does not register an ErrorHandler, XML parsing errors will go unreported and bizarre behaviour may result.

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WARNING: If an application does not register an ErrorHandler, XML parsing errors will go unreported and bizarre behaviour may result.

For XML processing errors, a SAX driver must use this interface instead of throwing an exception: it is up to the application to decide whether to throw an exception for different types of errors and warnings. Note, however, that there is no requirement that the parser continue to provide useful information after a call to could catch an exception and report a fatalError.
Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/ErrorHandler.java
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/**
 * Interface for a list of XML attributes.
 *
 * <blockquote>
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 * </blockquote>
 *
 * This interface allows access to a list of attributes in
 * three different ways:
 *
 * <ol>
 * <li>by attribute index;</li>
 * <li>by Namespace-qualified name; or</li>
 * <li>by qualified (prefixed) name.</li>
 * </ol>
 *
 * The list will not contain attributes that were declared
 * #IMPLIED but not specified in the start tag.  It will also not
 * contain attributes used as Namespace declarations (xmlns*) unless
 * the <code>http://xml.org/sax/features/namespace-prefixes</code>
 * feature is set to <var>true</var> (it is <var>false</var> by
 * default).  
 *
 * If the namespace-prefixes feature (see above) is <var>false</var>,
 * access by qualified name may not be available; if the
 * <code>http://xml.org/sax/features/namespaces</code>
 * feature is <var>false</var>, access by Namespace-qualified names
 * may not be available.
 *
 * This interface replaces the now-deprecated SAX1
 * @link org.xml.sax.AttributeList AttributeList) interface, which does not
 * contain Namespace support.  In addition to Namespace support, it
 * adds the <var>getIndex</var> methods (below). 
 *
 * The order of attributes in the list is unspecified, and will
 * vary from implementation to implementation.
Default implementation for AttributeList.

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This class provides a convenience implementation of the SAX AttributeList interface. This implementation is useful both for SAX parser writers, who can use it to provide attributes to the application, and for SAX application writers, who can use it to create a persistent copy of an element's attribute specifications.

public void startElement (String name, AttributeList atts)
{
   // create a persistent copy of the attribute list
   // for use outside this method
   myatts = new AttributeListImpl(atts);
   [...]
}

Please note that SAX parsers are not required to use this class to provide an implementation of AttributeList; it is supplied only as an optional convenience. In particular, parser writers are encouraged to invent more efficient
* implementations.</p>
* 
* @deprecated This class implements a deprecated interface,
*     {@link org.xml.sax.AttributeList AttributeList};
* that interface has been replaced by
*     {@link org.xml.sax.Attributes Attributes},
* which is implemented in the
*     AttributesImpl helper class.
* @since SAX 1.0
* @author David Megginson,
*     sax@megginson.com
* @version 2.0
* @see org.xml.sax.AttributeList
* @see org.xml.sax.DocumentHandler#startElement
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/helpers/AttributeListImpl.java
No license file was found, but licenses were detected in source scan.

// NO WARRANTY! This class is in the Public Domain.
/**
 * Interface for an XML filter.
 *
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 */

* An XML filter is like an XML reader, except that it obtains its
* events from another XML reader rather than a primary source like
* an XML document or database. Filters can modify a stream of
* events as they pass on to the final application.</p>
*
* The XMLFilterImpl helper class provides a convenient base
* for creating SAX2 filters, by passing on all {@link org.xml.sax.EntityResolver
* EntityResolver}, {@link org.xml.sax.DTDHandler DTDHandler},
* {@link org.xml.sax.ContentHandler ContentHandler} and {@link org.xml.sax.ErrorHandler
* ErrorHandler} events automatically.</p>
*
* @since SAX 2.0
* @author David Megginson,
* sax@megginson.com
* @version 2.0
* @see org.xml.sax.helpers.XMLFilterImpl
*/
/**
 * Interface for associating a SAX event with a document location.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * </blockquote>
 *
 * <p>If a SAX parser provides location information to the SAX
 * application, it does so by implementing this interface and then
 * passing an instance to the application using the content
 * handler's [link org.xml.sax.ContentHandler#setDocumentLocator
 * setDocumentLocator] method. The application can use the
 * object to obtain the location of any other content handler event
 * in the XML source document.</p>
 *
 * <p>Note that the results returned by the object will be valid only
 * during the scope of each content handler method: the application
 * will receive unpredictable results if it attempts to use the
 * locator at any other time.</p>
 *
 * <p>SAX parsers are not required to supply a locator, but they are
 * very strongly encouraged to do so. If the parser supplies a
 * locator, it must do so before reporting any other document events.
 * If no locator has been set by the time the application receives
 * the [link org.xml.sax.ContentHandler#startDocument startDocument]
 * event, the application should assume that a locator is not
 * available.</p>
 *
 * @since SAX 1.0
 * @author David Megginson,
 *         <a href="mailto:sax@megginson.com">sax@megginson.com</a>
 * @version 2.0
 * @see org.xml.sax.ContentHandler#setDocumentLocator
 */

/**
 * Receive notification of basic DTD-related events.
 *
This module, both source code and documentation, is in the Public Domain, and comes with NO WARRANTY.

If a SAX application needs information about notations and unparsed entities, then the application implements this interface and registers an instance with the SAX parser using the parser's setDTDHandler method. The parser uses the instance to report notation and unparsed entity declarations to the application.

Note that this interface includes only those DTD events that the XML recommendation processors to report: notation and unparsed entity declarations.

The SAX parser may report these events in any order, regardless of the order in which the notations and unparsed entities were declared; however, all DTD events must be reported after the document handler's startDocument event, and before the first startElement event.

It is up to the application to store the information for future use (perhaps in a hash table or object tree). If the application encounters attributes of type "NOTATION", "ENTITY", or "ENTITIES", it can use the information that it obtained through this interface to find the entity and/or notation corresponding with the attribute value.

Since SAX 1.0

author David Megginson,

<a href="mailto:sax@megginson.com">sax@megginson.com</a>

version 2.0

see org.xml.sax.Parser#setDTDHandler

see org.xml.sax.HandlerBase

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  */
/**
 * Default base class for handlers.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 *
 * This class implements the default behaviour for four SAX1
 * interfaces: EntityResolver, DTDHandler, DocumentHandler,
 * and ErrorHandler. It is now obsolete, but is included in SAX2 to
 * support legacy SAX1 applications. SAX2 applications should use
 * the {@link org.xml.sax.helpers.DefaultHandler DefaultHandler} class instead.</p>
 *
 * Application writers can extend this class when they need to
 * implement only part of an interface; parser writers can
 * instantiate this class to provide default handlers when the
 * application has not supplied its own.</p>
 *
 * Note that the use of this class is optional.</p>
 *
 * @deprecated This class works with the deprecated
 * interface: DocumentHandler. It has been replaced by the SAX2
 * class.
 * @since SAX 1.0
 * @author David Megginson,
 * <a href="mailto:sax@megginson.com">sax@megginson.com</a>
 * @version 2.0
 * @see org.xml.sax.EntityResolver
 * @see org.xml.sax.DTDHandler
 * @see org.xml.sax.DocumentHandler
 * @see org.xml.sax.ErrorHandler
 */

/**
 * Default base class for handlers.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
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 * This class implements the default behaviour for four SAX1
 * interfaces: EntityResolver, DTDHandler, DocumentHandler,
 * and ErrorHandler. It is now obsolete, but is included in SAX2 to
 * support legacy SAX1 applications. SAX2 applications should use
 * the {@link org.xml.sax.helpers.DefaultHandler DefaultHandler} class instead.</p>
 *
 * Application writers can extend this class when they need to
 * implement only part of an interface; parser writers can
 * instantiate this class to provide default handlers when the
 * application has not supplied its own.</p>
 *
 * Note that the use of this class is optional.</p>
 *
 * @deprecated This class works with the deprecated
 * interface: DocumentHandler. It has been replaced by the SAX2
 * class.
 * @since SAX 1.0
 * @author David Megginson,
 * <a href="mailto:sax@megginson.com">sax@megginson.com</a>
 * @version 2.0
 * @see org.xml.sax.EntityResolver
 * @see org.xml.sax.DTDHandler
 * @see org.xml.sax.DocumentHandler
 * @see org.xml.sax.ErrorHandler
 */
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*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/ls/DOMBuilderFilter.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/ls/DOMInputSource.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/ls/DocumentLS.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar 
  /org/w3c/dom/xpath/XPathNSResolver.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/xpath/XPathResult.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/xpath/XPathExpression.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/xpath/XPathNamespace.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/ls/DOMEntityResolver.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/xpath/XPathException.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/ls/DOMBuilder.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/xpath/LSLoadEvent.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/xpath/LSProgressEvent.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/ls/LSLoadEvent.java 
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2- 
  jar/org/w3c/dom/ls/LError.java 

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/
* PURPOSE.
* See W3C License http://www.w3.org/Consortium/Legal/ for more details.
*/
/**
 * <strong>DOM Level 3 WD Experimental:</strong>
 * The DOM Level 3 specification is at the stage
 * of Working Draft, which represents work in
 * progress and thus may be updated, replaced,
 * or obsoleted by other documents at any time.</strong> <p>
 * <code>XPathEvaluator</code>, which will provide evaluation of XPath 1.0
 * expressions with no specialized extension functions or variables. It is
 * expected that the <code>XPathEvaluator</code> interface will be
 * implemented on the same object which implements the <code>Document</code>
 * interface in an implementation which supports the XPath DOM module.
 * <code>XPathEvaluator</code> implementations may be available from other
 * sources that may provide support for special extension functions or
 * variables which are not defined in this specification. The methods of
 * XPathExpression should be named with more-XPath- specific names because
 * the interface will often be implemented by the same object which
 * implements document.No change. The point of interfaces is to localize the
 * implementing namespace. This would make the method names unnecessarily
 * long and complex even though there are no conflicts in the interface
 * itself. The new core method getInterface is designed for discovering
 * interfaces of additional modules that may not be directly implemented on
 * the objects to which they are attached. This could be used to implement
 * XPath on a separate object. The user only refers to the separate
 * interfaces and not the proprietary aggregate implementation. Should entity
 * refs be supported so that queries can be made on them? No change. We will
 * not do this now. They are not part of the XPath data model. Note that
 * they may be present in the hierarchy of returned nodes, but may not
 * directly be requested or returned in the node set. What does createResult
 * create when one wants to reuse the XPath? It is not useful. Removed method.
 * Should ordering be a separate flag, or a type of result that can be
 * requested. As a type of result, it can be better optimized in
 * implementations. It makes sense as a type of result. Changed. Removed
 * method. Implementing XPathEvaluator on Document can be a problem due to
 * conflicts in the names of the methods. The working group finds no better
 * solution. GetInterface in Level 3 permits the object to be implemented
 * separately. We should be committed to this. We will leave this issue open
 * to see if we get more feedback on it. How does this interface adapt to
 * XPath 2.0 and other query languages. No change. This interface is not
 * intended to adapt to XPath 2.0 or other languages. The models of these
 * are likely to be incompatible enough to require new APIs. For alternate
 * implementations that can use this API, it can be obtained from different
 * sources. Support for custom variables and functions would be very useful.
 * No change. It is possible for an implementation to supply alternative
 * sources of an XPathEvaluator that can be customized with a custom
 * variable and function context. We do not specify how this is
* accomplished. It is too complex to address in this version of the XPath
* DOM.
* <p>See also the <a href='http://www.w3.org/TR/2002/WD-DOM-Level-3-XPath-20020328'>Document Object
Model (DOM) Level 3 XPath Specification</a>.</p>
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
jar/org/w3c/dom/xpath/XPathEvaluator.java
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/**
* Interface for an element’s attribute specifications.
* <p>This module, both source code and documentation, is in the
* Public Domain, and comes with <strong>NO WARRANTY</strong>.</p>
* <p>This is the original SAX1 interface for reporting an element’s
* attributes. Unlike the new <a href='http://www.w3.org/TR/2002/WD-DOM-Level-3-XPath-20020328'>Attributes
interface, it does not support Namespace-related information.</p>
* <p>When an attribute list is supplied as part of a
* event, the list will return valid results only during the
* scope of the event; once the event handler returns control
* to the parser, the attribute list is invalid. To save a
* persistent copy of the attribute list, use the SAX1
* helper class.</p>
* <p>An attribute list includes only attributes that have been
* specified or defaulted: #IMPLIED attributes will not be included.</p>
* <p>There are two ways for the SAX application to obtain information
* from the AttributeList. First, it can iterate through the entire
* list:</p>
*  
*  
*  
*  
*  
*  
* public void startElement (String name, AttributeList atts) {
*  for (int i = 0; i < atts.getLength(); i++) {
*    String name = atts.getName(i);
*    String type = atts.getType(i);
*    String value = atts.getValue(i);
*    [...] 
*  } 
* }
As an alternative, the application can request the value or type of specific attributes:

```java
public void startElement (String name, AttributeList atts) {
    String identifier = atts.getValue("id");
    String label = atts.getValue("label");
    [...]
}
```

@deprecated This interface has been replaced by the SAX2 [Attributes interface](http://sax.sourceforge.net/doc/api/org/xml/sax/Attributes.html), which includes Namespace support.

@since SAX 1.0

@author David Megginson,
    <a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0

@see org.xml.sax.DocumentHandler#startElement startElement
@see org.xml.sax.helpers.AttributeListImpl AttributeListImpl

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/AttributeList.java

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/**
 * Receive notification of general document events.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with NO WARRANTY.</em>
 * </blockquote>
 *
 * This was the main event-handling interface for SAX1; in
 * SAX2, it has been replaced by [ContentHandler](http://sax.sourceforge.net/doc/api/org/xml/sax/ContentHandler.html), which provides Namespace support and reporting
 * of skipped entities. This interface is included in SAX2 only
 * to support legacy SAX1 applications.
 *
 * The order of events in this interface is very important, and
 * mirrors the order of information in the document itself. For
 * example, all of an element's content (character data, processing
* instructions, and/or subelements) will appear, in order, between
* the startElement event and the corresponding endElement event.</p>
*
* <p>Application writers who do not want to implement the entire
* interface can derive a class from HandlerBase, which implements
* the default functionality; parser writers can instantiate
* HandlerBase to obtain a default handler. The application can find
* the location of any document event using the Locator interface
* supplied by the Parser through the setDocumentLocator method.</p>
*
* @deprecated This interface has been replaced by the SAX2
*             { @link org.xml.sax.ContentHandler ContentHandler}
*             interface, which includes Namespace support.
* @since SAX 1.0
* @author David Megginson,
*     <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.Parser#setDocumentHandler
* @see org.xml.sax.Locator
* @see org.xml.sax.HandlerBase
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/DocumentHandler.java
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// NO WARRANTY! This class is in the Public Domain.
/**
* Factory for creating an XML reader.
*
* <blockquote>
*   This module, both source code and documentation, is in the
* </blockquote>
* Public Domain, and comes with <strong>NO WARRANTY</strong>.<em>
* See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
* for further information.
* </em>
* <em>
* This class contains static methods for creating an XML reader
* from an explicit class name, or based on runtime defaults:</p>
*
* <pre>
* try {
*   XMLReader myReader = XMLReaderFactory.createXMLReader();
* } catch (SAXException e) {
*   System.err.println(e.getMessage());
* }
* </pre>
Note to Distributions bundled with parsers:

You should modify the implementation of the no-arguments <em>createXMLReader</em> to handle cases where the external configuration mechanisms aren't set up. That method should do its best to return a parser when one is in the class path, even when nothing bound its class name to <code>org.xml.sax.driver</code> so those configuration mechanisms would see it.

@since SAX 2.0
@author David Megginson, David Brownell
@version 2.0r2pre3

This class is in the Public Domain. NO WARRANTY!

Encapsulate Namespace logic for use by SAX drivers.

This module, both source code and documentation, is in the Public Domain, and comes with NO WARRANTY. NO WARRANTY!

This class encapsulates the logic of Namespace processing:

it tracks the declarations currently in force for each context

and automatically processes qualified XML 1.0 names into their

Namespace parts; it can also be used in reverse for generating

XML 1.0 from Namespaces.

Namespace support objects are reusable, but the reset method must be invoked between each session.

Here is a simple session:

```
String parts[] = new String[3];
NamespaceSupport support = new NamespaceSupport();
support.pushContext();
support.declarePrefix("", "http://www.w3.org/1999/xhtml");
support.declarePrefix("dc", "http://www.purl.org/dc#");
String parts[] = support.processName("p", parts, false);
```
System.out.println("Namespace URI: "+ parts[0]);
System.out.println("Local name: "+ parts[1]);
System.out.println("Raw name: "+ parts[2]);

String parts[]= support.processName("dc:title", parts, false);
System.out.println("Namespace URI: "+ parts[0]);
System.out.println("Local name: "+ parts[1]);
System.out.println("Raw name: "+ parts[2]);
support.popContext();
</pre>

Note that this class is optimized for the use case where most
elements do not contain Namespace declarations: if the same
prefix/URI mapping is repeated for each context (for example), this
class will be somewhat less efficient.</p>

@since SAX 2.0
@author David Megginson,
<a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0
/*

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// NO WARRANTY! This class is in the public domain.
/**
 * Default base class for SAX2 event handlers.
 *
 * This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>"/
 *
 * This class is available as a convenience base class for SAX2
 * applications: it provides default implementations for all of the
 * callbacks in the four core SAX2 handler classes:
 *
 * <ul>
 * <li>{@link org.xml.sax.EntityResolver EntityResolver}</li>
 * <li>{@link org.xml.sax.DTDHandler DTDHandler}</li>
 * <li>{@link org.xml.sax.ContentHandler ContentHandler}</li>
 * <li>{@link org.xml.sax.ErrorHandler ErrorHandler}</li>
 * </ul>
* <p>Application writers can extend this class when they need to
* implement only part of an interface; parser writers can
* instantiate this class to provide default handlers when the
* application has not supplied its own.</p>
*
* <p>This class replaces the deprecated SAX1
* [@link org.xml.sax.HandlerBase HandlerBase} class.</p>
*
* @since SAX 2.0
* @author David Megginson,
*       @a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.EntityResolver
* @see org.xml.saxDTDHandler
* @see org.xml.sax.ContentHandler
* @see org.xml.sax.ErrorHandler
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/helpers/DefaultHandler.java

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

/**
* Encapsulate an XML parse error or warning.
* 
* * <blockquote>
*   * <em>This module, both source code and documentation, is in the
*     * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
* * </blockquote>
* 
* <p>This exception will include information for locating the error
* in the original XML document. Note that although the application
* will receive a SAXParseException as the argument to the handlers
* in the [@link org.xml.sax.ErrorHandler ErrorHandler} interface,
* the application is not actually required to throw the exception;
* instead, it can simply read the information in it and take a
* different action.</p>
*
* <p>Since this exception is a subclass of [@link org.xml.sax.SAXException
* SAXException}, it inherits the ability to wrap another exception.</p>
*
* @since SAX 1.0
* @author David Megginson,
*       @a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.SAXException
* @see org.xml.sax.Locator
* @see org.xml.sax.ErrorHandler
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/SAXParseException.java
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*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/ranges/RangeException.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/CharacterData.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/NamedNodeMap.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/Text.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/events/Event.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/Notation.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/events/DocumentEvent.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/events/EventTarget.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/traversal/TreeWalker.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/DocumentFragment.java
No license file was found, but licenses were detected in source scan.

/**
 * Basic interface for resolving entities.
 *
 * @blockquote
 * This module, both source code and documentation, is in the
 * Public Domain, and comes with @strong NO WARRANTY@.</blockquote>
 *
 * @blockquote
 * If a SAX application needs to implement customized handling
 * for external entities, it must implement this interface and
 * register an instance with the SAX driver using the
 * \{@link org.xml.sax.XMLReader#setEntityResolver setEntityResolver} \}
 * method.</p>
 *
 * The XML reader will then allow the application to intercept any
 * external entities (including the external DTD subset and external
 * parameter entities, if any) before including them.</p>
 *
 * Many SAX applications will not need to implement this interface,
 * but it will be especially useful for applications that build
 * XML documents from databases or other specialised input sources,
 * or for applications that use URI types other than URLs.</p>
 *
 * The following resolver would provide the application
 * with a special character stream for the entity with the system
 * identifier "http://www.myhost.com/today":</p>
 *
* <pre>
* import org.xml.sax.EntityResolver;
* import org.xml.sax.InputSource;
*
* public class MyResolver implements EntityResolver {
*   public InputSource resolveEntity (String publicId, String systemId)
*   {
*     if (systemId.equals("http://www.myhost.com/today")) {
*       // return a special input source
*       MyReader reader = new MyReader();
*       return new InputSource(reader);
*     } else {
*       // use the default behaviour
*       return null;
*     }
*   }
*
* }  
* </pre>
*
* <p>The application can also use this interface to redirect system
* identifiers to local URIs or to look up replacements in a catalog
* (possibly by using the public identifier).</p>
*
* @since SAX 1.0
* @author David Megginson,
*         <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.Parser#setEntityResolver
* @see org.xml.sax.InputSource
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/EntityResolver.java
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Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/helpers/package.html
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*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLHtmlElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLParagraphElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLBodyElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLBRElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLLabelElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLFrameElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLDocument.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLTableRowElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLSelectElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLMenuElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLInputElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLHeadingElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLDirectoryElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLTableCellElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLUListElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLBaseFontElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLFrameSetElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/html/HTMLStyleElement.java
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/**
 * Provide an optional convenience implementation of Locator.
 * 
 * <blockquote>
 * <em>This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 * 
 * This class is available mainly for application writers, who can use it to make a persistent snapshot of a locator at any point during a document parse:
 * 
 * <pre>
 * Locator locator;
 * Locator startloc;
 *
 * public void setLocator (Locator locator)
 * {
 *     // note the locator
 *     this.locator = locator;
 * }
 * 
 * public void startDocument ()
 */
* {  
  // save the location of the start of the document  
  // for future use.  
  Locator startloc = new LocatorImpl(locator);  
* }  
* </pre>  
*  
* <p>Normally, parser writers will not use this class, since it  
* is more efficient to provide location information only when  
* requested, rather than constantly updating a Locator object.</p>  
*  
* @since SAX 1.0  
* @author David Megginson,  
*         <a href="mailto:sax@megginson.com">sax@megginson.com</a>  
* @version 2.0  
* @see org.xml.sax.Locator Locator  
*/

Found in path(s):  
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-  
  jar/org/xml/sax/helpers/LocatorImpl.java  
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// NO WARRANTY! This class is in the Public Domain.
/**
* Interface for reading an XML document using callbacks.
* <blockquote>
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* Public Domain, and comes with <strong>NO WARRANTY</strong>.
* </blockquote>
* <p>Note: despite its name, this interface does not extend the standard Java <strong>Reader</strong> interface, because reading XML is a fundamentally different activity than reading character data. </p>
* <p>XMLReader is the interface that an XML parser's SAX2 driver must implement. This interface allows an application to set and query features and properties in the parser, to register event handlers for document processing, and to initiate a document parse. </p>
* <p>All SAX interfaces are assumed to be synchronous: the <em>parse</em> methods must not return until parsing is complete, and readers must wait for an event-handler callback to return before reporting the next event. </p>
* <p>This interface replaces the (now deprecated) SAX 1.0 <em>Parser</em> interface. The XMLReader interface contains two important enhancements over the old <em>Parser</em> interface: </p>
* <li>it adds a standard way to query and set features and properties; and </li>
* <li>it adds Namespace support, which is required for many higher-level XML standards. </li>
* </ol>
* <p>There are adapters available to convert a SAX1 Parser to a SAX2 XMLReader and vice-versa. </p>
* @since SAX 2.0
* @author David Megginson,
*       <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.XMLFilter
* @see org.xml.sax.helpers.ParserAdapter
* @see org.xml.sax.helpers.XMLReaderAdapter
*/

Found in path(s):
A single input source for an XML entity.

This class allows a SAX application to encapsulate information about an input source in a single object, which may include:
- a public identifier, a system identifier, a byte stream (possibly with a specified encoding), and/or a character stream.

There are two places that the application will deliver this input source to the parser:
- as the argument to the Parser.parse method,
- or as the return value of the EntityResolver.resolveEntity method.

The SAX parser will use the InputSource object to determine how to read XML input. If there is a character stream available, the parser will read that stream directly; if not, the parser will use a byte stream, if available; if neither a character stream nor a byte stream is available, the parser will attempt to open a URI connection to the resource identified by the system identifier.

An InputSource object belongs to the application: the SAX parser shall never modify it in any way (it may modify a copy if necessary).

@since SAX 1.0
@author David Megginson,
<a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0
@see org.xml.sax.Parser#parse
@see org.xml.sax.EntityResolver#resolveEntity
@see java.io.InputStream
@see java.io.Reader

// NO WARRANTY! This class is in the Public Domain.
/**
 * Exception class for an unsupported operation.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 *
 * An XMLReader will throw this exception when it recognizes a
 * feature or property identifier, but cannot perform the requested
 * operation (setting a state or value). Other SAX2 applications and
 * extensions may use this class for similar purposes.
 *
 * @since SAX 2.0
 * @author David Megginson,
 *         <a href="mailto:sax@megginson.com">sax@megginson.com</a>
 * @version 2.0
 * @see org.xml.sax.SAXNotRecognizedException
 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/SAXNotSupportedException.java
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  */

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    jar/javax/xml/parsers/SecuritySupport.java
  * /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
    jar/javax/xml/parsers/SecuritySupport12.java
  * /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
    jar/org/xml/sax/helpers/SecuritySupport12.java
  * /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
    jar/org/xml/sax/helpers/SecuritySupport.java

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* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/traversal/package.html
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/ranges/package.html
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/events/package.html

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// NO WARRANTY!  This class is in the public domain.
/**
 * Adapt a SAX1 Parser as a SAX2 XMLReader.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 *
 * This class wraps a SAX1 {@link org.xml.sax.Parser Parser}
 * and makes it act as a SAX2 {@link org.xml.sax.XMLReader XMLReader},
 * with feature, property, and Namespace support.  Note
 * that it is not possible to report {@link org.xml.sax.ContentHandler#skippedEntity
 * skippedEntity} events, since SAX1 does not make that information available.</p>
 *
 * This adapter does not test for duplicate Namespace-qualified
 * attribute names.</p>
 *
 * @since SAX 2.0
 * @author David Megginson,
 * <a href="mailto:sax@megginson.com">sax@megginson.com</a>
 *
 * @version 2.0
 * @see org.xml.sax.helpers.XMLReaderAdapter
 * @see org.xml.sax.XMLReader
 * @see org.xml.sax.Parser
 */
/**
 * Adapt a SAX1 AttributeList as a SAX2 Attributes object.
 *
 * <p>This class is in the Public Domain, and comes with NO
 * WARRANTY of any kind.</p>
 *
 * This wrapper class is used only when Namespace support
 * is disabled -- it provides pretty much a direct mapping
 * from SAX1 to SAX2, except that names and types are
 * interned whenever requested.</p>
 */

Found in path(s):
// NO WARRANTY! This class is in the public domain.
/**
 * Default implementation of the Attributes interface.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * <p>This class provides a default implementation of the SAX2
 * <code>Attributes</code> interface, with the
 * addition of manipulators so that the list can be modified or
 * reused.</p>
 *
 * <p>There are two typical uses of this class:</p>
 *
 * <ol>
 * <li>to take a persistent snapshot of an Attributes object
 * in a <code>startElement</code> event; or</li>
 * <li>to construct or modify an Attributes object in a SAX2 driver or filter.</li>
 * </ol>
 *
 * <p>This class replaces the now-deprecated SAX1 <code>AttributeListImpl</code> class;
 * in addition to supporting the updated Attributes
 * interface rather than the deprecated <code>AttributeList</code> interface,
 * it also includes a much more efficient
 * implementation using a single array rather than a set of Vectors.</p>
 *
 * @since SAX 2.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/helpers/AttributesImpl.java
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// NO WARRANTY! This class is in the Public Domain.
/**
 * Create a new instance of a class by name.
This class contains a static method for creating an instance of a class from an explicit class name. It tries to use the thread's context ClassLoader if possible and falls back to using Class.forName(String). It also takes into account JDK 1.2+'s AccessController mechanism for performing its actions.

This code is designed to run on JDK version 1.1 and later and compile on versions of Java 2 and later.

@author Edwin Goei, David Brownell, Neil Graham
@version $Id: NewInstance.java,v 1.2 2002/08/26 23:55:45 neilg Exp $

Encapsulate a general SAX error or warning.

This class can contain basic error or warning information from either the XML parser or the application: a parser writer or application writer can subclass it to provide additional functionality. SAX handlers may throw this exception or any exception subclassed from it.

If the application needs to pass through other types of exceptions, it must wrap those exceptions in a SAXException or an exception derived from a SAXException.

If the parser or application needs to include information about a specific location in an XML document, it should use the [ @link org.xml.sax.SAXParseException SAXParseException ] subclass.
Exception class for an unrecognized identifier.

An XMLReader will throw this exception when it finds an unrecognized feature or property identifier; SAX applications and extensions may use this class for other, similar purposes.

@since SAX 2.0
@author David Megginson,
<a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0
@see org.xml.sax.SAXNotSupportedException

An XMLReader will throw this exception when it finds an unrecognized feature or property identifier; SAX applications and extensions may use this class for other, similar purposes.

@since SAX 2.0
@author David Megginson,
<a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0
@see org.xml.sax.SAXNotRecognizedException

An XMLReader will throw this exception when it finds an unrecognized feature or property identifier; SAX applications and extensions may use this class for other, similar purposes.

@since SAX 2.0
@author David Megginson,
<a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0
@see org.xml.sax.SAXNotSupportedException

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 */

/**
 * Create a new <code>DOMBuilder</code>. The newly constructed parser may
 * then be configured by means of its <code>setFeature</code> method,
 * and used to parse documents by means of its <code>parse</code> method.
 * @param mode  The <code>mode</code> argument is either
 *   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
 *   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
 *   <code>DOMBuilder</code> that is created will operate in synchronous
 *   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
 *   <code>DOMBuilder</code> that is created will operate in
 *   asynchronous mode.
 * @param schemaType  An absolute URI representing the type of the schema
 *   language used during the load of a <code>Document</code> using the
 *   newly created <code>DOMBuilder</code>. Note that no lexical
 *   checking is done on the absolute URI. In order to create a
 *   <code>DOMBuilder</code> for any kind of schema types (i.e. the
 *   DOMBuilder will be free to use any schema found), use the value
 *   <code>null</code>. For W3C XML Schema, applications must use the
 *   value <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD
 *   applications must use the value
 *   <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
 *   are outside the scope of the W3C and therefore should recommend an
 *   absolute URI in order to use this method.
 * @return  The newly created <code>DOMBuilder</code> object. This
 *   <code>DOMBuilder</code> is either synchronous or asynchronous
 *   depending on the value of the <code>mode</code> argument. By
 *   default, the newly created <code>DOMBuilder</code> does not contain
 *   a <code>DOMErrorHandler</code>, i.e. the value of the
 *   <code>errorHandler</code> is <code>null</code>. However,
 *   implementations may provide a default error handler at creation
 *   time. In that case, the initial value of the
 *   <code>errorHandler</code> attribute on the new created
 *   <code>DOMBuilder</code> contains a reference to the default error
 *   handler.
 * @exception DOMException
 *   NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
 *   not supported.
 */
/**
* Basic interface for SAX (Simple API for XML) parsers.
*
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* Public Domain, and comes with <strong>NO WARRANTY</strong></em>.
* </blockquote>

* This was the main event supplier interface for SAX1; it has
* been replaced in SAX2 by [@link org.xml.sax.XMLReader XMLReader],
* which includes Namespace support and sophisticated configurability
* and extensibility.
*
* All SAX1 parsers must implement this basic interface: it allows
* applications to register handlers for different types of events
* and to initiate a parse from a URI, or a character stream.
*
* All SAX1 parsers must also implement a zero-argument constructor
* (though other constructors are also allowed).
*
* SAX1 parsers are reusable but not re-entrant: the application
* may reuse a parser object (possibly with a different input source)
* once the first parse has completed successfully, but it may not
* invoke the parse() methods recursively within a parse.
*
* @deprecated This interface has been replaced by the SAX2
* { [@link org.xml.sax.XMLReader XMLReader] } interface, which includes Namespace support.
* @since SAX 1.0
* @author David Megginson,
* <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.ErrorHandler
* @see org.xml.sax.HandlerBase
* @see org.xml.sax.InputSource
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/**
 * SAX2 extension handler for DTD declaration events.
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 * <p>This is an optional extension handler for SAX2 to provide
 * information about DTD declarations in an XML document. XML
 * readers are not required to support this handler, and this
 * handler is not included in the core SAX2 distribution.</p>
 * <p>Note that data-related DTD declarations (unparsed entities and
 * notations) are already reported through the { @link org.xml.sax/DTDHandler DTDHandler } interface.</p>
 * <p>If you are using the declaration handler together with a lexical
 * handler, all of the events will occur between the
 * { @link org.xml.sax.ext.LexicalHandler#startDTD startDTD } and the
 * { @link org.xml.sax.ext.LexicalHandler#endDTD endDTD } events.</p>
 * <p>To set the DeclHandler for an XML reader, use the
 * { @link org.xml.sax.XMLReader#setProperty setProperty } method
 * with the propertyId "http://xml.org/sax/properties/declaration-handler". If the reader does not support declaration events, it will throw a
 * { @link org.xml.sax.SAXNotRecognizedException SAXNotRecognizedException } or a
 * { @link org.xml.sax.SAXNotSupported Exception SAXNotSupportedException } when you attempt to register the handler.</p>
  
  * @since 1.0
  * @author David Megginson,
  *         <a href="mailto:sax@megginson.com">sax@megginson.com</a>
  * @version 1.0
  * @see org.xml.sax.XMLReader
  */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/ext/DeclHandler.java

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/**
 * Java-specific class for dynamically loading SAX parsers.
 */
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Note: This class is designed to work with the now-deprecated SAX1 Parser class. SAX2 applications should use XMLReaderFactory instead.

ParserFactory is not part of the platform-independent definition of SAX; it is an additional convenience class designed specifically for Java XML application writers. SAX applications can use the static methods in this class to allocate a SAX parser dynamically at run-time based either on the value of the `org.xml.sax.parser` system property or on a string containing the class name.

Note that the application still requires an XML parser that implements SAX1.

@deprecated This class works with the deprecated SAX1 Parser interface.
@since SAX 1.0
@author David Megginson
@version 2.0r2pre3

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Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
jar/javax/xml/parsers/FilePathToURI.java
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/**
 * Adapt a SAX2 XMLReader as a SAX1 Parser.
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 * </em></blockquote>
 * @since SAX 2.0
 * @author David Megginson,
 * @version 2.0
 * @see org.xml.sax.Parser
 * @see org.xml.sax.XMLReader
 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
jar/org/xml/sax/helpers/XMLReaderAdapter.java
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 * Receive notification of the logical content of a document.
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 * </em></blockquote>
 * @since SAX 2.0
 * @version 2.0
 * @see org.xml.sax.Parser
 * @see org.xml.sax.XMLReader
 */

This is the main interface that most SAX applications
implement: if the application needs to be informed of basic parsing
events, it implements this interface and registers an instance with
the SAX parser using the {
} method. The parser uses the instance to report
basic document-related events like the start and end of elements
and character data.

---
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The order of events in this interface is very important, and mirrors the order of information in the document itself. For example, all of an element's content (character data, processing instructions, and/or subelements) will appear, in order, between the startElement event and the corresponding endElement event.

This interface is similar to the now-deprecated SAX 1.0 DocumentHandler interface, but it adds support for Namespaces and for reporting skipped entities (in non-validating XML processors).

Implementors should note that there is also a Java class \{ @link java.net.ContentHandler ContentHandler \} in the java.net package; that means that it's probably a bad idea to do.

In fact, "import ...*" is usually a sign of sloppy programming anyway, so the user should consider this a feature rather than a bug.

@since SAX 2.0
@author David Megginson,
        <a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0
@see org.xml.sax.XMLReader
@see org.xml.sax/DTDHandler
@see org.xml.sax.ErrorHandler

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/**
 * SAX2 extension handler for lexical events.
 *
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 * </blockquote>
 *
 * This is an optional extension handler for SAX2 to provide
* lexical information about an XML document, such as comments
* and CDATA section boundaries; XML readers are not required to
* support this handler, and it is not part of the core SAX2
* distribution.</p></p>

* <p>The events in the lexical handler apply to the entire document,
* not just to the document element, and all lexical handler events
* must appear between the content handler's startDocument and
* endDocument events.</p>

* <p>To set the LexicalHandler for an XML reader, use the
* [link org.xml.sax.XMLReader#setProperty setProperty] method
* with the propertyId "http://xml.org/sax/properties/lexical-handler".
* If the reader does not support lexical events, it will throw a
* [link org.xml.sax.SAXNotRecognizedException SAXNotRecognizedException]
* or a
* [link org.xml.sax.SAXNotSupportedException SAXNotSupportedException]
* when you attempt to register the handler.</p>

* <p>@since 1.0
* @author David Megginson,
* <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 1.0
* @see org.xml.sax.XMLReader#setProperty
* @see org.xml.sax.SAXNotRecognizedException
* @see org.xml.sax.SAXNotSupportedException
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/ext/LexicalHandler.java

1.762 python-dateutil 2.6.1
1.762.1 Available under license :
dateutil - Extensions to the standard Python datetime module.

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1.764 giflib 5.1.4-3.el8

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1.765 kafka-streams-examples 2.4.0

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1.773 swagger-models 2.1.2

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1.774 golang-snappy 0.0.3

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

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

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

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

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

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

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

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

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

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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

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

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

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

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

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

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

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

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

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

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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At the bottom of this file is a table that shows what each license indicated below is and where the actual text of the license can be found.

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.
The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

**1.786 commons-compress 1.12**

**1.786.1 Available under license:**

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1.794 libjpeg 1.2.90-8.el7

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 * jdinput.c
 *
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 *
 * This file contains input control logic for the JPEG decompressor.
 * These routines are concerned with controlling the decompressor's input
 * processing (marker reading and coefficient decoding). The actual input
 * reading is done in jdmarker.c, jdhuff.c, and jdphuff.c.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdinput.c

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; more details.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfmmxint.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jiss2int-
64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jisser2int.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jisser2int-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jimxint.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jisser2int.asm
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(/)
* jdmarker.c
 *
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* Modifications:
* Copyright (C) 2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains routines to decode JPEG datastream markers.
* Most of the complexity arises from our desire to support input
* suspension: if not all of the data for a marker is available,
* we must exit back to the application. On resumption, we reprocess
* the marker.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmarker.c
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/*
 * jchuff.c
 *
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 *
 * This file contains Huffman entropy encoding routines.
 *
 * Much of the complexity here has to do with supporting output suspension.
 * If the data destination module demands suspension, we want to be able to
 * back up to the start of the current MCU. To do this, we copy state
 * variables into local working storage, and update them back to the
 * permanent JPEG objects only upon successful completion of an MCU.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jchuff.c
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/*
 * jdapistd.c
 *
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 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half
 * of the JPEG library. These are the "standard" API routines that are
 * used in the normal full-decompression case. They are not used by a
 * transcoding-only application. Note that if an application links in
 * jpeg_start_decompress, it will end up linking in the entire decompressor.
 * We thus must separate this file from jdapimin.c to avoid linking the
 * whole decompression library into a transcoder.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapistd.c
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/*
 * jidctfst.c
* Copyright (C) 1994-1998, Thomas G. Lane.
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*
* This file contains a fast, not so accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
* /

Found in path(s):
/ opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctfst.c
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/ *
* j dct . h
*
* Copyright (C) 1994-1996, Thomas G. Lane.
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*
* This include file contains common declarations for the forward and
* inverse DCT modules. These declarations are private to the DCT managers
* (j dctmgr. c, j d dctmgr. c) and the individual DCT algorithms.
* The individual DCT algorithms are kept in separate files to ease
* machine-dependent tuning (e.g., assembly coding).
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdct.h

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*/

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.jar
/*
 * jidctred.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
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 *
 * This file contains inverse-DCT routines that produce reduced-size output:
 * either 4x4, 2x2, or 1x1 pixels from an 8x8 DCT block.
 *
 * The implementation is based on the Loeffler, Ligtenberg and Moschytz (LL&M)
 * algorithm used in jidctint.c. We simply replace each 8-to-8 1-D IDCT step
 * with an 8-to-4 step that produces the four averages of two adjacent outputs
 * (or an 8-to-2 step producing two averages of four outputs, for 2x2 output).
 * These steps were derived by computing the corresponding values at the end
 * of the normal LL&M code, then simplifying as much as possible.
 *
 * 1x1 is trivial: just take the DC coefficient divided by 8.
 *
 * See jidctint.c for additional comments.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJUnitTest.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJLoader.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctred.c

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/*
 * jdsample.c
 *
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 * Modifications:
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctred.c

No license file was found, but licenses were detected in source scan.
* This file contains upsampling routines.
*
* Upsampling input data is counted in "row groups". A row group
* is defined to be (v_samp_factor * DCT_scaled_size / min_DCT_scaled_size)
* sample rows of each component. Upsampling will normally produce
* max_v_samp_factor pixel rows from each row group (but this could vary
* if the upsampler is applying a scale factor of its own).
*
* An excellent reference for image resampling is
*/

Found in path(s):
/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdsample.c
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 * jdmmerge.c
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 *
 * This file contains code for merged upsampling/color conversion.
 *
 * This file combines functions from jdsample.c and jdcolor.c;
 * read those files first to understand what's going on.
 *
 * When the chroma components are to be upsampled by simple replication
 * (ie, box filtering), we can save some work in color conversion by
 * calculating all the output pixels corresponding to a pair of chroma
 * samples at one time. In the conversion equations
 *R = Y + K1 * Cr
 *G = Y + K2 * Cb + K3 * Cr
 *B = Y + K4 * Cb
 *only the Y term varies among the group of pixels corresponding to a pair
 *of chroma samples, so the rest of the terms can be calculated just once.
 *At typical sampling ratios, this eliminates half or three-quarters of the
 *multiplications needed for color conversion.
 *
 * This file currently provides implementations for the following cases:
 *YCbCr => RGB color conversion only.
 *Sampling ratios of 2h1v or 2h2v.
*No scaling needed at upsample time.
*Corner-aligned (non-CCIR601) sampling alignment.
* Other special cases could be added, but in most applications these are
  * the only common cases. (For uncommon cases we fall back on the more
  * general code in jdsample.c and jdcolor.c.)
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmerge.c
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/*
 * jctrans.c
 *
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 *
 * This file contains library routines for transcoding compression,
 * that is, writing raw DCT coefficient arrays to an output JPEG file.
 * The routines in jcapimin.c will also be needed by a transcoder.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jctrans.c
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/*
 * jcprepcct.c
 *
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 *
 * This file contains the compression preprocessing controller.
 * This controller manages the color conversion, downsampling,
 * and edge expansion steps.
 *
 * Most of the complexity here is associated with buffering input rows
 * as required by the downsampler. See the comments at the head of
 * jcsample.c for the downsampler's needs.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
/*
 * jcapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2003-2010 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
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 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-compression case or the transcoding-only
 * case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jcapistd.c. But also see jcparam.c for
 * parameter-setup helper routines, jcomapi.c for routines shared by
 * compression and decompression, and jctrans.c for the transcoding case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcapimin.c

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/*
 * jdpostct.c
 *
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 *
 * This file contains the decompression postprocessing controller.
 * This controller manages the upsampling, color conversion, and color
 * quantization/reduction steps; specifically, it controls the buffering
 * between upsample/color conversion and color quantization/reduction.
 *
 * If no color quantization/reduction is required, then this module has no
 * work to do, and it just hands off to the upsample/color conversion code.
 * An integrated upsample/convert/quantize process would replace this module
 * entirely.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdpostct.c

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/*
 * jpegint.h
 *
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 *
 * This file provides common declarations for the various JPEG modules.
 * These declarations are considered internal to the JPEG library; most
 * applications using the library shouldn't need to include this file.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegint.h

No license file was found, but licenses were detected in source scan.

/*
 * jdmrgext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains code for merged upsampling/color conversion.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmrgext.c

No license file was found, but licenses were detected in source scan.

/*
 * rdtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed Targa format).
*
* Based on code contributed by Lee Daniel Crocker.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdtarga.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains image transformation routines and other utility code
* used by the jpegtran sample application. These are NOT part of the core
* JPEG library. But we keep these routines separate from jpegtran.c to
* ease the task of maintaining jpegtran-like programs that have other user
* interfaces.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.c
No license file was found, but licenses were detected in source scan.

/*
* jddctmgr.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2010 by Guido Vollbeding.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
* Note that the IDCT routines are responsible for performing coefficient
dequantization as well as the IDCT proper. This module sets up the
dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jddctmgr.c
No license file was found, but licenses were detected in source scan.

/*
* jQuery JavaScript Library v1.3.2
* http://jquery.com/
*
* Copyright (c) 2009 John Resig
* Dual licensed under the MIT and GPL licenses.
* http://docs.jquery.com/License
*
* Date: 2009-02-19 17:34:21 -0500 (Thu, 19 Feb 2009)
* Revision: 6246
*/

/*
* Sizzle CSS Selector Engine - v0.9.3
* Copyright 2009, The Dojo Foundation
* Released under the MIT, BSD, and GPL Licenses.
* More information: http://sizzlejs.com/
*/

/*
* jQuery UI 1.7.2
*
* Copyright (c) 2009 AUTHORS.txt (http://jqueryui.com/about)
* Dual licensed under the MIT (MIT-LICENSE.txt)
* and GPL (GPL-LICENSE.txt) licenses.
*
* http://docs.jquery.com/UI
*/

/**
* jQuery.ScrollTo - Easy element scrolling using jQuery.
* Copyright (c) 2008 Ariel Flesler - aflesler(at)gmail(dot)com
* Licensed under GPL license (http://www.opensource.org/licenses/gpl-license.php).
* Date: 2/8/2008
* @author Ariel Flesler
* @version 1.3.2
*/

Found in path(s):
No license file was found, but licenses were detected in source scan.

/*
 * jccoefct.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the coefficient buffer controller for compression.
 * This controller is the top level of the JPEG compressor proper.
 * The coefficient buffer lies between forward-DCT and entropy encoding steps.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/jquery.js

No license file was found, but licenses were detected in source scan.

/*
 * jerror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file defines the error and message codes for the JPEG library.
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 * A set of error-reporting macros are defined too. Some applications using
 * the JPEG library may wish to include this file to get the error codes
 * and/or the macros.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.h

No license file was found, but licenses were detected in source scan.

/*
 * rdcolmap.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file implements djpeg's "-map file" switch. It reads a source image
* and constructs a colormap to be supplied to the JPEG decompressor.
*
* Currently, these file formats are supported for the map file:
* GIF: the contents of the GIF's global colormap are used.
* PPM (either text or raw flavor): the entire file is read and
  * each unique pixel value is entered in the map.
* Note that reading a large PPM file will be horrendously slow.
* Typically, a PPM-format map file should contain just one pixel
  * of each desired color. Such a file can be extracted from an
  * ordinary image PPM file with ppmtomap(1).
*
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
* /
/* Portions of this code are based on the PBMPPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdcolmap.c

No license file was found, but licenses were detected in source scan.

/*
* jdcoefct.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for decompression.
* This controller is the top level of the JPEG decompressor proper.
* The coefficient buffer lies between entropy decoding and inverse-DCT steps.
*
* In buffered-image mode, this controller is the interface between
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 10520

* input-oriented processing and output-oriented processing.
* Also, the input side (only) is used when reading a file for transcoding.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
* jcomapi.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface routines that are used for both
* compression and decompression.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcomapi.c
No license file was found, but licenses were detected in source scan.

/*
* djpeg.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010-2011, 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a command-line user interface for the JPEG decompressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
*
* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* djpeg [options] inputfile outputfile
* djpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
*djpeg [options] -outfile outfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/djpeg.c
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009, 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains additional configuration options that customize the
* JPEG software for special applications or support machine-dependent
* optimizations. Most users will not need to touch this file.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmorecfg.h
No license file was found, but licenses were detected in source scan.

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and
in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/ReadMe.rtf
No license file was found, but licenses were detected in source scan.

/*
 * jcmainct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for compression.
 * The main buffer lies between the pre-processor and the JPEG
 * compressor proper; it holds downscaled data in the JPEG colorspace.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmainct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcarith.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy encoding routines for JPEG
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcarith.c
No license file was found, but licenses were detected in source scan.

/
* rdppm.c

* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed PPM format).
*/

/* Portions of this code are based on the PBMPPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdppm.c

No license file was found, but licenses were detected in source scan.

/*
* jcphuff.c

* Copyright (C) 1995-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains Huffman entropy encoding routines for progressive JPEG.
*
* We do not support output suspension in this module, since the library
* currently does not allow multiple-scan files to be written with output
* suspension.
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcphuff.c
No license file was found, but licenses were detected in source scan.

*/

* jmemsys.h
 *
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
 *
* This include file defines the interface between the system-independent
* and system-dependent portions of the JPEG memory manager. No other
* modules need include it. (The system-independent portion is jmemmgr.c;
* there are several different versions of the system-dependent portion.)
 *
* This file works as-is for the system-dependent memory managers supplied
* in the IJG distribution. You may need to modify it if you write a
* custom memory manager. If system-dependent changes are needed in
* this file, the best method is to #ifdef them based on a configuration
* symbol supplied in jconfig.h, as we have done with USE MSDOS MEMMGR
* and USE_MAC_MEMMGR.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemsys.h
No license file was found, but licenses were detected in source scan.

*/

* jidctint.c
 *
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modification developed 2002-2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains a slow-but-accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
 *
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
* This implementation is based on an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.
* We also provide IDCT routines with various output sample block sizes for
* direct resolution reduction or enlargement without additional resampling:
* NxN (N=1...16) pixels for one 8x8 input DCT block.
* For N<8 we simply take the corresponding low-frequency coefficients of
* the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
* to yield the downscaled outputs.
* This can be seen as direct low-pass downsampling from the DCT domain
* point of view rather than the usual spatial domain point of view,
* yielding significant computational savings and results at least
* as good as common bilinear (averaging) spatial downsampling.
* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
* lower frequencies and higher frequencies assumed to be zero.
* It turns out that the computational effort is similar to the 8x8 IDCT
* regarding the output size.
* Furthermore, the scaling and descaling is the same for all IDCT sizes.
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctint.c
No license file was found, but licenses were detected in source scan.

/*
* jmennobs.c
*
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file provides a really simple implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that no backing-store files are needed: all required space
* can be obtained from malloc().
* This is very portable in the sense that it'll compile on almost anything,
* but you'd better have lots of main memory (or virtual memory) if you want
* to process big images.
* Note that the max_memory_to_use option is ignored by this implementation.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZn8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/*

* cjpeg.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a command-line user interface for the JPEG compressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
*
* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* cjpeg [options] inputfile outputfile
* cjpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* cjpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZn8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cjpeg.c
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reasons for developing this free software was to help force convergence on

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/README
No license file was found, but licenses were detected in source scan.

/*
 * jsimd.h
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd.h
No license file was found, but licenses were detected in source scan.

/*
 * jdatasrc.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different source manager.
 * IMPORTANT: we assume that fread() will correctly transcribe an array of
 * JOCTETs from 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/*
 * jfdctint.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * The primary algorithm described there uses 11 multiplies and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctint.c

No license file was found, but licenses were detected in source scan.

/*
 * jutils.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains tables and miscellaneous utility routines needed
 * for both compression and decompression.
 * Note we prefix all global names with "j" to minimize conflicts with
 * a surrounding application.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jutils.c
No license file was found, but licenses were detected in source scan.

/ *
* jdcolor.c
* 
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-2012, Thomas G. Lane.
* Modified 2011 by Guido Vollbeding.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009, 2011-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains output colorspace conversion routines.
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcolor.c

No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
This file was part of the Independent JPEG Group's software.
It was modified by The libjpeg-turbo Project to include only information relevant to libjpeg-turbo.
For conditions of distribution and use, see the accompanying README file.
This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard. The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one. Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:
- A "component" means a color channel, e.g., Red or Luminance.
- A "sample" is a single component value (i.e., one number in the image data).
- A "coefficient" is a frequency coefficient (a DCT transform output number).
- A "block" is an 8x8 group of samples or coefficients.
- An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.
We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

*** System features ***

The IJG distribution contains two parts:
- A subroutine library for JPEG compression and decompression.
- cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.
cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. Hierarchical processes are not supported.

The library does not support the lossless (spatial) JPEG process. Lossless JPEG shares little or no code with lossy JPEG, and would normally be used without the extensive pre- and post-processing provided by this library. We feel that lossless JPEG is better handled by a separate library.

Within these limits, any set of compression parameters allowed by the JPEG
spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.
3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:
* Color space conversion (e.g., RGB to YCbCr).
* Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:
* MCU assembly, DCT, quantization.
* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:
* Entropy decoding (sequential or progressive, Huffman or arithmetic).
* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:
* Upsampling. Optionally, this step may be able to do more general
rescaling of the image.
* Color space conversion (e.g., YCbCr to RGB). This step may also
  provide gamma adjustment [ currently it does not ].
* Optional color quantization (e.g., reduction to 256 colors).
* Optional color precision reduction (e.g., 24-bit to 15-bit color).
  [This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module. The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (8-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downscaled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime,
the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see jdatastd.c, which implements the external interface specified by struct jpeg_destination_mgr, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***
We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

   1A. Startup initialization at the beginning of image processing.
       The individual processing modules to be used in this run are selected and given initialization calls.

   1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

   Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

   Each buffer controller sees the world as follows:

   input data => processing step A => buffer => processing step B => output data
                |               |                |
        ------------------ controller ------------------

   The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

   A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

   The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

   * Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-
* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required. The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```
|-- Colorspace conversion
    |-- Preprocessing controller --|
    |                              |-- Downsampling
Main controller --|
    |                  |-- Forward DCT, quantize
    |-- Coefficient controller --|
    |                             |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.

* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to
separate component planes. Processes one pixel row at a time.

* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as Vmax pixel rows of each component before downsampling, and Vk sample rows afterwards (remember Vk differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of 8 samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of 8 rows).

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.
* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```
|-- Main controller --|
    |-- Entropy decoding
    |   |-- Coefficient controller --]
    |       |-- Dequantize, Inverse DCT
    |   |-- Upsampling
    |-- Postprocessing controller --]   |-- Colorspace conversion
    |       |-- Color quantization
    |       |-- Color precision reduction
```

As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.
* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.
* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: jdinput.c controls only input-side processing, while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).

* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get
arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn’t any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

```c
typedef something JSAMPLE; // a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is
necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be \( \geq 0 \). This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from \(-128..127\) is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to \(0..255\). (NB: different values are required when 12-bit samples are in use.

The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.

* Indexing doesn't require multiplication; this is a performance win on many machines.

* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.

* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

\[
\text{GETJSAMPLE(image}[\text{colorcomponent}][\text{row}][\text{col}])
\]

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by \(N\) consecutive JSAMPLE values, and an image row is an array of \((\# \text{ of color components}) \times \text{(image width)}\) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications
that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 blocks, corresponding to eight rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKs, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment).
We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to
empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment,
so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever malloc/free are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

* JPOOL_PERMANENT lasts until master record is destroyed
* JPOOL_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:
1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:
* On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.

* Pool allocation heuristics may differ for large and small objects. Note that individual "large" objects cannot exceed the size allowed by type size_t, which may be 64K or less on some machines.

3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'etre is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their jinit_XXX routines.

2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.

3. realize_virt_arrays will be called at the completion of initial setup. The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that
the total space used for small objects will be small enough to be negligible in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing realize_virt_arrays to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in jdcoefct.c for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines (or their equivalents)

jpeg_get_large, jpeg_free_large interface to FAR malloc/free in MS DOS machines; else usually the same as jpeg_get_small/jpeg_free_small

jpeg_mem_available estimate available memory

jpeg_open_backing_store create a backing-store object
read_backing_store, manipulate a backing-store object
write_backing_store,
close_backing_store

On some systems there will be more than one type of backing-store object
(specifically, in MS-DOS a backing store file might be an area of extended
memory as well as a disk file). jpeg_open_backing_store is responsible for
choosing how to implement a given object. The read/write/close routines
are method pointers in the structure that describes a given object; this
lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly
released upon abnormal program termination. For example, MS-DOS won't free
extended memory by itself. To support this, we will expect the main program
or surrounding application to arrange to call self_destruct (typically via
jpeg_destroy) upon abnormal termination. This may require a SIGINT signal
handler or equivalent. We don't want to have the back end module install its
own signal handler, because that would pre-empt the surrounding application's
ability to control signal handling.

The IJG distribution includes several memory manager back end implementations.
Usually the same back end should be suitable for all applications on a given
system, but it is possible for an application to supply its own back end at
need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image
height (this would be useful for a fax-like scanner's output, for instance).
In these files the SOF marker claims the image height is 0, and you only
find out the true image height at the end of the first scan.

We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image
descriptor.
This implies that control modules must avoid making copies of the image
height, and must re-test for termination after each MCU row. This would
be easy enough to do.

In cases where image-size data structures are allocated, this approach will
result in very inefficient use of virtual memory or much-larger-than-necessary
temporary files. This seems acceptable for something that probably won't be a
mainstream usage. People might have to forgo use of memory-hogging options
(such as two-pass color quantization or noninterleaved JPEG files) if they
want efficient conversion of such files. (One could improve efficiency by
demanding a user-supplied upper bound for the height, less than 65536; in most
cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:
1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/structure.txt
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 * jcparam.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modifications:
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 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains optional default-setting code for the JPEG compressor.
 * Applications do not have to use this file, but those that don't use it
 * must know a lot more about the innards of the JPEG code.
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcparam.c

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 *
 * This file contains 1-pass color quantization (color mapping) routines.
 * These routines provide mapping to a fixed color map using equally spaced
 * color values. Optional Floyd-Steinberg or ordered dithering is available.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant1.c

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 * jquant1.c
 *
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 *
 * This file contains 1-pass color quantization (color mapping) routines.
 * These routines provide mapping to a fixed color map using equally spaced
 * color values. Optional Floyd-Steinberg or ordered dithering is available.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrjpgcom.c

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/*
 * wrjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a very simple stand-alone application that inserts
 * user-supplied text as a COM (comment) marker in a JFIF file.
 * This may be useful as an example of the minimum logic needed to parse
 * JPEG markers.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrjpgcom.c

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/*
 * jcinit.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains initialization logic for the JPEG compressor.
* This routine is in charge of selecting the modules to be executed and
  * making an initialization call to each one.
* Logically, this code belongs in jcmaster.c. It's split out because
  * linking this routine implies linking the entire compression library.
* For a transcoding-only application, we want to be able to use jcmaster.c
  * without linking in the whole library.
*
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcinit.c
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/
* cdjpeg.c
*
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* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains common support routines used by the IJG application
  * programs (cjjpeg, djpeg, jpegtran).
*
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cdjpeg.c
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/
* jfdctflt.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains a floating-point implementation of the
  * forward DCT (Discrete Cosine Transform).
* This implementation should be more accurate than either of the integer
  * DCT implementations. However, it may not give the same results on all
    * machines because of differences in roundoff behavior. Speed will depend
  * on the hardware's floating point capacity.
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT on each column. Direct algorithms are also available, but they are much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in Japanese, but the algorithm is described in the Pennebaker & Mitchell JPEG textbook (see REFERENCES section in file README). The following code is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is possible to arrange the computation so that many of the multiplies are simple scalings of the final outputs. These multiplies can then be folded into the multiplications or divisions by the JPEG quantization table entries. The AA&N method leaves only 5 multiplies and 29 adds to be done in the DCT itself.
* The primary disadvantage of this method is that with a fixed-point implementation, accuracy is lost due to imprecise representation of the scaled quantization values. However, that problem does not arise if we use floating point arithmetic.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctflt.c

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* jdmaster.c
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* Modified 2002-2009 by Guido Vollbeding.
* Modifications:
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* For conditions of distribution and use, see the accompanying README file.
*
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmaster.c

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* jquant2.c
* 
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* 
* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.
* 
* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant2.c
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* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains Huffman entropy decoding routines.
* 
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdhuff.c
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; x86 SIMD extension for IJG JPEG library - version 1.02
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 ; misrepresented as being the original software.
; 3. This notice may not be removed or altered from any source distribution.
;
; [TAB8]

;===========================================================================

; System-dependent configurations

%ifdef WIN32; ----(nasm -fwin32 -DWIN32 ...)--------
; * Microsoft Visual C++
; * MinGW (Minimalist GNU for Windows)
; * CygWin
; * LCC-Win32

; -- segment definition --
;
%ifdef __YASM_VER_
%define SEG_TEXT текст align=16
%define SEG_CONST рдата align=16
%else
%define SEG_TEXT текст align=16 public use32 class=CODE
%define SEG_CONST рдата align=16 public use32 class=CONST
%endif

%elifdef WIN64; ----(nasm -fwin64 -DWIN64 ...)--------
; * Microsoft Visual C++

; -- segment definition --
;
%ifdef __YASM_VER_
; To make the code position-independent, append -DPIC to the commandline

%define GOT_SYMBOL __GLOBAL_OFFSET_TABLE__; BSD-style a.out supports PIC

%elifdef MACHO; ----(nasm -fmacho -DMACHO ...)--
; * NeXTstep/OpenStep/Rhapsody/Darwin/MacOS X (Mach-O format)

; -- segment definition --

%define SEG_TEXT .text ;align=16; nasm doesn't accept align=16. why?
%define SEG_CONST .rodata align=16

; The generation of position-independent code (PIC) is the default on Darwin.

%define PIC
%define GOT_SYMBOL _MACHO_PIC__; Mach-O style code-relative addressing

%else; ----(Other case)----------------------

; -- segment definition --

%define SEG_TEXT .text
%define SEG_CONST .data

%endif; -----------------------------------------------

; ==========================================================================  
; ------------------------------------------------------------------------

; Common types

;ifdef __x86_64__
%
define POINTER                 qword           ; general pointer type
%define SIZEOF_POINTER          SIZEOF_QWORD    ; sizeof(POINTER)
%define POINTER_BIT             QWORD_BIT       ; sizeof(POINTER)*BYTE_BIT
%else
%define POINTER                 dword           ; general pointer type
%define SIZEOF_POINTER          SIZEOF_DWORD    ; sizeof(POINTER)
%define POINTER_BIT             DWORD_BIT       ; sizeof(POINTER)*BYTE_BIT
%endif

%define INT                     dword           ; signed integer type
%define SIZEOF_INT              SIZEOF_DWORD    ; sizeof(INT)
%define INT_BIT                 DWORD_BIT       ; sizeof(INT)*BYTE_BIT

%define FP32                    dword           ; IEEE754 single
%define SIZEOF_FP32             SIZEOF_DWORD    ; sizeof(FP32)
%define FP32_BIT                DWORD_BIT       ; sizeof(FP32)*BYTE_BIT
%define MMWORD qword ; int64 (MMX register)
%define SIZEOF_MMWORD SIZEOF_QWORD ; sizeof(MMWORD)
%define MMWORD_BIT QWORD_BIT ; sizeof(MMWORD)*BYTE_BIT

; NASM is buggy and doesn't properly handle operand sizes for SSE
; instructions, so for now we have to define XMMWORD as blank.
%define XMMWORD ; int128 (SSE register)
%define SIZEOF_XMMWORD SIZEOF_QWORD ; sizeof(XMMWORD)
%define XMMWORD_BIT QWORD_BIT ; sizeof(XMMWORD)*BYTE_BIT

; Similar hacks for when we load a dword or MMWORD into an xmm# register
%define XMM_DWORD
%define XMM_MMWORD

%define SIZEOF_BYTE 1 ; sizeof(BYTE)
%define SIZEOF_WORD 2 ; sizeof(WORD)
%define SIZEOF_DWORD 4 ; sizeof(DWORD)
%define SIZEOF_QWORD 8 ; sizeof(QWORD)
%define SIZEOF_OWORD 16 ; sizeof(OWORD)

%define BYTE_BIT 8 ; CHAR_BIT in C
%define WORD_BIT 16 ; sizeof(WORD)*BYTE_BIT
%define DWORD_BIT 32 ; sizeof(DWORD)*BYTE_BIT
%define QWORD_BIT 64 ; sizeof(QWORD)*BYTE_BIT
%define OWORD_BIT 128 ; sizeof(OWORD)*BYTE_BIT

; ---------------------------------------------------------------------------
; External Symbol Name
;
%ifndef EXTN
%define EXTN(name) _ %+ name		; foo() -> _foo
%endif

; ---------------------------------------------------------------------------
; Macros for position-independent code (PIC) support
;
%ifndef GOT_SYMBOL
%undef PIC
%endif

%ifdef PIC ; -------------------------------------------
%ifidn GOT_SYMBOL,_MACHO_PIC_ ; --------------------
; At present, nasm doesn't seem to support PIC generation for Mach-O.
; The PIC support code below is a little tricky.


SECTIONSEG_CONST
const_base:

%define GOTOFF(got,sym) (got) + (sym) - const_base

%imacro get_GOT1
; NOTE: this macro destroys ecx resister.
call%%geteip
addecx, byte (%%ref - $)
jmpshort %%adjust
%%geteip:
movcx, POINTER [esp]
ret
%%adjust:
pushebp
xorebp,ebp; ebp = 0
%ifidni %1,ebx ; (%1 == ebx)
; db 0x8D,0x9C + jmp near const_base =
; lea ebx, [ecx+ebp*8+(const_base-%%ref)] ; 8D,9C,E9,(offset32)
dbox8D,0x9C; 8D,9C
jmpnear const_base; E9,(const_base-%%ref)
%%ref:
%else ; (%1 != ebx)
; db 0x8D,0x8C + jmp near const_base =
; lea ecx, [ecx+ebp*8+(const_base-%%ref)] ; 8D,8C,E9,(offset32)
dbox8D,0x8C; 8D,8C
jmpnear const_base; E9,(const_base-%%ref)
%%ref:mov%1, ecx
%endif ; (%1 == ebx)
popebp
%endmacro

%else; GOT_SYMBOL != _MACHO_PIC_ ---------------

%define GOTOFF(got,sym) (got) + (sym) wrt ..gotoff

%imacro get_GOT1
externGOT_SYMBOL
call%%geteip
add%1, GOT_SYMBOL + $ - $ wrt ..gotpc
jmpshort %%done
%%geteip:
mov%1, POINTER [esp]
ret
%%done:
%endmacro

%endif; GOT_SYMBOL == _MACHO_PIC_ ---------------
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/1 \ 
        db 0x90                               ; nop
%endmacro

; Align the next data on {2,4,8,16,...}-byte boundary.
;
%imacro alignz 1.nolist
align %1, db 0; filling zeros
%endmacro

%ifdef __x86_64__
%ifdef WIN64
%imacro collect_args 0
push r12
push r13
push r14
push r15
mov r10, rcx
mov r11, rdx
mov r12, r8
mov r13, r9
mov r14, [rax+48]
mov r15, [rax+56]
push rsi
push rdi
sub     rsp, SIZEOF_XMMWORD
movaps  XMMWORD [rsp], xmm6
sub     rsp, SIZEOF_XMMWORD
movaps  XMMWORD [rsp], xmm7
%endmacro

%imacro uncollect_args 0
movaps  xmm7, XMMWORD [rsp]
add     rsp, SIZEOF_XMMWORD
movaps  xmm6, XMMWORD [rsp]
add     rsp, SIZEOF_XMMWORD
pop rdi
pop rsi
pop r15
pop r14
pop r13
pop r12
%endmacro

%else
%imacro collect_args 0
push r10
push r11
push r12
push r13
push r14
push r15
mov r10, rdi
mov r11, rsi
mov r12, rdx
mov r13, rcx
mov r14, r8
mov r15, r9
%endmacro

%imacro uncollect_args 0
pop r15
pop r14
pop r13
pop r12
pop r11
pop r10
%endmacro
%endif
%endif

; --------------------------------------------------------------------------
; Defines picked up from the C headers
;
%include "jsimdefg.inc"

; --------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimdext.inc

No license file was found, but licenses were detected in source scan.

/*
* jchuff.h
* 
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* */
* This file contains declarations for Huffman entropy encoding routines
* that are shared between the sequential encoder (jchuff.c) and the
* progressive encoder (jcphuff.c). No other modules need to see these.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jchuff.h
No license file was found, but licenses were detected in source scan.

/*
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-decompression case or the
 * transcoding-only case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jdapistd.c. But also see jcomapi.c for routines
 * shared by compression and decompression, and jdtrans.c for the transcoding
 * case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapimin.c
No license file was found, but licenses were detected in source scan.

/*
 * jpegtran.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1995-2010, Thomas G. Lane, Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for JPEG transcoding.
 * It is very similar to cjpege.c, and partly to djpeg.c, but provides
 * lossless transcoding between different JPEG file formats. It also
 * provides some lossless and sort-of-lossless transformations of JPEG data.
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegtran.c
No license file was found, but licenses were detected in source scan.

// Natural Docs is licensed under the GPL.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/search/search.js
No license file was found, but licenses were detected in source scan.

/*
 * jdatadst-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modified 2009-2012 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains compression data destination routines for the case of
 * emitting JPEG data to memory or to a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different destination manager.
 * IMPORTANT: we assume that fwrite() will correctly transcribe an array of
 * JOCTETs into 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst-tj.c
No license file was found, but licenses were detected in source scan.

/*
 * rdrle.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Utah RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 * These routines may need modification for non-Unix environments or
specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdrle.c
No license file was found, but licenses were detected in source scan.

/*
 * rdbmp.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2009-2010 by Guido Vollbeding.
 * Modifications:
 * Modified 2011 by Siarhei Siamashka.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Microsoft "BMP"
 * format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
 * Currently, only 8-bit and 24-bit images are supported, not 1-bit or
 * 4-bit (feeding such low-depth images into JPEG would be silly anyway).
 * Also, we don't support RLE-compressed files.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed BMP format).
 *
 * This code contributed by James Arthur Boucher.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdbmp.c
No license file was found, but licenses were detected in source scan.

/*
 * jccolor.c
This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains input colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
 * rdjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allombert, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains a very simple stand-alone application that displays
 * the text in COM (comment) markers in a JFIF file.
 * This may be useful as an example of the minimum logic needed to parse
 * JPEG markers.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdjpgcom.c
No license file was found, but licenses were detected in source scan.

License: IJG

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jconfig.txt
No license file was found, but licenses were detected in source scan.

/*
 * jconfig.txt
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
This file documents the configuration options that are required to customize the JPEG software for a particular system.

The actual configuration options for a particular installation are stored in jconfig.h. On many machines, jconfig.h can be generated automatically or copied from one of the "canned" jconfig files that we supply. But if you need to generate a jconfig.h file by hand, this file tells you how.

DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
EDIT A COPY NAMED JCONFIG.H.

These symbols indicate the properties of your machine or compiler. #define the symbol if yes, #undef it if no.

Does your compiler support function prototypes?
(If not, you also need to use ansi2knr, see install.txt)
#define HAVE_PROTOTYPES

Does your compiler support the declaration "unsigned char"?
How about "unsigned short"?
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

Define "void" as "char" if your compiler doesn't know about type void.
NOTE: be sure to define void such that "void *" represents the most general pointer type, e.g., that returned by malloc().
#define void char *

Define "const" as empty if your compiler doesn't know the "const" keyword.
#define const *

Define this if an ordinary "char" type is unsigned.
If you're not sure, leaving it undefined will work at some cost in speed.
If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
#undef CHAR_IS_UNSIGNED

Define this if your system has an ANSI-conforming <stddef.h> file.
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file. */
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
but does have a BSD-style <strings.h>. */
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead. */
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.) */
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters. */
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code. */
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not int, on Windows systems. */
#undef _WIN32
#ifdef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
#endif
/*
 * The following options affect code selection within the JPEG library,
 * but they don't need to be visible to applications using the library.
 * To minimize application namespace pollution, the symbols won't be
 * defined unless JPEG_INTERNALS has been defined.
 */

#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
 * (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
 * which is the normal and rational definition.
 */
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */

/*
 * The remaining options do not affect the JPEG library proper,
 * but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
 * Other applications can ignore these.
 */

#ifdef JPEG_CJPEG_DJPEG

/* These defines indicate which image (non-JPEG) file formats are allowed. */
#define BMP_SUPPORTED	/* BMP image file format */
#define GIF_SUPPORTED	/* GIF image file format */
#define PPM_SUPPORTED	/* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED	/* Utah RLE image file format */
#define TARGA_SUPPORTED	/* Targa image file format */

/* Define this if you want to name both input and output files on the command
 * line, rather than using stdout and optionally stdin. You MUST do this if
 * your system can't cope with binary I/O to stdin/stdout. See comments at
 * head of cjpeg.c or djpeg.c.
 */
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
 * This is crucial under MS-DOS, where the temporary "files" may be areas
 * of extended memory; on most other systems it's not as important.
 */
#undef NEED_SIGNAL_CATCHER
*/
/* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").
 * This is necessary on systems that distinguish text files from binary files,
 * and is harmless on most systems that don't. If you have one of the rare
 * systems that complains about the "b" spec, define this symbol.
 */
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef PROGRESS_REPORT

#endif /* JPEG_CJPEG_DJPEG */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jconfig.txt
No license file was found, but licenses were detected in source scan.

/**
 * jpeglib.h
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modified 2002-2009 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2009-2011, 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file defines the application interface for the JPEG library.
 * Most applications using the library need only include this file,
 * and perhaps jerror.h if they want to know the exact error codes.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpeglib.h
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/**
 * jversion.h
 *
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 * Modifications:
 * Copyright (C) 2010, 2012-2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
* This file contains software version identification.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jversion.h
No license file was found, but licenses were detected in source scan.

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# modification, are permitted provided that the following conditions are met:
# - Redistributions of source code must retain the above copyright notice,
# - This list of conditions and the following disclaimer.
# - Redistributions in binary form must reproduce the above copyright notice,
# - This list of conditions and the following disclaimer in the documentation
# - Neither the name of the libjpeg-turbo Project nor the names of its
# software without specific prior written permission.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/uninstall.in
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

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Since numerous people will be contributing code and bug fixes, it's important
to establish a common coding style. The goal of using similar coding styles
is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding
Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and
Brader). This document is available in the IJG FTP archive (see

Block comments should be laid out thusly:

/*
 * Block comments in this style.
 */

We indent statements in K&R style, e.g.,
if (test) {
    then-part;
} else {
    else-part;
}

with two spaces per indentation level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g., multi_word_name (not multiWordName). Preprocessor symbols and enum constants are similar but upper case (MULTI_WORD_NAME). Names should be unique within the first fifteen characters. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript). ansi2knr is not very bright, so it imposes a format requirement on function declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions should be written in the following style:

LOCAL(int *)
function_name (int a, char *b)
{
    code...
}

Note that each function definition must begin with GLOBAL(type), LOCAL(type), or METHODDEF(type). These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as

#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist)  type (*methodname) ()
#endif

which is used like this:

struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
    JMETHOD(void, term_entropy_encoder, (void));
};

Note the set of parentheses surrounding the parameter list.
A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.

2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot; in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.

3. Don't use global variables; anything that must be used in another module should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/coderules.txt
No license file was found, but licenses were detected in source scan.

/*
 * jdarith.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy decoding routines for JPEG
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdarith.c
No license file was found, but licenses were detected in source scan.

/*
 * jcdctmgr.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2011 D. R. Commander
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the forward-DCT management logic.
 * This code selects a particular DCT implementation to be used,
 * and it performs related housekeeping chores including coefficient
 * quantization.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.c
* 
* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains simple error-reporting and trace-message routines.
* These are suitable for Unix-like systems and others where writing to
* stderr is the right thing to do. Many applications will want to replace
* some or all of these routines.
* 
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
* 
* These routines are used by both the compression and decompression code.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.c

No license file was found, but licenses were detected in source scan.

/*
* Copyright (C)2011 D. R. Commander. All Rights Reserved.
* 
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* modification, are permitted provided that the following conditions are met:
* 
* - Redistributions of source code must retain the above copyright notice,
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* - Redistributions in binary form must reproduce the above copyright notice,
*   this list of conditions and the following disclaimer in the documentation
*   and/or other materials provided with the distribution.
* - Neither the name of the libjpeg-turbo Project nor the names of its
*   contributors may be used to endorse or promote products derived from this
*   software without specific prior written permission.
* 
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* ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR CONTRIBUTORS BE
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* CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
* SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
* INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
* CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
* ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
* POSSIBILITY OF SUCH DAMAGE.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransformer.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransform.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/bmp.h
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/bmp.c
No license file was found, but licenses were detected in source scan.

From c51b66ebcace2adec0cfbe42d25bc418ed0c02a2 Mon Sep 17 00:00:00 2001
From: DRC <information@libjpeg-turbo.org>
Date: Fri, 20 Jul 2018 17:21:36 -0500
Subject: [PATCH] cjpeg: Fix OOB read caused by malformed 8-bit BMP

... in which one or more of the color indices is out of range for the number of palette entries.

Fix partly borrowed from jpeg-9c. This commit also adopts Guido's JERR_PPM_OUTOFRANGE enum value in lieu of our project-specific JERR_PPM_TOOLARGE enum value.

Fixes #258
---

cerror.h | 5 ++---
rdbmp.c  | 7 +++++++
rdppm.c | 4 ++--
3 files changed, 11 insertions(+), 5 deletions(-)

diff --git a/cderror.h b/cderror.h
index d69b501..46b0f49 100644
--- a/cderror.h
+++ b/cderror.h
@@ -2,7 +2,7 @@
* cderror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
- * Modified 2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
@@ -48,6 +48,7 @@
JMESSAGE(JERR_BMP_COLORSPACE, "BMP output must be grayscale or RGB")
JMESSAGE(JERR_BMP_COMPRESSED, "Sorry, compressed BMPs not yet supported")
JMESSAGE(JERR_BMP_EMPTY, "Empty BMP image")
JMESSAGE(JERR_BMP_NOT, "Not a BMP file - does not start with BM")
+JMESSAGE(JERR_BMP_OUTOF RANGE, "Numeric value out of range in BMP file")
JMESSAGE(JTRC_BMP, "%ux%u 24-bit BMP image")
JMESSAGE(JTRC_BMP_MAPPED, "%ux%u 8-bit colormapped BMP image")
JMESSAGE(JTRC_BMP_OS2, "%ux%u 24-bit OS2 BMP image")
@@ -74,8 +75,8 @@
JMESSAGE(JWRN_GIF_NOMOREDATA, "Ran out of GIF bits")
#endif PPM_SUPPORTED
JMESSAGE(JERR_PPM_COLORSPACE, "PPM output must be grayscale or RGB")
JMESSAGE(JERR_PPM_NONNUMERIC, "Nonnumeric data in PPM file")
-JMESSAGE(JERR_PPM_TOOLARGE, "Integer value too large in PPM file")
+JMESSAGE(JERR_PPM_OUTOF RANGE, "Numeric value out of range in PPM file")
JMESSAGE(JTRC_PGM, "%ux%u PGM image")
JMESSAGE(JTRC_PGM_TEXT, "%ux%u text PGM image")
JMESSAGE(JTRC_PPM, "%ux%u PPM image")
diff --git a/rdbmp.c b/rdbmp.c
index c053074..7a27cab 100644
--- a/rdbmp.c
+++ b/rdbmp.c
@@ -3,7 +3,7 @@
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
@@ -64,6 +64,7 @@
typedef struct bmp_source_struct {
int bits_per_pixel;/* remembers 8- or 24-bit format */
+
int cmap_length; /* colormap length */
}
bmp_source_struct;

@@ -124,6 +125,7 @@ get_8bit_row (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
{
  bmp_source_ptr source = (bmp_source_ptr) sinfo;
  register JSAMPARRAY colormap = source->colormap;
+  int cmaplen = source->cmap_length;
  JSAMPARRAY image_ptr;
  register int t;
  register JSAMPROW inptr, outptr;
@@ -140,6 +142,8 @@ get_8bit_row (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
          outptr = source->pub.buffer[0];
    for (col = cinfo->image_width; col > 0; col--) {
      t = GETJSAMPLE(*inptr);
+      if (t >= cmaplen)
+        ERREXIT(cinfo, JERR_BMP_OUTOFRANGE);
        *outptr++ = colormap[0][t];/* can omit GETJSAMPLE() safely */
        *outptr++ = colormap[1][t];
        *outptr++ = colormap[2][t];
@@ -399,6 +403,7 @@ start_input_bmp (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
       source->colormap = (*cinfo->mem->alloc_sarray)
           ((j_common_ptr) cinfo, JPOOL_IMAGE,
           (JDIMENSION) biClrUsed, (JDIMENSION) 3);
+      source->cmap_length = (int)biClrUsed;
       /* and read it from the file */
       read_colormap(source, (int) biClrUsed, mapentrysize);
       /* account for size of colormap */
diff --git a/rdppm.c b/rdppm.c
index 5da1646..59da2bb 100644
--- a/rdppm.c
+++ b/rdppm.c
@@ -76,7 +76,7 @@ typedef struct {
    JSAMPROW pixrow;/* FAR pointer to same */
    size_t buffer_width;/* width of I/O buffer */
    JSAMPLE *rescale;/* => maxval-remapping array, or NULL */
-   int maxval;
+   unsigned int maxval;
 } ppm_source_struct;

typedef ppm_source_struct * ppm_source_ptr;
@@ -126,7 +126,7 @@ read_pbm_integer (j_compress_ptr cinfo, FILE * infile, int maxval)
 }
if (val > maxval)
    - ERREXIT(cinfo, JERR_PPM_TOOLARGE);
+ ERREXIT(cinfo, JERR_PPM_OUTOF RANGE);

    return val;
}
--

2.17.2

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo12-CVE-2018-14498.patch

No license file was found, but licenses were detected in source scan.

 /**<
 * jcsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains downsampling routines.
 * 
 * Downsampling input data is counted in "row groups". A row group
 * is defined to be max_v_samp_factor pixel rows of each component,
 * from which the downsampler produces v_samp_factor sample rows.
 * A single row group is processed in each call to the downsampler module.
 * 
 * The downsampler is responsible for edge-expansion of its output data
 * to fill an integral number of DCT blocks horizontally. The source buffer
 * may be modified if it is helpful for this purpose (the source buffer is
 * allocated wide enough to correspond to the desired output width).
 * The caller (the prep controller) is responsible for vertical padding.
 * 
 * The downsampler may request "context rows" by setting need_context_rows
 * during startup. In this case, the input arrays will contain at least
 * one row group's worth of pixels above and below the passed-in data;
 * the caller will create dummy rows at image top and bottom by replicating
 * the first or last real pixel row.
 * 
 * An excellent reference for image resampling is
 * 
 * The downsampling algorithm used here is a simple average of the source
 * pixels covered by the output pixel. The hi-falutin sampling literature
 * refers to this as a "box filter". In general the characteristics of a box
* filter are not very good, but for the specific cases we normally use (1:1
* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
* nearly so bad. If you intend to use other sampling ratios, you'd be well
* advised to improve this code.
*
* A simple input-smoothing capability is provided. This is mainly intended
* for cleaning up color-dithered GIF input files (if you find it inadequate,
* we suggest using an external filtering program such as pnmconvol). When
* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF,
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
*
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLn8/;libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/;libjpeg-turbo-1.2.90/jcsample.c
No license file was found, but licenses were detected in source scan.

Package: __PKGNAME__
Version: __VERSION__-{__BUILD__}
Section: misc
Priority: optional
Architecture: __ARCH__
Essential: no
Maintainer: The libjpeg-turbo Project [http://www.libjpeg-turbo.org]
Description: A SIMD-accelerated JPEG codec that provides both the libjpeg and TurboJPEG APIs
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.
/*
 * jsimd_x86_64.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * x86_64 architecture.
 */

%define RANGE_MASK  (MAXJSAMPLE * 4 + 3)  ; 2 bits wider than legal samples

; Each IDCT routine is responsible for range-limiting its results and
; converting them to unsigned form (0..MAXJSAMPLE). The raw outputs could
; be quite far out of range if the input data is corrupt, so a bulletproof
; range-limiting step is required. We use a mask-and-table-lookup method
; to do the combined operations quickly.

;
%define ROW(n,b,s)((b)+(n)*(s))
%define COL(n,b,s)((b)+(n)*(s)*DCTSIZE)

%define DWBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_DWORD)
%define MMBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_MMWORD)
%define XMMBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_XMMWORD)

; --------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jdct.inc
No license file was found, but licenses were detected in source scan.

*******************************************************************************
**  Background
*******************************************************************************

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

*******************************************************************************
**  License
*******************************************************************************

Most of libjpeg-turbo inherits the non-restrictive, BSD-style license used by libjpeg (see README.) The TurboJPEG wrapper (both C and Java versions) and associated test programs bear a similar license, which is reproduced below:
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- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the libjpeg-turbo Project nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

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*******************************************************************************
**     Using libjpeg-turbo
*******************************************************************************

libjpeg-turbo includes two APIs that can be used to compress and decompress JPEG images:

TurboJPEG API: This API provides an easy-to-use interface for compressing and decompressing JPEG images in memory. It also provides some functionality that would not be straightforward to achieve using the underlying libjpeg API, such as generating planar YUV images and performing multiple simultaneous lossless transforms on an image. The Java interface for libjpeg-turbo is written on top of the TurboJPEG API.

libjpeg API: This is the de facto industry-standard API for compressing and decompressing JPEG images. It is more difficult to use than the TurboJPEG API but also more powerful. The libjpeg API implementation in libjpeg-turbo is both API/ABI-compatible and mathematically compatible with libjpeg v6b. It can also optionally be configured to be API/ABI-compatible with libjpeg v7 and v8 (see below.)

There is no significant performance advantage to either API when both are used to perform similar operations.
Installation Directory

This document assumes that libjpeg-turbo will be installed in the default directory (/opt/libjpeg-turbo on Un*x and Mac systems and c:\libjpeg-turbo\{-gcc\}[64] on Windows systems. If your installation of libjpeg-turbo resides in a different directory, then adjust the instructions accordingly.

Replacing libjpeg at Run Time

Un*x
----

If a Un*x application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by manipulating LD_LIBRARY_PATH. For instance:

[Using libjpeg]
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.392s
user 0m0.074s
sys 0m0.020s

[Using libjpeg-turbo]
> export LD_LIBRARY_PATH=/opt/libjpeg-turbo/{lib}:$LD_LIBRARY_PATH
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.109s
user 0m0.029s
sys 0m0.010s

({lib} = lib32 or lib64, depending on whether you wish to use the 32-bit or the 64-bit version of libjpeg-turbo.)

System administrators can also replace the libjpeg symlinks in /usr/lib* with links to the libjpeg-turbo dynamic library located in /opt/libjpeg-turbo/{lib}. This will effectively accelerate every application that uses the libjpeg dynamic library on the system.

Windows
-------

If a Windows application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by backing up the application's
copy of jpeg62.dll, jpeg7.dll, or jpeg8.dll (assuming the application has its own local copy of this library) and copying the corresponding DLL from libjpeg-turbo into the application's install directory. The official libjpeg-turbo binary packages only provide jpeg62.dll. If the application uses jpeg7.dll or jpeg8.dll instead, then it will be necessary to build libjpeg-turbo from source (see "libjpeg v7 and v8 API/ABI Emulation" below.)

The following information is specific to the official libjpeg-turbo binary packages for Visual C++:

-- jpeg62.dll requires the Visual C++ 2008 C run-time DLL (msvcr90.dll). msvcr90.dll ships with more recent versions of Windows, but users of older Windows releases can obtain it from the Visual C++ 2008 Redistributable Package, which is available as a free download from Microsoft's web site.

-- Features of the libjpeg API that require passing a C run-time structure, such as a file handle, from an application to the library will probably not work with jpeg62.dll, unless the application is also built to use the Visual C++ 2008 C run-time DLL. In particular, this affects jpeg_stdio_dest() and jpeg_stdio_src().

Mac
---

Mac applications typically embed their own copies of the libjpeg dylib inside the (hidden) application bundle, so it is not possible to globally replace libjpeg on OS X systems. Replacing the application's version of the libjpeg dylib would generally involve copying libjpeg.*.dylib from libjpeg-turbo into the appropriate place in the application bundle and using install_name_tool to re-point the libjpeg-turbo dylib to its new directory. This requires an advanced knowledge of OS X and would not survive an upgrade or a re-install of the application. Thus, it is not recommended for most users.

Using libjpeg-turbo in Your Own Programs

For the most part, libjpeg-turbo should work identically to libjpeg, so in most cases, an application can be built against libjpeg and then run against libjpeg-turbo. On Un*x systems and Cygwin, you can build against libjpeg-turbo instead of libjpeg by setting

CPATH=/opt/libjpeg-turbo/include
and
LIBRARY_PATH=/opt/libjpeg-turbo/{lib}

({lib} = lib32 or lib64, depending on whether you are building a 32-bit or a 64-bit application.)
If using MinGW, then set

```
CPATH=/c/libjpeg-turbo-gcc[64]/include
and
LIBRARY_PATH=/c/libjpeg-turbo-gcc[64]/lib
```

Building against libjpeg-turbo is useful, for instance, if you want to build an application that leverages the libjpeg-turbo colorspace extensions (see below.) On Un*x systems, you would still need to manipulate LD_LIBRARY_PATH or create appropriate symlinks to use libjpeg-turbo at run time. On such systems, you can pass `-R /opt/libjpeg-turbo/[lib]` to the linker to force the use of libjpeg-turbo at run time rather than libjpeg (also useful if you want to leverage the colorspace extensions), or you can link against the libjpeg-turbo static library.

To force a Un*x or MinGW application to link against the static version of libjpeg-turbo, you can use the following linker options:

```
-Wl,-Bstatic -ljpeg -Wl,-Bdynamic
```

On OS X, simply add `/opt/libjpeg-turbo/lib/libjpeg.a` to the linker command line.

To build Visual C++ applications using libjpeg-turbo, add `c:\libjpeg-turbo[64]\include` to the system or user INCLUDE environment variable and `c:\libjpeg-turbo[64]\lib` to the system or user LIB environment variable, and then link against either `jpeg.lib` (to use the DLL version of libjpeg-turbo) or `jpeg-static.lib` (to use the static version of libjpeg-turbo.)

```
=====================  
Colorspace Extensions  
=====================  
```

libjpeg-turbo includes extensions that allow JPEG images to be compressed directly from (and decompressed directly to) buffers that use BGR, BGRX, RGBX, XBGR, and XRGB pixel ordering. This is implemented with ten new colorspace constants:

```
JCS_EXT_RGB   /* red/green/blue */
JCS_EXT_RGBX  /* red/green/blue/x */
JCS_EXT_BGR   /* blue/green/red */
JCS_EXT_BGRX  /* blue/green/red/x */
JCS_EXT_XBGR  /* x/blue/green/red */
JCS_EXT_XRGB  /* x/red/green/blue */
JCS_EXT_RGBA  /* red/green/blue/alpha */
JCS_EXT_BGRA  /* blue/green/red/alpha */
JCS_EXT_ABGR  /* alpha/blue/green/red */
```
Setting cinfo.in_color_space (compression) or cinfo.out_color_space (decompression) to one of these values will cause libjpeg-turbo to read the red, green, and blue values from (or write them to) the appropriate position in the pixel when compressing from/decompressing to an RGB buffer.

Your application can check for the existence of these extensions at compile time with:

```c
#ifdef JCS_EXTENSIONS
```

At run time, attempting to use these extensions with a libjpeg implementation that does not support them will result in a "Bogus input colorspace" error. Applications can trap this error in order to test whether run-time support is available for the colorspace extensions.

When using the RGBX, BGRX, XBGR, and XRGB colorspaces during decompression, the X byte is undefined, and in order to ensure the best performance, libjpeg-turbo can set that byte to whatever value it wishes. If an application expects the X byte to be used as an alpha channel, then it should specify JCS_EXT_RGBA, JCS_EXT_BGRA, JCS_EXT_ABGR, or JCS_EXT_ARGB. When these colorspace constants are used, the X byte is guaranteed to be 0xFF, which is interpreted as opaque.

Your application can check for the existence of the alpha channel colorspace extensions at compile time with:

```c
#ifdef JCS_ALPHA_EXTENSIONS
```

jctest.c, located in the libjpeg-turbo source tree, demonstrates how to check for the existence of the colorspace extensions at compile time and run time.

With libjpeg v7 and v8, new features were added that necessitated extending the compression and decompression structures. Unfortunately, due to the exposed nature of those structures, extending them also necessitated breaking backward ABI compatibility with previous libjpeg releases. Thus, programs that were built to use libjpeg v7 or v8 did not work with libjpeg-turbo, since it is based on the libjpeg v6b code base. Although libjpeg v7 and v8 are still not as widely used as v6b, enough programs (including a few Linux distros) made the switch that there was a demand to emulate the libjpeg v7 and v8 ABIs in libjpeg-turbo. It should be noted, however, that this feature was added primarily so that applications that had already been compiled to use libjpeg v7+ could take advantage of accelerated baseline JPEG encoding/decoding without recompiling. Libjpeg-turbo does not claim to support all of the
libjpeg v7+ features, nor to produce identical output to libjpeg v7+ in all cases (see below.)

By passing an argument of --with-jpeg7 or --with-jpeg8 to configure, or an argument of -DWITH_JPEG7=1 or -DWITH_JPEG8=1 to cmake, you can build a version of libjpeg-turbo that emulates the libjpeg v7 or v8 ABI, so that programs that are built against libjpeg v7 or v8 can be run with libjpeg-turbo. The following section describes which libjpeg v7+ features are supported and which aren't.

Support for libjpeg v7 and v8 Features:
---------------------------------------

Fully supported:

-- libjpeg: IDCT scaling extensions in decompressor
   libjpeg-turbo supports IDCT scaling with scaling factors of 1/8, 1/4, 3/8, 1/2, 5/8, 3/4, 7/8, 9/8, 5/4, 11/8, 3/2, 13/8, 7/4, 15/8, and 2/1 (only 1/4 and 1/2 are SIMD-accelerated.)

-- libjpeg: arithmetic coding

-- libjpeg: In-memory source and destination managers
   See notes below.

-- cjpege: Separate quality settings for luminance and chrominance
   Note that the libjpeg v7+ API was extended to accommodate this feature only for convenience purposes. It has always been possible to implement this feature with libjpeg v6b (see rdswitch.c for an example.)

-- cjpege: 32-bit BMP support

-- cjpege: -rgb option

-- jpegtran: lossless cropping

-- jpegtran: -perfect option

-- jpegtran: forcing width/height when performing lossless crop

-- rdjpgcom: -raw option

-- rdjpgcom: locale awareness

Not supported:

NOTE: As of this writing, extensive research has been conducted into the
usefulness of DCT scaling as a means of data reduction and SmartScale as a means of quality improvement. The reader is invited to peruse the research at http://www.libjpeg-turbo.org/About/SmartScale and draw his/her own conclusions, but it is the general belief of our project that these features have not demonstrated sufficient usefulness to justify inclusion in libjpeg-turbo.

-- libjpeg: DCT scaling in compressor
cinfo.scale_num and cinfo.scale_denom are silently ignored.
There is no technical reason why DCT scaling could not be supported when emulating the libjpeg v7+ API/ABI, but without the SmartScale extension (see below), only scaling factors of 1/2, 8/15, 4/7, 8/13, 2/3, 8/11, 4/5, and 8/9 would be available, which is of limited usefulness.

-- libjpeg: SmartScale
cinfo.block_size is silently ignored.
SmartScale is an extension to the JPEG format that allows for DCT block sizes other than 8x8. Providing support for this new format would be feasible (particularly without full acceleration.) However, until/unless the format becomes either an official industry standard or, at minimum, an accepted solution in the community, we are hesitant to implement it, as there is no sense of whether or how it might change in the future. It is our belief that SmartScale has not demonstrated sufficient usefulness as a lossless format nor as a means of quality enhancement, and thus, our primary interest in providing this feature would be as a means of supporting additional DCT scaling factors.

-- libjpeg: Fancy downsampling in compressor
cinfo.do_fancy_downsampling is silently ignored.
This requires the DCT scaling feature, which is not supported.

-- jpegtran: Scaling
This requires both the DCT scaling and SmartScale features, which are not supported.

-- Lossless RGB JPEG files
This requires the SmartScale feature, which is not supported.

What About libjpeg v9?
----------------------
libjpeg v9 introduced yet another field to the JPEG compression structure (color_transform), thus making the ABI backward incompatible with that of libjpeg v8. This new field was introduced solely for the purpose of supporting lossless SmartScale encoding. Further, there was actually no reason to extend the API in this manner, as the color transform could have just as easily been activated by way of a new JPEG colorspace constant, thus preserving backward ABI compatibility.
Our research (see link above) has shown that lossless SmartScale does not generally accomplish anything that can't already be accomplished better with existing, standard lossless formats. Thus, at this time, it is our belief that there is not sufficient technical justification for software to upgrade from libjpeg v8 to libjpeg v9, and therefore, not sufficient technical justification for us to emulate the libjpeg v9 ABI.

=================================================================
In-Memory Source/Destination Managers
=================================================================

By default, libjpeg-turbo 1.3 and later includes the jpeg_mem_src() and jpeg_mem_dest() functions, even when not emulating the libjpeg v8 API/ABI. Previously, it was necessary to build libjpeg-turbo from source with libjpeg v8 API/ABI emulation in order to use the in-memory source/destination managers, but several projects requested that those functions be included when emulating the libjpeg v6b API/ABI as well. This allows the use of those functions by programs that need them without breaking ABI compatibility for programs that don't, and it allows those functions to be provided in the "official" libjpeg-turbo binaries.

Those who are concerned about maintaining strict conformance with the libjpeg v6b or v7 API can pass an argument of --without-mem-srcdst to configure or an argument of -DWITH_MEM_SRCDST=0 to CMake prior to building libjpeg-turbo. This will restore the pre-1.3 behavior, in which jpeg_mem_src() and jpeg_mem_dest() are only included when emulating the libjpeg v8 API/ABI.

On Un*x systems, including the in-memory source/destination managers changes the dynamic library version from 62.0.0 to 62.1.0 if using libjpeg v6b API/ABI emulation and from 7.0.0 to 7.1.0 if using libjpeg v7 API/ABI emulation.

Note that, on most Un*x systems, the dynamic linker will not look for a function in a library until that function is actually used. Thus, if a program is built against libjpeg-turbo 1.3+ and uses jpeg_mem_src() or jpeg_mem_dest(), that program will not fail if run against an older version of libjpeg-turbo or against libjpeg v7- until the program actually tries to call jpeg_mem_src() or jpeg_mem_dest(). Such is not the case on Windows. If a program is built against the libjpeg-turbo 1.3+ DLL and uses jpeg_mem_src() or jpeg_mem_dest(), then it must use the libjpeg-turbo 1.3+ DLL at run time.

Both cjpeg and djpeg have been extended to allow testing the in-memory source/destination manager functions. See their respective man pages for more details.

********************************************************************
**  Mathematical Compatibility
********************************************************************
For the most part, libjpeg-turbo should produce identical output to libjpeg v6b. The one exception to this is when using the floating point DCT/IDCT, in which case the outputs of libjpeg v6b and libjpeg-turbo are not guaranteed to be identical (the accuracy of the floating point DCT/IDCT is constant when using libjpeg-turbo's SIMD extensions, but otherwise, it can depend heavily on the compiler and compiler settings.)

While libjpeg-turbo does emulate the libjpeg v8 API/ABI, under the hood, it is still using the same algorithms as libjpeg v6b, so there are several specific cases in which libjpeg-turbo cannot be expected to produce the same output as libjpeg v8:

-- When decompressing using scaling factors of 1/2 and 1/4, because libjpeg v8 implements those scaling algorithms a bit differently than libjpeg v6b does, and libjpeg-turbo's SIMD extensions are based on the libjpeg v6b behavior.

-- When using chrominance subsampling, because libjpeg v8 implements this with its DCT/IDCT scaling algorithms rather than with a separate downsampling/upsampling algorithm.

-- When using the floating point IDCT, for the reasons stated above and also because the floating point IDCT algorithm was modified in libjpeg v8a to improve accuracy.

-- When decompressing using a scaling factor > 1 and merged (AKA "non-fancy" or "non-smooth") chrominance upsampling, because libjpeg v8 does not support merged upsampling with scaling factors > 1.

*******************************************************************************
**     Performance Pitfalls
*******************************************************************************

Restart Markers

The optimized Huffman decoder in libjpeg-turbo does not handle restart markers in a way that makes the rest of the libjpeg infrastructure happy, so it is necessary to use the slow Huffman decoder when decompressing a JPEG image that has restart markers. This can cause the decompression performance to drop by as much as 20%, but the performance will still be much greater than that of libjpeg. Many consumer packages, such as PhotoShop, use restart markers when generating JPEG images, so images generated by those programs will experience this issue.
Fast Integer Forward DCT at High Quality Levels

The algorithm used by the SIMD-accelerated quantization function cannot produce correct results whenever the fast integer forward DCT is used along with a JPEG quality of 98-100. Thus, libjpeg-turbo must use the non-SIMD quantization function in those cases. This causes performance to drop by as much as 40%. It is therefore strongly advised that you use the slow integer forward DCT whenever encoding images with a JPEG quality of 98 or higher.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/README-turbo.txt

No license file was found, but licenses were detected in source scan.

/ *
* jdtrans.c
*
* Copyright (C) 1995-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains library routines for transcoding decompression,
* that is, reading raw DCT coefficient arrays from an input JPEG file.
* The routines in jdapimin.c will also be needed by a transcoder.
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdtrans.c

No license file was found, but licenses were detected in source scan.

/ *
* jdphuff.c
*
* Copyright (C) 1995-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains Huffman entropy decoding routines for progressive JPEG.
* 
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
* /*
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 10593

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdphuff.c
No license file was found, but licenses were detected in source scan.

/*
 * jcmaster.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2003-2010 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains master control logic for the JPEG compressor.
 * These routines are concerned with parameter validation, initial setup,
 * and inter-pass control (determining the number of passes and the work
 * to be done in each pass).
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
 * wrbmp.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains routines to write output images in Microsoft "BMP"
 * format (MS Windows 3.x and OS/2 1.x flavors).
 * Either 8-bit colormapped or 24-bit full-color format can be written.
 * No compression is supported.
 * 
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 * 
 * This code contributed by James Arthur Boucher.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 10594

archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrbmp.c
No license file was found, but licenses were detected in source scan.

/*
 * jcapistd.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "standard" API routines that are
 * used in the normal full-compression case. They are not used by a
 * transcoding-only application. Note that if an application links in
 * jpeg_start_compress, it will end up linking in the entire compressor.
 * We thus must separate this file from jcapimin.c to avoid linking the
 * whole compression library into a transcoder.
 */

Found in path(s):
 * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcapistd.c
No license file was found, but licenses were detected in source scan.

/*
 * transupp.h
 *
 * Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for image transformation routines and
 * other utility code used by the jpegtran sample application. These are
 * NOT part of the core JPEG library. But we keep these routines separate
 * from jpegtran.c to ease the task of maintaining jpegtran-like programs
 * that have other user interfaces.
 *
 * NOTE: all the routines declared here have very specific requirements
 * about when they are to be executed during the reading and writing of the
 * source and destination files. See the comments in transupp.c, or see
 * jpegtran.c for an example of correct usage.
 */

Found in path(s):
 * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.h
No license file was found, but licenses were detected in source scan.
/*
 * jaricom.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains probability estimation tables for common use in
 * arithmetic entropy encoding and decoding routines.
 *
 * This data represents Table D.2 in the JPEG spec (ISO/IEC IS 10918-1
 * and CCITT Recommendation ITU-T T.81) and Table 24 in the JBIG spec
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jaricom.c

No license file was found, but licenses were detected in source scan.

/*
 * jpegcomp.h
 *
 * Copyright (C) 2010, D. R. Commander
 * For conditions of distribution and use, see the accompanying README file.
 *
 * JPEG compatibility macros
 * These declarations are considered internal to the JPEG library; most
 * applications using the library shouldn't need to include this file.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegcomp.h

No license file was found, but licenses were detected in source scan.

/*
 * jdatasrc-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 */
* While these routines are sufficient for most applications,
* some will want to use a different source manager.
* IMPORTANT: we assume that fread() will correctly transcribe an array of
* JOCTETs from 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatasrc-tj.c
No license file was found, but licenses were detected in source scan.

/ *
* jccolext.c
 *
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains input colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolext.c
No license file was found, but licenses were detected in source scan.

/ *
* jdatadst.c
 *
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2012 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/
/*
 * cderror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file defines the error and message codes for the cjpeg/djpeg
 * applications. These strings are not needed as part of the JPEG library
 * proper.
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 */

1.2.90 (1.3 beta1)

[1] Added support for additional scaling factors (3/8, 5/8, 3/4, 7/8, 9/8, 5/4,
11/8, 3/2, 13/8, 7/4, 15/8, and 2) when decompressing. Note that the IDCT will
not be SIMD-accelerated when using any of these new scaling factors.

[2] The TurboJPEG dynamic library is now versioned. It was not strictly
necessary to do so, because TurboJPEG uses versioned symbols, and if a function
changes in an ABI-incompatible way, that function is renamed and a legacy
function is provided to maintain backward compatibility. However, certain
Linux distro maintainers will blindly reject any library that is not versioned,
so this was an attempt to make them happy.

[3] Extended the TurboJPEG Java API so that it can be used to compress a JPEG
image from and decompress a JPEG image to an arbitrary position in a large
image buffer.

[4] The tjDecompressToYUV() function now supports the TJFLAG_FASTDCT flag.

[5] The 32-bit supplementary package for amd64 Debian systems now provides
symlinks in /usr/lib/i386-linux-gnu for the TurboJPEG libraries in /usr/lib32.
This allows those libraries to be used on MultiArch-compatible systems (such as
Ubuntu 11 and later) without setting the linker path.

[6] The TurboJPEG Java wrapper should now find the JNI library on Mac systems without having to pass -Djava.library.path=/usr/lib to java.

[7] TJBench has been ported to Java to provide a convenient way of validating the performance of the TurboJPEG Java API. It can be run with 'java -cp turbojpeg.jar TJBench'.

[8] cjpeg can now be used to generate JPEG files with the RGB colorspace (feature ported from jpeg-8d.)

[9] The width and height in the -crop argument passed to jpegtran can now be suffixed with "f" to indicate that, when the upper left corner of the cropping region is automatically moved to the nearest iMCU boundary, the bottom right corner should be moved by the same amount. In other words, this feature causes jpegtran to strictly honor the specified width/height rather than the specified bottom right corner (feature ported from jpeg-8d.)

[10] JPEG files using the RGB colorspace can now be decompressed into grayscale images (feature ported from jpeg-8d.)

[11] Fixed a regression caused by 1.2.1[7] whereby the build would fail with multiple "Mismatch in operand sizes" errors when attempting to build the x86 SIMD code with NASM 0.98.

[12] The in-memory source/destination managers (jpeg_mem_src() and jpeg_mem_dest()) are now included by default when building libjpeg-turbo with libjpeg v6b or v7 emulation, so that programs can take advantage of these functions without requiring the use of the backward-incompatible libjpeg v8 ABI. The "age number" of the libjpeg-turbo library on Un*x systems has been incremented by 1 to reflect this. You can disable this feature with a configure/CMake switch in order to retain strict API/ABI compatibility with the libjpeg v6b or v7 API/ABI (or with previous versions of libjpeg-turbo.) See README-turbo.txt for more details.

[13] Added ARM v7s architecture to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build applications that leverage the faster CPUs in the iPhone 5 and iPad 4.

1.2.1
=====

[1] Creating or decoding a JPEG file that uses the RGB colorspace should now properly work when the input or output colorspace is one of the libjpeg-turbo colorspace extensions.
[2] When libjpeg-turbo was built without SIMD support and merged (non-fancy) upsampling was used along with an alpha-enabled colorspace during decompression, the unused byte of the decompressed pixels was not being set to 0xFF. This has been fixed. TJUnittest has also been extended to test for the correct behavior of the colorspace extensions when merged upsampling is used.

[3] Fixed a bug whereby the libjpeg-turbo SSE2 SIMD code would not preserve the upper 64 bits of xmm6 and xmm7 on Win64 platforms, which violated the Win64 calling conventions.

[4] Fixed a regression caused by 1.2.0[6] whereby decompressing corrupt JPEG images (specifically, images in which the component count was erroneously set to a large value) would cause libjpeg-turbo to segfault.

[5] Worked around a severe performance issue with "Bobcat" (AMD Embedded APU) processors. The MASKMOVQ instruction, which was used by the libjpeg-turbo SSE2 SIMD code, is apparently implemented in microcode on AMD processors, and it is painfully slow on Bobcat processors in particular. Eliminating the use of this instruction improved performance by an order of magnitude on Bobcat processors and by a small amount (typically 5%) on AMD desktop processors.

[6] Added SIMD acceleration for performing 4:2:2 upsampling on NEON-capable ARM platforms. This speeds up the decompression of 4:2:2 JPEGs by 20-25% on such platforms.

[7] Fixed a regression caused by 1.2.0[2] whereby, on Linux/x86 platforms running the 32-bit SSE2 SIMD code in libjpeg-turbo, decompressing a 4:2:0 or 4:2:2 JPEG image into a 32-bit (RGBX, BGRX, etc.) buffer without using fancy upsampling would produce several incorrect columns of pixels at the right-hand side of the output image if each row in the output image was not evenly divisible by 16 bytes.

[8] Fixed an issue whereby attempting to build the SIMD extensions with Xcode 4.3 on OS X platforms would cause NASM to return numerous errors of the form "’%define’ expects a macro identifier”.

[9] Added flags to the TurboJPEG API that allow the caller to force the use of either the fast or the accurate DCT/IDCT algorithms in the underlying codec.

1.2.0
======

[1] Fixed build issue with YASM on Unix systems (the libjpeg-turbo build system was not adding the current directory to the assembler include path, so YASM was not able to find jsimddefg.inc.)

[2] Fixed out-of-bounds read in SSE2 SIMD code that occurred when decompressing
a JPEG image to a bitmap buffer whose size was not a multiple of 16 bytes. This was more of an annoyance than an actual bug, since it did not cause any actual run-time problems, but the issue showed up when running libjpeg-turbo in valgrind. See http://crbug.com/72399 for more information.

[3] Added a compile-time macro (LIBJPEG_TURBO_VERSION) that can be used to check the version of libjpeg-turbo against which an application was compiled.

[4] Added new RGBA/RGBA/ABGR/ARGB colorspace extension constants (libjpeg API) and pixel formats (TurboJPEG API), which allow applications to specify that, when decompressing to a 4-component RGB buffer, the unused byte should be set to 0xFF so that it can be interpreted as an opaque alpha channel.

[5] Fixed regression issue whereby DevIL failed to build against libjpeg-turbo because libjpeg-turbo's distributed version of jconfig.h contained an INLINE macro, which conflicted with a similar macro in DevIL. This macro is used only internally when building libjpeg-turbo, so it was moved into config.h.

[6] libjpeg-turbo will now correctly decompress erroneous CMYK/YCCK JPEGs whose K component is assigned a component ID of 1 instead of 4. Although these files are in violation of the spec, other JPEG implementations handle them correctly.

[7] Added ARM v6 and ARM v7 architectures to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build both OS X and iOS applications.

1.1.90 (1.2 beta1)
=================

[1] Added a Java wrapper for the TurboJPEG API. See java/README for more details.

[2] The TurboJPEG API can now be used to scale down images during decompression.

[3] Added SIMD routines for RGB-to-grayscale color conversion, which significantly improves the performance of grayscale JPEG compression from an RGB source image.

[4] Improved the performance of the C color conversion routines, which are used on platforms for which SIMD acceleration is not available.

[5] Added a function to the TurboJPEG API that performs lossless transforms. This function is implemented using the same back end as jpegtran, but it performs transcoding entirely in memory and allows multiple transforms and/or crop operations to be batched together, so the source coefficients only need to
be read once. This is useful when generating image tiles from a single source JPEG.

[6] Added tests for the new TurboJPEG scaled decompression and lossless transform features to tjbench (the TurboJPEG benchmark, formerly called "jptest").

[7] Added support for 4:4:0 (transposed 4:2:2) subsampling in TurboJPEG, which was necessary in order for it to read 4:2:2 JPEG files that had been losslessly transposed or rotated 90 degrees.

[8] All legacy VirtualGL code has been re-factored, and this has allowed libjpeg-turbo, in its entirety, to be re-licensed under a BSD-style license.

[9] libjpeg-turbo can now be built with YASM.

[10] Added SIMD acceleration for ARM Linux and iOS platforms that support NEON instructions.

[11] Refactored the TurboJPEG C API and documented it using Doxygen. The TurboJPEG 1.2 API uses pixel formats to define the size and component order of the uncompressed source/destination images, and it includes a more efficient version of TJBUFSIZE() that computes a worst-case JPEG size based on the level of chrominance subsampling. The refactored implementation of the TurboJPEG API now uses the libjpeg memory source and destination managers, which allows the TurboJPEG compressor to grow the JPEG buffer as necessary.

[12] Eliminated errors in the output of jpegtran on Windows that occurred when the application was invoked using I/O redirection (jpegtran <input.jpg >output.jpg).

[13] The inclusion of libjpeg v7 and v8 emulation as well as arithmetic coding support in libjpeg-turbo v1.1.0 introduced several new error constants in jerror.h, and these were mistakenly enabled for all emulation modes, causing the error enum in libjpeg-turbo to sometimes have different values than the same enum in libjpeg. This represents an ABI incompatibility, and it caused problems with rare applications that took specific action based on a particular error value. The fix was to include the new error constants conditionally based on whether libjpeg v7 or v8 emulation was enabled.

[14] Fixed an issue whereby Windows applications that used libjpeg-turbo would fail to compile if the Windows system headers were included before jpeglib.h. This issue was caused by a conflict in the definition of the INT32 type.

[15] Fixed 32-bit supplementary package for amd64 Debian systems, which was broken by enhancements to the packaging system in 1.1.

[16] When decompressing a JPEG image using an output colorspace of
JCS_EXT_RGBX, JCS_EXT_BGRX, JCS_EXT_XBGR, or JCS_EXT_XRGB, libjpeg-turbo will now set the unused byte to 0xFF, which allows applications to interpret that byte as an alpha channel (0xFF = opaque).

1.1.1
=====

[1] Fixed a 1-pixel error in row 0, column 21 of the luminance plane generated by tjEncodeYUV().

[2] libjpeg-turbo's accelerated Huffman decoder previously ignored unexpected markers found in the middle of the JPEG data stream during decompression. It will now hand off decoding of a particular block to the unaccelerated Huffman decoder if an unexpected marker is found, so that the unaccelerated Huffman decoder can generate an appropriate warning.

[3] Older versions of MinGW64 prefixed symbol names with underscores by default, which differed from the behavior of 64-bit Visual C++. MinGW64 1.0 has adopted the behavior of 64-bit Visual C++ as the default, so to accommodate this, the libjpeg-turbo SIMD function names are no longer prefixed with an underscore when building with MinGW64. This means that, when building libjpeg-turbo with older versions of MinGW64, you will now have to add -fno-leading-underscore to the CFLAGS.

[4] Fixed a regression bug in the NSIS script that caused the Windows installer build to fail when using the Visual Studio IDE.

[5] Fixed a bug in jpeg_read_coefficients() whereby it would not initialize cinfo->image_width and cinfo->image_height if libjpeg v7 or v8 emulation was enabled. This specifically caused the jpegoptim program to fail if it was linked against a version of libjpeg-turbo that was built with libjpeg v7 or v8 emulation.


[7] Eliminated errors in the output of cjpeg on Windows that occurred when the application was invoked using I/O redirection (cjpeg <inputfile >output.jpg).

1.1.0
=====

[1] The algorithm used by the SIMD quantization function cannot produce correct results when the JPEG quality is >= 98 and the fast integer forward DCT is used. Thus, the non-SIMD quantization function is now used for those cases, and libjpeg-turbo should now produce identical output to libjpeg v6b in all
cases.

[2] Despite the above, the fast integer forward DCT still degrades somewhat for JPEG qualities greater than 95, so the TurboJPEG wrapper will now automatically use the slow integer forward DCT when generating JPEG images of quality 96 or greater. This reduces compression performance by as much as 15% for these high-quality images but is necessary to ensure that the images are perceptually lossless. It also ensures that the library can avoid the performance pitfall created by [1].

[3] Ported jpgtest.cxx to pure C to avoid the need for a C++ compiler.


[5] The Windows distribution packages now include the libjpeg run-time programs (cjpeg, etc.)

[6] All packages now include jpgtest.


[8] Added two new TurboJPEG API functions, tjEncodeYUV() and tjDecompressToYUV(), to replace the somewhat hackish TJ_YUV flag.

1.0.90 (1.1 beta1)
==================

[1] Added emulation of the libjpeg v7 and v8 APIs and ABIs. See README-turbo.txt for more details. This feature was sponsored by CamTrace SAS.


[3] Grayscale bitmaps can now be compressed from/decompressed to using the TurboJPEG API.

[4] jpgtest can now be used to test decompression performance with existing JPEG images.

[5] If the default install prefix (/opt/libjpeg-turbo) is used, then ‘make install’ now creates /opt/libjpeg-turbo/lib32 and /opt/libjpeg-turbo/lib64 sym links to duplicate the behavior of the binary packages.

[6] All symbols in the libjpeg-turbo dynamic library are now versioned, even when the library is built with libjpeg v6b emulation.
[7] Added arithmetic encoding and decoding support (can be disabled with configure or CMake options)

[8] Added a TJ_YUV flag to the TurboJPEG API, which causes both the compressor and decompressor to output planar YUV images.

[9] Added an extended version of tjDecompressHeader() to the TurboJPEG API, which allows the caller to determine the type of subsampling used in a JPEG image.

[10] Added further protections against invalid Huffman codes.

1.0.1
=====

[1] The Huffman decoder will now handle erroneous Huffman codes (for instance, from a corrupt JPEG image.) Previously, these would cause libjpeg-turbo to crash under certain circumstances.

[2] Fixed typo in SIMD dispatch routines that was causing 4:2:2 upsampling to be used instead of 4:2:0 when decompressing JPEG images using SSE2 code.

[3] configure script will now automatically determine whether the INCOMPLETE_TYPES_BROKEN macro should be defined.

1.0.0
=====

[1] 2983700: Further FreeBSD build tweaks (no longer necessary to specify --host when configuring on a 64-bit system)

[2] Created symlinks in the Unix/Linux packages so that the TurboJPEG include file can always be found in /opt/libjpeg-turbo/include, the 32-bit static libraries can always be found in /opt/libjpeg-turbo/lib32, and the 64-bit static libraries can always be found in /opt/libjpeg-turbo/lib64.

[3] The Unix/Linux distribution packages now include the libjpeg run-time programs (cjjpeg, etc.) and man pages.


[6] Include distribution package for Cygwin
[7] No longer necessary to specify --without-simd on non-x86 architectures, and unit tests now work on those architectures.

0.0.93
=======

[1] 2982659, Fixed x86-64 build on FreeBSD systems

[2] 2988188: Added support for Windows 64-bit systems

0.0.91
=======

[1] Added documentation to .deb packages

[2] 2968313: Fixed data corruption issues when decompressing large JPEG images and/or using buffered I/O with the libjpeg-turbo decompressor

0.0.90
=======

Initial release

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/ChangeLog.txt

No license file was found, but licenses were detected in source scan.

/*
 * jsimd_i386.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * 32-bit x86 architecture.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_i386.c

No license file was found, but licenses were detected in source scan.

/*
 * jdmainct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 *
 * Note that this code is bypassed in raw-data mode, since the application
 * supplies the equivalent of the main buffer in that case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmainct.c

No license file was found, but licenses were detected in source scan.

/*
 * jinclude.h
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file exists to provide a single place to fix any problems with
 * including the wrong system include files.  (Common problems are taken
 * care of by the standard jconfig symbols, but on really weird systems
 * you may have to edit this file.)
 *
 * NOTE: this file is NOT intended to be included by applications using the
 * JPEG library.  Most applications need only include jpeglib.h.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jinclude.h

No license file was found, but licenses were detected in source scan.
* rdgif.c
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in GIF format.
*
*****************************************************************************
* NOTE: to avoid entanglements with Unisys' patent on LZW compression, *
* the ability to read GIF files has been removed from the IJG distribution. *
* Sorry about that.                                                     *
*****************************************************************************
*
* We are required to state that
* "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of
* CompuServe Incorporated."
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdgif.c
No license file was found, but licenses were detected in source scan.

/*
* simd/jsimd.h
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd.h
No license file was found, but licenses were detected in source scan.

/*
* rdswitch.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains routines to process some of cjpeg's more complicated
* command-line switches. Switches processed here are:
* -qtables file Read quantization tables from text file
* -scans file Read scan script from text file
* -quality N[,N,...] Set quality ratings
* -qslots N[,N,...] Set component quantization table selectors
* -sample HxV[,HxV,...] Set component sampling factors
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdswitch.c
No license file was found, but licenses were detected in source scan.

; jcolsamp.inc - private declarations for color conversion & up/downsampling
;
; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
;
; Based on
; x86 SIMD extension for IJG JPEG library
; Copyright (C) 1999-2006, MIYASAKA Masaru.
; For conditions of distribution and use, see copyright notice in jsimdext.inc
;
; [TAB8]

; --------------------------------------------------------------------------
;
; pseudo-resisters to make ordering of RGB configurable
;
%if RGB_RED == 0
%define mmA mm0
%define mmB mm1
%define xmmA xmm0
%define xmmB xmm1
%elif RGB_GREEN == 0
%define mmA mm2
%define mmB mm3
%define xmmA xmm2
%define xmmB xmm3
%elif RGB_BLUE == 0
%define mmA mm4
%define mmB mm5
%define xmmA xmm4
%define xmmB xmm5
%else
%define mmA mm6
%define mmB mm7
%define xmmA xmm6
%define xmmB xmm7
%endif

%if RGB_RED == 1
%define mmC mm0
%define mmD mm1
%define xmmC xmm0
%define xmmD xmm1
%elif RGB_GREEN == 1
%define mmC mm2
%define mmD mm3
%define xmmC xmm2
%define xmmD xmm3
%elif RGB_BLUE == 1
%define mmC mm4
%define mmD mm5
%define xmmC xmm4
%define xmmD xmm5
%else
%define mmC mm6
%define mmD mm7
%define xmmC xmm6
%define xmmD xmm7
%endif

%if RGB_RED == 2
%define mmE mm0
%define mmF mm1
%define xmmE xmm0
%define xmmF xmm1
%elif RGB_GREEN == 2
%define mmE mm2
%define mmF mm3
%define xmmE xmm2
%define xmmF xmm3
%elif RGB_BLUE == 2
%define mmE mm4
%define mmF mm5
%define xmmE xmm4
%define xmmF xmm5
%else
%define mmE mm6
%define mmF mm7
%define xmmE xmm6

%define xmmF xmm7
%endif

%if RGB_RED == 3
%define mmG mm0
%define mmH mm1
%define xmmG xmm0
%define xmmH xmm1
%elif RGB_GREEN == 3
%define mmG mm2
%define mmH mm3
%define xmmG xmm2
%define xmmH xmm3
%elif RGB_BLUE == 3
%define mmG mm4
%define mmH mm5
%define xmmG xmm4
%define xmmH xmm5
%else
%define mmG mm6
%define mmH mm7
%define xmmG xmm6
%define xmmH xmm7
%endif

;  -----------------------------------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcolsamp.inc
No license file was found, but licenses were detected in source scan.

/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains routines to write output images in Targa format.
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 * Based on code contributed by Lee Daniel Crocker.
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrtarga.c

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/*
 * wrgif.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains routines to write output images in GIF format.
 *
**************************************************************************
* NOTE: to avoid entanglements with Unisys' patent on LZW compression, *
* this code has been modified to output "uncompressed GIF" files.        *
* There is no trace of the LZW algorithm in this file.                  *
**************************************************************************
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*/
/*
 * This code is loosely based on ppmtogif from the PBPLUS distribution
 * of Feb. 1991. That file contains the following copyright notice:
 * Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
 * Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
 * Copyright (C) 1989 by Jef Poskanzer.
 * Permission to use, copy, modify, and distribute this software and its
 * documentation for any purpose and without fee is hereby granted, provided
 * that the above copyright notice appear in all copies and that both that
 * copyright notice and this permission notice appear in supporting
 * documentation. This software is provided "as is" without express or
 * implied warranty.
 *
 * We are also required to state that
 * "The Graphics Interchange Format(c) is the Copyright property of
 * CompuServe Incorporated. GIF(sm) is a Service Mark property of
 * CompuServe Incorporated."
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrgif.c
No license file was found, but licenses were detected in source scan.

**USING THE IJG JPEG LIBRARY**

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Copyright (C) 1994-2011, Thomas G. Lane, Guido Vollbeding.
Modifications:
Copyright (C) 2010, D. R. Commander.
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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Portability considerations
Notes for MS-DOS implementors

You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

OVERVIEW
========

Functions provided by the library

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common
use.) Unsupported ISO options include:
* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios

We support both 8- and 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use both precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage
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The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
  jpeg_start_compress(...);
while (scan lines remain to be written)
  jpeg_write_scanlines(...);
  jpeg_finish_compress(...);
Release the JPEG compression object

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (e.g., a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object

This is comparable to the compression outline except that reading the
datastream header is a separate step. This is helpful because information
about the image's size, colorspace, etc. is available when the application
selects decompression parameters. For example, the application can choose an
output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source
manager, which typically will read the data from a file; but other behaviors
can be obtained with a custom source manager. Decompressed data is delivered
into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation
by calling jpeg_abort(); or, if you do not need to retain the JPEG object,
simply release it by calling jpeg_destroy().

JPEG compression and decompression objects are two separate struct types.
However, they share some common fields, and certain routines such as
jpeg_destroy() can work on either type of object.

The JPEG library has no static variables: all state is in the compression
or decompression object. Therefore it is possible to process multiple
compression and decompression operations concurrently, using multiple JPEG
objects.

Both compression and decompression can be done in an incremental memory-to-
memory fashion, if suitable source/destination managers are used. See the
section on "I/O suspension" for more details.

BASIC LIBRARY USAGE
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Data formats
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Before diving into procedural details, it is helpful to understand the
image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each
pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel).

PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE.

A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 12. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel;
its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel value (map index) j. Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (ie, at most 256 colors for an 8-bit JPEG library).

Compression details
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Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg_error_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg_error_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg_create_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).
As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```c
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

**WARNING:** it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg_start_compress() and jpeg_finish_compress().

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

- `image_width`: Width of image, in pixels
- `image_height`: Height of image, in pixels
- `input_components`: Number of color channels (samples per pixel)
- `in_color_space`: Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and `input_components` is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The `in_color_space` field must be assigned one of the `J_COLOR_SPACE` enum constants, typically `JCS_RGB` or `JCS_GRAYSCALE`. 
JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```c
  cinfo.image_width = Width; /* image width and height, in pixels */
  cinfo.image_height = Height;
  cinfo.input_components = 3; /* # of color components per pixel */
  cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

  jpeg_set_defaults(&cinfo);
  /* Make optional parameter settings here */
```

4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```c
  jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called jpeg_start_compress(), you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
  jpeg_write_scanlines(...);
Now write all the required image data by calling jpeg_write_scanlines() one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application cjpeg.

The library maintains a count of the number of scanlines written so far in the next_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data. example.c shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```c
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```

jpeg_write_scanlines() returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:

* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdout destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of next_scanline.

6. jpeg_finish_compress(...)
After all the image data has been written, call jpeg_finish_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination. jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

jpeg_finish_compress(&cinfo);

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call jpeg_set_defaults() to adjust for the new colorspace; and then you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg_destroy_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy() should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing it is your responsibility --- jpeg_destroy() won't. Ditto for the error handler structure.
Typical code:

jpeg_destroy_compress(&cinfo);

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

* If you don't need the JPEG object any more, just call
  jpeg_destroy_compress() or jpeg_destroy() to release memory. This is legitimate at any point after calling jpeg_create_compress() --- in fact, it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call jpeg_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call term_destination(). (See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

Decompression details
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Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

Typical code:

struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (e.g., a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);
```

where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg_read_header() and jpeg_finish_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg_read_header() to jpeg_finish_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code for this step is just

```
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning
of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if

- A suspending data source is used --- in that case jpeg_read_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
- Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg_destroy() when you are done with the JPEG object, or call jpeg_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

jpeg_read_header() sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file.

If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to jpeg_read_header(). If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

5. jpeg_start_decompress(...);

Once the parameter values are satisfactory, call jpeg_start_decompress() to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

jpeg_start_decompress(&cinfo);

If you have requested a multi-pass operating mode, such as 2-pass color
quantization. jpeg_start_decompress() will do everything needed before data output can begin. In this case jpeg_start_decompress() may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; jpeg_start_decompress() will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

output_width: image width and height, as scaled
output_height
out_color_components: # of color components in out_color_space
output_components: # of color components returned per pixel
colormap: the selected colormap, if any
actual_number_of_colors: number of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it equals out_color_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output_width * output_components JSAMPLEs per scanline in your output buffer, and a total of output_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.
The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output_scanline < cinfo.output_height)". (Note that the test should NOT be against image_height, unless you never use scaling. The image_height field is the height of the original unscaled image.)

The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that jpeg_read_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that jpeg_read_scanlines() fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls jpeg_read_scanlines() repeatedly until the whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

jpeg_finish_decompress(&cinfo);

If using the stdio source manager, don't forget to close the source stdio stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct total number of scanlines. If you wish to abort decompression, call jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of destroying compression objects applies here too.
Typical code:

jpeg_destroy_decompress(&cinfo);


You can abort a decompression cycle by calling jpeg_destroy_decompress() or jpeg_destroy() if you don't need the JPEG object any more, or jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file jpeglib.h to obtain declarations of data types and routines. Before including jpeglib.h, include system headers that define at least the typedefs FILE and size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to refer to individual JPEG library error codes, also include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are installing the JPEG header files in a system directory, you will want to install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *not* guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)
On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmemnobs.c (or another memory manager of your own devising). More info about the minimum system library requirements may be found in jinclude.h.

ADVANCED FEATURES
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Compression parameter selection
--------------------------------

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling cinfo fields directly.

The helper routines are:

jpeg_set_defaults (j_compress_ptr cinfo)
This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field in_color_space, which must already be set in cinfo). Many applications will only need to use this routine and perhaps jpeg_set_quality().

jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)
Sets the JPEG file's colorspace (field jpeg_color_space) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call jpeg_set_colorspace() before rather than after.
jpeg_default_colorsapce (j_compress_ptr cinfo)
Selects an appropriate JPEG colorspace based on cinfo->in_color_space, and calls jpeg_set_colorsapce(). This is actually a subroutine of jpeg_set_defaults(). It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)
Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the force_baseline parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when force_baseline is FALSE, but other decoders may not be.

jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor, boolean force_baseline)
Same as jpeg_set_quality() except that the generated tables are the sample tables given in the JPEC spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus scale_factor = 100 reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
[libjpeg v7+ API/ABI emulation only] Set default quantization tables with linear q_scale_factor[] values (see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl, const unsigned int *basic_table, int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl
indicates which table slot to fill. basic_table points to an array of 64 unsigned ints given in normal array order. These values are multiplied by scale_factor/100 and then clamped to the range 1..65535 (or to 1..255 if force_baseline is TRUE).

CAUTION: prior to library version 6a, jpeg_add_quant_table expected the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this routine, you must check the library version number. Something like "#if JPEG_LIB_VERSION >= 61" is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file. This is the recommended method of creating a progressive file, unless you want to make a custom scan sequence. You must ensure that the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
The FLOAT method is very slightly more accurate than the ISLOW method, but may give different results on different machines due to varying roundoff behavior. The integer methods should give the same results on all machines. On machines with sufficiently fast FP hardware, the floating-point method may also be the fastest. The IFAST method is considerably less accurate than the other two; its use is not recommended if high quality is a concern. JDCT_DEFAULT and JDCT_FASTEST are macros configurable by each installation.

J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see "Special color spaces", below, for more info. We recommend using jpeg_set_color_space() if you want to change these.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is FALSE, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent of file size compared to the default tables. Note that when this is
TRUE, you need not supply Huffman tables at all, and any you do supply will be overwritten.

```c
unsigned int restart_interval
int restart_in_rows
```

To emit restart markers in the JPEG file, set one of these nonzero. Set `restart_interval` to specify the exact interval in MCU blocks. Set `restart_in_rows` to specify the interval in MCU rows. (If `restart_in_rows` is not 0, then `restart_interval` is set after the image width in MCUs is computed.) Defaults are zero (no restarts). One restart marker per MCU row is often a good choice.

NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs. If you use restarts, you may want to use larger intervals in those cases.

```c
const jpeg_scan_info * scan_info
int num_scans
```

By default, `scan_info` is NULL; this causes the compressor to write a single-scan sequential JPEG file. If not NULL, `scan_info` points to an array of scan definition records of length `num_scans`. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (`jpeg_simple_progression` creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

```c
int smoothing_factor
```

If non-zero, the input image is smoothed; the value should be 1 for minimal smoothing to 100 for maximum smoothing. Consult `jcsample.c` for details of the smoothing algorithm. The default is zero.

```c
boolean write_JFIF_header
```

If TRUE, a JFIF APP0 marker is emitted. `jpeg_set_defaults()` and `jpeg_set_colorspace()` set this TRUE if a JFIF-legal JPEG color space (i.e., YCbCr or grayscale) is selected, otherwise FALSE.

```c
UINT8 JFIF_major_version
UINT8 JFIF_minor_version
```

The version number to be written into the JFIF marker. `jpeg_set_defaults()` initializes the version to 1.01 (major=minor=1). You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

```c
UINT8 density_unit
UINT16 X_density
UINT16 Y_density
```
The resolution information to be written into the JFIF marker; not used otherwise. density_unit may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

boolean write_Adobe_marker
If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and jpeg_set_colorspace() set this TRUE if JPEG color space RGB, CMYK, or YCCK is selected, otherwise FALSE. It is generally a bad idea to set both write_JFIF_header and write_Adobe_marker. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLS]
Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should be set via one of the above helper routines; jpeg_add_quant_table() is general enough to define any quantization table. The other routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLS]
[libjpeg v7+ API/ABI emulation only]
Linear quantization scaling factors (0-100, default 100) for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] values use "linear" scales, so JPEG quality levels chosen by the user must be converted to these scales using jpeg_quality_scaling(). Here is an example that corresponds to cjpeg -quality 90,70:

jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);

/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);

CAUTION: Setting separate quality levels for chrominance and luminance is mainly only useful if chrominance subsampling is disabled. 2x2 chrominance subsampling (AKA "4:2:0") is the default, but you can explicitly disable subsampling as follows:

cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;
JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg_set_defaults(). If you need to allocate more table structures, jpeg_alloc_huff_table() may be used. Note that optimal Huffman tables can be computed for an image by setting optimize_coding, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

[libjpeg v7+ API/ABI emulation only]
The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by jpeg_start_compress(). You can also call jpeg_calc_jpeg_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg_width	Actual dimensions of output image.
JDIMENSION jpeg_height

Per-component parameters are stored in the struct cinfo.comp_info[i] for component number i. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large comp_info[] array is allocated by jpeg_set_defaults(); if you choose not to use that routine, it's up to you to allocate the array.

int component_id
The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

int h_samp_factor
int v_samp_factor
Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

int quant_tbl_no
Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.
int dc_tbl_no
int ac_tbl_no
DC and AC entropy coding table numbers. The default values are
0 for luminance components and 1 for chrominance components.

int component_index
Must equal the component's index in comp_info[]. (Beginning in
release v6, the compressor library will fill this in automatically;
you don't have to.)

Decompression parameter selection
-----------------------------------

Decompression parameter selection is somewhat simpler than compression
parameter selection, since all of the JPEG internal parameters are
recorded in the source file and need not be supplied by the application.
(Unless you are working with abbreviated files, in which case see
"Abbreviated datastreams", below.) Decompression parameters control
the postprocessing done on the image to deliver it in a format suitable
for the application's use. Many of the parameters control speed/quality
tradeoffs, in which faster decompression may be obtained at the price of
a poorer-quality image. The defaults select the highest quality (slowest)
processing.

The following fields in the JPEG object are set by jpeg_read_header() and
may be useful to the application in choosing decompression parameters:

JDIMENSION image_width Width and height of image
JDIMENSION image_height
int num_components Number of color components
J_COLOR_SPACE jpeg_color_space Colorspace of image
boolean saw_JFIF_marker TRUE if a JFIF APP0 marker was seen
UINT8 JFIF_major_version Version information from JFIF marker
UINT8 JFIF_minor_version
UINT8 density_unit Resolution data from JFIF marker
UINT16 X_density
UINT16 Y_density
boolean saw_Adobe_marker TRUE if an Adobe APP14 marker was seen
UINT8 Adobe_transform Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG
standard proper does not provide a way to record it. In practice most files
adhere to the JFIF or Adobe conventions, and the decoder will recognize these
correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the
returned image are:

\texttt{J\_COLOR\_SPACE out\_color\_space}

Output color space. \texttt{jpeg\_read\_header()} sets an appropriate default based on \texttt{jpeg\_color\_space}; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to \texttt{JCS\_GRAYSCALE} to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend \texttt{jdcolor.c} if you want an unusual conversion.

\texttt{unsigned int scale\_num, scale\_denom}

Scale the image by the fraction \texttt{scale\_num/scale\_denom}. Default is \texttt{1/1}, or no scaling. Currently, the only supported scaling ratios are \texttt{M/8} with all \texttt{M} from 1 to 16, or any reduced fraction thereof (such as \texttt{1/2}, \texttt{3/4}, etc.) (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

\texttt{boolean quantize\_colors}

If set \texttt{TRUE}, colormapped output will be delivered. Default is \texttt{FALSE}, meaning that full-color output will be delivered.

The next three parameters are relevant only if \texttt{quantize\_colors} is \texttt{TRUE}.

\texttt{int desired\_number\_of\_colors}

Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field). Default 256. Ignored when the application supplies its own color map.

\texttt{boolean two\_pass\_quantize}

If \texttt{TRUE}, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is \texttt{TRUE}. Ignored when the application supplies its own color map.

\texttt{J\_DITHER\_MODE dither\_mode}

Selects color dithering method. Supported values are:
\texttt{JDITHER\_NONE} no dithering: fast, very low quality
\texttt{JDITHER\_ORDERED} ordered dither: moderate speed and quality
\texttt{JDITHER\_FS} Floyd-Steinberg dither: slow, high quality
Default is \texttt{JDITHER\_FS}. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when \texttt{two\_pass\_quantize} is \texttt{TRUE} or when you supply an external color map, you'll get F-S dithering.)
When quantize_colors is TRUE, the target color map is described by the next two fields. colormap is set to NULL by jpeg_read_header(). The application can supply a color map by setting colormap non-NULL and setting actual_number_of_colors to the map size. Otherwise, jpeg_start_decompress() selects a suitable color map and sets these two fields itself. [Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

**JSAMPARRAY colormap**
The color map, represented as a 2-D pixel array of out_color_components rows and actual_number_of_colors columns. Ignored if not quantizing. CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by jpeg_finish_decompress(). Copy the colormap somewhere else first, if you want to save it.

int actual_number_of_colors
The number of colors in the color map.

Additional decompression parameters that the application may set include:

**J_DCT_METHOD dct_method**
Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do_fancy_upsampling
If TRUE, do careful upsampling of chroma components. If FALSE, a faster but sloppier method is used. Default is TRUE. The visual impact of the sloppier method is often very small.

boolean do_block_smoothing
If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without. In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable_1pass_quant
boolean enable_external_quant
boolean enable_2pass_quant
These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions()
to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* jpeg_start_decompress().

```
JDIMENSION output_width	Actual dimensions of output image.
JDIMENSION output_height
int out_color_components	Number of color components in out_color_space.
int output_components	Number of color components returned.
int rec_outbuf_height	Recommended height of scanline buffer.
```

When quantizing colors, output_components is 1, indicating a single color map index per pixel. Otherwise it equals out_color_components. The output arrays are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, rec_outbuf_height is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4). If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring rec_outbuf_height so as to avoid data copying. (An output buffer larger than rec_outbuf_height lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces
---------------------

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing de-facto JPEG file format standards specify YCbCr or grayscale data (JFIF), or grayscale, RGB, YCbCr, CMYK, or YCCK (Adobe). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB <=> YCbCr and CMYK <=> YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field in_color_space. This is transformed to the JPEG file's color space given by jpeg_color_space. jpeg_set_defaults() chooses a reasonable JPEG color space depending on in_color_space, but you can override this by calling
jpeg_set_colorspace(). Of course you must select a supported transformation.
jccolor.c currently supports the following transformations:

RGB => YCbCr
RGB => GRAYSCALE
YCbCr => GRAYSCALE
CMYK => YCCK

plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB,
YCbCr => YCbCr, CMYK => CMYK, YCCK => YCCK, and UNKNOWN => UNKNOWN.

The de-facto file format standards (JFIF and Adobe) specify APPn markers that
indicate the color space of the JPEG file. It is important to ensure that
these are written correctly, or omitted if the JPEG file's color space is not
one of the ones supported by the de-facto standards. jpeg_set_colorspace()
will set the compression parameters to include or omit the APPn markers
properly, so long as it is told the truth about the JPEG color space.
For example, if you are writing some random 3-component color space without
conversion, don't try to fake out the library by setting in_color_space and
jpeg_color_space to JCS_YCbCr; use JCS_UNKNOWN. You may want to write an
APPn marker of your own devising to identify the colorspace --- see "Special
markers", below.

When told that the color space is UNKNOWN, the library will default to using
luminance-quality compression parameters for all color components. You may
well want to change these parameters. See the source code for
jpeg_set_colorspace(), in jcparam.c, for details.

For decompression, the JPEG file's color space is given in jpeg_color_space,
and this is transformed to the output color space out_color_space.
jpeg_read_header's setting of jpeg_color_space can be relied on if the file
conforms to JFIF or Adobe conventions, but otherwise it is no better than a
guess. If you know the JPEG file's color space for certain, you can override
jpeg_read_header's guess by setting jpeg_color_space. jpeg_read_header also
selects a default output color space based on (its guess of) jpeg_color_space;
set out_color_space to override this. Again, you must select a supported
transformation. jdcolor.c currently supports

YCbCr => RGB
YCbCr => GRAYSCALE
RGB => GRAYSCALE
GRAYSCALE => RGB
YCCK => CMYK

as well as the null transforms. (Since GRAYSCALE=>RGB is provided, an
application can force grayscale JPEGs to look like color JPEGs if it only
wants to handle one case.)

The two-pass color quantizer, jquant2.c, is specialized to handle RGB data
(it weights distances appropriately for RGB colors). You'll need to modify
the code if you want to use it for non-RGB output color spaces. Note that
jquant2.c is used to map to an application-supplied colormap as well as for
the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you’d expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot “fix” this in the library by inverting the data during the CMYK<=>YCCK transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

Error handling
--------------

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on stderr, followed by exit(). You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file example.c illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:
* Fatal errors: the library cannot continue.
* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (jerror.c) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling jpeg_std_error() as usual, but then overriding some of the method pointers in the jpeg_error_mgr struct, as illustrated by example.c.

All of the error handling routines will receive a pointer to the JPEG object (a j_common_ptr which points to either a jpeg_compress_struct or a jpeg_decompress_struct; if you need to tell which, test the is_decompressor field). This struct includes a pointer to the error manager struct in its
"err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the jpeg_error_mgr struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see example.c for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client_data" in each JPEG object, which the application can also use to find related data. The library does not touch client_data at all.)

The individual methods that you might wish to override are:

error_exit (j_common_ptr cinfo)
Receives control for a fatal error. Information sufficient to generate the error message has been stored in cinfo- >err; call output_message to display it. Control must NOT return to the caller; generally this routine will exit() or longjmp() somewhere. Typically you would override this routine to get rid of the exit() default behavior. Note that if you continue processing, you should clean up the JPEG object with jpeg_abort() or jpeg_destroy().

output_message (j_common_ptr cinfo)
Actual output of any JPEG message. Override this to send messages somewhere other than stderr. Note that this method does not know how to generate a message, only where to send it.

format_message (j_common_ptr cinfo, char * buffer)
Constructs a readable error message string based on the error info stored in cinfo- >err. This method is called by output_message. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

emit_message (j_common_ptr cinfo, int msg_level)
Decide whether or not to emit a warning or trace message; if so, calls output_message. The main reason for overriding this method would be to abort on warnings. msg_level is -1 for warnings, 0 and up for trace messages.

Only error_exit() and emit_message() are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field err- >jpeg_message_table. The messages are numbered from 0 to err- >last_jpeg_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly
change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer err->addon_message_table and the message numbers err->first_addon_message and err->last_addon_message. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cderror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:
ERREXITn(...) for fatal errors
WARNMSn(...) for corrupt-data warnings
TRACEMSn(...) for trace and informational messages.
These macros store the message code and any additional parameters into the error handler struct, then invoke the error_exit() or emit_message() method.
The variants of each macro are for varying numbers of additional parameters.
The additional parameters are inserted into the generated message using standard printf() format codes.

See jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)
----------------------------------------------------------

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits
wide, you must define JOCTET as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer;      /* # of byte spaces remaining in buffer */

The library increments the pointer and decrements the count until the buffer is filled. The manager's empty_output_buffer method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

init_destination (j_compress_ptr cinfo)
Initialize destination. This is called by jpeg_start_compress() before any data is actually written. It must initialize next_output_byte and free_in_buffer. free_in_buffer must be initialized to a positive value.

empty_output_buffer (j_compress_ptr cinfo)
This is called whenever the buffer has filled (free_in_buffer reaches zero). In typical applications, it should write out the *entire* buffer (use the saved start address and buffer length; ignore the current state of next_output_byte and free_in_buffer). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped. free_in_buffer must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

term_destination (j_compress_ptr cinfo)
Terminate destination --- called by jpeg_finish_compress() after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either next_output_byte or free_in_buffer to determine how much data is in the buffer.

term_destination() is NOT called by jpeg_abort() or jpeg_destroy(). If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_destination_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to
Decompression source managers follow a parallel design, but with some additional frammishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;         /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is emptied. The manager's `fill_input_buffer` method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

- `init_source (j_decompress_ptr cinfo)`
  Initialize source. This is called by `jpeg_read_header()` before any data is actually read. Unlike `init_destination()`, it may leave `bytes_in_buffer` set to 0 (in which case a `fill_input_buffer()` call will occur immediately).

- `fill_input_buffer (j_decompress_ptr cinfo)`
  This is called whenever `bytes_in_buffer` has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of `next_input_byte` and `bytes_in_buffer`), reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` MUST be set to a positive value if TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this mode is discussed in the next section).

- `skip_input_data (j_decompress_ptr cinfo, long num_bytes)`
  Skip `num_bytes` worth of data. The buffer pointer and count should be advanced over `num_bytes` input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

- `resync_to_restart (j_decompress_ptr cinfo, int desired)`
  This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to
find a suitable point for resuming decompression. For most
applications, we recommend that you just use the default resync
procedure, jpeg_resync_to_restart(). However, if you are able to back
up in the input data stream, or if you have a-priori knowledge about
the likely location of restart markers, you may be able to do better.
Read the read_restart_marker() and jpeg_resync_to_restart() routines
in jdmarker.c if you think you’d like to implement your own resync
procedure.

term_source (j_decompress_ptr cinfo)
Terminate source --- called by jpeg_finish_decompress() after all
data has been read. Often a no-op.

For both fill_input_buffer() and skip_input_data(), there is no such thing
as an EOF return. If the end of the file has been reached, the routine has
a choice of exiting via ERREXIT() or inserting fake data into the buffer.
In most cases, generating a warning message and inserting a fake EOI marker
is the best course of action --- this will allow the decompressor to output
however much of the image is there. In pathological cases, the decompressor
may swallow the EOI and again demand data ... just keep feeding it fake EOIs.
jdatasrc.c illustrates the recommended error recovery behavior.

term_source() is NOT called by jpeg_abort() or jpeg_destroy(). If you want
the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_source_mgr struct, fill in its method
pointers, and insert a pointer to the struct into the "src" field of the JPEG
decompression object. This can be done in-line in your setup code if you
like, but it's probably cleaner to provide a separate routine similar to the
jpeg_stdio_src() or jpeg_mem_src() routines of the supplied source managers.

For more information, consult the memory and stdio source and destination
managers in jdatasrc.c and jdatadst.c.

I/O suspension

-------------

Some applications need to use the JPEG library as an incremental memory-to-
memory filter: when the compressed data buffer is filled or emptied, they want
control to return to the outer loop, rather than expecting that the buffer can
be emptied or reloaded within the data source/destination manager subroutine.
The library supports this need by providing an "I/O suspension" mode, which we
describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the
maximum amount of time spent in any one call to the library, so it will not
eliminate response-time problems in single-threaded applications. If you
need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an empty_output_buffer() routine that returns FALSE; typically it will not do anything else. This will cause the compressor to return to the caller of jpeg_write_scanlines(), with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call jpeg_write_scanlines() again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although empty_output_buffer() is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of next_output_byte/free_in_buffer. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call jpeg_write_scanlines() unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
* When you call jpeg_finish_compress(), there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling jpeg_finish_compress().

A more significant restriction is that jpeg_finish_compress() cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during jpeg_finish_compress(), which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a fill_input_buffer() routine that simply returns FALSE (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:
- jpeg_read_header(): will return JPEG_SUSPENDED.
- jpeg_start_decompress(): will return FALSE, rather than its usual TRUE.
- jpeg_read_scanlines(): will return the number of scanlines already completed (possibly 0).
- jpeg_finish_decompress(): will return FALSE, rather than its usual TRUE.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of jpeg_read_scanlines(), increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When fill_input_buffer() is called, next_input_byte/bytes_in_buffer point to the current restart point, which is where the decompressor will backtrack to if FALSE is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The skip_input_data() source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement bytes_in_buffer to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then skip_input_data() must set bytes_in_buffer to zero and record the additional skip distance somewhere else. The decompressor will immediately call fill_input_buffer(), which should return FALSE, which will cause a
suspension return. The surrounding application must then arrange to discard
the recorded number of bytes before it resumes loading the input buffer.
(Yes, this design is rather baroque, but it avoids complexity in the far more
common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning
and insert dummy EOI markers just as a non-suspending data source manager
would do. This can be handled either in the surrounding application logic or
within fill_input_buffer(); the latter is probably more efficient. If
fill_input_buffer() knows that no more data is available, it can set the
pointer/count to point to a dummy EOI marker and then return TRUE just as
though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers;
instead it will backtrack to the start of the marker and reprocess the whole
marker next time. Hence the input buffer must be large enough to hold the
longest standard marker in the file. Standard JPEG markers should normally
not exceed a few hundred bytes each (DHT tables are typically the longest).
We recommend at least a 2K buffer for performance reasons, which is much
larger than any correct marker is likely to be. For robustness against
damaged marker length counts, you may wish to insert a test in your
application for the case that the input buffer is completely full and yet
the decoder has suspended without consuming any data --- otherwise, if this
situation did occur, it would lead to an endless loop. (The library can't
provide this test since it has no idea whether "the buffer is full", or
even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn
markers, but these are handled specially: they are either saved into allocated
memory, or skipped over by calling skip_input_data(). In the former case,
suspension is handled correctly, and in the latter case, the problem of
buffer overrun is placed on skip_input_data's shoulders, as explained above.
Note that if you provide your own marker handling routine for large markers,
you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked
list of buffer areas, so as to avoid data copying. This can be handled by
having empty_output_buffer() or fill_input_buffer() set the pointer and count
to reference the next available buffer; FALSE is returned only if no more
buffers are available. Although seemingly straightforward, there is a
pitfall in this approach: the backtrack that occurs when FALSE is returned
could back up into an earlier buffer. For example, when fill_input_buffer()
is called, the current pointer & count indicate the backtrack restart point.
Since fill_input_buffer() will set the pointer and count to refer to a new
buffer, the restart position must be saved somewhere else. Suppose a second
call to fill_input_buffer() occurs in the same library call, and no
additional input data is available, so fill_input_buffer must return FALSE. If the JPEG library has not moved the pointer/count forward in the current buffer, then *the correct restart point is the saved position in the prior buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a skip_input_data() call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when fill_input_buffer() is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support
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Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc.
The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

**Progressive compression:**

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg_simple_progression() helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in rdswitch.c, so that you can read scan script files just like cjpeg's.) When scan_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg_write_scanlines() is called, and will emit all the requested scans during jpeg_finish_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg_finish_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

**Progressive decompression:**

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during jpeg_start_decompress(), so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

**Buffered-image mode**

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In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file
adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```c
jpeg_create_decompress();
set data source
jpeg_read_header();
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress();
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output(); /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output(); /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```c
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```c
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to `jpeg_start_output()` indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and `jpeg_finish_output()` advances to the next scan or end-of-image marker (hence `input_scan_number` will be incremented by the time control arrives back at `jpeg_start_output()`). With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the
buffered image remains available; it can be read additional times by repeating the jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output() sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call jpeg_finish_decompress() to release the buffered image (or just use jpeg_destroy_decompress()).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine jpeg_consume_input(). The return value is one of the following:
- JPEG_REACHED_SOS: reached an SOS marker (the start of a new scan)
- JPEG_REACHED_EOI: reached the EOI marker (end of image)
- JPEG_ROW_COMPLETED: completed reading one MCU row of compressed data
- JPEG_SCAN_COMPLETED: completed reading last MCU row of current scan
- JPEG_SUSPENDED: suspended before completing any of the above

(JPEG_SUSPENDED can occur only if a suspending data source is used.) This routine can be called at any time after initializing the JPEG object. It reads some additional data and returns when one of the indicated significant events occurs. (If called after the EOI marker is reached, it will immediately return JPEG_REACHED_EOI without attempting to read more data.)

The library's output processing will automatically call jpeg_consume_input() whenever the output processing overtakes the input; thus, simple lockstep display requires no direct calls to jpeg_consume_input(). But by adding calls to jpeg_consume_input(), you can absorb data in advance of what is being displayed. This has two benefits:
- You can limit buildup of unprocessed data in your input buffer.
- You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to jpeg_consume_input() with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it's best to call jpeg_consume_input() only after a hundred or so new bytes have arrived. This is discussed further under "I/O suspension", above. (Note: the JPEG library currently is not thread-safe. You must not call jpeg_consume_input() from one thread of control if a different library routine is working on the same JPEG object in another thread.)
When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass cinfo.input_scan_number as the target scan number to jpeg_start_output(). The input_scan_number field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling jpeg_start_output(): call jpeg_consume_input() repeatedly until it returns JPEG_SUSPENDED or JPEG_REACHED_EOI.

The target scan number passed to jpeg_start_output() is saved in the cinfo.output_scan_number field. The library's output processing calls jpeg_consume_input() whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what jpeg_start_decompress() does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, jpeg_consume_input() will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.
When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);

rather than quitting as soon as jpeg_input_complete() returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the JPEG_REACHED_EOI return code from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.
When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:
* jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
* jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
* jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
* jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()). jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after jpeg_start_decompress() is called:
* dct_method can be changed before each call to jpeg_start_output(). For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
* dither_mode can be changed before each call to jpeg_start_output(); of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode
can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial max_memory_to_use specification to be exceeded, which in the worst case would result in an out-of-memory failure.

* do_block_smoothing can be changed before each call to jpeg_start_output(). This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.

* Color quantization mode can be changed under the rules described below. You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.
   Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.
2. Single-pass quantization to an application-supplied colormap.
   Selected by setting cinfo.colormap to point to the colormap (the value of two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.
3. Two-pass quantization to a colormap chosen specifically for the image.
   Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL.
   (This is the default setting selected by jpeg_read_header, but it is probably NOT what you want for the first pass of progressive display!)

These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call jpeg_start_decompress(). (If we did not require this, the max_memory_to_use setting would be a complete fiction.) You do this by setting one or more of these three cinfo fields to TRUE:

enable_1pass_quant Fixed color cube colormap
enable_external_quantExternally-supplied colormap
enable_2pass_quantTwo-pass custom colormap

All three are initialized FALSE by jpeg_read_header(). But jpeg_start_decompress() automatically sets TRUE the one selected by the current two_pass_quantize and colormap settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you can change to any enabled quantization method by setting two_pass_quantize and colormap properly just before calling jpeg_start_output(). The following
special rules apply:
1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call jpeg_new_colormap() after setting cinfo.colormap.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because cinfo.colormap will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, jpeg_start_output() will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from jpeg_start_output() under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which jpeg_start_output() will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling jpeg_has_multiple_scans(), which will return a correct result at any time after jpeg_read_header() completes.

It is also worth noting that when you use jpeg_consume_input() to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager jmemnobs.c if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that max_memory_to_use is set as high as
possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven’t gotten around to it yet.)

In some applications it may be convenient to use jpeg_consume_input() for all input processing, including reading the initial markers; that is, you may wish to call jpeg_consume_input() instead of jpeg_read_header() during startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images
---------------------------------------------

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:
* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a
new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg_start_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg_suppress_tables(&cinfo, TRUE)" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual sent_table fields directly.

To create an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg_start_compress() and so on, call jpeg_write_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent_tables flag is already TRUE, and then all the sent_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data..
jpeg_finish_compress(&cinfo);

Since the JPEG parameters are not altered between writing the table file and
the abbreviated image file, the same tables are sure to be used. Of course,
you can repeat the jpeg_start_compress() ... jpeg_finish_compress() sequence
many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman
optimization is selected. (If you could, there'd be no way to decode the
image...) Generally, you don't want to set optimize_coding = TRUE when
you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are
not stored in the application, but are defined in an interchange or
tables-only file readable by the application. This can be done by setting up
a JPEG decompression object to read the specification file, then copying the	
the tables into your compression object. See jpeg_copy_critical_parameters()
for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables
into the decompression object before trying to read the abbreviated image.
If the proper tables are stored in the application program, you can just
allocate the table structs and fill in their contents directly. For example,
to load a fixed quantization table into table slot "n":

    if (cinfo.quant_tbl_ptrs[n] == NULL)
        cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
    quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL* */
    for (i = 0; i < 64; i++)
    /* Qtable[] is desired quantization table, in natural array order */
        quant_ptr->quantval[i] = Qtable[i];
    }

Code to load a fixed Huffman table is typically (for AC table "n"):

    if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
        cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
    huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL* */
    for (i = 1; i <= 16; i++)
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
        huff_ptr->bits[i] = counts[i];
    }
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}

(Note that trying to set cinfo.quant_tbl_ptrs[n] to point directly at a
constant JQUANT_TBL object is not safe. If the incoming file happened to
contain a quantization table definition, your master table would get
overwritten! Instead allocate a working table copy and copy the master table
into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than
hard-wiring them into your application. The jpeg_read_header() call is
sufficient to read a tables-only file. You must pass a second parameter of
FALSE to indicate that you do not require an image to be present. Thus, the
typical scenario is

create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);

In some cases, you may want to read a file without knowing whether it contains
an image or just tables. In that case, pass FALSE and check the return value
from jpeg_read_header(): it will be JPEG_HEADER_OK if an image was found,
JPEG_HEADER_TABLES_ONLY if only tables were found. (A third return value,
JPEG_SUSPENDED, is possible when using a suspending data source manager.)
Note that jpeg_read_header() will not complain if you read an abbreviated
image for which you haven't loaded the missing tables; the missing-table check
occurs later, in jpeg_start_decompress().

It is possible to read a series of images from a single source file by
repeating the jpeg_read_header() ... jpeg_finish_decompress() sequence,
without releasing/recreating the JPEG object or the data source module.
(If you did reinitialize, any partial bufferload left in the data source
buffer at the end of one image would be discarded, causing you to lose the
start of the next image.) When you use this method, stored tables are
automatically carried forward, so some of the images can be abbreviated images
that depend on tables from earlier images.

If you intend to write a series of images into a single destination file,
you might want to make a specialized data destination module that doesn't
flush the output buffer at term_destination() time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing FALSE to jpeg_start_compress().

Special markers
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Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling jpeg_write_marker() after jpeg_start_compress() and before the first call to jpeg_write_scanlines(). When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, jpeg_write_marker will let you write
any marker type, but we don't recommend writing any other kinds of marker.)
For example, to write a user comment string pointed to by comment_text:
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));

If it's not convenient to store all the marker data in memory at once,
you can instead call jpeg_write_m_header() followed by multiple calls to
jpeg_write_m_byte(). If you do it this way, it's your responsibility to
call jpeg_write_m_byte() exactly the number of times given in the length
parameter to jpeg_write_m_header(). (This method lets you empty the
output buffer partway through a marker, which might be important when
using a suspending data destination module. In any case, if you are using
a suspending destination, you should flush its buffer after inserting
any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself,
you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't
forget to set cinfo.JFIF_minor_version = 2 so that the encoder will write the
correct JFIF version number in the JFIF header marker. The library's default
is to write version 1.01, but that's wrong if you insert any 1.02 extension
markers. (We could probably get away with just defaulting to 1.02, but there
used to be broken decoders that would complain about unknown minor version
numbers. To reduce compatibility risks it's safest not to write 1.02 unless
you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:
1. You can ask the library to save the contents of COM and/or APPn markers
   into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers
   on-the-fly as they are read.
The first method is simpler to use, especially if you are using a suspending
data source; writing a marker processor that copes with input suspension is
not easy (consider what happens if the marker is longer than your available
input buffer). However, the second method conserves memory since the marker
data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a
decompression object and before calling jpeg_read_header(), because the
markers of interest will typically be near the head of the file and so will
be scanned by jpeg_read_header. Once you've established a marker handling
method, it will be used for the life of that decompression object
(potentially many datastreams), unless you change it. Marker handling is
determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call
jpeg_save_markers(cinfo, marker_code, length_limit)
where marker_code is the marker type to save, JPEG_COM or JPEG_APP0+n.
(To arrange to save all the special marker types, you need to call this
routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer
than length_limit data bytes, only length_limit bytes will be saved; this
parameter allows you to avoid chewing up memory when you only need to see the
first few bytes of a potentially large marker. If you want to save all the
data, set length_limit to 0xFFFF; that is enough since marker lengths are only
16 bits. As a special case, setting length_limit to 0 prevents that marker
type from being saved at all. (That is the default behavior, in fact.)

After jpeg_read_header() completes, you can examine the special markers by
following the cinfo->marker_list pointer chain. All the special markers in
the file appear in this list, in order of their occurrence in the file (but
omitting any markers of types you didn't ask for). Both the original data
length and the saved data length are recorded for each list entry; the latter
will not exceed length_limit for the particular marker type. Note that these
lengths exclude the marker length word, whereas the stored representation
within the JPEG file includes it. (Hence the maximum data length is really
only 65533.)

It is possible that additional special markers appear in the file beyond the
SOS marker at which jpeg_read_header stops; if so, the marker list will be
extended during reading of the rest of the file. This is not expected to be
common, however. If you are short on memory you may want to reset the length
limit to zero for all marker types after finishing jpeg_read_header, to
ensure that the max_memory_to_use setting cannot be exceeded due to addition
of later markers.

The marker list remains stored until you call jpeg_finish_decompress or
jpeg_abort, at which point the memory is freed and the list is set to empty.
(jpeg_destroy also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers;
if you try to set a small nonzero length limit on these types, the library
will silently force the length up to the minimum it wants. (But you can set
a zero length limit to prevent them from being saved at all.) Also, in a
16-bit environment, the maximum length limit may be constrained to less than
65533 by malloc() limitations. It is therefore best not to assume that the
effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling
jpeg_set_marker_processor(). A marker processor routine must have the
signature
boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
Although the marker code is not explicitly passed, the routine can find it
in cinfo->unread_marker. At the time of call, the marker proper has been
read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in jdmarker.c for appropriate coding methods if you need to use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling jpeg_save_markers(); that method doesn't interfere with the library's own processing of these markers.)

jpeg_set_marker_processor() and jpeg_save_markers() are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in djpeg.c. Also, see jpegtran.c for an example of using jpeg_save_markers.

Raw (downsampled) image data
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Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set jpeg_color_space = in_color_space (or jpeg_color_space = out_color_space for decompression).

The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsamed to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT
block in each component: that is, each downsampled row must contain a multiple of 8 valid samples, and there must be a multiple of 8 sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:

* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorspace() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
* Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of jpeg_write_scanlines(). The two routines work similarly except that jpeg_write_raw_data takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg_write_raw_data is measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say v_samp_factor*DCTSIZE sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*DCTSIZE, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

cinfo->comp_info[i].width_in_blocks*DCTSIZE samples per row
cinfo->comp_info[i].height_in_blocks*DCTSIZE rows in image

after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCTSIZE samples. An example may help here. Assume 2h2v downsampling of YCbCr data, that is
cinfo->comp_info[0].h_samp_factor = 2 for Y
cinfo->comp_info[0].v_samp_factor = 2
cinfo->comp_info[1].h_samp_factor = 1 for Cb
cinfo->comp_info[1].v_samp_factor = 1

cinfo->comp_info[2].h_samp_factor = 1 for Cr

cinfo->comp_info[2].v_samp_factor = 1

and suppose that the nominal image dimensions (cinfo->image_width and
cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will
compute downsampled_width = 101 and width_in_blocks = 13 for Y,
downsampling_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same
for the height fields). You must pad the Y data to at least 13*8 = 104
columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The
MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16
scanlines on each call to jpeg_write_raw_data(), which is to say 16 actual
sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed,
so you must pass a total of 7*16 = 112 "scanlines". The last DCT block row
of Y data is dummy, so it doesn't matter what you pass for it in the data
arrays, but the scanlines count must total up to 112 so that all of the Cb
and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data
destination module suspends, jpeg_write_raw_data() will return 0.
In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing:
you cannot ask for rescaling or color quantization, for instance. More
seriously, you must deal with the color space and sampling factors present in
the incoming file. If your application only handles, say, 2h1v YCbCr data,
you must check for and fail on other color spaces or other sampling factors.
The library will not convert to a different color space for you.

To obtain raw data output, set cinfo->raw_data_out = TRUE before
jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to
verify that the color space and sampling factors are ones you can handle.
Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The
decompression process is otherwise the same as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a
buffer of at least max_v_samp_factor*DCTSIZE scanlines (scanline counting is
the same as for raw-data compression). The buffer you pass must be large
enough to hold the actual data plus padding to DCT-block boundaries. As with
compression, any entirely dummy DCT blocks are not processed so you need not
allocate space for them, but the total scanline count includes them. The
above example of computing buffer dimensions for raw-data compression is
equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source
module suspends, jpeg_read_raw_data() will return 0. You can also use
buffered-image mode to read raw data in multiple passes.
Really raw data: DCT coefficients

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do jpeg_read_header() as usual. But instead of calling jpeg_start_decompress() and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's access_virt_barray method (see Memory management, below, and also read structure.txt's discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to jpeg_write_coefficients().

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the width_in_blocks and height_in_blocks fields of the component's comp_info entry.) This is also the data format expected by jpeg_write_coefficients().

When you are done using the virtual arrays, call jpeg_finish_decompress() to release the array storage and return the decompression object to an idle state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This frammish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call jpeg_read_coefficients() after the last jpeg_finish_output() call. The arrays will be available for your use until you call jpeg_finish_decompress().
To write the contents of a JPEG file as DCT coefficients, you must provide
the DCT coefficients stored in virtual block arrays. You can either pass
block arrays read from an input JPEG file by jpeg_read_coefficients(), or
allocate virtual arrays from the JPEG compression object and fill them
yourself. In either case, jpeg_write_coefficients() is substituted for
jpeg_start_compress() and jpeg_write_scanlines(). Thus the sequence is
* Create compression object
* Set all compression parameters as necessary
* Request virtual arrays if needed
* jpeg_write_coefficients()
* jpeg_finish_compress()
* Destroy or re-use compression object
jpeg_write_coefficients() is passed a pointer to an array of virtual block
array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before
jpeg_write_coefficients() is called. A side-effect of
jpeg_write_coefficients() is to realize any virtual arrays that have been
requested from the compression object's memory manager. Thus, when obtaining
the virtual arrays from the compression object, you should fill the arrays
after calling jpeg_write_coefficients(). The data is actually written out
when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes
the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization
tables and sampling factors match the way the data was encoded, or the
resulting file will be invalid. For transcoding from an existing JPEG file,
we recommend using jpeg_copy_critical_parameters(). This routine initializes
all the compression parameters to default values (like jpeg_set_defaults()),
then copies the critical information from a source decompression object.
The decompression object should have just been used to read the entire
JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object
as needing to be written to the output file (thus, it acts like
jpeg_start_compress(cinfo, TRUE)). This is for safety's sake, to avoid
emitting abbreviated JPEG files by accident. If you really want to emit an
abbreviated JPEG file, call jpeg_suppress_tables(), or set the tables'
individual sent_table flags, between calling jpeg_write_coefficients() and
jpeg_finish_compress().

Progress monitoring
-------------------

Some applications may need to regain control from the JPEG library every so
often. The typical use of this feature is to produce a percent-done bar or
other progress display. (For a simple example, see cjpegc or djpegc.)
Although you do get control back frequently during the data-transferring pass (the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes will occur inside jpeg_finish_compress or jpeg_start_decompress; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of jpeg_read_scanlines or jpeg_write_scanlines, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct jpeg_progress_mgr, fill in its progress_monitor field with a pointer to your callback routine, and set cinfo->progress to point to the struct. The callback will be called whenever cinfo->progress is non-NULL. (This pointer is set to NULL by jpeg_create_compress or jpeg_create_decompress; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime JPOOL_PERMANENT will work nicely.) You can use the same callback routine for both compression and decompression.

The jpeg_progress_mgr struct contains four fields which are set by the library:

```
long pass_counter;/* work units completed in this pass */
long pass_limit;/* total number of work units in this pass */
int completed_passes;/* passes completed so far */
int total_passes;/* total number of passes expected */
```

During any one pass, pass_counter increases from 0 up to (not including) pass_limit; the step size is usually but not necessarily 1. The pass_limit value may change from one pass to another. The expected total number of passes is in total_passes, and the number of passes already completed is in completed_passes. Thus the fraction of work completed may be estimated as

```
completed_passes + (pass_counter/pass_limit)
```

```
-------------
total_passes
```

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, pass_limit can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.
When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets total_passes based on the assumption that there will be one more output pass if the input file end hasn't yet been read (jpeg_input_complete() isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that total_passes will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management
-------------------

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read structure.txt's section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use malloc() and free() for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by jpeg_finish_compress, jpeg_finish_decompress, or jpeg_abort. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use JPOOL_PERMANENT to get storage that lasts as long as the JPEG object. Use alloc_large instead of alloc_small for anything bigger than a few Kbytes. There are also alloc_sarray and alloc_barray routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (jmemnobs.c), then no temporary files are used; virtual arrays are simply malloc()'d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on
Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting cinfo->mem->max_memory_to_use after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before jpeg_start_compress() or jpeg_start_decompress() in order to have them counted against the max memory limit. Also keep in mind that space allocated with alloc_small() is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting max_memory_to_use.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmempansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().

Memory usage
------------

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:
1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a
128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The “fixed-size” data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM_STATS code in jmemmgr.c.

Library compile-time options
-------------------------------

A number of compile-time options are available by modifying jmorecfg.h.

The JPEG standard provides for both the baseline 8-bit DCT process and a 12-bit DCT process. The IJG code supports 12-bit lossy JPEG if you define BITS_IN_JSAMPLE as 12 rather than 8. Note that this causes JSAMPLE to be larger than a char, so it affects the surrounding application's image data. The sample applications cjpeg and djpeg can support 12-bit mode only for PPM and GIF file formats; you must disable the other file formats to compile a 12-bit cjpeg or djpeg. (install.txt has more information about that.)

At present, a 12-bit library can handle *only* 12-bit images, not both precisions. (If you need to include both 8- and 12-bit libraries in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that a 12-bit library always compresses in Huffman optimization mode, in order to generate valid Huffman tables. This is necessary because our default Huffman tables only cover 8-bit data. If you need to output 12-bit files in one pass, you'll have to supply suitable default Huffman tables.
You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 12-bit.

The maximum number of components (color channels) in the image is determined by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int.
You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?

Portability considerations
---------------------------

The JPEG library has been written to be extremely portable; the sample applications cjjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that
charis at least 8 bits wide
shortis at least 16 bits wide
intis at least 16 bits wide
longs are at least 32 bits wide
(These are the minimum requirements of the ANSI C standard.) Wider types will
work fine, although memory may be used inefficiently if char is much larger
than 8 bits or short is much bigger than 16 bits. The code should work
equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the
code work by modifying the typedefs in jmorecfg.h. However, you will probably
have difficulty if int is less than 16 bits wide, since references to plain
int abound in the code.

char can be either signed or unsigned, although the code runs faster if an
unsigned char type is available. If char is wider than 8 bits, you will need
to redefine JOCTET and/or provide custom data source/destination managers so
that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters.
But some of the image file I/O modules in cjpeg/djpeg do have ASCII
dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C
stdio is used only by the data source/destination modules and the error
handler, all of which are application-replaceable. (cjpeg/djpeg are more
heavily dependent on stdio.) malloc and free are called only from the memory
manager "back end" module, so you can use a different memory allocator by
replacing that one file.

The code generally assumes that C names must be unique in the first 15
characters. However, global function names can be made unique in the
first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt,
jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors
-------------------------------

The IJG code is designed to work efficiently in 80x86 "small" or "medium"
memory models (i.e., data pointers are 16 bits unless explicitly declared
"far"; code pointers can be either size). You may be able to use small
model to compile cjpeg or djpeg by itself, but you will probably have to use
medium model for any larger application. This won't make much difference in
performance. You "will" take a noticeable performance hit if you use a
large-data memory model (perhaps 10%-25%), and you should avoid "huge" model
if at all possible.
The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/libjpeg.txt
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TurboJPEG Java Wrapper

The TurboJPEG shared library can optionally be built with a Java Native Interface wrapper, which allows the library to be loaded and used directly from Java applications. The Java front end for this is defined in several classes located under org/libjpegturbo/turbojpeg. The source code for these Java classes is licensed under a BSD-style license, so the files can be incorporated directly into both open source and proprietary projects without restriction. A Java archive (JAR) file containing these classes is also shipped with the "official" distribution packages of libjpeg-turbo.

TJExample.java, which should also be located in the same directory as this
README file, demonstrates how to use the TurboJPEG Java API to compress and decompress JPEG images in memory.

Performance Pitfalls
---------------------

The TurboJPEG Java API defines several convenience methods that can allocate image buffers or instantiate classes to hold the result of compress, decompress, or transform operations. However, if you use these methods, then be mindful of the amount of new data you are creating on the heap. It may be necessary to manually invoke the garbage collector to prevent heap exhaustion or to prevent performance degradation. Background garbage collection can kill performance, particularly in a multi-threaded environment (Java pauses all threads when the GC runs.)

The TurboJPEG Java API always gives you the option of pre-allocating your own source and destination buffers, which allows you to re-use those buffers for compressing/decompressing multiple images. If the image sequence you are compressing or decompressing consists of images of the same size, then pre-allocating the buffers is recommended.

Installation Directory
----------------------

If the TurboJPEG JNI library (libturbojpeg.so, libturbojpeg.jnilib, or turbojpeg.dll) is not installed under a system library directory or under a directory specified in LD_LIBRARY_PATH (Unix) or PATH (Windows), then you will need to pass an argument of -Djava.library.path={path_to_JNI_library} to java.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/README

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/*
 * jdcoext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * *
 * This file contains output colorspace conversion routines.
 */
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/
* cdjpeg.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains common declarations for the sample applications
 * cjpeg and djpeg. It is NOT used by the core JPEG library.
 */

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; For conditions of distribution and use, see copyright notice in jsimdext.inc
; for more details.

No license file was found, but licenses were detected in source scan.

/
* jsimddct.h
 *
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimdct.h
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/*
 * jcmarker.c
 *
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* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write JPEG datastream markers.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmarker.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemmgr.c
 *
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the JPEG system-independent memory management routines. This code is usable across a wide variety of machines; most of the system dependencies have been isolated in a separate file.
* The major functions provided here are:
* * pool-based allocation and freeing of memory;
* * policy decisions about how to divide available memory among the virtual arrays;
* * control logic for swapping virtual arrays between main memory and backing storage.
* The separate system-dependent file provides the actual backing-storage access code, and it contains the policy decision about how much total
* main memory to use.
* This file is system-dependent in the sense that some of its functions
* are unnecessary in some systems. For example, if there is enough virtual
* memory so that backing storage will never be used, much of the virtual
* array control logic could be removed. (Of course, if you have that much
* memory then you shouldn't care about a little bit of unused code...) 
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemmgr.c
No license file was found, but licenses were detected in source scan.

/*
 * jidctflt.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * This implementation should be more accurate than either of the integer
 * IDCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
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 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
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 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with a fixed-point
 * implementation, accuracy is lost due to imprecise representation of the
 * scaled quantization values. However, that problem does not arise if
* we use floating point arithmetic.
*/

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*/

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*/
* jsimd_none.c
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 D. R. Commander
* 
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
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*
* This file contains stubs for when there is no SIMD support available.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd_none.c
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libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

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*/
* jsimd_arm.c
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
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* 
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
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*
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on
* ARM architecture.
*
* Based on the stubs from 'jsimd_none.c'
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
The images historically used for compression research (lena, barbra, pepper etc...) have outlived their useful life and it's about time they become a part of history only. They are too small, come from data sources too old and are available in only 8-bit precision.

These images have been carefully selected to aid in image compression algorithm research and evaluation. These are photographic images chosen to come from a wide variety of sources and each one picked to stress different aspects of algorithms. Images are available in 8-bit, 16-bit and 16-bit linear variations, RGB and gray.

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Acknowledgments: A lot of people contributed a lot of time and effort in making this test set possible. Thanks to everyone who voiced their opinion in any of the discussions online. Thanks to Axel Becker, Thomas Richter and Niels Frhling for their extensive help in picking images, running all the various tests etc... Thanks to Pete Fraser, Tony Story, Wayne J. Cosshall, David Coffin, Bruce Lindbloom and raw.fotosite.pl for the images which make up this set.

Sachin Garg [India]
sachingarg@c10n.info


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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90/simd/jsimd_arm.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90/testimages/nightshot_iso_100.txt

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* jfdctfst.c
*
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*
* This file contains a fast, not so accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctfst.c
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* wrrle.c
*
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*
* This file contains routines to write output images in RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.

* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrrle.c

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</tr>
</tbody>
</table>
/*
 * wrppm.c
 *
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 * Modified 2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
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 *
 * This file contains routines to write output images in PPM/PGM format.
 * The extended 2-byte-per-sample raw PPM/PGM formats are supported.
 * The PBMPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 */

Found in path(s):
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1.module_el8.0.0+39+6a9b6e22
1.795.1 Available under license :

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* org.eclipse.jetty.orbitjavax.security.auth.message

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* org.eclipse.jetty.orbitjavax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servletjavax.servlet-api
* javax.annotationjavax.annotation-api
* javax.transactionjavax.transaction-api
* javax.websocketjavax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
artifacts may be included in the distribution or downloaded when ALPN
module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.811 wso2-carbon-directory-server-manager-stub 5.12.153

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1.813 maven-plugin-registry 2.0.10

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jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateDecoder.java
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jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.j
ava
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jar/io/netty/handler/codec/http/HttpChunkedInput.java
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@c Local Variables:
@c ispell-local-pdict: "ispell-dict"
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Source Files
The file `src/libs/snprintf/snprintf.c', written by Mark Martinec <mark.martinec@ijs.si>.

Please look into snprintf.c for the copyright message.

The complete snprintf package together with documentation is available from

http://www.ijs.si/software/snprintf/.

The `grn' preprocessor, written by Barry Roitblat <barry@rentonww.com> and David Slattengren <slatteng@Xinet.COM>. These files have been part of the original Berkeley ditroff distribution, without AT&T code, and are in the public domain.

The original package can be found at

src/preproc/grn/gprint.h
src/preproc/grn/hdb.cpp
src/preproc/grn/hgraph.cpp
src/preproc/grn/hpoint.cpp
src/preproc/grn/main.cpp

The `gxditview' output device. It is based on X11's `xditview' program and thus has the X license.

src/devices/xditview/DESC.in
src/devices/xditview/Dvi.c
src/devices/xditview/Dvi.h
src/devices/xditview/DviP.h
src/devices/xditview/FontMap
src/devices/xditview/GXditview.ad
src/devices/xditview/Menu.h
src/devices/xditview/ad2c
src/devices/xditview/device.c
src/devices/xditview/device.h
src/devices/xditview/draw.c
src/devices/xditview/font.c
src/devices/xditview/gray1.bm
src/devices/xditview/gray2.bm
src/devices/xditview/gray3.bm
src/devices/xditview/gray4.bm
src/devices/xditview/gray5.bm
src/devices/xditview/gray6.bm
src/devices/xditview/gray7.bm
src/devices/xditview/gray8.bm
src/devices/xditview/gxditview.man
src/devices/xditview/lex.c
src/devices/xditview/page.c
src/devices/xditview/parse.c
src/devices/xditview/xdit.bm
src/devices/xditview/xdit_mask.bm
src/devices/xditview/xditview.c

src/include/DviChar.h
src/include/XFontName.h

src/libs/libxutil/DviChar.c
src/libs/libxutil/XFontName.c

Macro Packages
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. The -mdoc macro set, using the BSD license.

  tmac/doc.tmac
  tmac/doc-old.tmac
  tmac/doc-common
  tmac/doc-ditroff
  tmac/doc-nroff
  tmac/doc-syms
  tmac/groff_mdoc.man

. The -me macro set, using the BSD license.

  tmac/e.tmac
  tmac/groff_me.man
  doc/meintro.me
  doc/meintro_fr.me
  doc/meref.me

Hyphenation Patterns
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. The file `tmac/hyphen.us' is identical to the file `hyphen.tex', part of
the TeX system written by Donald E. Knuth; the master file can be found
at

  ftp://labrea.stanford.edu/pub/tex/dist/lib/hyphen.tex  

It has been renamed for consistency, i.e., to make patterns available
under the filenames `hyphen.<language>' e.g. `hyphen.de' or `hyphen.uk'.

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The file `tmac/hyphen.fr' contains the same patterns as the file `frhyph.tex' (for TeX), which can be found at


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The file `tmac/hyphen.sv' is identical to the file `svhyph.tex', which can be found at


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The files `tmac/hyphen.det' and `tmac/hyphen.den' contain the same patterns as the files `dehyphn.tex' and `dehypht.tex' (for TeX), which can be found at

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The file `tmac/hyphenex.det' is identical to the file `dehyphtex.tex', which can be found at


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The file `tmac/hyphen.cs' contains the same patterns as the file `czhyphen.tex' (for TeX), which can be found in the archive


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1.830 swagger-core 2.1.2

1.830.1 Available under license:

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Manifest-Version: 1.0
Automatic-Module-Name: io.swagger.v3.core
Bnd-LastModified: 1585747900398
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-core
Bundle-SymbolicName: io.swagger.core.v3.swagger-core
Bundle-Version: 2.1.2
Created-By: Apache Maven Bundle Plugin
1.831 wso2am-2.6.0 2.6.0-1

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* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/context/support/ClassPathXmlApplicationContext.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/jndi/JndiLocatorSupport.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/context/support/StaticMessageSource.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/context/support/FileSystemXmlApplicationContext.java

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  jar/org/springframework/jmx/export/annotation/ManagedOperation.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/jmx/export/annotation/ManagedAttribute.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/context/ApplicationEventPublisher.java
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* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jmx/support/MetricType.java
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* Indicates that a component is only eligible for registration when all
* \{@link \#value() specified conditions\} match.
*
* A \textit{condition} is any state that can be determined programmatically
* before the bean definition is due to be registered (see \texttt{@link Condition} for details).
*
* The \texttt{@code @Conditional} annotation may be used in any of the following ways:
* \texttt{@ul}
* \texttt{@li} as a type-level annotation on any class directly or indirectly annotated with
* \texttt{@code @Component}, including \texttt{@link Configuration \#Configuration} classes\</li>
* \texttt{@li} as a meta-annotation, for the purpose of composing custom stereotype
* annotations\</li>
* \texttt{@li} as a method-level annotation on any \texttt{@Bean \#Bean} method\</li>
* \texttt{}</ul>
*
* If a \texttt{@Configuration} class is marked with \texttt{@Conditional}, all of the
* \texttt{@Bean} methods, \texttt{@Import \#Import} and \texttt{@ComponentScan \#ComponentScan}
* annotations associated with that class will be subject to the conditions.
*
* NOTE: \texttt{@Conditional} annotations are not inherited; any conditions from
* superclasses or from overridden methods are not being considered.
*
* \@author Phillip Webb
* \@since 4.0
* \@see Condition
* /

Found in path(s):
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4.1.6-release-sources-1-
  jar/org/springframework/context/annotation/Conditional.java
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  jar/org/springframework/remoting/RemoteAccessException.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/jmx/export/assembler/AbstractConfigurableMBeanInfoAssembler.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/context/config/MBeanServerBeanDefinitionParser.java

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 */
/**
 * {@link FactoryBean} that obtains a WebSphere {@link javax.management.MBeanServer}
 * reference through WebSphere's proprietary {@code AdminServiceFactory} API,
 * available on WebSphere 5.1 and higher.
 *
 * <p>Exposes the {@code MBeanServer} for bean references.
 * This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * <p>See the javadocs for WebSphere's
 *<a href="http://bit.ly/UzccDr">{@code AdminServiceFactory}</a> @link javax.management.MBeanServer
 *<a href="http://bit.ly/TRlX2r">{@code MBeanFactory}</a> @link FactoryBean
 *
 * @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

Found in path(s):
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
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/**
 **
 * Abstract the invocation of a cache operation.
 *
 * @author Stephane Nicoll
 * @since 4.1
 */

Found in path(s):
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-
  jar/org/springframework/cache/interceptor/CacheOperationInvoker.java
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* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/scripting/config/LangNamespaceUtils.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiAccessor.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jmx/export/metadata/AbstractJmxAttribute.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiLocator.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiMBean.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiObject.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiObjectRef.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiObjectVisitor.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiUtilities.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiUtil.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiWrapper.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiUtil$JndiObjectVisitor.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiWrapper$JndiObjectVisitor.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiWrapper$ListenerAdapter.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/RemoteJndiObject.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jmx/export/metadata/ManagedNotification.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiMBeanSupport.java
* /opt/cola/permits/1136508440_1618993732.04/0/spring-context-4-1-6-release-sources-1-jar/org/springframework/jndi/JndiObjectSupport.java
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* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/pool/HikariPool.java
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*/opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleMetricsTrackerFactory.java
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 *
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Chad Walters <chad@powerset.com>
-TJSONProtocol for C++ and Java

Nitay <nitayj@gmail.com>
-Support for "make check"

William Morgan <w@adap.tv>
-Miscellaneous Ruby improvements

Ben Maurer <bmaurer@andrew.cmu.edu>
-Restructuring the way Autoconf is used

Patrick Collison <patrick@collison.ie>
-Smalltalk bindings

Dave Simpson <dave@powerset.com>
-Better support for connection tracking in the C++ server
-Miscellaneous fixes

Igor Afanasyev <afan@evernote.com>
-Perl HttpClient and bugfixes

Todd Berman <tberman@imeem.com>
-MinGW port of the compiler
-C# bindings
-MS build task

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Release 20070917
--------------

Dave Engberg <engberg@gmail.com>
-JavaBean/JavaDoc enhancements

Andrew McGeachie <geechorama@gmail.com>
-Cocoa/Objective-C support

Ben Maurer <bmaurer@andrew.cmu.edu>
-Python performance enhancements, fastbinary support

Andrew Lutomirski <andy@luto.us>
-Added optional/required keywords for C++ objects
-Added comparison operators for C++ structs

Johan Oskarsson <johan@oksarsson.nu>
-Java findbugs compliance fixes

Paul Saab <ps@powerset.com>
-IPv6 support for TSocket in C++/Python

Kevin Clark <kevin@powerset.com>
-Significant overhaul of Ruby code generation and servers

Simon Forman <sforman@gmail.com>
-TProcessorFactory abstraction for Java servers

Jake Luciani <jakers@gmail.com>
-Perl code generation, libraries, test code

David Reiss <dreiss@stanford.edu>
-strings.h include fix for bzero
-endianness fixes on TBinaryProtocol double serialization
-improved ntohl,htonl implementation

Dan Li <dto@dev.java.net>
-Java TestServer and Tutorial Fixes

Kevin Ko <kevin.s.ko@gmail.com>
-Fix for unnecessary std::string copy construction in Protocol/Exception

Paul Querna <pquerna@apache.org>
-Autoconf error message fix for libevent detection
-clock_gettime implementation for OSX

----------------
Release 20070401
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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html

* javax.servlet:javax.servlet-api
  * javax.annotation:javax.annotation-api
  * javax.transaction:javax.transaction-api
  * javax.websocket:javax.websocket-api

-----

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2
The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

-----

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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1.857 pgextwlist 1.11-4.pgdg100+1

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Upstream-Name: pgextwlist
Source: https://github.com/dimitri/pgextwlist

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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/* OPENBSD ORIGINAL: sys/sys/poll.h */

#if !defined(HAVE_POLL) && !defined(HAVE_POLL_H)
#ifndef COMPAT_POLL_H_
#define COMPAT_POLL_H_

typedef struct pollfd {
  int fd;
  short events;
  shortrevents;
} pollfd_t;

typedef unsigned intnfds_t;

#define POLLIN0x0001
#define POLLOUT0x0004
#define POLLERR0x0008
#define POLLHUP 0x0010
#define POLLNVAL 0x0020
#if 0
/* the following are currently not implemented */
#define POLLPRI 0x0002
#define POLLRDNORM 0x0040
#define POLLNORM POLLRDNORM
#define POLLWRNORM POLLOUT
#define POLLRDBAND 0x0080
#define POLLWRBAND 0x0100
#endif
#define INFTIM (-1) /* not standard */

int poll(struct pollfd *, nfds_t, int);
#endif /* !_COMPAT_POLL_H_ */
#endif /* !HAVE_POLL_H */

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*  
* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
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#ifndef HAVE_SETRESGID
int setresgid(gid_t, gid_t, gid_t);
#endif

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int setresuid(uid_t, uid_t, uid_t);
#endif

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#ifndef _BSD_WAITPID_H
#define _BSD_WAITPID_H

#ifndef HAVE_WAITPID
    /* Clean out any potential issues */
    #undef WIFEXITED
    #undef WIFSTOPPED
    #undef WIFSIGNALED
    /* Define required functions to mimic a POSIX look and feel */
    #define _W_INT(w)((int*)&(w)) /* convert union wait to int */
    #define WIFEXITED(w) (!(_W_INT(w)) & 0377)
    #define WIFSTOPPED(w) ((_W_INT(w)) & 0100)
    #define WIFSIGNALED(w) (!WIFEXITED(w) && !WIFSTOPPED(w))
    #define WEXITSTATUS(w) (int)(WIFEXITED(w) ? ((_W_INT(w) >> 8) & 0377) : -1)
    #define WTERMSIG(w) (int)(WIFSIGNALED(w) ? (_W_INT(w) & 0177) : -1)
    #define WCOREFLAG 0x80
    #define WCOREDUMP(w) ((_W_INT(w)) & WCOREFLAG)

    /* Prototype */
    pid_t waitpid(int, int *, int);
#endif /* !HAVE_WAITPID */
#endif /* _BSD_WAITPID_H */

1.867 libcap-ng 0.7.7-3+b1

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It was downloaded from http://people.redhat.com/sgrubb/libcap-ng/

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1.868 openssl 1.1.1l-r7

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1.870 python 3.9.5-r1

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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1.875 iputils 20161105-1

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1.876 selinux 2.9-4.el8_3

1.877 libkmlbase1 1.3.0-7

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1.878 python3-blinker 1.4+dfsg1-0.2

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1.880 eclipse-core-contenttype

3.4.200.v20130326-1255

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jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
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jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
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jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
jar/io/netty/channel/epoll/EpollServerChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
jar/io/netty/channel/epoll/EpollEventArray.java

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/** *
* Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/
/** *
* Set the {@code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-jar/io/netty/channel/epoll/EpollSocketChannel.java

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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
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/**
 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/netty_epoll_linuxsocket.c
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/LinuxSocket.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java

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org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.893 cast wso2-apimcli-1.2.0

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1.894 vaadin-charts-model 4.0.5

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This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -

Early versions of this collector were developed as a part of research
projects supported in part by the National Science Foundation
and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for
the Russell programming language implementation. The first version of the
garbage collector was written primarily by Al Demers. It was then refined
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:
More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson (jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D. Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied Linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks (age@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial Mac OS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.
* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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**OW2**

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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**Apache**

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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**MortBay**

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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import java.io.Serializable;

/**
 * Legacy security code; do not use.
 */
public abstract class Permission implements Guard, Serializable {
    public Permission(String name) { }
    public final String getName() { return null; }
    public void checkGuard(Object obj) throws SecurityException { }
    public PermissionCollection newPermissionCollection() {
        return new AllPermissionCollection();
    }
    public abstract String getActions();
    public abstract boolean implies(Permission permission);
}

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<code>Replaceable</code> is an interface representing a string of characters that supports the replacement of a range of itself with a new string of characters. It is used by APIs that change a piece of text while retaining metadata. Metadata is data other than the Unicode characters returned by char32At(). One example of metadata is style attributes; another is an edit history, marking each character with an author and revision number.

An implicit aspect of the <code>Replaceable</code> API is that during a replace operation, new characters take on the metadata of the old characters. For example, if the string "the <b>bold</b> font" has range (4, 8) replaced with "strong", then it becomes "the <b>strong</b> font".

<code>Replaceable</code> specifies ranges using a start offset and a limit offset. The range of characters thus specified includes the characters at offset start..limit-1. That is, the start offset is inclusive, and the limit offset is exclusive.

<code>Replaceable</code> also includes API to access characters in the string: <code>length()</code>, <code>charAt()</code>, <code>char32At()</code>, and <code>extractBetween()</code>.

For a subclass to support metadata, typical behavior of <code>replace()</code> is the following:

<ul>
<li>Set the metadata of the new text to the metadata of the first character replaced</li>
<li>If no characters are replaced, use the metadata of the previous character</li>
<li>If there is no previous character (i.e. start == 0), use the following character</li>
<li>If there is no following character (i.e. the replaceable was empty), use default metadata</li>
<li>If the code point U+FFFF is seen, it should be interpreted as a special marker having no metadata</li>
</ul>
If this is not the behavior, the subclass should document any differences.

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<code>ReplaceableString</code> is an adapter class that implements the <code>Replaceable</code> API around an ordinary <code>StringBuffer</code>.

<p>Note: This class does not support attributes and is not intended for general use. Most clients will need to implement [ @link Replaceable ] in their text representation class.</p>

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1.918 jackson 2.9.6

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1.919 commons-lang3 3.4.0.wso2v1

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1.920 narcissus 1.0.1

1.920.1 Available under license :

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Manifest-Version: 1.0
Created-By: Maven Jar Plugin 3.2.0
Build-Jdk-Spec: 15
Specification-Title: Narcissus
Specification-Version: 1.0
Specification-Vendor: ToolFactory
Implementation-Title: Narcissus
Implementation-Version: 1.0.1
Implementation-Vendor: ToolFactory
Bundle-Category: Utilities
Bundle-Description: Reflection API for circumventing Java security, visibility, and encapsulation mechanisms
Bundle-License: http://opensource.org/licenses/MIT
Bundle-ManifestVersion: 2
Bundle-Name: Narcissus
Bundle-SymbolicName: io.github.toolfactory.narcissus
Bundle-Vendor: ToolFactory (Luke Hutchison, Roberto Gentili)
Bundle-Version: 1.0.1
Export-Package: io.github.toolfactory.narcissus;version="1.0.1"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
built-by: ToolFactory

Found in path(s):
*/opt/cola/permits/1269695322_1644574650.94/0/narcissus-1-0-1-jar/META-INF/MANIFEST.MF

1.921 spring-web 4.1.6.RELEASE

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*/opt/cola/permits/1136508396_1613775489.65/0/spring-web-4-1-6-release-sources-1-jar/org/springframework/http/client/support/InterceptingHttpAccessor.java
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  jar/org/springframework/http/server/ServletServerHttpAsyncRequestControl.java
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* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/NonBlockingHashSet.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/AbstractEntry.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/Testing/NBHM_Tester/NBHMID_Tester2.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/NonBlockingHashtable.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/ConcurrentAutoTable.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/test/java/org/cliffc/high_scale_lib/NonBlockingIdentityHashMapTest.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/test/java/org/cliffc/high_scale_lib/NonBlockingHashMapTest.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/NonBlockingHashSetTest.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/Counter.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/Testing/CAT_Tester/Harness.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/NonBlockingIdentityHashMap.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/Hashable.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/NonBlockingSetInt.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/src/main/java/org/cliffc/high_scale_lib/NonBlockingHashMap.java

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* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/Testing/NBHM_Tester/perf_hash_test.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/Testing/NBHS_Tester/perf_set_test.java
* /opt/ws_local/PERMITS_SQL/1007102998_1592907492.52/0/high-scale-lib-1-0-3-tar-gz/high-scale-lib-
1.0.3/Testing/NBHM_Tester/perf_hashlong_test.java
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 */

1.928 lapack 3.8.0-2

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under certain conditions; type `show c' for details.

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The End
#!perl
=head1 NAME

copyright.t

=head1 DESCRIPTION

Tests that the latest copyright years in the top-level README file and the C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match reality.

Optionally you can pass the C<--now> option to check they are at the current year. This isn't checked by default, so that it doesn't fail for people working on older releases. It should be run before making a new release.

=cut

use strict;
use Config;
BEGIN { require './test.pl' }

if ( $Config{usecrosscompile} ) {
    skip_all( "Not all files are available during cross-compilation" );
}

my ($opt) = @ARGV;
my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now')
{
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else
{
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
# returns the latest copyright year from the top-level README file
{
    open my $readme, '<', '../README' or die "Opening README failed: $!";

    # The copyright message is the first paragraph:
    local $/ = "\n") ;
    my $copyright_msg = <$readme>

    my ($year) = $copyright_msg =~ /.*\b(\d{4,})\b/; 
    or die "Year not found in README copyright message '$copyright_msg'";

    $year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{
    my $output = runperl switches => ['-v'];
    my ($year) = $output =~ /copyright 1987.*\b(\d{4})\b/; 
    or die "Copyright statement not found in perl -v output '$output'";

    $year;
}
1.935 wso2-carbon-security-mgt 5.12.153
1.935.1 Available under license:

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1.940 javax-websocket-server-impl

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* java.sun.security.ssl

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org.eclipse.jetty.toolchain:jetty-schemas

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java
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* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-
jar/com/nimbusds/jose/produce/JWSSignerFactory.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/impl/ECDSA.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/jwk/source/JWKSetCache.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/impl/AES_CBC.java
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* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/crypto/impl/RSA_OAEP.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/crypto/impl/BaseJWSProvider.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/crypto/impl/AESCryptoProvider.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/proc/DefaultJOSEObjectTypeVerifier.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/crypto/impl/PBKDF2.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/crypto/impl/CriticalHeaderParamsDeferral.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/crypto/crypto/impl/BaseJWEProvider.java

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* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-
  jar/com/nimbusds/jose/proc/JWSVerificationKeySelector.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-
  jar/com/nimbusds/jwt/proc/DefaultJWTProcessor.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-
  jar/com/nimbusds/jose/proc/JWSAlgorithmFamilyJWSKeySelector.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-
  jar/com/nimbusds/jose/jwk/JWKMatcher.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-
  jar/com/nimbusds/jose/crypto/ECDHEncrypter.java

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* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/Header.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/proc/JWSKeySelector.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/jwk/source/RemoteJWKSet.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/crypto/RSA Decrypter.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/Requirement.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jwt/package-info.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/util/ByteUtils.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/JOSEException.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/JWSPri verifier.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jwt/EncryptedJWT.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/jca/package-info.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/PlainObject.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/JWA lgorithm.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/crypto/AES Decrypter.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/jwk/JWKSelector.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/jwk/JWKMetadata.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/crypto/MA CSigner.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/JOSEObject.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/proc/package-info.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/PlainHeader.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/util/ResourceRetriever.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/jwk/JWK.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1-jar/com/nimbusds/jose/crypto/bc/package-info.java
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* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/jwk/JWKSecurityContextJWKSet.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/jwk/KeyConverter.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/JWEAlgorithm.java
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* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/util/StandardCharset.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/util/AbstractRestrictedResourceRetriever.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/util/package-info.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/proc/BadJOSEException.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/util/Resource.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jwt/PlainJWT.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/package-info.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/jwk/KeyUse.java
* /opt/cola/permits/1135872628_1613620763.21/0/nimbus-jose-jwt-8-19-sources-1.jar/com/nimbusds/jose/JWKSProvider.java

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1.949 ustr 1.0.4-6

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1.950 jackson-jaxrs 2.9.6

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1.951 tar 1.30 5.el8

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## Special Recognition ##

One of the key reasons we got delayed on the CentOS-6 release was lack of suitable build resources, especially when we had to repeatedly build large chunks of code. Norwood S came forward and worked with me to setup a large build machine, then tune the build process and help improve the overall build, test and validate process we were using. This build machine he donated to the project was about 5 times more capable than the entire buildsystem we had. And he did this out of his own pocket, from his own time, and has since upgraded the machine as well. It's now a 128GB, 48 core machine, with 4 SSD's and 4 sata disks : but the key metric is that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix, AZ, USA for his continued support for the project.

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The Red Hat developers, without whom CentOS would look very different

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MySQL 8.0

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Version 3.1, 31 March 2009

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libssh v0.7.3

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Markus Kuhn -- 2007-05-26 (Unicode 5.0)

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Licensing Information User Manual

MySQL Router 8.0

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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1.964 pam 1.1.8-3.6

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* /opt/cola/permits/1171712321_1623127834.9/0/netty-handler-4-1-62-final-sources-
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ar/jar/io/netty/handler/ssl/OpenSslContext.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/AbstractRangeSet.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableSortedMultiset.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/Count.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/SortedIterables.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/base/MoreObjects.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/AbstractSequentialIterator.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/ForwardingListMultimap.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/reflect/TypeVisitor.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/base/CommonMatcher.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/base/PATTERNCompiler.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/io/CharStreams.java
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info.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/math/IntMath.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/reflect/Types.java

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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/primitives/UnsignedInts.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/net/MediaType.java
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*/
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/util/concurrent/Monitor.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collect/ContiguousSet.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/base/Strings.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/base/Ascii.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/annotations/Beta.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/primitives/package-info.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collect/FluentIterable.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/primitives/Longs.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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  jar/com/google/common/util/concurrent/Partially.java
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  jar/com/google/common/collect/ImmutableMapEntry.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-
  jar/com/google/common/collect/MultimapBuilder.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/ForwardingImmutableMap.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/TransformedListIterator.java
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* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1229376795_1640888458.31/0/guava-20-0-sources-jar/com/google/common/collection/FilteredEntryMap.java
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1.984 hostname 3.21

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* /opt/cola/permits/1274596053_1645218319.27/0/vertx-redis-client-3-9-1-sources-jar/io/vertx/redis/impl/RedisClientImpl.java

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* /opt/cola/permits/1274596053_1645218319.27/0/vertx-redis-client-3-9-1-sources-jar/io/vertx/redis/RedisOptions.java

1.993 python-requests-oauthlib 1.0.0-0.1
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1.994 stringprep 1.1

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1.996 javapackages-tools 3.4.1 11.el7

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1.997 go-resiliency 1.2.0

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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org.eclipse.jetty.toolchain:jetty-schemas

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1.1006 sisu-guice 2.1.7

1.1007 libxrandr 1.5.2-1.el8

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1.1008 wso2-carbon-event-output-adapter-http 5.1.42

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1.1010 libxcb 1.13.1 1.el8

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*/
/**
 * A decoder that splits the received @link ByteBuf@s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * @link LengthFieldBasedFrameDecoder has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * 
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 * 
 * The value of the length field in this example is \texttt{12 (0x0C)} which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 * <pre>
 * lengthFieldOffset   = 0
 * lengthFieldLength   = 2
 * initialBytesToStrip = 0 (= do not strip header)
 * </pre>
 * 
 * BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
 * +--------+----------------+      +--------+----------------+
 * | Length | Actual Content |----->| Length | Actual Content |
 * | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
 * +--------+----------------+      +--------+----------------+
 * </pre>
 * 
 * <h3>2 bytes length field at offset 0, strip header</h3>
 * 
 * Because we can get the length of the content by calling
 * @link ByteBuf#readableBytes(), you might want to strip the length
 * field by specifying \texttt{initialBytesToStrip}. In this example, we
 * specified \texttt{2}, that is same with the length of the length field, to
 * strip the first two bytes.
 * <pre>
 * lengthFieldOffset   = 0
 * lengthFieldLength   = 2
 * </pre>
 */
* lengthAdjustment = 0
* \(<b> initialBytesToStrip </b> = \(<b> 2 \</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C  | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>
*
* \(<b> initialBytesToStrip </b> = \(<b> 2 \</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* </pre>
*
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. \(<tt> lengthAdjustment </tt>\) is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* \(<b> lengthFieldOffset </b> = \(<b> 2 \</b> (= the length of Header 1)
* \(<b> lengthFieldLength </b> = \(<b> 3 \</b>
* lengthAdjustment = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +---------------------------+      +---------------------------+
* | Header 1 | Length | Actual Content |----->| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" | | 0xCAFE | 0x00000C | "HELLO, WORLD" |
* +---------------------------------+---------------------------------+
* </pre>
*
* ch3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
* 
* This is an advanced example that shows the case where there is an extra 
* header between the length field and the message body. You have to specify a 
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra 
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* ch3>2 bytes length field at offset 1 in the middle of 4 bytes header, 
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended 
* header before the length field and the extra header after the length field. 
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra 
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero 
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended 
* header from the frame. If you don't want to strip the prepended header, you 
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
*
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +---------------------------------+---------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +---------------------------------+---------------------------------+
* </pre>
*
* ch3>2 bytes length field at offset 1 in the middle of 4 bytes header, 
* strip the first header field and the length field
Let's give another twist to the previous example. The only difference from the previous example is that the length field represents the length of the whole message instead of the message body, just like the third example. We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>. Please note that we don't need to take the length of HDR2 into account because the length field already includes the whole header length.

*<pre>
lengthFieldOffset = 1
lengthFieldLength = 2
</pre>*

<tt>lengthAdjustment</tt> = -3 (= the length of HDR1 + LEN, negative)

*<pre>
initialBytesToStrip</pre>*

BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)

<table>
<thead>
<tr>
<th>HDR1</th>
<th>Length</th>
<th>HDR2</th>
<th>Actual Content</th>
<th>HDR2</th>
<th>Actual Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xCA</td>
<td>0x0010</td>
<td>0xFE</td>
<td>&quot;HELLO, WORLD&quot;</td>
<td>0xFE</td>
<td>&quot;HELLO, WORLD&quot;</td>
</tr>
</tbody>
</table>

*/

@see LengthFieldPrepender

/*

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/****
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class have been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
* */

Found in path(s):
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
  jar/io/netty/handler/codec/base64/Base64Dialect.java
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/**
 * Utility class for {@link ByteBuf} that encodes and decodes to and from
 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
 * The encoding and decoding algorithm in this class has been derived from
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 * Base64 Encoder/Decoder</a>.
 */

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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec.marshalling/CompatibleMarshallingDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec.compression/ZlibUtil.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec.serialization/ClassLoaderClassResolver.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/compression/PrematureChannelClosureException.java
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/compression/GZlibDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/compression/ReplayingDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/serialization/CompactObjectInputStream.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/MessageToMessageCodec.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/TooLongFrameException.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/MessageToMessageEncoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io.netty.handler.codec/string/StringDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/package-info.java
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/compression/ZLibWrapper.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/compression/ClassResolvers.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/compression/WeakReferenceMap.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/marshalling/ReplayingDecoderByteBuf.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/DateFormatter.java
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java

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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/ProtocolDetectionResult.java
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jar/io/netty/handler/codec/ProtobufEncoderNano.java
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* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/Headers.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java

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jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
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jar/io/netty/handler/codec/compression/Crc32.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /opt/cola/permits/1257282550_1642795744.0/0/netty-codec-4-1-45-final-sources-
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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK
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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions. 
http://openjdk.java.net/legal/gplv2+ce.html

------
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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1029 jetty-util 9.4.29.v20200521
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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1.1031 perl-threads-shared 1.58-2.el8

1.1031.1 Available under license :

No license file was found, but licenses were detected in source scan.

/* shared.xs
 *
 * Copyright (c) 2001-2002, 2006 Larry Wall
 *
 * You may distribute under the terms of either the GNU General Public
 * License or the Artistic License, as specified in the README file.
 *
 * "Hand any two wizards a piece of rope and they would instinctively pull in
 * opposite directions."
 *        --Sourcery
 *
 * Contributed by Artur Bergman <sky AT crucially DOT net>
 * Pulled in the (an)other direction by Nick Ing-Simmons
 *      <nick AT ing-simmons DOT net>
 * CPAN version produced by Jerry D. Hedden <jdhedden AT cpan DOT org>
 */

Found in path(s):

No license file was found, but licenses were detected in source scan.

/*
***********************************************************************

ppport.h -- Perl/Pollution/Portability Version 3.19

Automatically created by Devel::PPPort running under perl 5.010000.

Do NOT edit this file directly! -- Edit PPPort_pm.PL and the
includes in parts/inc/ instead.

Use 'perldoc ppport.h' to view the documentation below.

***********************************************************************
=pod

=head1 NAME

ppport.h - Perl/Pollution/Portability version 3.19

=head1 SYNOPSIS

perl ppport.h [options] [source files]

Searches current directory for files if no [source files] are given

--help show short help

--version show version

--patch=file write one patch file with changes
--copy=suffix write changed copies with suffix
--diff=program use diff program and options

--compat-version=version provide compatibility with Perl version
--cplusplus accept C++ comments

--quiet don't output anything except fatal errors
--nodiag don't show diagnostics
--nohints don't show hints
--nochanges don't suggest changes
--nofilter don't filter input files

--strip strip all script and doc functionality from ppport.h

--list-provided list provided API
--list-unsupported list unsupported API
--api-info=name show Perl API portability information

=head1 COMPATIBILITY

This version of F<ppport.h> is designed to support operation with Perl
installations back to 5.003, and has been tested up to 5.10.0.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.
=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=I<file>

If this option is given, a single patch file will be created if any changes are suggested. This requires a working diff program to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automagically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither C<--patch> or C<--copy> are given, the default is to simply print the diffs for each file. This requires either C<Text::Diff> or a C<diff> program to be installed.

=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet

Be quiet. Don't print anything except fatal errors.
=head2 --nodiag

Don't output any diagnostic messages. Only portability alerts will be printed.

=head2 --nohints

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.

=head2 --nochanges

Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.

=head2 --nofilter

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

=head2 --strip

Strip all script and documentation functionality from F<ppport.h>. This reduces the size of F<ppport.h> dramatically and may be useful if you want to include F<ppport.h> in smaller modules without increasing their distribution size too much.

The stripped F<ppport.h> will have a C<--unstrip> option that allows you to undo the stripping, but only if an appropriate C<Devel::PPPort> module is installed.

=head2 --list-provided

Lists the API elements for which compatibility is provided by F<ppport.h>. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.

=head2 --list-unsupported

Lists the API elements that are known not to be supported by F<ppport.h> and below which version of Perl they probably won't be available or work.

=head2 --api-info=I<name>

Show portability information for API elements matching I<name>. If I<name> is surrounded by slashes, it is interpreted as a regular
=head1 DESCRIPTION

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

=item *

Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

perl ppport.h --list-provided

to see which API elements are provided by ppport.h.

=item *

You should avoid using deprecated parts of the API. For example, using global Perl variables without the C<PL_> prefix is deprecated. Also, some API functions used to have a C<perl_> prefix. Using this form is also deprecated. You can safely use the supported API, as F<ppport.h> will provide wrappers for older Perl versions.

=item *

If you use one of a few functions or variables that were not present in earlier versions of Perl, and that can't be provided using a macro, you have to explicitly request support for these functions by adding one or more C<#define>s in your source code before the inclusion of F<ppport.h>.

These functions or variables will be marked C<explicit> in the list shown by C<--list-provided>.

Depending on whether you module has a single or multiple files that use such functions or variables, you want either C<static> or global variants.

For a C<static> function or variable (used only in a single source file), use:

```
#define NEED_function
#define NEED_variable
```

For a global function or variable (used in multiple source files),

```
#define NEED_function_GLOBAL
#define NEED_variable_GLOBAL

Note that you mustn't have more than one global request for the same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_parser</td>
<td>NEED_PL_parser</td>
<td>NEED_PL_parser_GLOBAL</td>
</tr>
<tr>
<td>PL_signals</td>
<td>NEED_PL_signals</td>
<td>NEED_PL_signals_GLOBAL</td>
</tr>
<tr>
<td>eval_pv()</td>
<td>NEED_eval_pv</td>
<td>NEED_eval_pv_GLOBAL</td>
</tr>
<tr>
<td>grok_bin()</td>
<td>NEED_grok_bin</td>
<td>NEED_grok_bin_GLOBAL</td>
</tr>
<tr>
<td>grok_hex()</td>
<td>NEED_grok_hex</td>
<td>NEED_grok_hex_GLOBAL</td>
</tr>
<tr>
<td>grok_number()</td>
<td>NEED_grok_number</td>
<td>NEED_grok_number_GLOBAL</td>
</tr>
<tr>
<td>grok_numeric_radix()</td>
<td>NEED_grok_numeric_radix</td>
<td>NEED_grok_numeric_radix_GLOBAL</td>
</tr>
<tr>
<td>grok_oct()</td>
<td>NEED_grok_oct</td>
<td>NEED_grok_oct_GLOBAL</td>
</tr>
<tr>
<td>load_module()</td>
<td>NEED_load_module</td>
<td>NEED_load_module_GLOBAL</td>
</tr>
<tr>
<td>my_snprintf()</td>
<td>NEED_my_snprintf</td>
<td>NEED_my_snprintf_GLOBAL</td>
</tr>
<tr>
<td>my_sprintf()</td>
<td>NEED_my_sprintf</td>
<td>NEED_my_sprintf_GLOBAL</td>
</tr>
<tr>
<td>my_strlcat()</td>
<td>NEED_my_strlcat</td>
<td>NEED_my_strlcat_GLOBAL</td>
</tr>
<tr>
<td>my_strlcpy()</td>
<td>NEED_my_strlcpy</td>
<td>NEED_my_strlcpy_GLOBAL</td>
</tr>
<tr>
<td>newCONSTSUB()</td>
<td>NEED_newCONSTSUB</td>
<td>NEED_newCONSTSUB_GLOBAL</td>
</tr>
<tr>
<td>newRV_noinc()</td>
<td>NEED_newRV_noinc</td>
<td>NEED_newRV_noinc_GLOBAL</td>
</tr>
<tr>
<td>newSV_type()</td>
<td>NEED_newSV_type</td>
<td>NEED_newSV_type_GLOBAL</td>
</tr>
<tr>
<td>newSVpvn_flags()</td>
<td>NEED_newSVpvn_flags</td>
<td>NEED_newSVpvn_flags_GLOBAL</td>
</tr>
<tr>
<td>newSVpvn_share()</td>
<td>NEED_newSVpvn_share</td>
<td>NEED_newSVpvn_share_GLOBAL</td>
</tr>
<tr>
<td>pv_display()</td>
<td>NEED_pv_display</td>
<td>NEED_pv_display_GLOBAL</td>
</tr>
<tr>
<td>pv_escape()</td>
<td>NEED_pv_escape</td>
<td>NEED_pv_escape_GLOBAL</td>
</tr>
<tr>
<td>pv_pretty()</td>
<td>NEED_pv_pretty</td>
<td>NEED_pv_pretty_GLOBAL</td>
</tr>
<tr>
<td>sv_2pv_flags()</td>
<td>NEED_sv_2pv_flags</td>
<td>NEED_sv_2pv_flags_GLOBAL</td>
</tr>
<tr>
<td>sv_2pvbyte()</td>
<td>NEED_sv_2pvbyte</td>
<td>NEED_sv_2pvbyte_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf_mg()</td>
<td>NEED_sv_catpvf_mg</td>
<td>NEED_sv_catpvf_mg_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf_mg_nocontext()</td>
<td>NEED_sv_catpvf_mg_nocontext</td>
<td>NEED_sv_catpvf_mg_nocontextGLOBAL</td>
</tr>
<tr>
<td>sv_pvn_force_flags()</td>
<td>NEED_sv_pvn_force_flags</td>
<td>NEED_sv_pvn_force_flags_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf_mg()</td>
<td>NEED_sv_setpvf_mg</td>
<td>NEED_sv_setpvf_mg_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf_mg_nocontext()</td>
<td>NEED_sv_setpvf_mg_nocontext</td>
<td>NEED_sv_setpvf_mg_nocontextGLOBAL</td>
</tr>
<tr>
<td>vload_module()</td>
<td>NEED_vload_module</td>
<td>NEED_vload_module_GLOBAL</td>
</tr>
<tr>
<td>vnewSVpvf()</td>
<td>NEED_vnewSVpvf</td>
<td>NEED_vnewSVpvf_GLOBAL</td>
</tr>
<tr>
<td>warner()</td>
<td>NEED_warner</td>
<td>NEED_warner_GLOBAL</td>
</tr>
</tbody>
</table>

To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C<DPPP_NAMESPACE> macro. Just C<#define> the macro before including C<ppport.h>:

#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
The default namespace is C<DPPP_>.

=back

The good thing is that most of the above can be checked by running F<ppport.h> on your source code. See the next section for details.

=head1 EXAMPLES

To verify whether F<ppport.h> is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, F<ppport.h> can be run as a Perl script to check your source code. Simply say:

perl ppport.h

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in newer Perl releases, if you're aware that it uses C++ comments, and if you want all suggestions as a single patch file, you could use something like this:

perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff

If you only want your code to be scanned without any suggestions for changes, use:

perl ppport.h --nochanges

You can specify a different C<diff> program or options, using the C<--diff> option:

perl ppport.h --diff='diff -C 10'

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

perl ppport.h --copy=.new

To display portability information for the C<newSVpvn> function, use:
perl ppport.h --api-info=newSVpvn

Since the argument to C<--api-info> can be a regular expression, you can use

perl ppport.h --api-info=/_nomg$/

to display portability information for all C<_nomg> functions or

perl ppport.h --api-info=/./

to display information for all known API elements.

=head1 BUGS

If this version of F<ppport.h> is causing failure during the compilation of this module, please check if newer versions of either this module or C<Devel::PPPort> are available on CPAN before sending a bug report.

If F<ppport.h> was generated using the latest version of C<Devel::PPPort> and is causing failure of this module, please file a bug report using the CPAN Request Tracker at L<http://rt.cpan.org/>.

Please include the following information:

=over 4

=item 1.

The complete output from running "perl -V"

=item 2.

This file.

=item 3.

The name and version of the module you were trying to build.

=item 4.

A full log of the build that failed.

=item 5.

Any other information that you think could be relevant.
For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

=head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2009, Marcus Holland-Moritz.

Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

=head1 SEE ALSO

See L<Devel::PPPort>.

=cut

use strict;

# Disable broken TRIE-optimization
BEGIN { eval '{$^RE_TRIE_MAXBUF} = -1' if $^] >= 5.009004 & & $^] <= 5.009005 }          

my $VERSION = 3.19;

my %opt = (
    quiet   => 0,
    diag    => 1,
    hints   => 1,
    changes => 1,
    cplusplus => 0,
    filter  => 1,
    strip   => 0,
    version => 0,
);

my($ppport) = $0 =~ /\[\w.]+$/;   
my $LF = '(?:\r\n|\[\r\n\])';  # line feed   
my $HS = '[ ]\[ \t\]';            # horizontal whitespace

# Never use C comments in this file!
my $ccs = '/.*$/';
my $cce = '/.*$/';                
my $rccs = quotemeta $ccs;


my $rcce = quotemeta $cce;

eval {
require Getopt::Long;
Getopt::Long::GetOptions(%opt, qw(
    help quiet diag! filter! hints! changes! cplusplus strip version
    patch=s copy=s diff=s compat-version=s
    list-provided list-unsupported api-info=s
)) or usage();
};

if ($@ and grep /^-/-, @ARGV) {
    usage() if "@ARGV" =~ /^--?h(?:elp)?$/;
die "Getopt::Long not found. Please don't use any options.
";
}

if ($opt{version}) {
    print "This is $0 $VERSION.
";
    exit 0;
}

usage() if $opt{help};
strip() if $opt{strip};

if (exists $opt{compat-version}) {
    my($r,$v,$s) = eval { parse_version($opt{compat-version}) }; 
    if ($@) {
        die "Invalid version number format: $opt{compat-version}"
    } 
    die "Only Perl 5 is supported
" if $r != 5;
    die "Invalid version number: $opt{compat-version}
" if $v >= 1000 || $s >= 1000;
    $opt{compat-version} = sprintf "%d.%03d%03d", $r, $v, $s;
} else {
    $opt{compat-version} = 5;
}

my %API = map { /^\([^|]*\)|[^|]*\|[^|]*\|[^|]*$/ => 
    (1 => { 
        ($2) ? ( base => $2 ) : (),
        ($3) ? ( todo => $3 ) : (),
        (index($4, 'v') >= 0 ? ( varargs => 1 ) : ()),
        (index($4, 'p') >= 0 ? ( provided => 1 ) : ()),
        (index($4, 'n') >= 0 ? ( nothxarg => 1 ) : ())
    ) 
    : die "invalid spec: _$_" } qw(
    AvFILLp|5.004050||p
    AvFILL||}
HeSVKEY_force|5.004000|
HeSVKEY_set|5.004000|
HeSVKEY|5.004000|
HeUTF8|5.011000|
HeVAL|5.004000|
HvNAMELEN_get|5.009003|p
HvNAME_get|5.009003|p
HvNAME||
INT2PTR|5.006000|p
IN_LOCALE_COMPILETIME|5.007002|p
IN_LOCALE_RUNTIME|5.007002|p
IN_LOCALE|5.007002|p
IN_PERL_COMPILETIME|5.008001|p
IS_NUMBER_GREATER_THAN_UV_MAX|5.007002|p
IS_NUMBER_INFINITY|5.007002|p
IS_NUMBER_IN_UV|5.007002|p
IS_NUMBER_NAN|5.007003|p
IS_NUMBER_NEG|5.007002|p
IS_NUMBER_NOT_INT|5.007002|p
IVSIZE|5.006000|p
IVTYPE|5.006000|p
IVdf|5.006000|p
LEAVE||
LVRET||
MARK||
MULTICALL|5.011000|
MY_CXT_CLONE|5.009002|p
MY_CXT_INIT|5.007003|p
MY_CXT|5.007003|p
MoveD|5.009002|p
Move||
NOOP|5.005000|p
NUM2PTR|5.006000|p
NVTYPE|5.006000|p
NVef|5.006001|p
NVrf|5.006001|p
NVgf|5.006001|p
Newxc|5.009003|p
Newxz|5.009003|p
Newx|5.009003|p
Nullav||
Nullch||
Nullcv||
Nullcv||
Nullsv||
ORIGMARK||
PAD_BASE_SV||
PAD_CLONE_VARS||
PAD_COMPNAME_FLAGS
PAD_COMPNAME_GEN_set
PAD_COMPNAME_GEN
PAD_COMPNAME_OURSTASH
PAD_COMPNAME_PV
PAD_COMPNAME_TYPE
PAD_DUP
PAD_RESTORE_LOCAL
PAD_SAVE_LOCAL
PAD_SAVE_SETNULLPAD
PAD_SETSV
PAD_SET_CUR_NOSAVE
PAD_SET_CUR
PAD_SV

PERLIO_FUNCS_CAST
PERLIO_FUNCS_DECL
PERL_ABS
PERL_BCDVERSION
PERL_GCC_BRACE_GROUPS_FORBIDDEN
PERL_HASH
PERL_INT_MAX
PERL_INT_MIN
PERL_LONG_MAX
PERL_LONG_MIN
PERL_MAGIC_arylen
PERL_MAGIC_backref
PERL_MAGIC_bm
PERL_MAGIC_collxfrm
PERL_MAGIC_dbfile
PERL_MAGIC_dbline
PERL_MAGIC_defelem
PERL_MAGIC_envelem
PERL_MAGIC_env
PERL_MAGIC_ext
PERL_MAGIC_fm
PERL_MAGIC_glob
PERL_MAGIC_isaelem
PERL_MAGIC_isa
PERL_MAGIC_mutex
PERL_MAGIC_nkeys
PERL_MAGIC_overload_elem
PERL_MAGIC_overload_table
PERL_MAGIC_overload
PERL_MAGIC_pos
PERL_MAGIC_qr
PERL_MAGIC_regdata
PERL_MAGIC_regdatum
PERL_ULONG_MAX|5.004000||p
PERL_ULONG_MIN|5.004000||p
PERL_UNUSED_ARG|5.009003||p
PERL_UNUSED_CONTEXT|5.009004||p
PERL_UNUSED_DECL|5.007002||p
PERL_UNUSED_VAR|5.007002||p
PERL_UQUAD_MAX|5.004000||p
PERL_UQUAD_MIN|5.004000||p
PERL_USE_GCC_BRACE_GROUPS|5.009004||p
PERL_USHORT_MAX|5.004000||p
PERL_USHORT_MIN|5.004000||p
PERL_VERSION|5.006000||p
PL_DBsignal|5.005000||p
PL_DBsingle|||pn
PL_DBsub|||pn
PL_DBtrace|||pn
PL_Sv|5.005000||p
PL_bufend|5.011000||p
PL_bufptr|5.011000||p
PL_compiling|5.004050||p
PL_copline|5.011000||p
PL_curcop|5.004050||p
PL_curstash|5.004050||p
PL_debstash|5.004050||p
PL_defgv|5.004050||p
PL_diehook|5.004050||p
PL_dirty|5.004050||p
PL_dowarn|||pn
PL_errgv|5.004050||p
PL_error_count|5.011000||p
PL_expect|5.011000||p
PL_hexdigit|5.005000||p
PL_hints|5.005000||p
PL_in_my_stash|5.011000||p
PL_in_my|5.011000||p
PL_last_in_gv|||n
PL_laststatval|5.005000||p
PL_lex_state|5.011000||p
PL_lex_stuff|5.011000||p
PL_linestr|5.011000||p
PL_modglobal|5.005000||n
PL_nai|5.004050||pn
PL_no_modify|5.006000||p
PL_ofsgv|||n
PL_parser|5.009005||p
PL_perl_destruct_level|5.004050||p
PL_perldb|5.004050||p
PL_ppaddr|5.006000||p
SV1_NV||
SV1_PVAV||
SV1_PVCV||
SV1_PVHV||
SV1_PVMG||
SV1_PV||
Safefree|
Slab_Alloc|
Slab_Free||
Slab_to_rw||
StructCopy|
SvCUR_set|
SvCUR||
SvEND||
SvGAMAGIC[5.006001]
SvGETMAGIC[5.004050]|p
SvGROW||
SvIOK_UV[5.006000]
SvIOK_notUV[5.006000]
SvIOK_off||
SvIOK_only_UV[5.006000]
SvIOK_only||
SvIOK_on||
SvIOKp||
SvIOK||
SvIVX||
SvIV_nomg[5.009001]|p
SvIV_set||
SvIVx||
SvIV||
SvIsCOW_shared_hash[5.008003]
SvIsCOW[5.008003]
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yyerror|||
yylex|||
yyparse|||
yywarn|||
);
if (exists $opt{'list-unsupported'}) {
my $f;
for $f (sort { lc $a cmp lc $b } keys %API) {
next unless $API{$f}{todo};
print "$f ", '.'x(40-length($f)), " ", format_version($API{$f}{todo}), "\n";
}
exit 0;
}
# Scan for possible replacement candidates
my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";
}
}

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else { undef $hint }
}

$hint = [S1, [split \./s+/, S2]]
  if m{\s*\$rccs\\s+(Hint|Warning)\\s+\(w+\(\?:\\s*\w+\)*)\\s*\$};

if ($define) {
  if ($define->[1] =~ /\$/) {
    $define->[1] .= $_;
  } else {
    if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_\$/) {
      my @n = find_api($define->[1]);
      push @{$depends{$define->[0]}}, @n if @n
    }
    undef $define;
  }
  $define = [S1, $2] if m{\s*\$rccs\\s+\(w+\(\?:\\s*\(\w+)\)\\s+\(.*\)\)\\s*\$};
}

if ($function) {
  if (/\$/) {
    if (exists $API{$function->[0]} ) {
      my @n = find_api($function->[1]);
      push @{$depends{$function->[0]}}, @n if @n
    }
    undef $function;
  } else {
    $function->[1] .= $_;
  }
  $function = [S1, ""] if m{^DPPP_(my_\(w+\))};
}

$replace     = S1 if m{\s*\$rccs\\s+Replace:\s+\(d+)\\s+\$rccs\\s*\$};
$replace{$2} = S1 if $replace and m{\s*\#s*define\s+\(w+\(\?:\(\w+)\)\)\\s+\(\w+)\}\s*\$rccs\\s+Replace\s+\(s+\(.*\)\)\\s*\$};
$replace{$2} = S1 if m{\s*\$rccs\\s+Replace\s+(\w+) with \(\w+\) \$rccs\\s*\$};
$replace{$1} = $2 if m{\s*\$rccs\\s+Replace\s+(\w+) with \(\w+) \$rccs\\s*\$};

if (m{\s*\$rccs\\s+\(w+\(\?:\s*\(\w+)\)\\s+depends\s+on\s+\(w+\(\?:\s*\(\w+)\)\\s+\$rccs\\s*\$)}) {
  my @deps = map { s/\s+//g; S_ } split \/, $3;
  my $d;
  for $d (map { s/\s+//g; S_ } split \/, $1) {
    push @{$depends{$d}}, @deps;
  }
}
$need{$1} = 1 if m{^\^if\s+defined\((NEED_(\w+)(?:_GLOBAL)?))$};

for (values %depends) {
    my %s;
    $_. = [sort grep !$s{$_}++, @$_

if (exists $opt{'api-info'}) {
    my $f;
    my $count = 0;
    my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "^Q$opt{'api-info'}\E";
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $f =~ /$match/;
        print "n=== $f ===n\n"
        my $info = 0;
        if (exists $API{$f}{base} || $API{$f}{todo}) {
            my $base = format_version($API{$f}{base} || $API{$f}{todo});
            print "Supported at least starting from perl-$base:n";
            $info++;
        }

        if (exists $API{$f}{provided}) {
            my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
            print "Support by $ppport provided back to perl-$todo:n";
            print "Support needs to be explicitly requested by NEED_$f:n" if exists $need{$f};
            print "Depends on: ", join(':', @{$depends{$f}}), ",n" if exists $depends{$f};
            print "unShints{$f}" if exists $hints{$f};
            print "unWARNING:un$warnings{$f}" if exists $warnings{$f};
            $info++;
        }
        print "No portability information available:n" unless $info;
        $count++;
    }
}
$count or print "Found no API matching $opt{'api-info'}n";
print "n";
exit 0;
}

if (exists $opt{'list-provided'}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{provided};
        my @flags;
        push @flags, 'explicit' if exists $need{$f};
        push @flags, 'depend' if exists $depends{$f};
        push @flags, 'hint' if exists $hints{$f};
        push @flags, 'warning' if exists $warnings{$f};
}
my $flags = @flags ? ['\join(', ', \flags).'] : "\n";
print "$flags\n";
exit 0;
}

my @files;
my @srcext = qw (.xs .c .h .cc .cpp -c.include -xs.include );
my $srcext = join '|', map { quotemeta $_ } @srcext;

if (@ARGV) {
  my %seen;
  for (@ARGV) {
    if (-e) {
      if (-f) {
        push @files, $_ unless $seen{$_}++;
      }
      else { warn "$_ is not a file.\n" }
    }
    else {
      my @new = grep { -f } glob $_
        or warn "$_ does not exist.\n";
      push @files, grep { !$seen{$_}++ } @new;
    }
  }
  my @new = grep { -f } glob $_
    or warn "$_ does not exist.\n";
  push @files, grep { !$seen{$_}++ } @new;
}
else {
  eval {
    require File::Find;
    File::Find::find(sub {
      $File::Find::name =~ /($srcext)$/i
        and push @files, $File::Find::name;
    }, '.');
    if ($@) {
      @files = map { glob "*$_" } @srcext;
    }
  }
}

if (!@ARGV || $opt{filter}) {
  my(@in, @out);
  my %xsc = map { /\.(.*)\xs/ ? ("$1\.c" => 1, "$1\.cc" => 1) : () } @files;
  for (@files) {
    my $out = exists $xsc{$_} || /\Q$ppport\E$/i || !(\$srcext)~/\i
        and push @files, $File::Find::name;
    push @in, @files ;
  }
  if (@ARGV && @out) {
    warning("Skipping the following files (use --nofilter to avoid this):\n" . join "\n", \out );
  }
}
}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;
my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}
info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);
# Temporarily remove C/XS comments and strings from the code
my @ccom;
$c =~ s{
( ^$HS*\#$HS*include\b[^\r\n]+\b(?:\Q$ppport\E|XSUB\.h)\b[^\r\n]*
| ^$HS*\#$HS*(?:define|elif|if(?:def)?)\b[^\r\n]* )
| ( ^$HS*\#[^\r\n]*
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*'
| / (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]* ) )
}{ defined $2 and push @ccom, $2;
defined $1 ? $1 : "$ccs$#ccom$cce" }mgsex;
$file{ccom} = \@ccom;
$file{code} = $c;
$file{has_inc_ppport} = $c =~ /^$HS*#$HS*include[^\r\n]+\b\Q$ppport\E\b/m;
my $func;
for $func (keys %API) {
my $match = $func;
$match .= "|$revreplace{$func}" if exists $revreplace{$func};
if ($c =~ /\b(?:Perl_)?($match)\b/) {
$file{uses_replace}{$1}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};

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$file{uses_Perl}{$func}++ if $c =~ /\bPerl_\$func\b/;
if (exists $API{\$func}{provided}) {
    $file{uses_provided}{$func}++;
    if (exists $API{\$func}{base} || $API{\$func}{base} > $opt{'compat-version'}) {
        $file{uses}{$func}++;
        my @deps = rec_depend($func);
        if (@deps) {
            $file{uses_deps}{$func} = \@deps;
            for (@deps) {
                $file{uses}{$_} = 0 unless exists $file{uses}{$_};
            }
        }
        for ($func, @deps) {
            $file{needs}{$_} = 'static' if exists $need{$_};
        }
    }
    if (exists $API{\$func}{todo} && $API{\$func}{todo} > $opt{'compat-version'}) {
        if ($c =~ /\b\$func\b/) {
            $file{uses_todo}{$func}++;
        }
    }
}
while ($c =~ /^$HS*#$HS*define$HS+(NEED_(\w+?)(_GLOBAL)?\b/mg) {
    if (exists $need{\$2}) {
        $file{defined $3 ? 'needed_global' : 'needed_static'}{\$2}++;
    } else { warning("Possibly wrong #define $1 in $filename") }
}
for (qw(uses needs uses_todo needed_global needed_static)) {
    for @func (keys %{$file{$_}}) {
        push @{$global{$_}{$func}}, $filename;
    }
}
$files{$filename} = \%file;

# Globally resolve NEED_\_'s
my $need;
for $need (keys %{$global{needs}}) {
    if (@{$global{needs}{$need}} > 1) {
        my @targets = @{$global{needs}{$need}};
        my @t = grep $files{$_}{needed_global}{$need}, @targets;
        @targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;
my $c = $file{code};
my $warnings = 0;
for $func (sort keys %{$file{uses_Perl}}) {
if ($API{$func}{varargs}) {
unless ($API{$func}{nothxarg}) {
my $changes = ($c =~ s{\b(Perl_$func\s*\(\s*)(?!aTHX_?)(\)|[^\s)]*\))}
{ $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_ ') . $2 }ge);
if ($changes) {
warning("Doesn't pass interpreter argument aTHX to Perl_$func");
$file{changes} += $changes;
}
}
}
else {
warning("Uses Perl_$func instead of $func");
$file{changes} += ($c =~ s{\bPerl_$func(\s*)\((\s*aTHX_?)?\s*}
{$func$1(}g);
}
}
for $func (sort keys %{$file{uses_replace}}) {
warning("Uses $func instead of $replace{$func}");
$file{changes} += ($c =~ s/\b$func\b/$replace{$func}/g);
}
for $func (sort keys %{$file{uses_provided}}) {
if ($file{uses}{$func}) {
if (exists $file{uses_deps}{$func}) {
diag("Uses $func, which depends on ", join(', ', @{$file{uses_deps}{$func}}));
}

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else {
    diag("Uses $func");
}

$warnings += hint($func);
}

unless ($opt{quiet}) {
    for $func (sort keys %{$file{uses_todo}}) {
        print "*** WARNING: Uses $func, which may not be portable below perl ",
            format_version($API{$func}{todo}), ", even with '"$ppport'"n;  
        $warnings++;
    }

    for $func (sort keys %{$file{needed_static}}) {
        my $message = "";
        if (not exists $file{uses}{$func}) {
            $message = "No need to define NEED_$func if $func is never used";
        }
        elsif (exists $file{needs}{$func} & & $file{needs}{$func} ne 'static') {
            $message = "No need to define NEED_$func when already needed globally";
        }
        if ($message) {
            diag($message);
            $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_$func\b.*$LF//mg);
        }
    }

    for $func (sort keys %{$file{needed_global}}) {
        my $message = "";
        if (not exists $global{uses}{$func}) {
            $message = "No need to define NEED_${func}_GLOBAL if $func is never used";
        }
        elsif (exists $file{needs}{$func}) {
            if ($file{needs}{$func} eq 'extern') {
                $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
            }
            elsif ($file{needs}{$func} eq 'static') {
                $message = "No need to define NEED_${func}_GLOBAL when only used in this file";
            }
        }
        if ($message) {
            diag($message);
            $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_${func}_GLOBAL\b.*$LF//mg);
        }
    }
}
$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
    my $pp = ";

    for $func (sort keys %{$file{needs}}) {
        my $type = $file{needs}{$func};
        next if $type eq 'extern';
        my $suffix = $type eq 'global' ? '_GLOBAL' : '';
        unless (exists $file{"needed_$type"}{$func}) {
            if ($type eq 'global') {
                diag("Files [@ {$global{needs}{$func}}] need $func, adding global request");
            } else {
                diag("File needs $func, adding static request");
            }
            $pp .= "#define NEED_$func$suffix\n";
        }
    }

    if ($pp && ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+)/$pp/m)) {
        $pp = ";
        $file{changes}++;
    }

    unless ($file{has_inc_ppport}) {
        diag("Needs to include '$ppport'");
        $pp .= qq(#include "$ppport\n")
    }

    if ($pp) {
        $file{changes} += ($c =~ s/^($HS*#$HS*define$HS+NEED_\w+.*?)/$1$pp/ms)  
            || ($c =~ s/^($HS*#$HS*include.*\Q$ppport\E)/Spp/m)  
            || ($c =~ s/^($HS*#$HS*include.*XSUB.*\s\s+?)/S1Spp/m)  
            || ($c =~ s/^/$pp/);
    }

} else {
    if ($file{has_inc_ppport}) {
        diag("No need to include '$ppport'");
        $file{changes} += ($c =~ s/^($HS*?$HS*include.*\Q$ppport\E.*?SLF)/m);
    }
}

# put back in our C comments
my $ix;
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcces/$ccs$ccom[$ix] $ccee/;
    } else {
        $c =~ s/$rccs$ix$rcces/$ccom[$ix]/;
    }
}

if ($cppc) {
    my $s = $cppc != 1 ? 's' : '';  
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : ''; 
my $warn = $warnings ? " ($warnings warning$s)" : ''; 
info("Analysis completed$warn");

if ($file{changes}) {
    if (exists $opt{copy}) {
        my $newfile = "$filename$opt{copy}";
        if (-e $newfile) {
            error("$newfile already exists, refusing to write copy of '$filename'");
        } else {
            local *F;
            if (open F, ">$newfile") {
                info("Writing copy of '$filename' with changes to '$newfile'");
                print F $c;
                close F;
            } else {
                error("Cannot open '$newfile' for writing: $!");
            }
        }
    } elsif (exists $opt{patch} || $opt{changes}) {
        if (exists $opt{patch}) {
            unless ($patch_opened) {
                if (open PATCH, ">$opt{patch}") {
                    $patch_opened = 1;
                } else {
                    error("Cannot open 'opt{patch}' for writing: $!");
                    delete $opt{patch};
                    $opt{changes} = 1;
                    goto fallback;
                }
            }
            info("Writing patch to '$opt{patch}'");
        }
    } else if (exists $opt{version}) {
        my $version = $opt{version};
        my $file = "$filename$version";
        if (-f $file) {
            error("'"$file"' already exists, refusing to write over existing file");
        } else {
            local *F;
            if (open F, ">$file") {
                info("Writing $version to '$filename'");
                print F $c;
                close F;
            } else {
                error("Cannot open '$file' for writing: $!");
            }
        }
    } else {
        error("No output specified. Use --copy, --patch, or --version");
        goto fallback;
    }
} elsif (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {
        unless ($patch_opened) {
            if (open PATCH, ">$opt{patch}") {
                $patch_opened = 1;
            } else {
                error("Cannot open 'opt{patch}' for writing: $!");
                delete $opt{patch};
                $opt{changes} = 1;
                goto fallback;
            }
        }
        info("Writing patch to '$opt{patch}'");
    }
    elsif (exists $opt{version}) {
        my $version = $opt{version};
        my $file = "$filename$version";
        if (-f $file) {
            error("'"$file"' already exists, refusing to write over existing file");
        } else {
            local *F;
            if (open F, ">$file") {
                info("Writing $version to '$filename'");
                print F $c;
                close F;
            } else {
                error("Cannot open '$file' for writing: $!");
            }
        }
    } else {
        error("No output specified. Use --copy, --patch, or --version");
        goto fallback;
    }
} else if (exists $opt{copy}) {
    my $newfile = "$filename$opt{copy}";
    if (-e $newfile) {
        error("'"$newfile"' already exists, refusing to write copy of '$filename'");
    } else {
        local *F;
        if (open F, ">$newfile") {
            info("Writing copy of '$filename' with changes to '$newfile'");
            print F $c;
            close F;
        } else {
            error("Cannot open '$newfile' for writing: $!");
        }
    }
} else if (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {
        unless ($patch_opened) {
            if (open PATCH, ">$opt{patch}") {
                $patch_opened = 1;
            } else {
                error("Cannot open 'opt{patch}' for writing: $!");
                delete $opt{patch};
                $opt{changes} = 1;
                goto fallback;
            }
        }
        info("Writing patch to '$opt{patch}'");
    }
    elsif (exists $opt{version}) {
        my $version = $opt{version};
        my $file = "$filename$version";
        if (-f $file) {
            error("'"$file"' already exists, refusing to write over existing file");
        } else {
            local *F;
            if (open F, ">$file") {
                info("Writing $version to '$filename'");
                print F $c;
                close F;
            } else {
                error("Cannot open '$file' for writing: $!");
            }
        }
    } else {
        error("No output specified. Use --copy, --patch, or --version");
        goto fallback;
    }
} else {
    error("No output specified. Use --copy, --patch, or --version");
    goto fallback;
}
mydiff("^PATCH", $filename, $c);
}
else {
  fallback:
    info("Suggested changes:");
    mydiff("^STDOUT", $filename, $c);
    }
}
else {
  my $s = $file{changes} == 1 ? "" : 's';
  info("$file{changes} potentially required change$s detected");
}
}
else {
  info("Looks good");
}
}
}

close PATCH if $patch_opened;

exit 0;

sub try_use { eval "use @_;"; return $@ eq "" }

sub mydiff
{
  local *F = shift;
  my($file, $str) = @_; 
  my $diff;

  if (exists $opt{diff}) {
    $diff = run_diff($opt{diff}, $file, $str);
  }

  if (!defined $diff and try_use('Text::Diff')) {
    $diff = Text::Diff::diff($file, $str, { STYLE => 'Unified' });
    $diff = <<HEADER . $diff;
    --- $file
    +++ $file.patched
    HEADER
  }

  if (!defined $diff) {
    $diff = run_diff('diff -u', $file, $str);
  }

if (!defined $diff) {
    $diff = run_diff('diff', $file, $str);
}

if (!defined $diff) {
    error("Cannot generate a diff. Please install Text::Diff or use --copy.");
    return;
}

print F $diff;
}

sub run_diff
{
    my($prog, $file, $str) = @_; 
    my $tmp = 'dppptemp';
    my $suf = 'aaa';
    my $diff = ";
    local *F;

    while (-e "$tmp.$suf") { $suf++ }
    $tmp = "$tmp.$suf";

    if (open F, ">$tmp") {
        print F $str;
        close F;

        if (open F, "$prog $file $tmp |") {
            while (<F>) {
                s/\Q$tmp\E/$file.patched/;
                $diff .= $_;
            }
            close F;
            unlink $tmp;
            return $diff;
        } else {
            error("Cannot open '$tmp' for writing: $!");
        }
    } else {
        error("Cannot open '$tmp' for writing: $!");
    }

    return undef;
}

sub rec_depend
my($func, $seen) = @_;  
return () unless exists $depends{$func};  
$seen = {%{$seen||{}}};  
return () if $seen->{$func}++;  
my %s;  
grep !$s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}};  
}

sub parse_version
{
    my $ver = shift;

    if ($ver =~ /^\d+\.(\d+).\d+$/) {
        return ($1, $2, $3);
    }
    elsif ($ver !~ /^\d+\.[\d_]\+$/) {
        die "cannot parse version \$ver\n";
    }

    $ver =~ s/_//g;  
$ver =~ s/$/000000/;

    my($r,$v,$s) = $ver =~ /\d+\.(\d{3})(\d{3})/;
    $v = int $v;
    $s = int $s;

    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "cannot parse version \$ver\n";
        }
    }

    return ($r, $v, $s);
}

sub format_version
{
    my $ver = shift;
    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /\d+\.(\d{3})(\d{3})/;
    $v = int $v;
    $s = int $s;

    if ($r < 5 || ($r == 5 && $v < 6)) {
    }

if ($s % 10) {
    die "invalid version \$ver\n";
}
$s /= 10;

$ver = sprintf "%.d%.03d", $r, $v;
$s > 0 and $ver .= sprintf "_.02d", $s;

return $ver;
}

return sprintf "%.d%.d%.d", $r, $v, $s;
}

sub info
{
    $opt{quiet} and return;
    print @_, "\n";
}

sub diag
{
    $opt{quiet} and return;
    $opt{diag} and print @_, "\n";
}

sub warning
{
    $opt{quiet} and return;
    print "*** ", @_, "\n";
}

sub error
{
    print "*** ERROR: ", @_, "\n";
}

my %given_hints;
my %given_warnings;
sub hint
{
    $opt{quiet} and return;
    my $func = shift;
    my $rv = 0;
    if (exists $warnings{$func} && !$given_warnings{$func}++) {
        my $warn = $warnings{$func};
        $warn =~ s!^!*** !mg;
        print "*** WARNING: $func\n", $warn;
$rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
my $hint = $hints{$func};
$hint =~ s/^/ /mg;
print " --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/^\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;
print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
exit 2;
}
sub strip
{
my $self = do { local(@ARGV,$/)=($0); <> };
my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*^(.*?)^=\w+/ms;
$copy =~ s/^(?=\S+)/ /gms;
$self =~ s/^$HS+Do NOT edit.*?(?=^-)/$copy/ms;
$self =~ s/^SKIP.*(?=^__DATA__)/SKIP
if (\@ARGV && \$ARGV[0] eq '--unstrip') {
eval { require Devel::PPPort };
\$@ and die "Cannot require Devel::PPPort, please install.\\n";
if (eval \$Devel::PPPort::VERSION < $VERSION) {
die "$0 was originally generated with Devel::PPPort $VERSION.\\n"
. "Your Devel::PPPort is only version \$Devel::PPPort::VERSION.\\n"
. "Please install a newer version, or --unstrip will not work.\\n";
}
Devel::PPPort::WriteFile(\$0);
exit 0;
}
print <<END;

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Sorry, but this is a stripped version of \$0.

To be able to use its original script and doc functionality,
please try to regenerate this file using:

\$^X \$0 --unstrip

END

my($pl, $c) = $self =~ /(.*^__DATA__)(.*)/ms;
$c =~ s/

open OUT, ">$0" or die "cannot strip $0: $!

print OUT "$pl$c"

exit 0;

__DATA__

*/

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NAME

threads::shared - Perl extension for sharing data structures between threads

VERSION

This document describes threads::shared version 1.58

SYNOPSIS

use threads;
use threads::shared;

my $var :shared;
my %hsh :shared;
my @ary :shared;

my ($scalar, @array, %hash);
share($scalar);
share(@array);
share(%hash);

$var = $scalar_value;
$var = $shared_ref_value;
$var = shared_clone($non_shared_ref_value);
$var = shared_clone({'foo' => [qw/foo bar baz/]});

$hsh{'foo'} = $scalar_value;
$hsh{'bar'} = $shared_ref_value;
$hsh{'baz'} = shared_clone($non_shared_ref_value);
$hsh{'quz'} = shared_clone([1..3]);

$ary[0] = $scalar_value;
$ary[1] = $shared_ref_value;
$ary[2] = shared_clone($non_shared_ref_value);
$ary[3] = shared_clone([ {}, [] ]); 

{ lock(%hash); ...  }

cond_wait($scalar);
cond_timedwait($scalar, time() + 30);
cond_broadcast(@array);
cond_signal(%hash);
my $lockvar :shared;
# condition var != lock var
cond_wait($var, $lockvar);
cond_timedwait($var, time()+30, $lockvar);

=head1 DESCRIPTION

By default, variables are private to each thread, and each newly created thread gets a private copy of each existing variable. This module allows you to share variables across different threads (and pseudo-forks on Win32). It is used together with the L<threads> module.

This module supports the sharing of the following data types only: scalars and scalar refs, arrays and array refs, and hashes and hash refs.

=head1 EXPORT

The following functions are exported by this module: C<share>, C<shared_clone>, C<is_shared>, C<cond_wait>, C<cond_timedwait>, C<cond_signal> and C<cond_broadcast>

Note that if this module is imported when L<threads> has not yet been loaded, then these functions all become no-ops. This makes it possible to write modules that will work in both threaded and non-threaded environments.

=head1 FUNCTIONS

=over 4

=item share VARIABLE

C<share> takes a variable and marks it as shared:

my ($scalar, @array, %hash);
share($scalar);
share(@array);
share(%hash);

C<share> will return the shared rvalue, but always as a reference.

Variables can also be marked as shared at compile time by using the C<shared> attribute:

my ($var, %hash, @array) :shared;

Shared variables can only store scalars, refs of shared variables, or refs of shared data (discussed in next section):
my ($var, %hash, @array) :shared;
my $bork;

# Storing scalars
$var = 1;
$hash{'foo'} = 'bar';
$array[0] = 1.5;

# Storing shared refs
$var = %hash;
$hash{'ary'} = @array;
$array[1] = $var;

# The following are errors:
#   $var = $bork;                    # ref of non-shared variable
#   $hash{'bork'} = [];               # non-shared array ref
#   push(@array, { 'x' => 1 });       # non-shared hash ref

=item shared_clone REF

C<shared_clone> takes a reference, and returns a shared version of its argument, performing a deep copy on any non-shared elements. Any shared elements in the argument are used as is (i.e., they are not cloned).

my $cpy = shared clone({'foo' => [qw/foo bar baz/]});

Object status (i.e., the class an object is blessed into) is also cloned.

my $obj = {'foo' => [qw/foo bar baz/]};
bless($obj, 'Foo');
my $cpy = shared clone($obj);
print(ref($cpy), "un");       # Outputs 'Foo'

For cloning empty array or hash refs, the following may also be used:

$var = &share(());  # Same as $var = shared clone(());
$var = &share( );   # Same as $var = shared clone( );

Not all Perl data types can be cloned (e.g., globs, code refs). By default, C<shared_clone> will L<croak|Carp> if it encounters such items. To change this behaviour to a warning, then set the following:

$threads::shared::clone_warn = 1;

In this case, C<undef> will be substituted for the item to be cloned. If set to zero:

$threads::shared::clone_warn = 0;
then the C<undef> substitution will be performed silently.

=item is_shared VARIABLE

C<is_shared> checks if the specified variable is shared or not. If shared, returns the variable's internal ID (similar to C<refaddr()> (see L<Scalar::Util>). Otherwise, returns C<undef>.

```perl
if (is_shared($var)) {
    print("$var is shared
";
} else {
    print("$var is not shared
";
}
```

When used on an element of an array or hash, C<is_shared> checks if the specified element belongs to a shared array or hash. (It does not check the contents of that element.)

```perl
my %hash :shared;
if (is_shared(%hash)) {
    print("%hash is shared
";
}

$hash{elem} = 1;
if (is_shared($hash{elem})) {
    print("$hash{elem} is in a shared hash
";
}
```

=item lock VARIABLE

C<lock> places a B<advisory> lock on a variable until the lock goes out of scope. If the variable is locked by another thread, the C<lock> call will block until it's available. Multiple calls to C<lock> by the same thread from within dynamically nested scopes are safe -- the variable will remain locked until the outermost lock on the variable goes out of scope.

C<lock> follows references exactly I<one> level:

```perl
my %hash :shared;
my $ref = %hash;
lock($ref);       # This is equivalent to lock(%hash)
```

Note that you cannot explicitly unlock a variable; you can only wait for the lock to go out of scope. This is most easily accomplished by locking the variable inside a block.

```perl
my $var :shared;
```
{  
    lock($var);  
    # $var is locked from here to the end of the block  
    ...  
}  
# $var is now unlocked  

As locks are advisory, they do not prevent data access or modification by another thread that does not itself attempt to obtain a lock on the variable.

You cannot lock the individual elements of a container variable:

```
my %hash :shared;
$hash{'foo'} = 'bar';  
#lock($hash{'foo'});     # Error  
lock(%hash);            # Works
```

If you need more fine-grained control over shared variable access, see L<Thread::Semaphore>.

=item cond_wait VARIABLE

=item cond_wait CONDVAR, LOCKVAR

The C<cond_wait> function takes a B<locked> variable as a parameter, unlocks the variable, and blocks until another thread does a C<cond_signal> or C<cond_broadcast> for that same locked variable. The variable that C<cond_wait> blocked on is re-locked after the C<cond_wait> is satisfied. If there are multiple threads C<cond_wait>ing on the same variable, all but one will re-block waiting to reacquire the lock on the variable. (So if you're only using C<cond_wait> for synchronization, give up the lock as soon as possible). The two actions of unlocking the variable and entering the blocked wait state are atomic, the two actions of exiting from the blocked wait state and re-locking the variable are not.

In its second form, C<cond_wait> takes a shared, B<unlocked> variable followed by a shared, B<locked> variable. The second variable is unlocked and thread execution suspended until another thread signals the first variable.

It is important to note that the variable can be notified even if no thread C<cond_signal> or C<cond_broadcast> on the variable. It is therefore important to check the value of the variable and go back to waiting if the requirement is not fulfilled. For example, to pause until a shared counter drops to zero:

```
{ lock($counter); cond_wait($counter) until $counter == 0; }
```
In its two-argument form, C<cond_timedwait> takes a B<locked> variable and an absolute timeout in I<epoch> seconds (see L<time() in perlfunc|perlfunc/time> for more) as parameters, unlocks the variable, and blocks until the timeout is reached or another thread signals the variable. A false value is returned if the timeout is reached, and a true value otherwise. In either case, the variable is re-locked upon return.

Like C<cond_wait>, this function may take a shared, B<locked> variable as an additional parameter; in this case the first parameter is an B<unlocked> condition variable protected by a distinct lock variable.

Again like C<cond_wait>, waking up and reacquiring the lock are not atomic, and you should always check your desired condition after this function returns. Since the timeout is an absolute value, however, it does not have to be recalculated with each pass:

    lock($var);
    my $abs = time() + 15;
    until ($ok = desired_condition($var)) {
        last if !cond_timedwait($var, $abs);
    }
    # we got it if $ok, otherwise we timed out!

The C<cond_signal> function takes a B<locked> variable as a parameter and unblocks one thread that's C<cond_wait>ing on that variable. If more than one thread is blocked in a C<cond_wait> on that variable, only one (and which one is indeterminate) will be unblocked.

If there are no threads blocked in a C<cond_wait> on the variable, the signal is discarded. By always locking before signaling, you can (with care), avoid signaling before another thread has entered cond_wait().

C<cond_signal> will normally generate a warning if you attempt to use it on an unlocked variable. On the rare occasions where doing this may be sensible, you can suppress the warning with:

    { no warnings 'threads'; cond_signal($foo); }


The `cond_broadcast` function works similarly to `cond_signal`. `cond_broadcast`, though, will unblock all the threads that are blocked in a `cond_wait` on the locked variable, rather than only one.

=head1 OBJECTS

`threads::shared` exports a version of `bless()` that works on shared objects such that `blessings` propagate across threads.

```perl
# Create a shared 'Foo' object
my $foo :shared = shared_clone({
};
bless($foo, 'Foo');

# Create a shared 'Bar' object
my $bar :shared = shared_clone({
};
bless($bar, 'Bar');

# Put 'bar' inside 'foo'
$foo->{'bar'} = $bar;

# Rebless the objects via a thread
threads->create(sub {
    # Rebless the outer object
    bless($foo, 'Yin');

    # Cannot directly rebless the inner object
    #bless($foo->{'bar'}, 'Yang');

    # Retrieve and rebless the inner object
    my $obj = $foo->{'bar'};
    bless($obj, 'Yang');
    $foo->{'bar'} = $obj;
})->join();

print(ref($foo),          "\n");  # Prints 'Yin'
print(ref($foo->{'bar'}), "\n");  # Prints 'Yang'
print(ref($bar),          "\n");  # Also prints 'Yang'
```

=head1 NOTES

`threads::shared` is designed to disable itself silently if threads are not available. This allows you to write modules and packages that can be used in both threaded and non-threaded applications.
If you want access to threads, you must \texttt{use threads} before you \texttt{use threads::shared}. \texttt{threads} will emit a warning if you use it after \texttt{threads::shared}.

=head1 WARNINGS

=over 4

=item \texttt{cond广播} called on unlocked variable

=item \texttt{cond signaling} called on unlocked variable

See \texttt{"cond signaling 框文"}, above.

=back

=head1 BUGS AND LIMITATIONS

When \texttt{share} is used on arrays, hashes, array refs or hash refs, any data they contain will be lost.

my @arr = \texttt{qw(foo bar baz)};
share(@arr);
# @arr is now empty (i.e., == ());

# Create a 'foo' object
my $foo = \texttt{\{'data' => 99\}};
bless($foo, 'foo');

# Share the object
share($foo);    # Contents are now wiped out
print("ERROR: \$foo is empty\n")
    if (! exists($foo->{'data'}));

Therefore, populate such variables \texttt{after} declaring them as shared. (Scalar and scalar refs are not affected by this problem.)

Blessing a shared item after it has been nested in another shared item does not propagate the blessing to the shared reference:

my $foo = &\texttt{share({})};
my $bar = &\texttt{share({})};
$bar->{foo} = $foo;
bless($foo, 'baz');  # $foo is now of class 'baz',
    # but $bar->{foo} is unblessed.

Therefore, you should bless objects before sharing them.
It is often not wise to share an object unless the class itself has been written to support sharing. For example, a shared object's destructor may get called multiple times, once for each thread's scope exit, or may not get called at all if it is embedded inside another shared object. Another issue is that the contents of hash-based objects will be lost due to the above mentioned limitation. See F<examples/class.pl> (in the CPAN distribution of this module) for how to create a class that supports object sharing.

Destructors may not be called on objects if those objects still exist at global destruction time. If the destructors must be called, make sure there are no circular references and that nothing is referencing the objects before the program ends.

Does not support C<splice> on arrays. Does not support explicitly changing array lengths via $#array -- use C<push> and C<pop> instead.

Taking references to the elements of shared arrays and hashes does not autovivify the elements, and neither does slicing a shared array/hash over non-existent indices/keys autovivify the elements.

C<share()> allows you to C<< share($hashref->{key}) >> and C<< share($arrayref->[idx]) >> without giving any error message. But the C<< $hashref->{key} >> or C<< $arrayref->[idx] >> is B<not> shared, causing the error "lock can only be used on shared values" to occur when you attempt to C<< lock($hashref->{key}) >> or C<< lock($arrayref->[idx]) >> in another thread.

Using C<refaddr()> is unreliable for testing whether or not two shared references are equivalent (e.g., when testing for circular references). Use L<is_shared()> instead:

```perl
use threads;
use threads::shared;
use Scalar::Util qw(refaddr);

# If ref is shared, use threads::shared's internal ID.
# Otherwise, use refaddr().
my $addr1 = is_shared($ref1) || refaddr($ref1);
my $addr2 = is_shared($ref2) || refaddr($ref2);

if ($addr1 == $addr2) {
    # The refs are equivalent
}
```

L<each()> does not work properly on shared references embedded in shared structures. For example:
my %foo :shared;
$foo{bar} = shared_clone({'a'=&gt;'x', 'b'=&gt;'y', 'c'=&gt;'z'});

while (my ($key, $val) = each(%{foo{bar}})) {
    ...
}

Either of the following will work instead:

my $ref = $foo{bar};
while (my ($key, $val) = each(%{$ref})) {
    ...
}

foreach my $key (keys(%{$foo{bar}})) {
    my $val = $foo{bar}{$key};
    ...
}

This module supports dual-valued variables created using C<dualvar()> from L<Scalar::Util>. However, while C<$!> acts like a dualvar, it is implemented as a tied SV. To propagate its value, use the follow construct, if needed:

my $errno :shared = dualvar($!, $!);

View existing bug reports at, and submit any new bugs, problems, patches, etc. to: L<http://rt.cpan.org/Public/Dist/Display.html?Name=threads-shared>

=head1 SEE ALSO

threads::shared on MetaCPAN:
L<https://metacpan.org/release/threads-shared>

Code repository for CPAN distribution:

L<threads>, L<perlthrtut>

L<http://www.perl.com/pub/a/2002/06/11/threads.html> and

Perl threads mailing list:
L<http://lists.perl.org/list/ithreads.html>

Sample code in the L<examples> directory of this distribution on CPAN.

=head1 AUTHOR
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---
abstract: 'Perl extension for sharing data structures between threads'
author:
  - 'Artur Bergman, Jerry D. Hedden <jdhedden AT cpan DOT org>'
built_requires:
  ExtUtils::MakeMaker: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.24, CPAN::Meta::Converter version 2.150010'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: threads-shared
no_index:
directory:
  - t
  - inc
requires:
  Carp: '0'
  Config: '0'
  ExtUtils::testlib: '0'
  Scalar::Util: '0'
  Test::More: '0'
  XSLoader: '0'
  strict: '0'
  threads: '1.73'
  warnings: '0'
1.1032 surefire-boots 2.12.4

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1.1040 jackson-dataformat-yaml 2.12.1
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1.1041 wso2-carbon-governance-api 4.7.27

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010
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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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1.1047 python3-cffi-backend 1.12.2-1

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1.1049 prometheus-client 1.11.0

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Jean-loup Gailly         Mark Adler
jloup@gzip.org           madler@alumni.caltech.edu
The following list of people, sorted by last name, have contributed
code or patches to this implementation of sudo since I began
maintaining it in 1993. This list is known to be incomplete--if
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Ackeret, Matt
Adler, Mark
Henke, Joachim
Hideaki, Yoshifuji
Hieb, Dave
Holloway, Nick
Hoover, Adam
Hunter, Michael T.
Hutchings, Ben
Irregan, Eric
Jackson, Brian
Jackson, John R.
Jackson, Richard L., Jr.
Janssen, Mark
Jepeway, Chris
Jorge, Joel Pele
Jover, Guillem
Juhani, Timo
Kikuchi, Ayamura
Kadow, Kevin
Kasal, Stepan
Kienemberger, Mike
King, Dale
King, Michael
Klyachkin, Andrey
Knoble, Jim
Knox, Tim
Komarnitsky, Alek O.
Kondrashov, Nikolai
Kopeek, Daniel
Kranenburg, Paul
Krause, David
Lakin, Eric
Larsen, Case
Levin, Dmitry V.
Libby, Kendall
Lobbes, Phillip E.
McIntyre, Jason
MacKenzie, David J.
McLaughlin, Tom
Makey, Jeff
Marchionna, Michael D.
Markham, Paul
Martinian, Emin
Meskes, Michael
Michael, David
Miller, Todd C.
Minier, Loc
Moffat, Darren
Moldung, Jan Thomas
Street, Russell
Strizky, Tilo
Stroucken, Michael
Tarrall, Robert
Thomas, Matthew
Todd, Giles
Toft, Martin
Torek, Chris
Tucker, Darren
Uhl, Robert
Uzel, Petr
Valery, Reznic
Van Dinter, Theo
Venckus, Martynas
de Vries, Maarten
Wagner, Klaus
Walsh, Dan
Warburton, John
Webb, Kirk
Wetzel, Timm
Wieringen, Marco van
Wilk, Jakub
Winiger, Gary
Wood, David
Zacarias, Gustavo
Zolnowsky, John

The following people have worked to translate sudo into other languages as part of the Translation Project, see https://translationproject.org for more details.

Albuquerque, Pedro
Blttermann, Mario
Bogusz, Jakub
Buo-ren, Lin
Casagrande, Milo
Castro, Felipe
Cho, Seong-ho
Chornoivan, Yuri
Diguez, Francisco
Fontenelle, Rafael
Garca-Fontes, Walter
Gezer, Volkan
Hamasaki, Takeshi
Hamming, Peter
Hansen, Joe
Hantrais, Frdric
Hein, Jochen
1.1053 libpeas 1.22.0 6.el8

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1.1054 python-defaults 2.7.13-2
1.1054.1 Available under license:

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This is the Debian GNU/Linux prepackaged version of the Python programming language. Python was written by Guido van Rossum <guido@cwi.nl> and others.

This package was put together by Klee Dienes <klee@debian.org> from sources from ftp.python.org:/pub/python, based on the Debianization by the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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dh_python2, pycompile, pyclean and debpython module:
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1.1055 maven-artifact-manager 2.0.2

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Found in path(s):
* /opt/cola/permits/1162437033_1620842126.06/0/maven-artifact-manager-2-0-2-sources-1-jar/org/apache/maven/artifact/repository/metadata/GroupRepositoryMetadata.java

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Found in path(s):
* /opt/cola/permits/1162437033_1620842126.06/0/maven-artifact-manager-2-0-2-sources-1-
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<tr>
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</tr>
</tbody>
</table>

1.1056 crypto-policies-scripts 20200713-1.git51d1222.el8
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jaxen-1.1.1.jar
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groovy-all-1.0.jar
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wsdl4j-1.6.2.jar
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wrapper-3.2.3.jar
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Mrsa 3-D Graphics Library v19.2.1

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include/GL/gltxext.h
include/GL/wglxext.h :

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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This package was put together by me, James Troup <james@nocrew.org>, from the sources, which I obtained from ftp://ftp.gnupg.org/pub/gcrypt/gnupg/gnupg-1.0.5.tar.gz. The changes were minimal, namely:

- adding support for the Debian package maintenance scheme, by adding various debian/* files.


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1.1073 oauthlib 2.1.0

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  jar/io/netty/handler/codec/protobuf/package-info.java
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  jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
  jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
  jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
  jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
  jar/io/netty/handler/codec/MessageAggregator.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
  jar/io/netty/handler/codec/MessageToByteEncoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
  jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/serialization/CompactObjectInputStream.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/xml/package-info.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/package-info.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/string/package-info.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java

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/*
 * Enumeration of supported Base64 dialects.
 * <p>
 * The internal lookup tables in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
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 */

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* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
  jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-
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A decoder that splits the received ByteBufs dynamically by the value of the length field in the message. It is particularly useful when you decode a binary message which has an integer header field that represents the length of the message body or the whole message. 

```java
<@}
| @link LengthFieldBasedFrameDecoder| has many configuration parameters so that it can decode any message with a length field, which is often seen in proprietary client-server protocols. Here are some example that will give you the basic idea on which option does what.

2 bytes length field at offset 0, do not strip header

The value of the length field in this example is 12 (0x0C) which represents the length of "HELLO, WORLD". By default, the decoder assumes that the length field represents the number of the bytes that follows the length field. Therefore, it can be decoded with the simplistic parameter combination.

```
* Because we can get the length of the content by calling
* `@link ByteBuf#readableBytes(),` you might want to strip the length
* field by specifying `<tt>initialBytesToStrip</tt>`. In this example, we
* specified `<tt>2</tt>`, that is same with the length of the length field, to
* strip the first two bytes.

* `<pre>`
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* `<b>initialBytesToStrip</b>` = `<b>2</b>` (= the length of the Length field)
* `</pre>`

* `BEFORE DECODE (14 bytes)  AFTER DECODE (12 bytes)`
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+

* `h3>` 2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message`

* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* `<tt>lengthAdjustment</tt>`. Because the length value in this example message
* is always greater than the body length by `<tt>2</tt>`, we specify `<tt>-2</tt>`
* as `<tt>lengthAdjustment</tt>` for compensation.

* `<pre>`
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* `<b>lengthAdjustment</b>`  = `<b>-2</b>` (= the length of the Length field)
* initialBytesToStrip =  0
* `</pre>`

* `BEFORE DECODE (14 bytes)  AFTER DECODE (14 bytes)`
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+

* `h3>` 3 bytes length field at the end of 5 bytes header, do not strip header`

* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. `<tt>lengthAdjustment</tt>` is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* `<b>lengthFieldOffset</b>` = `<b>2</b>` (= the length of Header 1)
* `<b>lengthFieldLength</b>` = `<b>3</b>`
* `lengthAdjustment` = 0
* `initialBytesToStrip` = 0

* **BEFORE DECODE (17 bytes) **  

  +----------+----------+----------------+      +----------+----------+----------------+  
  | Header 1 | Length   | Actual Content |----->| Header 1 | Length   | Actual Content |  
  | 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |  

  * **AFTER DECODE (17 bytes) **

* This is an advanced example that shows the case where there is an extra
  * header between the length field and the message body. You have to specify a
  * positive `<tt>lengthAdjustment</tt>` so that the decoder counts the extra
  * header into the frame length calculation.

* **pre**

  * `lengthFieldOffset` = 0
  * `lengthFieldLength` = 3
  * `<b>lengthAdjustment</b>` = `<b>2</b>` (= the length of Header 1)
  * `initialBytesToStrip` = 0

* **BEFORE DECODE (17 bytes) **  

  +----------+----------+----------------+      +----------+----------+----------------+  
  | Length   | Header 1 | Actual Content |----->| Length   | Header 1 | Actual Content |  
  | 0x00000C | 0xCAFE   | "HELLO, WORLD" |      | 0x00000C | 0xCAFE   | "HELLO, WORLD" |  

  * **AFTER DECODE (17 bytes) **

* **pre**

  * `<h3>`3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>

* This is a combination of all the examples above. There are the prepended
  * header before the length field and the extra header after the length field.
  * The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra
  * header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero
  * `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended
  * header from the frame. If you don't want to strip the prepended header, you
  * could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.

* **pre**

  * `lengthFieldOffset` = 1 (= the length of HDR1)
  * `lengthFieldLength` = 2
  * `<b>lengthAdjustment</b>` = `<b>1</b>` (= the length of HDR2)
  * `<b>initialBytesToStrip</b>` = `<b>3</b>` (= the length of HDR1 + LEN)

* **BEFORE DECODE (16 bytes) **  

  +----------+----------+----------------+      +----------+----------+----------------+  
  | Length   | Header 1 | Actual Content |----->| Length   | Header 1 | Actual Content |  
  | 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |  

  * **AFTER DECODE (13 bytes) **
* Let's give another twist to the previous example. The only difference from
  the previous example is that the length field represents the length of the
  whole message instead of the message body, just like the third example.
  We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
  Please note that we don't need to take the length of HDR2 into account
  because the length field already includes the whole header length.

  lengthFieldOffset   = 1
  lengthFieldLength   = 2
  <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
  <b>initialBytesToStrip</b> = <b> 3</b>

  BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
  +------------------|------------------|
  | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
  | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
  +------------------|------------------|

  @see LengthFieldPrepender

*/

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  jar/io.netty.handler.codec/LengthFieldBasedFrameDecoder.java
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* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/unsupported/valueConverter.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1266592166_1644246835.15/0/netty-codec-4-1-49-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java

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1.1077 json-path 2.6.0

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* /opt/cola/permits/1182835369_1627061008.73/0/json-path-2-6-0-sources-jar/com/jayway/restassured/internal/path/json/mapping/JsonPathJackson1ObjectDeserializer.groovy
* /opt/cola/permits/1182835369_1627061008.73/0/json-path-2-6-0-sources-jar/com/jayway/restassured/mapper/factory/DefaultJackson1ObjectMapperFactory.java
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* /opt/cola/permits/1182835369_1627061008.73/0/json-path-2-6-0-sources-jar/com/jayway/restassured/mapper/factory/DefaultJackson2ObjectMapperFactory.java
* /opt/cola/permits/1182835369_1627061008.73/0/json-path-2-6-0-sources-jar/com/jayway/restassured/permit/mapping/JsonPathGsonObjectDeserializer.groovy
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1.1078 maven-compat 3.5.4

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1.1087 jackson-dataformat-yaml 2.9.6

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---
abstract: 'Create or remove directory trees'
author:
- unknown
build_requires:
  Carp: '0'
  Config: '0'
  Errno: '0'
  ExtUtils::MakeMaker: '0'
  Fcntl: '0'
  File::Spec::Functions: '0'
  SelectSaver: '0'
  Test::Simple: '0.44'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.24, CPAN::Meta::Converter version 2.15010'
license: unknown
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: File-Path
no_index:
directory:
  - t
  - inc
requires:
  Cwd: '0'
  Exporter: '0'
  File::Basename: '0'
  File::Spec: '0'
resources:
  repository: https://github.com/jkeenan/File-Path.git
  version: '2.15'
x_serialization_backend: 'CPAN::Meta::YAML version 0.018'

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NAME
File::Path - Create or remove directory trees

INSTALLATION
perl Makefile.PL
make
make test
make install

PREREQUISITES
All prerequisites are found in the Perl 5 core distribution.

To configure:
  ExtUtils::MakeMaker

To build:
  Cwd        File::Basename
  Exporter   File::Spec

To test:
  Carp       File::Spec::Functions
  Config     SelectSaver
  Cwd        Test::More
  Errno      Win32       # Windows only
  Fcntl

BUGS
The File-Path bug tracker is located at:

<http://rt.cpan.org/NoAuth/Bugs.html?Dist=File-Path>

File reports by sending email to:

  bug-File-Path@rt.cpan.org

Include test programs or patches as email attachments.

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=head1 NAME

File::Path - Create or remove directory trees

=head1 VERSION


=head1 SYNOPSIS

use File::Path qw(make_path remove_tree);

@created = make_path('foo/bar/baz', '/zug/zwang');
@created = make_path('foo/bar/baz', '/zug/zwang', {
    verbose => 1,
    mode => 0711,
});
make_path('foo/bar/baz', '/zug/zwang', {
    chmod => 0777,
});

$removed_count = remove_tree('foo/bar/baz', '/zug/zwang', {
    verbose => 1,
    error => \my $err_list,
    safe => 1,
});

# legacy (interface promoted before v2.00)
@created = mkpath('/foo/bar/baz');
@created = mkpath('/foo/bar/baz', 1, 0711);
@created = mkpath(['/foo/bar/baz', 'blurfl/quux'], 1, 0711);
$removed_count = rmtree('foo/bar/baz', 1, 1);
$removed_count = rmtree(['foo/bar/baz', 'blurfl/quux'], 1, 1);

# legacy (interface promoted before v2.06)
@created = mkpath('foo/bar/baz', '/zug/zwang', { verbose => 1, mode => 0711 });
$removed_count = rmtree('foo/bar/baz', '/zug/zwang', { verbose => 1, mode => 0711 });

=head1 DESCRIPTION

This module provides a convenient way to create directories of arbitrary depth and to delete an entire directory subtree from the filesystem.
The following functions are provided:

```
=item make_path( $dir1, $dir2, .... )
=item make_path( $dir1, $dir2, ...., \%opts )
```

The `make_path` function creates the given directories if they don't exist before, much like the Unix command `mkdir -p`.

The function accepts a list of directories to be created. Its behaviour may be tuned by an optional hashref appearing as the last parameter on the call.

The function returns the list of directories actually created during the call; in scalar context the number of directories created.

The following keys are recognised in the option hash:

```
=item mode => $num
```

The numeric permissions mode to apply to each created directory (defaults to C<0777>), to be modified by the current C<umask>. If the directory already exists (and thus does not need to be created), the permissions will not be modified.

C<mask> is recognised as an alias for this parameter.

```
=item chmod => $num
```

Takes a numeric mode to apply to each created directory (not modified by the current C<umask>). If the directory already exists (and thus does not need to be created), the permissions will not be modified.

```
=item verbose => $bool
```

If present, will cause C<make_path> to print the name of each directory as it is created. By default nothing is printed.

```
=item error => \$err
```

If present, it should be a reference to a scalar. This scalar will be made to reference an array, which will
be used to store any errors that are encountered. See the L<"ERROR HANDLING"> section for more information.

If this parameter is not used, certain error conditions may raise a fatal error that will cause the program to halt, unless trapped in an C<eval> block.

=item owner => $owner

=item user => $owner

=item uid => $owner

If present, will cause any created directory to be owned by C<$owner>. If the value is numeric, it will be interpreted as a uid; otherwise a username is assumed. An error will be issued if the username cannot be mapped to a uid, the uid does not exist or the process lacks the privileges to change ownership.

Ownership of directories that already exist will not be changed.

C<user> and C<uid> are aliases of C<owner>.

=item group => $group

If present, will cause any created directory to be owned by the group C<$group>. If the value is numeric, it will be interpreted as a gid; otherwise a group name is assumed. An error will be issued if the group name cannot be mapped to a gid, the gid does not exist or the process lacks the privileges to change group ownership.

Group ownership of directories that already exist will not be changed.

make_path '/var/tmp/webcache', {owner=>'nobody', group=>'nogroup'};

=back

=item mkpath( $dir )

=item mkpath( $dir, $verbose, $mode )

=item mkpath( [$dir1, $dir2,...], $verbose, $mode )

=item mkpath( $dir1, $dir2,..., \%opt )

The C<mkpath()> function provide the legacy interface of C<make_path()> with a different interpretation of the arguments passed. The behaviour and return value of the function is otherwise
identical to C<make_path()>.

=item remove_tree( $dir1, $dir2, .... )

=item remove_tree( $dir1, $dir2, ...., %opts )

The C<remove_tree> function deletes the given directories and any
files and subdirectories they might contain, much like the Unix
command C<rm -rf> or the Windows commands C<rmdir /s> and C<rd /s>.

The function accepts a list of directories to be removed. (In point of fact,
it will also accept filesystem entries which are not directories, such as
regular files and symlinks. But, as its name suggests, its intent is to
remove trees rather than individual files.)

C<remove_tree()>’s behaviour may be tuned by an optional hashref
appearing as the last parameter on the call. If an empty string is
passed to C<remove_tree>, an error will occur.

B<NOTE:> For security reasons, we strongly advise use of the
hashref-as-final-argument syntax -- specifically, with a setting of the C<safe>
element to a true value.

remove_tree( $dir1, $dir2, .....,
            {
              safe => 1,
              ...         # other key-value pairs
            },
        );

The function returns the number of files successfully deleted.

The following keys are recognised in the option hash:

=over

=item verbose => $bool

If present, will cause C<remove_tree> to print the name of each file as
it is unlinked. By default nothing is printed.

=item safe => $bool

When set to a true value, will cause C<remove_tree> to skip the files
for which the process lacks the required privileges needed to delete
files, such as delete privileges on VMS. In other words, the code
will make no attempt to alter file permissions. Thus, if the process
is interrupted, no filesystem object will be left in a more
permissive mode.

=item keep_root => $bool

When set to a true value, will cause all files and subdirectories
to be removed, except the initially specified directories. This comes
in handy when cleaning out an application's scratch directory.

remove_tree( '/tmp', {keep_root => 1} );

=item result => \$res

If present, it should be a reference to a scalar.
This scalar will be made to reference an array, which will
be used to store all files and directories unlinked
during the call. If nothing is unlinked, the array will be empty.

remove_tree( '/tmp', {result => \my $list} );
  print "unlinked $_" for @$list;

This is a useful alternative to the C<verbose> key.

=item error => \$err

If present, it should be a reference to a scalar.
This scalar will be made to reference an array, which will
be used to store any errors that are encountered. See the L</"ERROR
HANDLING"> section for more information.

Removing things is a much more dangerous proposition than
creating things. As such, there are certain conditions that
C<remove_tree> may encounter that are so dangerous that the only
sane action left is to kill the program.

Use C<error> to trap all that is reasonable (problems with
permissions and the like), and let it die if things get out
of hand. This is the safest course of action.

=back

=item rmmtree( $dir )

=item rmmtree( $dir, $verbose, $safe )

=item rmmtree( [ $dir1, $dir2,...], $verbose, $safe )

=item rmmtree( $dir1, $dir2,..., \%opt )
The C<rmtree()> function provides the legacy interface of C<remove_tree()> with a different interpretation of the arguments passed. The behavior and return value of the function is otherwise identical to C<remove_tree()>.

**NOTE:** For security reasons, we strongly advise use of the hashref-as-final-argument syntax, specifically with a setting of the C<safe> element to a true value.

```perl
rmtree( $dir1, $dir2, .....,
        {
            safe => 1,
            ...         # other key-value pairs
        },
    );
```

=head2 ERROR HANDLING

=item B<NOTE:>

The following error handling mechanism is consistent throughout all code paths EXCEPT in cases where the ROOT node is nonexistent. In version 2.11 the maintainers attempted to rectify this inconsistency but too many downstream modules encountered problems. In such case, if you require root node evaluation or error checking prior to calling C<make_path> or C<remove_tree>, you should take additional precautions.

If C<make_path> or C<remove_tree> encounters an error, a diagnostic message will be printed to C<STDERR> via C<carp> (for non-fatal errors) or via C<croak> (for fatal errors).

If this behavior is not desirable, the C<error> attribute may be used to hold a reference to a variable, which will be used to store the diagnostics. The variable is made a reference to an array of hash references. Each hash contain a single key/value pair where the key is the name of the file, and the value is the error message (including the contents of C<$!> when appropriate). If a general error is encountered the diagnostic key will be empty.

An example usage looks like:

```perl
remove_tree( 'foo/bar', 'bar/rat', { error => \my $err } );
```
if ($err && @$err) {
    for my $diag (@$err) {
        my ($file, $message) = %$diag;
        if ($file eq '') {
            print "general error: $message\n";
        } else {
            print "problem unlinking $file: $message\n";
        }
    }
} else {
    print "No error encountered\n";
}

Note that if no errors are encountered, $err will reference an empty array. This means that $err will always end up TRUE; so you need to test @$err to determine if errors occurred.

=head2 NOTES

File::Path blindly exports mkpath and rmtree into the current namespace. These days, this is considered bad style, but to change it now would break too much code. Nonetheless, you are invited to specify what it is you are expecting to use:

use File::Path 'rmtree';

The routines make_path and remove_tree are not exported by default. You must specify which ones you want to use.

use File::Path 'remove_tree';

Note that a side-effect of the above is that mkpath and rmtree are no longer exported at all. This is due to the way the Exporter module works. If you are migrating a codebase to use the new interface, you will have to list everything explicitly. But that's just good practice anyway.

use File::Path qw(remove_tree rmtree);

=head3 API CHANGES

The API was changed in the 2.0 branch. For a time, mkpath and rmtree tried, unsuccessfully, to deal with the two different calling mechanisms. This approach was considered a failure.

The new semantics are now only available with make_path and
C<remove_tree>. The old semantics are only available through C<mkpath> and C<rmtree>. Users are strongly encouraged to upgrade to at least 2.08 in order to avoid surprises.

=head3 SECURITY CONSIDERATIONS

There were race conditions in the 1.x implementations of File::Path's C<rmtree> function (although sometimes patched depending on the OS distribution or platform). The 2.0 version contains code to avoid the problem mentioned in CVE-2002-0435.

See the following pages for more information:

http://bugs.debian.org/cgi-bin/bugreport.cgi?bug=286905
http://www.nttp.perl.org/group/perl.perl5.porters/2005/01/msg97623.html

Additionally, unless the C<safe> parameter is set (or the third parameter in the traditional interface is TRUE), should a C<remove_tree> be interrupted, files that were originally in read-only mode may now have their permissions set to a read-write (or "delete OK") mode.

The following CVE reports were previously filed against File-Path and are believed to have been addressed:

=item * L<http://cve.circl.lu/cve/CVE-2004-0452>
=item * L<http://cve.circl.lu/cve/CVE-2005-0448>

In February 2017 the cPanel Security Team reported an additional vulnerability in File-Path. The C<chmod()> logic to make directories traversable can be abused to set the mode on an attacker-chosen file to an attacker-chosen value. This is due to the time-of-check-to-time-of-use (TOCTTOU) race condition (L<https://en.wikipedia.org/wiki/Time_of_check_to_time_of_use>) between the C<stat()> that decides the inode is a directory and the C<chmod()> that tries to make it user-rwx. CPAN versions 2.13 and later incorporate a patch provided by John Lightsey to address this problem. This vulnerability has been reported as CVE-2017-6512.

=head1 DIAGNOSTICS

FATAL errors will cause the program to halt (C<croak>), since the problem is so severe that it would be dangerous to continue. (This
can always be trapped with `eval`, but it's not a good idea. Under the circumstances, dying is the best thing to do).

SEVERE errors may be trapped using the modern interface. If the they are not trapped, or if the old interface is used, such an error will cause the program will halt.

All other errors may be trapped using the modern interface, otherwise they will be `carp`ed about. Program execution will not be halted.

=over 4

=item mkdir [path]: [errmsg] (SEVERE)

`make_path` was unable to create the path. Probably some sort of permissions error at the point of departure or insufficient resources (such as free inodes on Unix).

=item No root path(s) specified

`make_path` was not given any paths to create. This message is only emitted if the routine is called with the traditional interface. The modern interface will remain silent if given nothing to do.

=item No such file or directory

On Windows, if `make_path` gives you this warning, it may mean that you have exceeded your filesystem's maximum path length.

=item cannot fetch initial working directory: [errmsg]

`remove_tree` attempted to determine the initial directory by calling `Cwd::getcwd`, but the call failed for some reason. No attempt will be made to delete anything.

=item cannot stat initial working directory: [errmsg]

`remove_tree` attempted to stat the initial directory (after having successfully obtained its name via `Cwd::getcwd`), however, the call failed for some reason. No attempt will be made to delete anything.

=item cannot chdir to [dir]: [errmsg]

`remove_tree` attempted to set the working directory in order to begin deleting the objects therein, but was unsuccessful. This is usually a permissions issue. The routine will continue to delete other things, but this directory will be left intact.
C<remove_tree> recorded the device and inode of a directory, and then moved into it. It then performed a C<stat> on the current directory and detected that the device and inode were no longer the same. As this is at the heart of the race condition problem, the program will die at this point.

C<remove_tree> attempted to change the permissions on the current directory to ensure that subsequent unlinkings would not run into problems, but was unable to do so. The permissions remain as they were, and the program will carry on, doing the best it can.

C<remove_tree> tried to read the contents of the directory in order to acquire the names of the directory entries to be unlinked, but was unsuccessful. This is usually a permissions issue. The program will continue, but the files in this directory will remain after the call.

C<remove_tree>, after having deleted everything in a directory, attempted to restore its permissions to the original state but failed. The directory may wind up being left behind.

The current working directory of the program is F</some/path/to/here> and you are attempting to remove an ancestor, such as F</some/path>. The directory tree is left untouched.

The solution is to C<chdir> out of the child directory to a place outside the directory tree to be removed.

C<remove_tree>, after having deleted everything and restored the permissions of a directory, was unable to chdir back to the parent. The program halts to avoid a race condition from occurring.

C<remove_tree> was unable to stat the parent directory after having returned from the child. Since there is no way of knowing if we returned to
where we think we should be (by comparing device and inode) the only way out is to C<croak>.

=item previous directory [parent-dir] changed before entering [child-dir], expected dev=[n] ino=[n], actual dev=[n] ino=[n], aborting. (FATAL)

When C<remove_tree> returned from deleting files in a child directory, a check revealed that the parent directory it returned to wasn't the one it started out from. This is considered a sign of malicious activity.

=item cannot make directory [dir] writeable: [errmsg]

Just before removing a directory (after having successfully removed everything it contained), C<remove_tree> attempted to set the permissions on the directory to ensure it could be removed and failed. Program execution continues, but the directory may possibly not be deleted.

=item cannot remove directory [dir]: [errmsg]

C<remove_tree> attempted to remove a directory, but failed. This may be because some objects that were unable to be removed remain in the directory, or it could be a permissions issue. The directory will be left behind.

=item cannot restore permissions of [dir] to [0nnn]: [errmsg]

After having failed to remove a directory, C<remove_tree> was unable to restore its permissions from a permissive state back to a possibly more restrictive setting. (Permissions given in octal).

=item cannot make file [file] writeable: [errmsg]

C<remove_tree> attempted to force the permissions of a file to ensure it could be deleted, but failed to do so. It will, however, still attempt to unlink the file.

=item cannot unlink file [file]: [errmsg]

C<remove_tree> failed to remove a file. Probably a permissions issue.

=item cannot restore permissions of [file] to [0nnn]: [errmsg]

After having failed to remove a file, C<remove_tree> was also unable to restore the permissions on the file to a possibly less permissive setting. (Permissions given in octal).

=item unable to map [owner] to a uid, ownership not changed”); C<make_path> was instructed to give the ownership of created
directories to the symbolic name [owner], but \texttt{getpwnam} did
not return the corresponding numeric uid. The directory will
be created, but ownership will not be changed.

=item unable to map [group] to a gid, group ownership not changed

\texttt{make_path} was instructed to give the group ownership of created
directories to the symbolic name [group], but \texttt{getgrnam} did
not return the corresponding numeric gid. The directory will
be created, but group ownership will not be changed.

=head1 SEE ALSO

=over 4

=item *

\texttt{File::Remove}

Allows files and directories to be moved to the Trashcan/Recycle
Bin (where they may later be restored if necessary) if the operating
system supports such functionality. This feature may one day be
made available directly in \texttt{File::Path}.

=item *

\texttt{File::Find::Rule}

When removing directory trees, if you want to examine each file to
decide whether to delete it (and possibly leaving large swathes
alone), \texttt{File::Find::Rule} offers a convenient and flexible approach
to examining directory trees.

=head2 BUGS AND LIMITATIONS

The following describes \texttt{File::Path} limitations and how to report bugs.

=over 2

=item MULTITHREADED APPLICATIONS

\texttt{File::Path}, \texttt{rmtree} and \texttt{remove_tree} will not work with
multithreaded applications due to its use of \texttt{chdir}. At this time,
no warning or error is generated in this situation. You will
certainly encounter unexpected results.
The implementation that surfaces this limitation will not be changed. See the File::Path::Tiny module for functionality similar to File::Path but which does not chdir.

=head2 NFS Mount Points

File::Path is not responsible for triggering the automounts, mirror mounts, and the contents of network mounted filesystems. If your NFS implementation requires an action to be performed on the filesystem in order for File::Path to perform operations, it is strongly suggested you assure filesystem availability by reading the root of the mounted filesystem.

=head2 REPORTING BUGS

Please report all bugs on the RT queue, either via the web interface:

L<http://rt.cpan.org/NoAuth/Bugs.html?Dist=File-Path>

or by email:

bug-File-Path@rt.cpan.org

In either case, please attach patches to the bug report rather than including them inline in the web post or the body of the email.

You can also send pull requests to the Github repository:

L<https://github.com/rpcme/File-Path>

=head1 ACKNOWLEDGEMENTS

Paul Szabo identified the race condition originally, and Brendan O'Dea wrote an implementation for Debian that addressed the problem. That code was used as a basis for the current code. Their efforts are greatly appreciated.

Gisle Aas made a number of improvements to the documentation for 2.07 and his advice and assistance is also greatly appreciated.

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------
Oracle OpenJDK
If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.1092 snake-yaml 1.11
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*/
/**
* Filters the list of dependencies and returns a (possibly) updated
* version.
* <p>
* Called whenever dependencies are about to be sent to the client side for
* loading.
*
* @param dependencies
*   the collected dependencies, possibly already modified by other
*   filters
* @param filterContext
*   context information, e.g about the target UI
* @return a list of dependencies to load
*/

Found in path(s):
* /opt/cola/permits/1229288754_1646884572.81/0/vaadin-server-8-7-1-jar-zip/vaadin-server-8-7-1-
  jar/com.vaadin/server/DependencyFilter.java
No license file was found, but licenses were detected in source scan.

/*
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* the License.
*/

Found in path(s):
* /opt/cola/permits/1229288754_1646884572.81/0/vaadin-server-8-7-1-jar-zip/vaadin-server-8-7-1-
  jar/com.vaadin/icons/VaadinIcons.java
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: vaadin-server
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: com.vaadin.server
Implementation-Version: 8.7.1
Archiver-Version: Plexus Archiver
Built-By: root
Bnd-LastModified: 1551951043933
Bundle-ManifestVersion: 2
Bundle-RequiredExecutionEnvironment: JavaSE-1.8
Implementation-Vendor-Id: com.vaadin
Import-Package: com.vaadin.sass.internal;resolution:=optional,com.vaadin.portlet;resolution:=optional;version="[7.0.0,9.0.0)"),javax.portlet.filter;resolution:=optional;version="[2.0,3)"),javax.validation.constraints;resolution:=optional;version="[1.0.0.GA,1.0.0.GA),javax.validation.metadata;resolution:=optional;version="[1.0.0.GA",org.atmosphere.cache;resolution:=optional;version="2.4.30.vaadin1",org.atmosphere.client;resolution:=optional;version="2.4.30.vaadin1",org.atmosphere.cpr;resolution:=optional;version="2.4.30.vaadin1",org.atmosphere.handler;resolution:=optional;version="2.4.30.vaadin1",org.atmosphere.util;resolution:=optional;version="2.4.30.vaadin1",com.vaadin.osgi.resources;version="[8.7.1,8.7.1]",com.vaadin.shared;version="[8.7.1,8.7.1]",com.vaadin.shared.communication;version="[8.7.1,8.7.1]",com.vaadin.shared.customcomponent;version="[8.7.1,8.7.1]",com.vaadin.shared.data;version="[8.7.1,8.7.1]",com.vaadin.shared.data.selection;version="[8.7.1,8.7.1]",com.vaadin.shared.data.sort;version="[8.7.1,8.7.1]",com.vaadin.shared.extension.abstractlisting;version="[8.7.1,8.7.1]",com.vaadin.shared.extension.datacommunicator;version="[8.7.1,8.7.1]",com.vaadin.shared.extension.filedownloadmanager;version="[8.7.1,8.7.1]",com.vaadin.shared.extension.jsfcomponent;version="[8.7.1,8.7.1]",com.vaadin.shared.ui;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.absolutelayout;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.abstractmultiselect;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.accordion;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.browserframe;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.button;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.checkbox;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.colorpicker;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.combobox;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.composite;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.csslayout;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.customfield;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.customlayout;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.datefield;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.dd;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.dnd;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.i.dnd.criteria;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.draganddropwrapper;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.embedded;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.flash;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.grid;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.grid.editor;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.grid.renderers;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.gridlayout;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.image;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.label;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.link;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.listselect;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.loginform;version="[8.7.1,8.7.1]",com.vaadin.shared.ui.menubar;version="[8.7.1,8.7.1]",com.vaadin.s
1.1096 kryo 4.0.2

1.1097 javapackages-filesystem 5.3.0-
1.module_el8.0.0+11+5b8c10bd

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1.1098 jetty-client 9.4.20.v20190813

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

------

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with
classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

------

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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 */

/*
 * This code generating template and the associated C runtime was produced by:
 * Jim Idle jimi@hereisanatidle|dotgoeshere\ws.
 * If it causes the destruction of the Universe, it will be pretty cool so long as
 * I am in a different one at the time.
 */

group C implements ANTLRCore;

cTypeInitMap ::= [
   "int"    : "0",   // Integers start out being 0
   "long"   : "0",   // Longs start out being 0
   "float"  : "0.0",  // Floats start out being 0
   "double" : "0.0",  // Doubles start out being 0
   "ANTLR3_BOOLEAN" : "ANTLR3_FALSE",  // Booleans start out being Antlr C for false
]
"byte"  : "0", // Bytes start out being 0
"short" : "0", // Shorts start out being 0
"char"  : "0", // Chars start out being 0
default : "NULL" // Anything other than an atomic type (above) is a NULL (probably NULL pointer).
]

leadIn(type) ::= <<
/** 
 * This <type> file was generated by $ANTLR version <ANTLRVersion>
 *
 * - From the grammar source file : <fileName>
 * - On : <generatedTimestamp>
 *
 * Editing it, at least manually, is not wise.
 *
 * C language generator and runtime by Jim Idle, jim|hereisanat|idle|dotgoeshere|ws.
 *
>>

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 */

outputFile( LEXER,
    PARSER,
    TREE_PARSER,
    actionScope,
    actions,
    docComment,
    recognizer,
    name,
    tokens,
    tokenNames,
    rules,
    cyclicDFAs,
    bitsets,
    buildTemplate,
    buildAST,
rewriteMode,
profile,
backtracking,
synpreds,
memoize,
numRules,
fileName,
ANTLRVersion,
generatedTimestamp,
trace,
scopes,
superClass,
literals
) ::= <<
<leadIn("C source")>
/*
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// THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

<if(actions.(actionScope).header)>
/* This is what the grammar programmer asked us to put at the top of every file. */
<actions.(actionScope).header>
/* End of Header action. */
<endif>

/* Include the ANTLR3 generated header file. */
#include    "<name>.h"
<actions.(actionScope).postinclude>
/* ----------------------------------------- */
<docComment>

<if(literals)>
/** String literals used by <name> that we must do things like MATCHS() with.
* C will normally just lay down 8 bit characters, and you can use L"xxx" to
* get wchar_t, but wchar_t is 16 bits on Windows, which is not UTF32 and so
* we perform this little trick of defining the literals as arrays of UINT32
* and passing in the address of these.
*/
<literals:{static ANTLR3_UCHAR	lit_<i>[]  = <it>;}; separator="\n"> 

</if(literals)>

/* MACROS that hide the C interface implementations from the
* generated code, which makes it a little more understandable to the human eye.
* I am very much against using C pre-processor macros for function calls and bits
* of code as you cannot see what is happening when single stepping in debuggers
* and so on. The exception (in my book at least) is for generated code, where you are
* not maintaining it, but may wish to read and understand it. If you single step it, you know that input()
* hides some indirect calls, but is always referring to the input stream. This is
* probably more readable than ctx->input->istream->input(snarfle0->blarg) and allows me to rejig
* the runtime interfaces without changing the generated code too often, without
* confusing the reader of the generated output, who may not wish to know the gory
* details of the interface inheritance.
*/
#define		CTX	ctx

/* Aids in accessing scopes for grammar programmers */
/*
#define SCOPE_TYPE(scope)   p<name>_##scope##_SCOPE
#define SCOPE_STACK(scope)  p<name>_##scope##Stack
#define SCOPE_TOP(scope)    ctx->p<name>_##scope##Top
#define SCOPE_SIZE(scope)   ctx->p<name>_##scope##Stack_limit
#define SCOPE_INSTANCE(scope, i)(ctx->SCOPE_STACK(scope)->get(ctx->SCOPE_STACK(scope),i))

<if(LEXER)>

/* Macros for accessing things in a lexer */
#undef  LEXER
#undef  RECOGNIZER
#undef  RULEMEMO
#undef  GETCHARINDEX
#undef  GETLINE
#undef  GETCHARPOSITIONINLINE
#undef  EMIT
#undef  EMITNEW
#undef  MATCHC
#undef  MATCHS
#undef  MATCHRANGE
#undef  LTOKEN
#undef  HASFAILED
#undef  FAILEDFLAG
#undef  INPUT
#undef  STRSTREAM
#undef  LA
#undef  HASEXCEPTION
#undef  EXCEPTION
#undef  CONSTRUCTEX
#undef  CONSUME
#undef  LRECOVER
#undef  MARK
#undef  REWIND
#undef  REWINDLAST
#undef  BACKTRACKING
#undef MATCHANY
#undef MEMOIZE
#undef HAVEPARSERULE
#undef GETTEXT
#undef INDEX
#undef SEEK
#undef PUSHSTREAM
#undef POPSTREAM
*/
#define LEXERctx->pLexer
#define RECOGNIZER LEXER->rec
#define LEXSTATERECOGNIZER->state
#define TOKSOURCELEXSTATE->tokSource
#define GETCHARINDEX() LEXER->getCharIndex(LEXER)
#define GETLINE() LEXER->getLine(LEXER)
#define GETTEXT() LEXER->getText(LEXER)
#define GETCHARPOSITIONINLINE() LEXER->getCharPositionInLine(LEXER)
#define EMIT(t) LEXSTATE->type = _type; LEXER->emit(LEXER)
#define EMITNEW(t) LEXER->emitNew(LEXER, t)
#define MATCHC(c) LEXER->matchc(LEXER, c)
#define MATCHS(s) LEXER->matches(LEXER, s)
#define MATCHRANGE(c1, c2) LEXER->matchRange(LEXER, c1, c2)
#define MATCHANY() LEXER->matchAny(LEXER)
#define LTOKEN LEXSTATE->token
#define HASFAILED() (LEXSTATE->failed == ANTLR3_TRUE)
#define BACKTRACKINGLEXSTATE->backtracking
#define FAILEDFLAGLEXSTATE->failed
#define INPUTLEXER->input
#define STRSTREAM LEXER->input
#define INDEX() ISTREAM->index(ISTREAM)
#define SEEK(n) ISTREAM->seek(ISTREAM, n)
#define EOF_TOKEN &LEXSTATE->tokSource->eofToken
#define HASEXCEPTION() (LEXSTATE->error == ANTLR3_TRUE)
#define CONSTRUCTEX() RECOGNIZER->exConstruct(RECOGNIZER)
#define LRECOVER() LEXER->recover(LEXER)
#define MARK() ISTREAM->mark(ISTREAM)
#define REWIND(m) ISTREAM->rewind(ISTREAM, m)
#define REWINDLAST() ISTREAM->rewindLast(ISTREAM)
#define MEMOIZE(ri, si) RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define HAVEPAREDRULE(r) RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define PUSHSTREAM(str) LEXER->pushCharStream(LEXER, str)
#define POPSTREAM() LEXER->popCharStream(LEXER)
#define SETTEXT(str) LEXSTATE->text = str
#define SKIP() LEXSTATE->token = &(TOKSOURCE->skipToken)
#define USER1 LEXSTATE->user1
#define USER2 LEXSTATE->user2
#define USER3 LEXSTATE->user3
#define CUSTOM LEXSTATE->custom
#define RULEMEMO LEXSTATE->ruleMemo
#define DBGRECOGNIZER->debugger

/* If we have been told we can rely on the standard 8 bit or 16 bit input */
* stream, then we can define our macros to use the direct pointers
* in the input object, which is much faster than indirect calls. This
* is really only significant to lexers with a lot of fragment rules (which
* do not place LA(1) in a temporary at the moment) and even then
* only if there is a lot of input (order of say 1M or so).
*/
#if defined(ANTLR3_INLINE_INPUT_ASCII) || defined(ANTLR3_INLINE_INPUT_UTF16)

#endif

/* 8 bit "ASCII" (actually any 8 bit character set) */

#define NEXTCHAR((pANTLR3_UINT8)(INPUT->nextChar))
#define DATAP((pANTLR3_UINT8)(INPUT->data))

#else

#define NEXTCHAR((pANTLR3_UINT16)(INPUT->nextChar))
#define DATAP((pANTLR3_UINT16)(INPUT->data))

#endif

#define LA(n) ((NEXTCHAR + n) > (DATAP + INPUT->sizeBuf) ? ANTLR3_CHARSTREAM_EOF :
(ANTLR3_UCHAR)(* (NEXTCHAR + n - 1)))
#define CONSUME(){
     if(NEXTCHAR < (DATAP + INPUT->sizeBuf)) {
         INPUT->charPositionInLine++;
         if((ANTLR3_UCHAR)(*NEXTCHAR) == INPUT->newlineChar) {
             INPUT->line++;
             INPUT->charPositionInLine = 0;
             INPUT->currentLine = (void *)(NEXTCHAR + 1);
         }
         INPUT->nextChar = (void *)(NEXTCHAR + 1);
     }
}

#else

// Pick up the input character by calling the input stream implementation.
//
#define CONSUME()INPUT->istream->consume(INPUT->istream)
#define LA(n)INPUT->istream->_LA(INPUT->istream, n)

#endif
<if(PARSER)>

/* Macros for accessing things in the parser */

#undef PARSER
#undef RECOGNIZER
#undef HAVEPARSEDRULE
#undef MEMOIZE
#undef INPUT
#undef STRSTREAM
#undef HASEXCEPTION
#undef EXCEPTION
#undef MATCHT
#undef MATCHANYT
#undef FOLLOWSTACK
#undef FOLLOWPUSH
#undef FOLLOWPOP
#undef PRECOVER
#undef PREREPORTERROR
#undef LA
#undef LT
#undef CONSTRUCTEX
#undef CONSUME
#undef MARK
#undef REWIND
#undef REWINDLAST
#undef PERRORRECOVERY
#undef HASFAILED
#undef FAILEDFLAG
#undef RECOVERFROMMISMATCHEDSET
#undef RECOVERFROMMISMATCHDELEMENT
#undef INDEX
#undef ADAPTOR
#undef SEEK
#undef RULEMEMO
#undef DBG

#define PARSERctx->pParser
#define RECOGNIZERPARSER->rec
#define PSRSTATERECOGNIZER->state
#define HAVEPARSEDRULE(RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define MEMOIZE(RECOGNIZER->memoize(RECOGNIZER, ri, si)
#define INPUTPARSER->tstream
#define STRSTREAMINPUT
#define ISTREAMINPUT->istream
#define INDEX(ISTREAM->index(INPUT->istream)
#define HASEXCEPTION(PSRSTATE->error == ANTLR3_TRUE)
#define EXCEPTION PSRSTATE->exception
#define MATCHT(t, fs) RECOGNIZER->match(RECOGNIZER, t, fs)
#define MATCHANYT() RECOGNIZER->matchAny(RECOGNIZER)
#define FOLLOWSTACK PSRSTATE->following
#define FOLLOWPUSH(x) FOLLOWSTACK->push(FOLLOWSTACK, ((void *)&(x)), NULL)
#define FOLLOWPOP() FOLLOWSTACK->pop(FOLLOWSTACK)
#define PRECOVER() RECOGNIZER->recover(RECOGNIZER)
#define PREPORTERROR() RECOGNIZER->reportError(RECOGNIZER)
#define LA(n) INPUT->istream->_LA(ISTREAM, n)
#define LT(n) INPUT->_LT(INPUT, n)
#define CONSTRUCTEX() RECOGNIZER->exConstruct(RECOGNIZER)
#define CONSUME() ISTREAM->consume(ISTREAM)
#define MARK() ISTREAM->mark(ISTREAM)
#define REWIND(m) ISTREAM->rewind(ISTREAM, m)
#define REWINDLAST() ISTREAM->rewindLast(ISTREAM)
#define SEEK(n) ISTREAM->seek(ISTREAM, n)
#define CONSTRUCTEX() RECOGNIZER->exConstruct(RECOGNIZER)
#define CONSUME() ISTREAM->consume(ISTREAM)
#define MARK() ISTREAM->mark(ISTREAM)
#define REWIND(m) ISTREAM->rewind(ISTREAM, m)
#define REWINDLAST() ISTREAM->rewindLast(ISTREAM)
#define SEEK(n) ISTREAM->seek(ISTREAM, n)
#define PERRORRECOVERY PSRSTATE->errorRecovery
#define FAILEDFLAG PSRSTATE->failed
#define HASFAILED() (FAILEDFLAG == ANTLR3_TRUE)
#define BACKTRACKING PSRSTATE->backtracking
#define RECOVERFROMMISMATCHEDSET(s) RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER, s)
#define RECOVERFROMMISMATCHDELEMENT(e) RECOGNIZER->recoverFromMismatchedElement(RECOGNIZER, e)
#define ADAPTOR ctx->adaptor
#define RULEMEMO PSRSTATE->ruleMemo
#define DBG RECOGNIZER->debugger

<if(TREE_PARSER)>
/* Macros for accessing things in the parser */

#undef PARSER
#undef RECOGNIZER
#undef HAVEPARSERULE
#undef INPUT
#undef STRSTREAM
#undef HASEXCEPTION
#undef EXCEPTION
#undef MATCHT
#undef MATCHANYT
#undef FOLLOWSTACK
#undef FOLLOWPUSH
#undef FOLLOWPOP
#undef PRECOVER
#undef PREPORTERROR

</if>
#undef LA
#undef LT
#undef CONSTRUCTEX
#undef CONSUME
#undef MARK
#undef REWIND
#undef REWINDLAST
#undef PERRORRECOVERY
#undef HASFAILED
#undef FAILEDFLAG
#undef RECOVERFROMMISMATCHEDSET
#undef RECOVERFROMMISMATCHEDELEMENT
#undef BACKTRACKING
#undef ADAPTOR
#undef RULEMEMO
#undefSEEK
#undefINDEX
#undefDBG

#define PARSER(ctx->pTreeParser
#define RECOGNIZERPARSER->rec
#definePSRSTATE->RECOGNIZER->state
#define HAVEPARSRDREU(r)RECOGNIZER->alreadyParsedRule(RECOGNIZER, r)
#define INPUTPARSER->ctnstream
#defineISTREAMINPUT->tnstream->istream
#define STRSTREAMINPUT->tnstream
#define HASEXCEPTION(PSRSTATE->error == ANTLR3_TRUE)
#define EXCEPTIONPSRSTATE->exception
#define MATCH(t, fs)RECOGNIZER->match(RECOGNIZER, t, fs)
#define MATCHANYT(RECOGNIZER->matchAny(RECOGNIZER)
#define FOLLOWSTACK PSRSTATE->following
#define FOLLOWPUSH(x)FOLLOWSTACK->push(FOLLOWSTACK, ((void *)&(x)), NULL)
#define FOLLOWPOP()FOLLOWSTACK->pop(FOLLOWSTACK)
#define PRECOVER()RECOGNIZER->recover(RECOGNIZER)
#define PREPORTERROR()RECOGNIZER->reportError(RECOGNIZER)
#define LA(n)ISTREAM->_La(ISTREAM, n)
#define LT(n)INPUT->tnstream->_LT(INPUT->tnstream, n)
#define CONSTRUCTEX(RECOGNIZER->exConstruct(RECOGNIZER)
#define CONSUME()ISTREAM->consume(ISTREAM)
#define MARK()ISTREAM->mark(ISTREAM)
#define REWIND(m)ISTREAM->rewind(ISTREAM, m)
#define REWINDLAST()ISTREAM->rewindLast(ISTREAM)
#define PERRORRECOVERYPSRSTATE->errorRecovery
#define FAILEDFLAGPSRSTATE->failed
#define HASFAILED(FAILEDFLAG == ANTLR3_TRUE)
#define BACKTRACKINGPSRSTATE->backtracking
#define RECOVERFROMMISMATCHEDSET(s)RECOGNIZER->recoverFromMismatchedSet(RECOGNIZER, s)
#define RECOVERFROMMISMADELEMENT(e) RECOGNIZER->recoverFromMismatedElement(RECOGNIZER, s)
#define ADAPTOR INPUT->adaptor
#define RULEMEMOPSRSTATE->ruleMemo
#define SEEK(n) ISTREAM->seek(ISTREAM, n)
#define INDEX() ISTREAM->index(ISTREAM)
#define DBGRECOGNIZER->debugger

# define TOKTEXT(tok, txt) tok, (pANTLR3_UINT8) txt

/* The 4 tokens defined below may well clash with your own # defines or token types. If so
* then for the present you must use different names for your defines as these are hard coded
* in the code generator. It would be better not to use such names internally, and maybe
* we can change this in a forthcoming release. I deliberately do not # undef these
* here as this will at least give you a redefined error somewhere if they clash.
*/
#define UP ANTLR3_TOKEN_UP
#define DOWN ANTLR3_TOKEN_DOWN
#define EOR ANTLR3_TOKEN_EOR
#define INVALID ANTLR3_TOKEN_INVALID

/* =============================================================================
* Functions to create and destroy scopes. First come the rule scopes, followed
* by the global declared scopes.
*/
<rules: { r | <if(r.ruleDescriptor.ruleScope)>
   <ruleAttributeScopeFuncDecl (scope=r.ruleDescriptor.ruleScope)>
   <ruleAttributeScopeFuncs (scope=r.ruleDescriptor.ruleScope)>
   <endif> }>

<recognizer.scopes: { <if(it.isDynamicGlobalScope)>
   <globalAttributeScopeFuncDecl (scope=it)>
   <globalAttributeScopeFuncs (scope=it)>
   <endif> }>

/* ============================================================================= */

/* Start of recognizer */

<recognizer>
/* End of code */

>>> headerFileExtension() ::= ".h"

headerFile( LEXER,
    PARSER,
    TREE_PARSER,
    actionScope,
    actions,
    docComment,
    recognizer,
    name,
    tokens,
    tokenNames,
    rules,
    cyclicDFAs,
    bitsets,
    buildTemplate,
    buildAST,
    rewriteMode,
    profile,
    backtracking,
    synpreds,
    memoize,
    numRules,
    fileName,
    ANTLRVersion,
    generatedTimestamp,
    trace,
    scopes,
    superClass,
    literals
    ) ::= <<
    <leadIn("C header")>
    <if(PARSER)>
    * The parser <mainName()>
    <endif>
    <if(LEXER)>
    * The lexer <mainName()>
    <endif>
    <if(TREE_PARSER)>
    * The tree parser <mainName()>
    <endif>
    has the callable functions (rules) shown below,
which will invoke the code for the associated rule in the source grammar
assuming that the input stream is pointing to a token/text stream that could begin
this rule.

For instance if you call the first (topmost) rule in a parser grammar, you will
get the results of a full parse, but calling a rule half way through the grammar will
allow you to pass part of a full token stream to the parser, such as for syntax checking
in editors and so on.

The parser entry points are called indirectly (by function pointer to function) via
a parser context typedef p<name>, which is returned from a call to <name>New().

As this is a generated lexer, it is unlikely you will call it 'manually'. However
the methods are provided anyway.

The methods in p<name> are as follows:

* The return type for any particular rule is of course determined by the source
  grammar file.

/*
 * [The "BSD licence"]
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 * http://www.temporal-wave.com
 * http://www.linkedin.com/in/jimidle
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// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
// THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

#ifndef _<name>_H
#define _<name>_H

/* =======================================================================
 * Standard antlr3 C runtime definitions
 */
#include "antlr3.h"

/* End of standard antlr 3 runtime definitions
 */
#include "antlr3.h"

#ifdef __cplusplus
extern "C" {
#endif
// Forward declare the context typedef so that we can use it before it is
// properly defined. Delegators and delegates (from import statements) are
// interdependent and their context structures contain pointers to each other
// C only allows such things to be declared if you pre-declare the typedef.
// typedef struct <name>._Ctx_struct <name>, * p<name>;

#include "antlr3.h"

#ifdef __cplusplus
}
#endif

#ifndef _ANTLR3_WINDOWS

// Disable: Unreferenced parameter- Rules with parameters that are not used
// constant conditional- ANTLR realizes that a prediction is always true (synpred usually)
// initialized but unused variable- tree rewrite variables declared but not needed
// Unreferenced local variable- lexer rule declares but does not always use _type
// potentially unitialized variable used- retval always returned from a rule
//unreferenced local function has been removed- susually getTokenNames or freeScope, they can go without

</actions.(actionScope).header>

#ifndefANTLR3_WINDOWS

#if defineANTLR3 WINDOWS
</actions.(actionScope).header>
// These are only really displayed at warning level /W4 but that is the code ideal I am aiming at
// and the codegen must generate some of these warnings by necessity, apart from 4100, which is
// usually generated when a parser rule is given a parameter that it does not use. Mostly though
// this is a matter of orthogonality hence I disable that one.

#pragma warning( disable : 4100 )
#pragma warning( disable : 4101 )
#pragma warning( disable : 4127 )
#pragma warning( disable : 4189 )
#pragma warning( disable : 4505 )
#pragma warning( disable : 4701 )
#endif
<if(backtracking)>

/** Context tracking structure for <mainName()> */
struct <name>_Ctx_struct
{
   /** Built in ANTLR3 context tracker contains all the generic elements
    * required for context tracking.
    */
   <if(PARSER)>
      pANTLR3_PARSER pParser;
   <endif>
   <if(LEXER)>
      pANTLR3_LEXER pLexer;
   <endif>
   <if(TREE_PARSER)>
      pANTLR3_TREE_PARSER pTreeParser;
   <endif>

"
<if(recognizer.grammar.delegates)>
<recognizer.grammar.delegates:
    { glp<g.recognizerName><g:delegateName()>:; } separator="\n"
<endif>
<if(recognizer.grammar.delegators)>
<recognizer.grammar.delegators:
    { glp<g.recognizerName><g:delegateName()>:; } separator="\n"
<endif>
<scopes:{<if(it.isDynamicGlobalScope)>
globalAttributeScopeDef(scope=it)
<endif}>]: separator="\n"
<rules: {r |<if(r.ruleDescriptor.ruleScope)>
ruleAttributeScopeDef(scope=r.ruleDescriptor.ruleScope)
<endif}> }

<if(!LEXER)>
<rules:{r | <headerReturnType(ruleDescriptor=r.ruleDescriptor)> (*<r.ruleDescriptor.name>) (struct <name>_Ctx_struct * ctx<if(r.ruleDescriptor.parameterScope)>,
<endif><r.ruleDescriptor.parameterScope:parameterScope(scope=it)>);}; separator="\n";>
<endif>
<if(!LEXER)>
<rules:{r | <headerReturnType(ruleDescriptor=r.ruleDescriptor)> (*<r.ruleDescriptor.name>)(struct <name>_Ctx_struct * ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope(scope=it)>);}; separator="\n";>
<endif>
<if(!LEXER)>
<headers:{headerReturnType(ruleDescriptor=r.ruleDescriptor)> (*<r.ruleDescriptor.name>)(struct <name>_Ctx_struct * ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope(scope=it)>);}; separator="\n";>
<endif>

const char * (*getGrammarFileName)();
void (*free) (struct <name>_Ctx_struct * ctx);
@end

actions.(actionScope).context

};

// Function prototypes for the constructor functions that external translation units
// such as delegators and delegates may wish to call.
//
ANTLR3_API p<name> <name>New (<inputType()> instream<recognizer.grammar.delegators:[g],
p<g.recognizerName><g:delegateName()>>);
ANTLR3_API p<name> <name>NewSSD (<inputType()> instream,
pANTLR3_RECOGNIZER_SHARED_STATE state<recognizer.grammar.delegators:[g], p<g.recognizerName><g:delegateName()>>);
extern pANTLR3_UINT8 recognizer.grammar.composite.rootGrammar.recognizerName.TokenNames[];

/** Symbolic definitions of all the tokens that the <grammarType()> will work with. */
{
    * Antlr will define EOF, but we can't use that as it is too common in
    * in C header files and that would be confusing. There is no way to filter this out at the moment
    * so we just undef it here for now. That isn't the value we get back from C recognizers
    * anyway. We are looking for ANTLR3_TOKEN_EOF.
    */
#ifdef EOF
#define EOF ANTLR3_TOKEN_EOF
#endif
#ifndef TOKENSOURCE
#define TOKENSOURCE(lxr) lxr->pLexer->rec->state->tokSource
#endif

/* End of token definitions for <name> */

/* END - Note:Keep extra line feed to satisfy UNIX systems */

inputType() ::=<<
    <if(LEXER)>
pANTLR3_INPUT_STREAM
    <endif>
>>
grammarType() ::= <<
  <if(PARSER)>
  parser
  <endif>
  <if(LEXER)>
  lexer
  <endif>
  <if(TREE_PARSER)>
  tree parser
  <endif>
>>

mainName() ::= <<
  <if(PARSER)>
  <name>
  <endif>
  <if(LEXER)>
  <name>
  <endif>
  <if(TREE_PARSER)>
  <name>
  <endif>
>>

headerReturnScope(ruleDescriptor) ::= "<returnScope(...)>"

headerReturnType(ruleDescriptor) ::= <<
  <if(LEXER)>
  <if(!r.ruleDescriptor.isSynPred)>
  void
  <else>
  <ruleDescriptor:returnType>()
  <endif>
  <else>
  <ruleDescriptor:returnType>()
  <endif>
>>

// Produce the lexer output
//
lexer( grammar, 
  name, 
  tokens, 
  scopes, 
  rules, 
  numRules, 
  labelType="pANTLR3_COMMON_TOKEN", 
  filterMode, 
  superClass) ::= <<

<if(filterMode)>
/* Forward declare implementation function for ANTLR3_TOKEN_SOURCE interface when
* this is a filter mode lexer.
*/
static pANTLR3_COMMON_TOKEN <name>NextToken   (pANTLR3_TOKEN_SOURCE toksource);

/* Override the normal MEMOIZE and HAVEALREADYPARSED macros as this is a filtering
* lexer. In filter mode, the memoizing and backtracking are gated at BACKTRACKING > 1 rather
* than just BACKTRACKING. In some cases this might generate code akin to:
* if (BACKTRACKING) if (BACKTRACKING > 1) memoize.
* However, I assume that the C compilers/optimizers are smart enough to work this one out
* these days - Jim
*/
#undef MEMOIZE
#define MEMOIZE(ri,si)			if (BACKTRACKING>1) { RECOGNIZER->memoize(RECOGNIZER, ri, si) }
#undef HAVEPARSEDRULE
#define HAVEPARSEDRULE(r)		if (BACKTRACKING>1) { RECOGNIZER->alreadyParsedRule(RECOGNIZER, r) }
<endif>

/* Forward declare the locally static matching functions we have generated and any predicate functions.
*/
<rules:{r | static ANTLR3_INLINE <headerReturnType(ruleDescriptor=r.ruleDescriptor)>
<if(!r.ruleDescriptor.isSynPred)>m<endif><r.ruleDescriptor.name>    (p<name>
ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope(scope=it)>);};
separator="\n";>
static void	<name>Free(p<name> ctx);

/* ===================================================================
* Lexer matching rules end.
* ===================================================================
*/
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}> 

<actions.lexer.members>

static void

Free (p<name> ctx)
{
    if(memoize)
    if(RULEMEMO != NULL)
    {
        RULEMEMO->free(RULEMEMO);
        RULEMEMO = NULL;
    }
    <endif>
    <if(grammar.directDelegates)>
    // Free the lexers that we delegated to
    // functions to. NULL the state so we only free it once.
    //
    <grammar.directDelegates:
        {g|ctx-><g:delegateName()>->pLexer->rec->state = NULL;
         ctx-><g:delegateName()>->free(ctx-><g:delegateName()>);} separator="\n">
    <endif>
    LEXER->free(LEXER);

    ANTLR3_FREE(ctx);
}

/** \brief Name of the grammar file that generated this code */
static const char fileName[] = "<fileName>";

/** \brief Return the name of the grammar file that generated this code. */
static const char * getGrammarFileName()
{
    return fileName;
}

<if(filterMode)>
    <filteringNextToken()>
<endif>

/** \brief Create a new lexer called <name>
 * \param[in] instream Pointer to an initialized input stream
 * \return
 *    - Success p<name> initialized for the lex start
 *    - Fail NULL
 */
ANTLR3_API p<name> <name>New (<inputType()> instream<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
    // See if we can create a new lexer with the standard constructor
return <name> NewSSD(instream, NULL<grammar.delegators:{g|, <g:delegateName()>}>);
}

/** 
* Create a new lexer called <name>
*
* \param[in]    instream Pointer to an initialized input stream
* \param[state] state Previously created shared recognizer stat
* return
*   - Success p<name> initialized for the lex start
*   - Fail NULL
*/
ANTLR3_API p<name> <name> NewSSD
(pANTLR3_INPUT_STREAM instream, pANTLR3_RECOGNIZER_SHARED_STATE
state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
    p<name> ctx; // Context structure we will build and return
    ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));
    if (ctx == NULL)
        // Failed to allocate memory for lexer context
        return NULL;

    /* -------------------------------------------------------------------
    * Memory for basic structure is allocated, now to fill in
    * in base ANTLR3 structures. We initialize the function pointers
    * for the standard ANTLR3 lexer function set, but upon return
    * from here, the programmer may set the pointers to provide custom
    * implementations of each function.
    * We don't use the macros defined in <name>.h here so you can get a sense
    * of what goes where.
    */

    /* Create a base lexer, using the supplied input stream */
    ctx->pLexer = antlr3LexerNewStream(ANTLR3_SIZE_HINT, instream, state);

    /* Check that we allocated the memory correctly */
    if(ctx->pLexer == NULL)
        { 
            ANTLR3_FREE(ctx);
            return NULL;
        }
ctx->pLexer->rec->ruleMemo  = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */

// Create a LIST for recording rule memos.
//
/** Install the implementation of our <name> interface */
<rules:{r | <if(!r.ruleDescriptor.isSynPred)>ctx->m<r.ruleDescriptor.name> = m<r.ruleDescriptor.name>; <endif>}; separator="\n";>

/** When the nextToken() call is made to this lexer's pANTLR3_TOKEN_SOURCE */
/* it will call mTokens() in this generated code, and will pass it the ctx */
/* pointer of this lexer, not the context of the base lexer, so store that now. */
ctx->pLexer->ctx = ctx;

/** Install the token matching function */
ctx->pLexer->mTokens = (void (*) (void *)) (mTokens);

cctx->getGrammarFileName = getGrammarFileName;
cctx->free = <name>Free;

<if(grammar.directDelegates)>

// Initialize the lexers that we are going to delegate some
// functions to.
//
<grammar.directDelegates:
   {g|ctx-><g:delegateName()> = <g.recognizerName> NewSSD(instream, ctx->pLexer->rec->state, ctx<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
<endif>

<if(grammar.delegators)>

// Install the pointers back to lexers that will delegate us to perform certain functions
// for them.
//
<grammar.delegators:
   {g|ctx-><g:delegateName()> = <g:delegateName>();}; separator="\n"}
<endif>

<if(filterMode)>

/* We have filter mode turned on, so install the filtering nextToken function */
ctx->pLexer->rec->state->tokSource->nextToken = <name>NextToken;
<endif>

<actions.lexer.apifuncs>
/* Return the newly built lexer to the caller */
return ctx;
}
<if(cyclicDFAs>}

/* ============================================================== */
* DFA tables for the lexer
/* */
<cyclicDFAs:cyclicDFA> <! dump tables for all DFA !>
/* ============================================================== */
* End of DFA tables for the lexer
/* */
<endif>

/* ============================================================== */
* Functions to match the lexer grammar defined tokens from the input stream
/* */

<rules; separator="\n\n">

/* ============================================================== */
* Lexer matching rules end.
/* ============================================================== */
<if(synpreds>}

/* ============================================================== */
* Lexer syntactic predicates
/* */
<synpreds:{p | <lexerSynpred(predname=p)>>}
/* ============================================================== */
* Lexer syntactic predicates end.
/* ============================================================== */
<endif>

/* End of Lexer code */
/* ============================================================== */
* ============================================================== */
*/
>>

filteringNextToken() ::= <<
/** An override of the lexer's nextToken() method that backtracks over mTokens() looking
* for matches in lexer filterMode. No error can be generated upon error; just rewind, consume

---
static pANTLR3_COMMON_TOKEN
<name>NextToken(pANTLR3_TOKEN_SOURCE toksource)
{
    pANTLR3_LEXER   lexer;
    pANTLR3_RECOGNIZER_SHARED_STATE state;

    lexer   = (pANTLR3_LEXER)(toksource->super);
    state   = lexer->rec->state;

    /* Get rid of any previous token (token factory takes care of
     * any deallocation when this token is finally used up.
     */
    state->token    = NULL;
    state->error    = ANTLR3_FALSE;  /* Start out without an exception*/
    state->failed   = ANTLR3_FALSE;

    /* Record the start of the token in our input stream.
     */
    state->tokenStartCharIndex	 = lexer->input->istream->index(lexer->input->istream);
    state->tokenStartCharPositionInLine = lexer->input->getCharPositionInLine(lexer->input);
    state->tokenStartLine	 = lexer->input->getLine(lexer->input);
    state->text	 = NULL;

    /* Now call the matching rules and see if we can generate a new token
     */
    for(;;)
    {
        if  (lexer->input->istream->_LA(lexer->input->istream, 1) == ANTLR3_CHARSTREAM_EOF)
        {
            /* Reached the end of the stream, nothing more to do.
             */
            pANTLR3_COMMON_TOKEN teof = &(toksource->eofToken);
            teof->setStartIndex (teof, lexer->getCharIndex(lexer));
            teof->setStopIndex  (teof, lexer->getCharIndex(lexer));
            teof->setLine(teof, lexer->getLine(lexer));
            return  teof;
        }

        state->token= NULL;
        state->error= ANTLR3_FALSE;  /* Start out without an exception*/
        m;
    }
}
m = lexer->input->istream->mark(lexer->input->istream);
state->backtracking = 1; /* No exceptions */
state->failed = ANTLR3_FALSE;

/* Call the generated lexer, see if it can get a new token together. */
lexer->mTokens(lexer->ctx);
state->backtracking = 0;

/* Call the generated lexer, see if it can get a new token together. */
lexer->mTokens(lexer->ctx);
state->backtracking = 0;

if (state->failed == ANTLR3_TRUE)
{
lexer->input->istream->rewind(lexer->input->istream, m);
lexer->input->istream->consume(lexer->input->istream); /* advance one char and try again */
}
else
{
lexer->emit(lexer); /* Assemble the token and emit it to the stream */
return state->token;
}

actionGate() ::= "BACKTRACKING==0"
filteringActionGate() ::= "BACKTRACKING==1"

/** How to generate a parser */
genericParser( grammar,
name,
    scopes,
    tokens,
    tokenNames,
    rules,
    numRules,
    bitsets,
    inputStreamType,
    superClass,
    ASTLabelType="pANTLR3_BASE_TREE",
    labelType,
    members,
    rewriteElementType, filterMode
) ::= <<

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/** 
 * brief Table of all token names in symbolic order, mainly used for 
 * error reporting.
 */

pANTLR3_UINT8 TokenNames[length(tokenNames)+4] = {
    (pANTLR3_UINT8) "\<invalid>" ,  /* String to print to indicate an invalid token */
    (pANTLR3_UINT8) "\<EOR>",
    (pANTLR3_UINT8) "\<DOWN>",
    (pANTLR3_UINT8) "\<UP>" ,
    <tokenNames:{(pANTLR3_UINT8) <it>}; separator=","n" >
};

// Forward declare the locally static matching functions we have generated.
//
// <rules:{r | static <headerReturnType(ruleDescriptor=r.ruleDescriptor)> <r.ruleDescriptor.name> (p<name> ctx<if(r.ruleDescriptor.parameterScope)>, <endif><r.ruleDescriptor.parameterScope:parameterScope(scope=it)>);}; separator="n"> static void <name>Free(p<name> ctx);
<if(!LEXER)<! generate rule/method definitions for imported rules so they
appear to be defined in this recognizer. !>
<if(recognizer.grammar.delegatedRules) // Delegated rules
<recognizer.grammar.delegatedRules:{ruleDescriptor|static <headerReturnType(ruleDescriptor)> <ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope) parameterScope(scope=it)>);}; separator="n"> static void <name>Free(p<name> ctx);
<if(!LEXER) /* For use in tree output where we are accumulating rule labels via label += ruleRef 
* we need a function that knows how to free a return scope when the list is destroyed.
* We cannot just use ANTLR3_FREE because in debug tracking mode, this is a macro.
*/
static void ANTLR3_CDECL freeScope(void * scope)
{ 
    ANTLR3_FREE(scope);
}
/** rief Name of the grammar file that generated this code
 */
static const char fileName[] = "<fileName>";

/** rief Return the name of the grammar file that generated this code.
 */
static const char * getGrammarFileName()
{
    return fileName;
}

/** rief Create a new <name> parser and return a context for it.
 * 
 * @param[in] instream Pointer to an input stream interface.
 * 
 * @return Pointer to new parser context upon success.
 */
ANTLR3_API p<name> <name>New (<inputStreamType> instream, pANTLR3_RECOGNIZER_SHARED_STATE state<grammar.delegators:{g|, p<g.recognizerName> <g:delegateName()>}>)
{
    p<name> ctx; /* Context structure we will build and return */

    ctx = (p<name>) ANTLR3_CALLOC(1, sizeof(<name>));

    if(ctx == NULL)
    {
        // Failed to allocate memory for parser context
        return NULL;
    }
}
/* Memory for basic structure is allocated, now to fill in * the base ANTLR3 structures. We initialize the function pointers * for the standard ANTLR3 parser function set, but upon return * from here, the programmer may set the pointers to provide custom * implementations of each function. * * We don't use the macros defined in <name>.h here, in order that you can get a sense * of what goes where. */

<if(PARSER)>
/* Create a base parser/recognizer, using the supplied token stream */
ctx->pParser = antlr3ParserNewStream(ANTLR3_SIZE_HINT, instream->tstream, state);
<endif>

<if(TREE_PARSER)>
/* Create a base Tree parser/recognizer, using the supplied tree node stream */
ctx->pTreeParser = antlr3TreeParserNewStream(ANTLR3_SIZE_HINT, instream, state);
<endif>

/*/ Install the implementation of our <name> interface */
<rules:{r | ctx-><r.ruleDescriptor.name> = <r.ruleDescriptor.name>;} separator="\n";>
<if(grammar.delegatedRules)>
// Install the delegated methods so that they appear to be a part of this // parser //
<grammar.delegatedRules:{ruleDescriptor | ctx-><ruleDescriptor.name> = <ruleDescriptor.name>;} separator="\n";>
<endif>

ctx->free = <name>Free;
ctx->getGrammarFileName = getGrammarFileName;

/*/ Install the scope pushing methods. */
<rules: {r | <if(r.ruleDescriptor.ruleScope)> <ruleAttributeScope(scope=r.ruleDescriptor.ruleScope)><\n> <endif> } }
<recognizer.scopes:{ <if(it.isDynamicGlobalScope)> <globalAttributeScope(scope=it)><\n> <endif> } }
@@apifuncs

@if(grammar.directDelegates)
// Initialize the parsers that we are going to delegate some
// functions to.
//
//<grammar.directDelegates:
//  {g|ctx-><g:delegateName()> = <g.recognizerName>NewSSD(instream, PSRSTATE,
//ctx<grammar.delegators:{g|, <g:delegateName()> }>; ); separator="\n">
//<end>
//<if(grammar.delegators)>
// Install the pointers back to parsers that will delegate us to perform certain functions
// for them.
//
//<grammar.delegators:
//  {g|ctx-><g:delegateName()>=<g:delegateName()>;}; separator="\n">
//<end>
//<actions.parser.apifuncs>
//<actions.treeparser.apifuncs>
//<if(memoize)>
//<if(grammar.grammarIsRoot)>
/* Create a LIST for recording rule memos.
*/
RULEMEMO = antlr3IntTrieNew(15); /* 16 bit depth is enough for 32768 rules! */
@end
@end
/* Install the token table */
PSRSTATE->tokenNames = <grammar.composite.rootGrammar.recognizerName>TokenNames;
</grammar.composite.rootGrammar.recognizerName>
</if(grammar.grammarIsRoot)>
@end
/* Return the newly built parser to the caller */
return ctx;
}

/** Free the parser resources */
static void
Free(pFree pctx)
{
  /* Free any scope memory */
  <rules: {r
  |<if(r.ruleDescriptor.ruleScope)><ruleAttributeScopeFree(scope=r.ruleDescriptor.ruleScope)><\n  <end>
  |<recognizer.scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeFree(scope=it)><\n  <end>
  }
  </@cleanup>
  </@end>
  <if(grammar.directDelegates)>

// Free the parsers that we delegated to
// functions to NULL the state so we only free it once.
//
<grammar.directDelegates:
  {g| ctx-><g:delegateName()>::<if(TREE_PARSER)>pTreeParser<else>pParser<endif>::rec->state = NULL;
   ctx-><g:delegateName()>::free(ctx-><g:delegateName()>::); }; separator=":n"
<endif>
<if(memoize)>
<if(grammar.grammarIsRoot)> if(RULEMEMO != NULL) {
   RULEMEMO->free(RULEMEMO);
   RULEMEMO = NULL;
} <endif>
<endif>
// Free this parser
//
<if(TREE_PARSER)>
   ctx->pTreeParser->free(ctx->pTreeParser);
<else>
   ctx->pParser->free(ctx->pParser);
<endif>
ANTLR3_FREE(ctx);
/* Everything is released, so we can return */
   return;
}

/** Return token names used by this <grammarType()> *
 * The returned pointer is used as an index into the token names table (using the token *
 * number as the index).
 * */
static pANTLR3_UINT8 *getTokenNames()
{
   return <grammar.composite.rootGrammar.recognizerName>TokenNames;
}

/* Declare the bitsets */
<bitsets:bitsetDeclare(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
   words64=it.bits)>
/* =========================================================================
* DFA tables for the parser
*/
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>
/* =========================================================================
* End of DFA tables for the parser
*/
<endif>

/* ========================================================================
* Parsing rules
*/
<rules; separator="\n\n">
<if(grammar.delegatedRules)>
// Delegated methods that appear to be a part of this
// parser
//
<grammar.delegatedRules:[ruleDescriptor]
  <returnType()> <ruleDescriptor.name>(p<name> ctx<if(ruleDescriptor.parameterScope.attributes)>
  <endif><ruleDescriptor.parameterScope:parameterScope(scope=it)>)
  {
  <if(ruleDescriptor.hasReturnValue)>return <endif>ctx-><ruleDescriptor.grammar:delegateName()>
  <ruleDescriptor.name>(ctx-
  <ruleDescriptor.grammar:delegateName()><if(ruleDescriptor.parameterScope.attributes)>
  <endif><ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=", ">
  \} ; separator="\n"
  </if>
  /* End of parsing rules
  */
  /* ========================================================================
  * Syntactic predicates
  */
  <synpreds:{p | <synpred(predname=p)>>}
  /* End of syntactic predicates
  */
*/
** How to generate a tree parser; same as parser except the input
* stream is a different type.
*/

treeParser(grammar,
name,
scopes,
tokens,
tokenNames,
globalAction,
rules,
numRules,
labelType={<ASTLabelType>},
ASTLabelType="pANTLR3_BASE_TREE",
superClass="TreeParser",
members={<actions.treeparser.members>}, filterMode
) ::= <<
<genericParser(inputStreamType="pANTLR3_COMMON_TREE_NODE_STREAM", rewriteElementType="NODE", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
* rules created for syntactic predicates. As they never have return values
* nor parameters etc..., just give simplest possible method. Don't do
* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
// $ANTLR start <ruleName>
static void <ruleName>_fragment(p<name> ctx <ruleDescriptor.parameterScope:parameterScope(scope=it)>)
{
    <ruleLabelDefs()>
    <ruleLabelInitializations()>
    <if(trace)>
        ANTLR3_PRINTF("enter <ruleName> %d failed = %d, backtracking = %d\n",LT(1),failed,BACKTRACKING);
        <block>
        ANTLR3_PRINTF("exit <ruleName> %d, failed = %d, backtracking = %d\n",LT(1),failed,BACKTRACKING);
        <else>
        <block>
        <endif>
        <ruleCleanUp()>}
    // $ANTLR end <ruleName>
>>

synpred(predname) ::= <<
static ANTLR3_BOOLEAN <predname>(p<name> ctx) {
    ANTLR3_MARKER   start;
    ANTLR3_BOOLEAN  success;

    BACKTRACKING++;
    #@start()
    start= MARK();
    <predname>_fragment(ctx); // can never throw exception
    success= !(FAILEDFLAG);
    REWIND(start);
    #@stop()
    BACKTRACKING--;
    FAILEDFLAG= ANTLR3_FALSE;
    return success;
} 

>>

lexerSynpred(predname) ::= <<
 legacy<synpred(predname)> 

>>

ruleMemoization(rname) ::= <<
@if(memoize)>
if ( (BACKTRACKING>0) && (HAVEPARSERULE(<ruleDescriptor.index>)) )
{
    <if(ruleDescriptor.hasMoreReturnValues)> 
    <if(!ruleDescriptor.isSynPred> 

>>
retval.start = 0;

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
if (HASEXCEPTION())
{
    goto rule<ruleDescriptor.name>Ex;
}
@if(backtracking)
if (HASFAILED())
{
    <scopeClean()>
    return <ruleReturnValue()>;
}
@endif
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
@if(backtracking)
if (BACKTRACKING>0)
{
    FAILEDFLAG = <true()>
    <scopeClean()>
    return <ruleReturnValue()>;
}
@endif
>>

/** How to generate code for a rule. This includes any return type * data aggregates required for multiple return values. */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
/** *
* $ANTLR start <ruleName>
* <fileName>:<description>
*/
static <returnType>()
<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope(scope=it)>)
{
  <if(trace)>ANTLR3_PRINTF("enter <ruleName> %s failed=%d, backtracking=%d\n", LT(1),
BACKTRACKING);<endif>
  <ruleDeclarations()>
  <ruleDescriptor.actions.declarations>
  <ruleLabelDeFs()>}
  <ruleInitializations()>}
  <ruleDescriptor.actions.init>
  <ruleMemoization(rname=ruleName)>
  <ruleLabelInitializations()>}
  <@preamble()>
  {
  <block>

  <ruleCleanUp()>
  <if(exceptions)>
    if(HASEXCEPTION())
    {
    <exceptions:{e|<catch(decl=e.decl,action=e.action)><
>}>}
    else
    {
    <ruleDescriptor.actions.after):execAfter()>
    }
  </else>
  <if(!emptyRule)>
    <if(actions.(actionScope).rulecatch)>
    actions.(actionScope).rulecatch>
    <else>
    if (HASEXCEPTION())
    [
    PREPORTERROR();
    PRECOVER();
    <setErrorReturnValue()>
    ]<if(ruleDescriptor.actions.after)>
    else
    {
    <(ruleDescriptor.actions.after):execAfter()>
    }<

  }<endif>
  <endif>
  <endif>
  <endif>
<if(trace)>ANTLR3_PRINTF("exit <ruleName> %d failed=%s backtracking=%s\n", LT(1), failed, BACKTRACKING);<endif>
    <memoize()>
    <if(finally)>
    <finalCode(finalBlock=finally)>
    <endif>
    <scopeClean()>
    <@postamble()>
    return <ruleReturnValue()>
    }
/* $ANTLR end <ruleName> */
>>

finalCode(finalBlock) ::= <<
{
    <finalBlock>
}
>>
catch(decl,action) ::= <<
/* catch(decl,action)
*/
{
    <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval;<
>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>; 
}|>
<endif>
<if(memoize)>
ANTLR3_UINT32 <ruleDescriptor.name>_StartIndex;
<endif>
>>

ruleInitializations() ::= <<
/* Initialize rule variables
*/
<if(memoize)>
<ruleDescriptor.name>_StartIndex = INDEX();<
>
<<ruleLabelDefs() ::= <<
  <[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
    :{<labelType>  <it.label.text>;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{pANTLR3_VECTOR list_<it.label.text>;}; separator="\n"
>
<ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelDef(label=it); separator="\n"
>
>>

ruleLabelInitializations() ::= <<
  <[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
    :{<it.label.text>       = NULL;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{list_<it.label.text>     = NULL;}; separator="\n"
>
<ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelInitVal(label=it); separator="\n"
>
<if(ruleDescriptor.hasMultipleReturnValues)
  <if(!ruleDescriptor.isSynPred)
    retval.start = LT(1); retval.stop = retval.start;<\n>
  <endif>
  <endif>
>>

lexerRuleLabelDefs() ::= <<
  <[ruleDescriptor.tokenLabels,
    ruleDescriptor.tokenListLabels,
    ruleDescriptor.ruleLabels]
    :{<labelType>  <it.label.text>;}; separator="\n"
>
<ruleDescriptor.charLabels:{ANTLR3_UINT32 <it.label.text>;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,
  ruleDescriptor.ruleListLabels,
  ruleDescriptor.ruleListLabels]
  :{pANTLR3_INT_TRIE list_<it.label.text>;}; separator="\n"
>
>>
lexerRuleLabelInit() ::= <<
<ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels>
:{<it.label.text> = NULL;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels>
:{list_<it.label.text> = antlr3IntTrieNew(31);}; separator="\n"
>
>>

lexerRuleLabelFree() ::= <<
<ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels>
:{<it.label.text> = NULL;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleListLabels>
:{list_<it.label.text>->free(list_<it.label.text>);}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( BACKTRACKING>0 ) { MEMOIZE(<ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

ruleCleanUp() ::= <<
// This is where rules clean up and exit

//
goto rule<ruleDescriptor.name>Ex; /* Prevent compiler warnings */
rule<ruleDescriptor.name>Ex:
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
<if(!ruleDescriptor.isSynPred)>
retval.stop = LT(-1);
<endif>
<endif>
<endif>
<endif>
>>

scopeClean() ::= <<
<ruleDescriptor.useScopes:{<scopePop(sname=it)>}; separator="\n">
<ruleDescriptor.ruleScope:{<scopePop(sname=it.name)>}; separator="\n">
>>

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules, which do not produce tokens.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
//   Comes from: <block.description>
/** rief Lexer rule generated by ANTLR3
 *
* $ANTLR start <ruleName>
*
* Looks to match the characters the constitute the token <ruleName>
* from the attached input stream.
* *
* \remark
* - lexer->error == ANTLR3_TRUE if an exception was thrown.
*/
static ANTLR3_INLINE
void m<ruleName>(p<name> ctx<if(ruleDescriptor.parameterScope)>,
<endif><ruleDescriptor.parameterScope:parameterScope(scope=it)>)
{
ANTLR3_UINT32 _type;
<ruleDeclarations()>
<ruleDescriptor.actions.declarations>
<lexerRuleLabelDefs()>
<if(trace)>System.out.println("enter <ruleName> "+(char)LA(1)+" line="+GETLINE()+":"+GETCHARPOSITIONINLINE()+" failed="+failed+" backtracking="+BACKTRACKING");<endif>

<if(nakedBlock)>
<ruleMemoization(rname=ruleName)>

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/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName, nakedBlock, args, block, ruleDescriptor) ::= <<
/** This is the entry point in to the lexer from an object that
 * wants to generate the next token, such as a pCOMMON_TOKEN_STREAM
 */
static void mTokens(p<name> ctx)
{
    goto ruleTokensEx; /* Prevent compiler warnings */
ruleTokensEx: ;
}
>>
int alt<decisionNumber>=<maxAlt>;
<decls>
@@predecision()
<decision>
@@postdecision()
@@prebranch()
switch (alt<decisionNumber>)
{
<alts:altSwitchCase()>
}
@@postbranch()
}
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt:description) ::= <<
{
// <fileName>:<description>
ANTLR3_UINT32 alt<decisionNumber>;

alt<decisionNumber>=<maxAlt>;

<decls>
@@predecision()
<decision>
@@postdecision()
switch (alt<decisionNumber>)
{
<alts:altSwitchCase()>
}
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
@@prealt()
<alts>
@@postalt()
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description>
<decls>
@@prealt()
<alts>
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
{
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>

  for (;;)
  {
    int alt<decisionNumber>=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>)
    {
    <alts:altSwitchCase()>
    default:
      if ( cnt<decisionNumber> >= 1 )
      {
        goto loop<decisionNumber>;
      }
      <ruleBacktrackFailure()>
      <earlyExitEx()>
      <@earlyExitException()>
      goto rule<ruleDescriptor.name>Ex;
    }
    cnt<decisionNumber>++;
  }
  loop<decisionNumber>: /* Jump to here if this rule does not match */
  /* Jump to here if this rule does not match */
  <@postloop()>
}>>

earlyExitEx() ::= <<
/* mismatchedSetEx() */
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_EARLY_EXIT_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_EARLY_EXIT_NAME;
<<
>>
positiveClosureBlockSingleAlt ::= positiveClosureBlock
/** A (..)* block with 1 or more alternatives */
closureBlock(alts, decls, decision, enclosingBlockLevel, blockLevel, decisionNumber, maxK, maxAlt, description) ::= <<

// <fileName>:<description>
<decls>

<!--@preloop()-->
for (;;)
{
    int alt<decisionNumber>=<maxAlt>;
    <!--@predecision()-->
    <decision>
    <!--@postdecision()-->
    switch (alt<decisionNumber>)
    {
    <alts:altSwitchCase()>
    default:
        goto loop<decisionNumber>; /* break out of the loop */
        break;
    }
}
loop<decisionNumber>: /* Jump out to here if this rule does not match */
<!--@postloop()-->
>>
closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by antlr before code generation */
* so we can just use the normal block template */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative */
* number. A DFA predicts the alternative and then a simple switch */
* does the jump to the code that actually matches that alternative. */
altSwitchCase() ::= <<
case <i>:
    <!--@prealt()-->
    <it>
    break;<ln>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
{
  @@declarations()
  @@initializations()
  elements:element()
  rew
  @@cleanup()
}
>>

// ELEMENTS
/** What to emit when there is no rewrite. For auto build *
* mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

/** Dump the elements one per line */
element() ::= <<
  @@prematch()
  <it.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
  <if(label)> <label> = (<labelType>)<endif> MATCHT(<token>, &FOLLOW_<token>_in_<ruleName><elementIndex>);
  <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRef(...)>  
  <listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
  if (list_<label> == NULL)
  {
    list_<label>=ctx->vectors->newVector(ctx->vectors);
  }
  list_<label>->add(list_<label>, <elem>, NULL);
>>

/** match a character */
charRef(char,label) ::= <<
  <if(label)>
}}
/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = LA(1);<
><endif>
MATCHRANGE(<a>, <b>);
<checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label>= LA(1);<
><else>
<label>=(<labelType>)LT(1);<
><endif>
<endif>
if ( (<s> )
{
    CONSUME();
    <postmatchCode>
    <if(!LEXER)>
        PERRORRECOVERY=ANTLR3_FALSE;
    <endif>
    <if(!backtracking)>FAILEDFLAG=ANTLR3_FALSE;</
><endif>
}
else
{
    <ruleBacktrackFailure()>
    <mismatchedSetEx()>
    <if(!LEXER)>
        LRECOVER();
    <else>
        RECOVERFROMMISMATCHEDSET(&FOLLOW_set_in_<ruleName><elementIndex>);
    <endif>
    goto rule<ruleDescriptor.name>Ex;
}
>>

mismatchedSetEx() ::= <<
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_MISMATCHED_SET_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_MISMATCHED_SET_NAME;
<if(PARSER)>
EXCEPTION->expectingSet = &FOLLOW_set_in_<ruleName><elementIndex>;
<endif>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s, label, elementIndex, postmatchCode) ::= <<
<matchSet(...>)
<listLabel(elem=label, ...)> 
>>

/** Match a string literal */
lexerStringRef(string, label) ::= <<
<if(label)>
<label>Start = GETCHARINDEX();
MATCHS(<string>);
<checkRuleBacktrackFailure()>
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label)->setType(<label>, ANTLR3_TOKEN_INVALID);
<label)->setStartIndex(<label>, <label>Start);
<label)->setStopIndex(<label>, GETCHARINDEX()-1);
<label)->input = INPUT->istream->istream;
<else>
MATCHS(<string>);
<checkRuleBacktrackFailure()><
> <endif>

wildcard(label, elementIndex) ::= <<
<if(label)>
<label> = (labelType)LT(1);<
> <endif>
MATCHANYT();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label, elementIndex) ::= <<
<wildcard(...>)
<listLabel(elem=label, ...)> 
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>

/* Match a string literal */
lexerStringRef(string, label) ::= <<
<if(label)>
<label>Start = GETCHARINDEX();
MATCHS(<string>);
<checkRuleBacktrackFailure()>
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label)->setType(<label>, ANTLR3_TOKEN_INVALID);
<label)->setStartIndex(<label>, <label>Start);
<label)->setStopIndex(<label>, GETCHARINDEX()-1);
<label)->input = INPUT->istream->istream;
<else>
MATCHS(<string>);
<checkRuleBacktrackFailure()><
> <endif>

wildcard(label, elementIndex) ::= <<
<if(label)>
<label> = (labelType)LT(1);<
> <endif>
MATCHANYT();
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label, elementIndex) ::= <<
<wildcard(...>)
<listLabel(elem=label, ...)> 
>>
<label> = LA(1);<\n>
<endif>
MATCHANY();
<checkRuleBacktrackFailure()>
>>
wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>
/** Match a rule reference by invoking it possibly with arguments
* and a return value or values. The 'rule' argument was the
* target rule name, but now is type Rule, whose toString is
* same: the rule name. Now though you can access full rule
* descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
FOLLOWPUSH(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)><label>=<endif><if(scope)>ctx-><scope:delegateName()>-><endif><rule.name>(ctx<if(scope)>><scope:delegateName()><endif><if(args)>, <args; separator=", "><endif>);<\n>
FOLLOWPOP();
<checkRuleBacktrackFailure()>
>>
/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>
/** A lexer rule reference
* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
/* <description> */
<if(label)>
{
ANTLR3_MARKER <label>Start<elementIndex> = GETCHARINDEX();
<if(scope)>ctx-><scope:delegateName()>-><endif>m<rule.name>(ctx<if(scope)>><scope:delegateName()><endif> <if(args)>, <endif><args; separator=", ">);
<checkRuleBacktrackFailure()>
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label>->setType(<label>, ANTLR3_TOKEN_INVALID);
<label>->setStartIndex(<label>, <label>Start<elementIndex>);
<label>->setStopIndex(<label>, GETCHARINDEX()-1);

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lexerRuleRefAndListLabel(rule, label, args, elementIndex, scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label, ... )>
>>

lexerMatchEOF(label, elementIndex) ::= <<
<if(label)>
{
ANTLR3_UINT32 <label>Start<elementIndex>;  
<labelType> <label>;  
<label>Start<elementIndex> = GETCHARINDEX();
MATCHC(ANTLR3_CHARSTREAM_EOF);  
<checkRuleBacktrackFailure>();
<label> = LEXSTATE->tokFactory->newToken(LEXSTATE->tokFactory);
<label>->setType(<label>, ANTLR3_TOKEN_EOF);  
<label>->setStartIndex(<label>, <label>Start<elementIndex>);
<label>->setStopIndex(<label>, GETCHARINDEX()-1);  
<label>->input = INPUT->tnstream->istream;
}
<else>
MATCHC(ANTLR3_CHARSTREAM_EOF);  
<checkRuleBacktrackFailure>();
<endif>
>>

tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
<if (LA(1)==ANTLR3_TOKEN_DOWN) {
MATCHC(ANTLR3_TOKEN_DOWN, NULL);  
<checkRuleBacktrackFailure>();
<children:element()>
MATCHC(ANTLR3_TOKEN_UP, NULL);  
<checkRuleBacktrackFailure>();
}
MATCH(ANTLR3_TOKEN_DOWN, NULL);
<checkRuleBacktrackFailure()>
<children:element()>
MATCH(ANTLR3_TOKEN_UP, NULL);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
 * also hoisted into a prediction expression).
 */
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) )
{
   <ruleBacktrackFailure()>
   <newFPE(...)>
}
>>

newFPE() ::= <<
CONSTRUCTEX();
EXCEPTION->type         = ANTLR3_FAILED_PREDICATE_EXCEPTION;
EXCEPTION->message      = (void *)"<description>";
EXCEPTION->ruleName     = (void *)"<ruleName>";
<n>
>>

// F i x e d  D F A  (if-then-else)
dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
   int LA<decisionNumber>_<stateNumber> = LA(<k>);
   <edges; separator="\nelse ">
   else
   {<if(eotPredictsAlt)>
      alt<decisionNumber>=<eotPredictsAlt>;
   <else>
      <ruleBacktrackFailure()>
      <newNVException()>
      goto rule<descriptor.name>Ex;
   </endif>
   }<endif>
}
newNVException() ::= <<
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
EXCEPTION->message = (void *)"<description>";
EXCEPTION->decisionNum = <decisionNumber>;
EXCEPTION->state = <stateNumber>;
<@noViableAltException()
</n>
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
    int LA<decisionNumber>_<stateNumber> = LA(<k>);
    <edges; separator="\nelse ">
    }
}>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackStateDecls():= <<
ANTLR3_UINT32 LA<decisionNumber>_<stateNumber>;
>>
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
{
    /* dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)
     */
    int LA<decisionNumber>_<stateNumber> = LA(<k>);
    <edges; separator="\nelse ">
    <if(eotPredictsAlt)>
    <if(!edges)>
    alt<decisionNumber>==<eotPredictsAlt>; <!-- if no edges, don't gen ELSE !>
    </if>
    else
    {alt<decisionNumber>==<eotPredictsAlt>;
    }<\n>
}>>
/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>)
{
    <targetState>
}
>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
 * decides if this is possible: CodeGenerator.canGenerateSwitch().
 */
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator=\n>
default:
<i>(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
<i>(else)>
    <ruleBacktrackFailure()>
    <newNVException()>
    goto rule<ruleDescriptor.name>Ex;<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( LA(<k>) )
{
<edges; separator="\n">}}
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<

switch ( LA(<k>) )
{
<edges; separator="\n">\n
<if(eotPredictsAlt)>
default:
  alt<decisionNumber>=<eotPredictsAlt>;
  break;\n
<endif>
}\n
}>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{case <it>:}; separator="\n">
{
<targetState>
}
  break;
}>

// Cyclic DFA

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM, &cdfa<decisionNumber>);
<checkRuleBacktrackFailure()>
}>

/* Dump DFA tables as static initialized arrays of shorts(16 bits)/characters(8 bits)
 * which are then used to statically initialize the dfa structure, which means that there
 * is no runtime initialization whatsoever, other than anything the C compiler might
 * need to generate. In general the C compiler will lay out memory such that there is no
 * runtime code required.
 */
cyclicDFA(dfa) ::= <<
/** Static dfa state tables for Cyclic dfa:
 * <dfa.description>
 */
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] =
{
<dfa.eot; wrap="\n", separator="", null="-1">
};
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] =
{
<dfa.eof; wrap="\n", separator="", null="-1">
}
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] =
    { <dfa.min; wrap="\n", separator="\", null="-1" >
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] =
    { <dfa.max; wrap="\n", separator="\", null="-1" >
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] =
    { <dfa.accept; wrap="\n", separator="\", null="-1" >
    };
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] =
    { <dfa.special; wrap="\n", separator="", null="-1" >
    };

/** Used when there is no transition table entry for a particular state */
#define dfa<dfa.decisionNumber>_T_empty NULL
<dfa.edgeTransitionClassMap.keys:{ table |
static const ANTLR3_INT32 dfa<dfa.decisionNumber>_T[i0][] =
    { <table; separator="", wrap="\n", null="-1" >
    }; } null = "" >

/* Transition tables are a table of sub tables, with some tables
* reused for efficiency.
*/
static const ANTLR3_INT32 * const dfa<dfa.decisionNumber>_transitions[] =
    { <dfa.transitionEdgeTables:{xref|dfa<dfa.decisionNumber>_T<xref>}; separator="", wrap="\n", null="_.empty" >
    };
<if (dfa.specialStateSTs)>
static ANTLR3_INT32 dfa<dfa.decisionNumber>_sst(p<name> ctx, pANTLR3_BASE_RECOGNIZER recognizer,
    pANTLR3_INT_STREAM is, pANTLR3_CYCLIC_DFA dfa, ANTLR3_INT32 s)
    {
        ANTLR3_INT32 _s;
        _s = s;
        switch (s)
            { <dfa.specialStateSTs:{state | case <i0>: <state> } separator="\n" >


CONSTRUCTEX();
EXCEPTION->type = ANTLR3_NO_VIABLE_ALT_EXCEPTION;
EXCEPTION->message = (void *)"<dfa.description>";
EXCEPTION->decisionNum = <dfa.decisionNumber>;
EXCEPTION->state = _s;
<@noViableAltException()>
return -1;
}
<@errorMethod()>

/* Declare tracking structure for Cyclic DFA <dfa.decisionNumber> */
static ANTLR3_CYCLIC_DFA cdfa<dfa.decisionNumber> =
{
    <dfa.decisionNumber>, /* Decision number of this dfa */
    /* Which decision this represents: */
    (const pANTLR3_UCHAR)"<dfa.description>",
    (CDFA_SPECIAL_FUNC) dfa<dfa.decisionNumber>_sst,
    (CDFA_SPECIAL_FUNC) antlr3dfaspecialStateTransition, /* Default special state transition function */
    antlr3dfaspecialTransition, /* DFA specialTransition is currently just a default function in the runtime */
    antlr3dfapredict, /* DFA simulator function is in the runtime */
    dfa<dfa.decisionNumber>_eot, /* EOT table */
    dfa<dfa.decisionNumber>_eof, /* EOF table */
    dfa<dfa.decisionNumber>_min, /* Minimum tokens for each state */
    dfa<dfa.decisionNumber>_max, /* Maximum tokens for each state */
    dfa<dfa.decisionNumber>_accept, /* Accept table */
    dfa<dfa.decisionNumber>_special, /* Special transition states */
    dfa<dfa.decisionNumber>_transitions /* Table of transition tables */
};
/* End of Cyclic DFA <dfa.decisionNumber> */
/** A state in a cyclic DFA; it's a special state and part of a big switch on
* state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
{
ANTLR3_UINT32 LA<decisionNumber>_<stateNumber>;<
ANTLR3_MARKER index<decisionNumber>_<stateNumber>;<
LA<decisionNumber>_<stateNumber> = LA(1);<
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
index<decisionNumber>_<stateNumber> = INDEX();<
REWINDLAST();<
<endif>
s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
SEEK(index<decisionNumber>_<stateNumber>);<
<endif>
if ( s>=0 )
{
return s;
}
}
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
* state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>)
{
s = <targetStateNumber>;
}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
* always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<\n>
>>
andPredicates(left, right) ::= "((<left>) & (<right>))"

orPredicates(operands) ::= "((<first(operands)>)<rest(operands):{o | ||(<o>))>)"

notPredicate(pred) ::= "!( <evalPredicate(...)>)"

evalPredicate(pred, description) ::= "(<pred>)"

evalSynPredicate(pred, description) ::= "<pred>(ctx)"

lookaheadTest(atom, k, atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable *
* somewhere. Must ask for the lookahead directly. */
isolatedLookaheadTest(atom, k, atomAsInt) ::= "LA(<k>) == <atom>"

lookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= <<
((LA<decisionNumber>_<stateNumber> >= <lower>) & (LA<decisionNumber>_<stateNumber> <= <upper>)) >>

isolatedLookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= "((LA(<k>) >= <lower>) & (LA(<k>) <= <upper>))"

setTest(ranges) ::= "<ranges; separator=" || ">"
<scope.attributes: {<it.decl>:}; separator="\n"> /* End of programmer defined variables */
}
<scopeStruct(sname=scope.name,...)>, * <scopeType(sname=scope.name,...)>;

>>

globalAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeDecl(scope) */
<makeScopeSet(...)>
<endif>
>>

ruleAttributeScopeDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDecl(scope) */
<makeScopeSet(...)>
<endif>
>>

globalAttributeScopeFuncDecl(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncDecl(scope) */
<function-declaration>
static <scopeType(sname=scope.name,...)>   <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
<function-return>
<endif>
>>

globalAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncMacro(scope) */
<function-declaration>
void
++
<scopePopName(sname=scope.name,...)>(p<name> ctx) {
    // First see if the user defined a function they want to be called when a
    // scope is popped/freed.
    //
    // If the user supplied the scope entries with a free function, then call it first
    //
    if(SCOPE_TOP(<scope.name>)->free != NULL) {
        SCOPE_TOP(<scope.name>)-free(SCOPE_TOP(<scope.name>));
    }

    // Now we decrement the scope's upper limit bound. We do not actually pop the scope as
    // we want to reuse scope entries if we do continuous push and pops. Most scopes don't
    // next too far so we don't want to keep freeing and allocating them
    //
    ctx-><scopeStack(sname=scope.name,...)>_limit--;
    SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name,...)>(ctx-><scopeStack(sname=scope.name,...)>)-
    \>get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));
}

ruleAttributeScopeFuncDecl(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncDecl(scope) */
/*----------------------------------------------------------------------------*/
* Function declarations for creating a <name>_<scope.name> scope set */
/*----------------------------------------------------------------------------*/
static <scopeType(sname=scope.name,...)> <scopePushName(sname=scope.name,...)>(p<name> ctx);
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope);
/*----------------------------------------------------------------------------*/

<endif>
>>

ruleAttributeScopeFuncMacro(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncMacro(scope) */
/** Function for popping the top value from a <scopeStack(sname=scope.name,...)> */
/**----------------------------------------------------------------------------*/
void <scopePopName(sname=scope.name,...)>(p<name> ctx) {
    // First see if the user defined a function they want to be called when a
    // scope is popped/freed.
// If the user supplied the scope entries with a free function, then call it first
//
if(SCOPE_TOP(<scope.name>)->free != NULL)
{
    SCOPE_TOP(<scope.name>)->free(SCOPE_TOP(<scope.name>));
}

// Now we decrement the scope's upper limit bound. We do not actually pop the scope as
// we want to reuse scope entries if we do continuous push and pops. Most scopes don't
// next too far so we don't want to keep freeing and allocating them
//
ctx-><scopeStack(sname=scope.name,...)>_limit--;
SCOPE_TOP(<scope.name>) = (<scopeType(sname=scope.name,...)>)(ctx-><scopeStack(sname=scope.name,...)>-1)->get(ctx-><scopeStack(sname=scope.name,...)>, ctx-><scopeStack(sname=scope.name,...)>_limit - 1));

<endif>
>>

globalAttributeScopeDef(scope) ::= <<
/* globalAttributeScopeDef(scope)
*/
<if(scope.attributes)>
/** Pointer to the <scope.name> stack for use by <scopePushName(sname=scope.name)>() 
* and <scopePopName(sname=scope.name,...)>() 
*/
pANTLR3_STACK <scopeStack(sname=scope.name,...)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;
/** Pointer to the top of the stack for the global scope <scopeStack(sname=scope.name)> 
*/
<scopeType(sname=scope.name,...)> (*<scopeStack(sname=scope.name,...)>)(struct <name>_Ctx_struct * ctx);
<scopeType(sname=scope.name,...)> <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

ruleAttributeScopeDef(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeDef(scope) 
*/
<scopeStack(sname=scope.name,...)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;

<< 
/* globalAttributeScopeDef(scope)
*/
<scopeStack(sname=scope.name,...)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;
/** Pointer to the <scope.name> stack for use by <scopePushName(sname=scope.name)>() 
* and <scopePopName(sname=scope.name,...)>() 
*/
pANTLR3_STACK <scopeStack(sname=scope.name,...)>;
ANTLR3_UINT32 <scopeStack(sname=scope.name,...)>_limit;
<scopeType(sname=scope.name,...)> (*<scopePushName(sname=scope.name,...)>)(struct <name>_Ctx_struct *
ctx);
<scopeType(sname=scope.name,...)> <scopeTopDecl(sname=scope.name,...)>;

<endif>
>>

globalAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScopeFuncs(scope) */
<attributeFuncs(scope)>
<endif>
>>

ruleAttributeScopeFuncs(scope) ::= <<
<if(scope.attributes)>
/* ruleAttributeScopeFuncs(scope) */
<attributeFuncs(scope)>
<endif>
>>

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope) */
ctx-><scopePushName(sname=scope.name,...)> = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)> = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit = 0;
<scopeTop(sname=scope.name,...)> = NULL;
<endif>
>>

ruleAttributeScope(scope) ::= 
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope) */
ctx-><scopePushName(sname=scope.name,...)> = <scopePushName(sname=scope.name,...)>;
ctx-><scopeStack(sname=scope.name,...)> = antlr3StackNew(0);
ctx-><scopeStack(sname=scope.name,...)>_limit = 0;
<scopeTop(sname=scope.name,...)> = NULL;
<endif>
>>

globalAttributeScopeFree(scope) ::= <<
<if(scope.attributes)>
/* globalAttributeScope(scope) */
<endif>
>>
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>

ruleAttributeScopeFree(scope) ::= 
<<
<if(scope.attributes)>
/* ruleAttributeScope(scope)
*/
ctx-><scopeStack(sname=scope.name,...)>->free(ctx-><scopeStack(sname=scope.name,...)>);
<endif>
>>

scopeTopDecl(sname) ::= <<
p{name}_<sname>Top
>>

scopeTop(sname) ::= <<
ctx-><scopeTopDecl(sname=sname,...)>
>>

scopePop(sname) ::= <<
<scopePopName(sname=sname,...)>(ctx);
>>

scopePush(sname) ::= <<
p{name}_<sname>Push(ctx)
>>

scopePopName(sname) ::= <<
p{name}_<sname>Pop
>>

scopePushName(sname) ::= <<
p{name}_<sname>Push
>>

scopeType(sname) ::= <<
p{name}_<sname>_SCOPE
>>

scopeStruct(sname) ::= <<
{name}_<sname>_SCOPE
>>

scopeStack(sname) ::= <<
p{name}_<sname>Stack
attributeFuncs(scope) ::= <<
<if(scope.attributes)>
/* attributeFuncs(scope)
*/
static void ANTLR3_CDECL <scope.name>Free(<scopeType(sname=scope.name)> scope) {
    ANTLR3_FREE(scope);
}
/** 
* brief Allocate initial memory for a <name> <scope.name> scope variable stack entry and 
* add it to the top of the stack.
*
* \remark
* By default the structure is freed with ANTLR_FREE(), but you can use the 
* the \@init action to install a pointer to a custom free() routine by 
* adding the code:
* \code
* <scopeTop(sname=scope.name)>->free = myroutine;
* \endcode
* With lots of comments of course! The routine should be declared in 
* \@members { } as:
* \code
* void ANTLR3_CDECL myfunc( <scopeType(sname=scope.name)> ptr).
* \endcode
* It should perform any custom freeing stuff that you need (call ANTLR_FREE3, not free()) 
* NB: It should not free the pointer it is given, which is the scope stack entry itself 
* and will be freed by the function that calls your custom free routine.
*
*/
static <scopeType(sname=scope.name)> <scopePushName(sname=scope.name)>(p<name> ctx) {
    /* Pointer used to create a new set of attributes 
    */
    <scopeType(sname=scope.name)> newAttributes;
    /* Allocate the memory for a new structure if we need one. 
    */
    if (ctx-\<scopeStack(sname=scope.name)>-\size(ctx-\<scopeStack(sname=scope.name)>) \| \xrightarrow{ctx-\<scopeStack(sname=scope.name>}_limit)
        |
        // The current limit value was less than the number of scopes available on the stack so 
        // we can just reuse one. Our limit tracks the stack count, so the index of the entry we want
// is one less than that, or conveniently, the current value of limit.
//
newAttributes = (scopeType(sname=scope.name))ctx->scopeStack(sname=scope.name)->get(ctx->scopeStack(sname=scope.name), ctx->scopeStack(sname=scope.name)->_limit);
else
// Need a new allocation
//
newAttributes = (scopeType(sname=scope.name)) ANTLR3_MALLOC(sizeof(scopeStruct(sname=scope.name)));
if  (newAttributes != NULL)
{
  /* Standard ANTLR3 library implementation */
  ctx->scopeStack(sname=scope.name)->push(ctx->scopeStack(sname=scope.name), newAttributes, (void (*)(void *))scope.nameFree);

}
}

// Blank out any previous free pointer, the user might or might install a new one.
//
newAttributes->free = NULL;

// Indicate the position in the available stack that the current level is at
//
ctx->scopeStack(sname=scope.name)->_limit++;

/* Return value is the pointer to the new entry, which may be used locally * without de-referencing via the context. */
return  newAttributes;

<endif>

>>&
returnStructName() ::= "it.name>._return"

returnType() ::= <![CDATA[<<
<if(!ruleDescriptor.isSynPred)> <if(ruleDescriptor.hasMultipleReturnValues)> <ruleDescriptor.grammar.recognizerName>_returnStructName() <else> <if(ruleDescriptor.hasSingleReturnValue)> <ruleDescriptor.singleValueReturnType> <else> void <endif> ]]>
/** Generate the C type associated with a single or multiple return
 *  value(s).
 */
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.grammar.recognizerName>_<referencedRule.name>_return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
<<
delegateName() ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
<endif>
/** Using a type to init value map, try to init a type; if not in table
 *  must be an object, default value is "0".
 */
initValue(typeName) ::= <<
<cTypeInitMap.(typeName)>
>>
/** Define a rule label */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text>;
#define RETURN_TYPE_<label.label.text> <ruleLabelType(referencedRule=label.referencedRule)></n>
>>
/** Rule label default value */
ruleLabelInitVal(label) ::= <<
<if(label.referencedRule.hasSingleReturnValue)>
<label.label.text> = <initValue(label.referencedRule.singleValueReturnTypetype)>
<endif>
<<
ASTLabelType() ::= "<if(recognizer.ASTLabelType)><recognizer.ASTLabelType><else>pANTLR3_BASE_TREE<endif>"
/** Define a return struct for a rule if the code needs to access its
  * start/stop tokens, tree stuff, attributes, ... Leave a hole for
  * subgroups to stick in members.
  */
  
  returnScope() ::= <<
      <if(!ruleDescriptor.isSynPred)>
      <if(ruleDescriptor.hasMultipleReturnValues)>
        typedef struct <ruleDescriptor.grammar.recognizerName>_<ruleDescriptor:returnStructName()>_struct
        {
        <if(!TREE_PARSER)>
            /**< Generic return elements for ANTLR3 rules that are not in tree parsers or returning trees */
            pANTLR3_COMMON_TOKEN   start;
            pANTLR3_COMMON_TOKEN   stop;
        <else>
            <recognizer.ASTLabelType>       start;
            <recognizer.ASTLabelType>       stop;
        <endif>
        </@ruleReturnMembers()>
        <ruleDescriptor.returnScope.attributes:{<it.decl>;}; separator="\n"> 
      </if(!ruleDescriptor.isSynPred)>
      </if(ruleDescriptor.hasMultipleReturnValues)>
    }<\n><\n>
  </if(!ruleDescriptor.isSynPred)>
  </if(ruleDescriptor.hasMultipleReturnValues)>
>>

parameterScope(scope) ::= <<
  <scope.attributes:{<it.decl>}; separator="",">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name>=<expr>;"

/** Note that the scopeAttributeRef does not have access to the
  * grammar name directly
  */
  
scopeAttributeRef(scope,attr,index,negIndex) ::= <<
      <if(negIndex)>
        ((SCOPE_TYPE(scope))(ctx->SCOPE_STACK(scope)->get( ctx->SCOPE_STACK(scope), ctx->SCOPE_STACK(scope)->size(ctx->SCOPE_STACK(scope)) - <negIndex> - 1 )))-><attr.name>
      <else>
        ((SCOPE_TYPE(scope))(ctx->SCOPE_STACK(scope)->get( ctx->SCOPE_STACK(scope), (ANTLR3_UINT32)<index> )))-><attr.name>
      <endif>
      <if(index)>
        (SCOPE_TOP(scope))-><attr.name>
      <else>
        <attr.name>
      <endif>
>>
scopeSetAttributeRef(scope, attr, expr, index, negIndex) ::= <<
<if(negIndex)>
((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>))->get( ctx->SCOPE_STACK(<scope>), ctx->SCOPE_STACK(<scope>)->size(ctx->SCOPE_STACK(<scope>)) - <negIndex> - 1))-><attr.name> = <expr>;
<else>
<if(index)>
((SCOPE_TYPE(<scope>))(ctx->SCOPE_STACK(<scope>))->get(ctx->SCOPE_STACK(<scope>), (ANTLR3_UINT32)index))-><attr.name> = <expr>;
<else>
(SCOPE_TOP(<scope>))-><attr.name>=<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers * to stack itself not top of stack. This is useful for predicates * like {$function.size()>0 && $function::name.equals("foo")}? */
isolatedDynamicScopeRef(scope) ::= "ctx->SCOPE_STACK(<scope>)"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule, scope, attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<scope>.<attr.name>
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor, attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor, attr, expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>=<expr>;
<else>
<attr.name>=<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {ids} or e+=expr {e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

//
tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>::getText(<scope>))"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>::getType(<scope>))"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>::getLine(<scope>))"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>::getCharPositionInLine(<scope>))"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>::getChannel(<scope>))"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>::getTokenIndex(<scope>))"
tokenLabelPropertyRef_tree(scope,attr) ::= "(<scope>::tree)"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>::getText(<scope>))->toInt32(<scope>::getText(<scope>))"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>::start)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>::stop)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>::tree)"
ruleLabelPropertyRef_text(scope,attr) ::= "<<
<if(TREE_PARSER>)
(STRSTREAM->toStringSS(STRSTREAM, <scope>::start, <scope>::start))
</if(TREE_PARSER>)
(STRSTREAM->toStringTT(STRSTREAM, <scope>::start, <scope>::stop))
<endif>>"

ruleLabelPropertyRef_st(scope,attr) ::= "<scope>::st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>::getType(<scope>))"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>::getLine(<scope>))"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>::getCharPositionInLine(<scope>))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(<scope>::getChannel(<scope>))"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(<scope>::getTokenIndex(<scope>))"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(<scope>::getText(<scope>))"

// Somebody may ref Stemplate or Stree or Sstop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop"
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "<<
<if(TREE_PARSER>)
INPUT->toStringSS(INPUT, ADAPTOR->getTokenStartIndex(ADAPTOR, retval.start), ADAPTOR->getTokenStopIndex(ADAPTOR, retval.start))
</if(TREE_PARSER>)"
<<<
<action>
</>
>>

/** How to execute an action (when not backtracking) */
execAction(action) ::= <<
    <if(backtracking)>
    <if(actions.(actionScope).synpredgate)>
    if ( <actions.(actionScope).synpredgate> )
        <action>
    </else>
    <else>
    if ( BACKTRACKING == 0 )
        <action>
    </endif>
</else>
</endif>
<<

<action>
}
<endif>
>>

// M I S C (properties, etc...)

bitsetDeclare(name, words64) ::= <<
    /** Bitset defining follow set for error recovery in rule state: <name> */
    static ANTLR3_BITWORD <name>_bits[] = { <words64>{ANTLR3_UINT64_LIT(<it>)}; separator=""," }; static ANTLR3_BITSET_LIST <name> = [ <name>_bits, <length(words64)> ];
>>

bitset(name, words64) ::= <<
antlr3BitsetSetAPI(&<name>);
>>

codeFileExtension() ::= ".c"

true() ::= "ANTLR3_TRUE"
false() ::= "ANTLR3_FALSE"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/C/C.stg
No license file was found, but licenses were detected in source scan.

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*/

/* in sync with Java/Java.stg revision 107 */

group Python implements ANTLRCore;

/* The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
docComment, recognizer,
name, tokens, tokenNames, rules, cyclicDFAs,
bitsets, buildTemplate, buildAST, rewriteMode, profile,
backtracking, synpreds, memoize, numRules,
fileName, ANTLRVersion, generatedTimestamp, trace,
scopes, superClass, literals) ::= <<
# $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

</@imports>
import sys
from antlr3 import *
@if(TREE_PARSER)>
from antlr3.tree import *
@end>
from antlr3.compat import set, frozenset
</end>

<actions.(actionScope).header>
<! <docComment> !>

# for convenience in actions
HIDDEN = BaseRecognizer.HIDDEN

# token types
<tokens:{<it.name>=<it.type>}; separator="\n”>

<recognizer>

@if(actions.(actionScope).main)>
<actions.(actionScope).main>
def main(argv, stdin=sys.stdin, stdout=sys.stdout, stderr=sys.stderr):
    if (LEXER):
        from antlr3.main import LexerMain
        main = LexerMain(<recognizer.name>)
    endif

    if (PARSER):
        from antlr3.main import ParserMain
        main = ParserMain("<recognizer.grammar.name>Lexer", <recognizer.name>)
    endif

    if (TREE_PARSER):
        from antlr3.main import WalkerMain
        main = WalkerMain(<recognizer.name>)
    endif

    main.stdin = stdin
    main.stdout = stdout
    main.stderr = stderr
    main.execute(argv)
enddef

if __name__ == '__main__':
    main(sys.argv)
endif

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
      filterMode, superClass="Lexer") ::= <<
<grammar.directDelegates:
{g|from <g.recognizerName> import <g.recognizerName>}; separator="\n">
class <grammar.recognizerName>(<@superClassName><superClass><@end>):
    <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}

        grammarFileName = "<fileName>"
    antlr_version = version_str_to_tuple("<ANTLRVersion>")
    antlr_version_str = "<ANTLRVersion>"

    def __init__(self<grammar.delegators:{g, <g:delegateName()>}>), input=None, state=None):
        if state is None:
            state = RecognizerSharedState()
            super(<grammar.recognizerName>, self).__init__(input, state)

    <if(memoize)>
    <if(grammar.grammarIsRoot)>
        self._state.ruleMemo = {}
    <endif>
enddef

/* A override of Lexer.nextToken() that backtracks over mTokens() looking
 for matches. No error can be generated upon error; just rewind, consume
 a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
def nextToken(self):
    while True:
        if self.input.LA(1) == EOF:
            return EOF_TOKEN

        self._state.token = None
        self._state.channel = DEFAULT_CHANNEL
        self._state.tokenStartCharIndex = self.input.index()
        self._state.tokenStartCharPositionInLine = self.input.charPositionInLine
        self._state.tokenStartLine = self.input.line
        self._state._text = None
try:
    m = self.input.mark()
    try:
        # means we won't throw slow exception
        self._state.backtracking = 1
        try:
            self.mTokens()
        finally:
            self._state.backtracking = 0
    except BacktrackingFailed:
        # mTokens backtracks with synpred at backtracking==2
        # and we set the synpredgate to allow actions at level 1.
        self.input.rewind(m)
        self.input.consume() # advance one char and try again
    else:
        self.emit()
        return self._state.token
except RecognitionException, re:
    # shouldn't happen in backtracking mode, but...
    self.reportError(re)
    self.recover(re)

def memoize(self, input, ruleIndex, ruleStartIndex, success):
    if self._state.backtracking > 1:
        # is Lexer always superclass?
        <@superClassName><superClass><@end>.memoize(self, input, ruleIndex, ruleStartIndex, success)

def alreadyParsedRule(self, input, ruleIndex):
    if self._state.backtracking > 1:
        return <@superClassName><superClass><@end>.alreadyParsedRule(self, input, ruleIndex)
    return False

actionGate() ::= "self._state.backtracking == 0"

filteringActionGate() ::= "self._state.backtracking == 1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStream, superClass, filterMode,
ASTLabelType="Object", labelType, members, rewriteElementTag,
init) ::= <<
@if(grammar.grammarIsRoot)
# token names
tokenNames = [
"<invalid>", "<EOR>", "<DOWN>", "<UP>",
	tokenNames; wrap, separator=" ">
]
</
@if(grammar.grammarIsRoot)
else
from <grammar.composite.rootGrammar.recognizerName> import tokenNames
@end

<scopes: {<if(it.isDynamicGlobalScope)}>globalAttributeScopeClass(scope=it)><endif> }

<grammar.directDelegates:
{g|from <g.recognizerName> import <g.recognizerName>}; separator="\n"

<rules: {<ruleAttributeScopeClass(scope=it.ruleDescriptor.ruleScope)>} }

class <grammar.recognizerName>(<superClassName><superClass><@end>):

grammarFileName = "<fileName>
antlr_version = version_str_to_tuple("<ANTLRVersion>"
antlr_version_str = "<ANTLRVersion>"
tokenNames = tokenNames

def __init__(self<grammar.delegators:{g|, <g:delegateName()>}> input, state=None, *args, **kwargs):
	if state is None:
		state = RecognizerSharedState()
	<@args()>
		super(<grammar.recognizerName>, self).__init__(input, state, *args, **kwargs)
@if(memoize)
@if(grammar.grammarIsRoot)
	self._state.ruleMemo = {}
@end
@end

<cyclicDFAs:{dfa | <cyclicDFAInit(dfa)>}; separator="\n"

<scopes: {<if(it.isDynamicGlobalScope)}>globalAttributeScopeStack(scope=it)><endif> }
<rules: {<ruleAttributeScopeStack(scope=it.ruleDescriptor.ruleScope)>} }

<init>

<grammar.delegators:
{g|self.<g:delegateName()> = <g:delegateName()>}; separator="\n"
<grammar.directDelegates:
{g|self.<g:delegateName()> = <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>self, input,
state)); separator="\n"

<!--grammar.directDelegates:
 {g|self.<g.delegateName()> = <g.recognizerName>(self<grammar.delegators:{g|, <g.delegateName()>}>,
 input, state)); separator="\n"!>

<last(grammar.delegators):
 {g|self.gParent = self.<g.delegateName()>}; separator="\n"

 <!--@init
 <!--@end

 <!--@members
 <!--@end

 <members>

 <rules; separator="\n\n">

 <! generate rule/method definitions for imported rules so they
 appear to be defined in this recognizer. !>
 # Delegated rules
 <grammar.delegatedRules:{ruleDescriptor| <delegateRule(ruleDescriptor)> }; separator="\n">

 <synpreds:{p | <synpred(p)> }>

 <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

 <bitsets:{FOLLOW_<it.name>_in_<it.inName><it.tokenIndex> = frozenset([<it.tokenTypes:{<it>};separator=",
 "]|)<\n>}

 >>

delegateRule(ruleDescriptor) ::= <<
def <ruleDescriptor.name>(self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>):
 <!-- \> <if(ruleDescriptor.hasReturnValue)>return
 <endif>self.<ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribute:{a|<a.name>}; separator="", ">))<\n>}

 >>

 parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType="object",
 superClass="Parser", labelType="Token", members={<actions.parser.members>}) ::= <<
 <genericParser(inputStreamType="TokenStream", rewriteElementType="Token", init={<actions.parser.init>}, ...)> >>

 /** How to generate a tree parser; same as parser except the input
 * stream is a different type.
/*
 * treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
 * labelType={ <ASTLabelType> }, ASTLabelType="Object", superClass="TreeParser",
 * members={ <actions.treeparser.members> }, filterMode) ::= <<
 * <genericParser(inputStreamType="TreeNodeStream", rewriteElementType="Node",
 * init={ <actions.treeparser.init> }, ...)>
 * >>
 *
 * A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */

synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= <<
  # $ANTLR start "<ruleName>"
  def <ruleName>_fragment(self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>):
  <if(trace)>
    self.traceIn("<ruleName>_fragment", <ruleDescriptor.index>)
    try:
      <block>
  finally:
    self.traceOut("<ruleName>_fragment", <ruleDescriptor.index>)

  <else>
  <block>
  <endif>
  # $ANTLR end "<ruleName>"

>>

synpred(name) ::= <<
  def <name>(self):
    self._state.backtracking += 1
    #@start()(
    start = self.input.mark()
    try:
      self.<name>_fragment()
    except BacktrackingFailed:
      success = False
    else:
      success = True
    self.input.rewind(start)
  #@stop()
self._state.backtracking -= 1
return success

>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if self._state.backtracking > 0 and self.alreadyParsedRule(self.input, <ruleDescriptor.index>):
    # for cached failed rules, alreadyParsedRule will raise an exception
    success = True
    return <ruleReturnValue()>
<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>
if self._state.backtracking > 0:
    raise BacktrackingFailed
<endif>
>>

/** How to generate code for a rule. This includes any return type
 * data aggregates required for multiple return values.
 */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<returnScope(scope=ruleDescriptor.returnScope)>
# $ANTLR start "<ruleName>"
# <fileName>:<description>
<ruleDescriptor.actions.decorate>
def <ruleName>(self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>):
<if(trace)>
    self.traceIn("<ruleName>", <ruleDescriptor.index>)<
<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
<ruleLabelDefs()>
<ruleDescriptor.actions.init>
@preamble()>
@body><ruleBody()><@end>
.ruleBody() ::= <<
    <if(memoize)>
    <if(backtracking)>
    success = False
    <endif>
    <endif>
    try:
        try:
            <ruleMemoization(name=ruleName)>
            <block>
            <ruleCleanUp()>
            <(ruleDescriptor.actions.after):execAction()>
            <if(memoize)>
            <if(backtracking)>
                success = True
            <endif>
            <endif>
            <if(exceptions)>
                exceptions: {e|catch(decl=e.decl,action=e.action)}
            <else>
            <if(!emptyRule)
            <if(actions.(actionScope).rulecatch)>
                actions.(actionScope).rulecatch
            <else>
                except RecognitionException, re:
                    self.reportError(re)
                    self.recover(self.input, re)
                    <@setErrorReturnValue()>
            <endif>
            <else>
                finally:
                pass
            <endif>
            <endif>
            <endif>
            finally:
            <if(trace)>
                self.traceOut("<ruleName>", <ruleDescriptor.index>)
            <endif>
            <memoize()>
>>
catch(decl,action) ::= <<
except <e.decl>:
    <e.action>
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval = self.<ruleDescriptor.name>_return()
retval.start = self.input.LT(1)
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.name> = <if(a.initValue)><a.initValue><else>None<endif>
|}
<endif>
<if(memoize)>
<ruleDescriptor.name>_StartIndex = self.input.index()
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{self.<it>_stack.append(<it>_scope())}; separator="\n">
<ruleDescriptor.ruleScope:{self.<it.name>_stack.append(<it.name>_scope())}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{self.<it>_stack.pop()}; separator="\n">
<ruleDescriptor.ruleScope:{self.<it.name>_stack.pop()}; separator="\n">
>>

ruleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
:{<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,
ruleDescriptor.wildcardTreeListLabels]
:{list_<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
:ruleLabelDef(label=it); separator="\n"
>
<ruleDescriptor.ruleListLabels:{<it.label.text> = None}; separator="\n">
lexerRuleLabelDefs() ::= <<
[ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
  :{<it.label.text> = None}; separator="\n"
>
<ruleDescriptor.charLabels:{<it.label.text> = None}; separator="\n">
<[ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
  :{list_<it.label.text> = None}; separator="\n"
>
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = self.input.LT(-1)<\n>
<endif>
<endif>
>>

crmoize() ::= <<
<if(memoize)>
<if(backtracking)>
if self._state.backtracking > 0:
  self.memoize(self.input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex, success)
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
*  fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
# $ANTLR start "<ruleName>"
def m<ruleName>(self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>):
    <if(trace)>
        self.traceIn("<ruleName>", <ruleDescriptor.index>)
    <endif>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    <if(memoize)>
    <if(backtracking)>
        success = False
    <endif>
    <endif>
    <ruleScopeCleanUp()>
    try:
    <if(nakedBlock)>
        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block>
    <else>
        _type = <ruleName>
        _channel = DEFAULT_CHANNEL
        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block>
        <ruleCleanUp()>
        self._state.type = _type
        self._state.channel = _channel
        <(ruleDescriptor.actions.after):execAction()>
        <endif>
    <if(memoize)>
    <if(backtracking)>
        success = True
    <endif>
    <endif>
    finally:
    <if(trace)>
        self.traceOut("<ruleName>", <ruleDescriptor.index>)
    <endif>
    <ruleScopeCleanUp()>
    <memoize()>
    pass
    <endif>
    <if(memoize)>
    <if(backtracking)>
        success = True
    <endif>
    <endif>
    <ruleCleanUp()>
finally:
    <if(trace)>
        self.traceOut("<ruleName>", <ruleDescriptor.index>)
    <endif>
    <ruleScopeCleanUp()>
    <memoize()>
    pass
# $ANTLR end "<ruleName>"
/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
def mTokens(self):
    <block>

>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
    # <fileName>:<description>
    alt<decisionNumber> = <maxAlt>
    <decls>
    <@body><blockBody()><@end>
>>

blockBody() ::= <<
    <@predecision()>
    <@decision><decision><@end>
    <@postdecision()>
    <@prebranch()>
    <alts:altSwitchCase(); separator="\n">
    <@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
    # <fileName>:<description>
    alt<decisionNumber> = <maxAlt>
    <decls>
    <@predecision()>
    <@decision><decision><@end>
    <@postdecision()>
    <alts:altSwitchCase(); separator="\n">
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
    # <fileName>:<description>
    <decls>
    <@prealt()>
    <alts>
/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  # <fileName>:<description>
  <decls>
  @@prealt()
  <alts>
  @@postalt()
>>

/** A (...)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  # <fileName>:<description>
  cnt<decisionNumber> = 0
  <decls>
  @@preloop()
  @@loopBody
  <positiveClosureBlockLoop()>
  @@end
  @@postloop()
>>

positiveClosureBlockLoop() ::= <<
  while True: #loop<decisionNumber>
    alt<decisionNumber> = <maxAlt>
    @@predecision()
    @@decisionBody<decision><@end
    @@postdecision()
    <alts:altSwitchCase(); separator="\nel">
    else:
      if cnt<decisionNumber> >= 1:
        break #loop<decisionNumber>
      <ruleBacktrackFailure()>
      eee = EarlyExitException(<decisionNumber>, self.input)
      @@earlyExitException() 
      raise eee

    cnt<decisionNumber> += 1
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (...)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=
<< # <fileName>:<description>
<decls>
@@@preloop()
@@@loopBody
<< closureBlockLoop() @@end
<@postloop()>>

closureBlockLoop() ::= <<
while True: #loop<decisionNumber>
alt<decisionNumber> = <maxAlt>
@@@predecision() @@decisionBody<decision>@@end
@@@postdecision() 
<alts:altSwitchCase(); separator="\n"> else:
break #loop<decisionNumber>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
* so we can just use the normal block template */
optimalBlock ::= block

optimalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative. */
altSwitchCase() ::= <<
if alt<decisionNumber> == <i>:
@@@prealt() <it>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
# <fileName>:<description>
pass <! so empty alternatives are a valid block !>
@@@declarations() <<
<elements:element()>
<rew>
@@@cleanup()>>
/** What to emit when there is no rewrite. For auto build mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// ELEMENTS

/** Dump the elements one per line */
element() ::= <<
  '{@prematch()}'
  '<it.el>'<\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
  <if(label)><label>=<endif>self.match(self.input, <token>, self.FOLLOW_<token>_in_<ruleName> <elementIndex>)
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRef(...)
  <listLabel(elem=label,...)>''
>>

listLabel(label, elem) ::= <<
if list_<label> is None:
  list_<label> = []
  list_<label>.append(<elem>)<\n>
>>

/** match a character */
charRef(char,label) ::= <<
  <if(label)>
  <label> = self.input.LA(1)<\n>
  <endif>
  self.match(<char>)
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
  <if(label)>
  <label> = self.input.LA(1)<\n>
  <endif>
  self.matchRange(<a>, <b>)
>>
/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
  <if(label)>
    <label> = self.input.LT(1)
  <endif>
  if <s>:
    self.input.consume()
    <postmatchCode>
    <if(!LEXER)>
      self._state.errorRecovery = False
    <endif>
  else:
    <ruleBacktrackFailure()>
    mse = MismatchedSetException(None, self.input)
    <@mismatchedSetException()>
    <if(LEXER)>
      self.recover(mse)
      raise mse
    <else>
      raise mse
    </!
    use following code to make it recover inline; remove throw mse;
    self.recoverFromMismatchedSet(
      self.input, mse, self.FOLLOW_set_in_<ruleName><elementIndex>
    )
    !>
  <endif>
  <\n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
  <matchSet(...)>
  <listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label) ::= <<
  <if(label)>
    <label>Start = self.getCharIndex()
    self.match(<string>)
    <label> = CommonToken(input=self.input, type=INVALID_TOKEN_TYPE, channel=DEFAULT_CHANNEL, start=<label>Start, stop=self.getCharIndex()-1)
  <else>
    self.match(<string>)
  <endif>
>>
wildcard(label, elementIndex) ::= <<
    <if(label)>
    <label> = self.input.LT(1)<
    <endif>
    self.matchAny(self.input)
>>

wildcardAndListLabel(label, elementIndex) ::= <<
    <wildcard(...)>
    <listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
    <if(label)>
    <label> = self.input.LA(1)<
    <endif>
    self.matchAny()
>>

wildcardCharListLabel(label, elementIndex) ::= <<
    <wildcardChar(...)>
    <listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
* and a return value or values. The 'rule' argument was the
* target rule name, but now is type Rule, whose toString is
* same: the rule name. Now though you can access full rule
* descriptor stuff.
*/
ruleRef(rule, label, elementIndex, args, scope) ::= <<
    self._state.following.append(self.FOLLOW_<rule.name>_in_<ruleName><elementIndex>)
    <if(label)><label> = <endif>self.<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator="",
    "">)<
    <endif><rule.name>({args; separator="",
    "">})<\n    self._state.following.pop()
>>

/** ids+=rule */
ruleRefAndListLabel(rule, label, elementIndex, args, scope) ::= <<
    <ruleRef(...)>
    <listLabel(elem=label,...)>
>>

/** A lexer rule reference
* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule, label, args, elementIndex, scope) ::= <<
@if(label)
<label>Start<elementIndex> = self.getCharIndex()
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>({args; separator=", "})
<label> = CommonToken(
    input=self.input,
    type=INVALID_TOKEN_TYPE,
    channel=DEFAULT_CHANNEL,
    start=<label>Start<elementIndex>,
    stop=self.getCharIndex()-1
)
@endif
self.<if(scope)><scope:delegateName()>.<endif>m<rule.name>({args; separator=", "})
@endif
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule, label, args, elementIndex, scope) ::= <<
<lexerRuleRef(....)>  
<listLabel(elem=label,....)> 
>>

/** EOF in the lexer */
lexerMatchEOF(label, elementIndex) ::= <<
@if(label)
<label>Start<elementIndex> = self.getCharIndex()
self.match(EOF)
<label> = CommonToken(input=self.input, type=EOF, channel=DEFAULT_CHANNEL,
    start=<label>Start<elementIndex>, stop=self.getCharIndex()-1)
@endif
self.match(EOF)
@endif
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
@if(nullableChildList)
    if self.input.LA(1) == DOWN:
        self.match(self.input, DOWN, None)
    <children:element()>
    self.match(self.input, UP, None)
/** Every predicate is used as a validating predicate (even when it is
* also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
if not (<evalPredicate(...)>):
    <ruleBacktrackFailure()>
    raise FailedPredicateException(self.input, "<ruleName>", "<description>")
>>

// Fixed DFA (if-then-else)
dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)
<edges; separator="\nel">
else:
    <if(eotPredictsAlt)>
        alt<decisionNumber> = <eotPredictsAlt>
    <else>
        <ruleBacktrackFailure()>
        nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)
        <@noViableAltException()>
        raise nvae
    <endif>
>>

/** Same as a normal DFA state except that we don't examine lookahead
* for the bypass alternative. It delays error detection but this
* is faster, smaller, and more what people expect. For (X)? people
* expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)
<edges; separator="\nel">
>>

/** A DFA state that is actually the loopback decision of a closure
* loop. If end-of-token (EOT) predicts any of the targets then it
* should act like a default clause (i.e., no error can be generated).
* This is used only in the lexer so that for ('a')* on the end of a rule
* anything other than 'a' predicts exiting.
dfaLoopbackState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
LA<decisionNumber>_<stateNumber> = self.input.LA(<k>)
<edges; separator="\n"><un>
<if(eotPredictsAlt)>
<if(!edges)>
alt<decisionNumber> = <eotPredictsAlt> <! if no edges, don't gen ELSE !>
<else>
else:
   alt<decisionNumber> = <eotPredictsAlt>
<un>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>"

/** A simple edge with an expression. If the expression is satisfied, *
* enter to the target state. To handle gated productions, we may *
* have to evaluate some predicates for this edge. */
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if (<labelExpr>) <if(predicates)>and (<predicates>)<endif>:
<targetState>
>>

// F i x e d  D F A (switch case)

/** A DFA state where a SWITCH may be generated. The code generator *
* decides if this is possible: CodeGenerator.canGenerateSwitch(). */
dfaStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<

FIXME: this is one of the few occasion, where I miss a switch statement in Python. ATM this is implemented as a list of if .. elif .. This may be replaced by faster a dictionary lookup, when I find a solution for the cases when an edge is not a plain dfaAcceptState.

LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\n"><un>
else:
<if(eotPredictsAlt)>
   alt<decisionNumber> = <eotPredictsAlt>
<else>
   <ruleBacktrackFailure()>
   nvae = NoViableAltException("<description>", <decisionNumber>, <stateNumber>, self.input)<un>
  /*@noViableAltException()*/
raise nvaec
<endif>

>>

dfaOptionalBlockStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<endif>

>>

dfaLoopbackStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
LA<decisionNumber> = self.input.LA(<k>)
<edges; separator="\nel">
<if(eotPredictsAlt)
else:
    alt<decisionNumber> = <eotPredictsAlt>
<endif>

>>

dfaEdgeSwitch(labels, targetState) ::= <<
if labels:<LA<decisionNumber> == <it>; separator=" or ">
<targetState>

>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
* in the rule to predict an alt just like the fixed DFA case.
* The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber, description) ::= <<
alt<decisionNumber> = self.dfa<decisionNumber>.predict(self.input)

>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
# lookup tables for DFA #<dfa.decisionNumber>

DFA<dfa.decisionNumber>._eot = DFA.unpack("\n u"
    u"
" \n u"
)
DFA<dfa.decisionNumber>_eof = DFA.unpack(u"<dfa.javaCompressedEOF; wrap="\n  u"">")

DFA<dfa.decisionNumber>_min = DFA.unpack(u"<dfa.javaCompressedMin; wrap="\n  u"">")

DFA<dfa.decisionNumber>_max = DFA.unpack(u"<dfa.javaCompressedMax; wrap="\n  u"">")

DFA<dfa.decisionNumber>_accept = DFA.unpack(u"<dfa.javaCompressedAccept; wrap="\n  u"">")

DFA<dfa.decisionNumber>_special = DFA.unpack(u"<dfa.javaCompressedSpecial; wrap="\n  u"">")

DFA<dfa.decisionNumber>_transition = [
    <dfa.javaCompressedTransition:{s|DFA.unpack(u"<s; wrap="\n  u"">")}; separator=",
"
  ]
]

# class definition for DFA #<dfa.decisionNumber>
class DFA<dfa.decisionNumber>(DFA):
    pass

    #@errorMethod()

@if(dfa.specialStateSTs)
    def specialStateTransition(self_, s, input):
        # convince pylint that my self_ magic is ok ;)
        # pylint: disable-msg=E0213

        # pretend we are a member of the recognizer
        # thus semantic predicates can be evaluated
        self = self_.recognizer

        _s = s

        <dfa.specialStateSTs:{state |
        if s == <i0>: <! compressed special state numbers 0..n-1 !>
        <state }>; separator="\nel"
<if(backtracking)>
    if self._state.backtracking >0:
        raise BacktrackingFailed
</if>

<endif>

nvae = NoViableAltException(self._getDescription(), <dfa.decisionNumber>, _s, input)
self._error(nvae)
raise nvae
</endif>

>>
cyclicDFAInit(dfa) ::= <<
    self.dfa<dfa.decisionNumber> = self.DFA<dfa.decisionNumber>(
        self, <dfa.decisionNumber>,
        eot = self.DFA<dfa.decisionNumber>_eot,
        eof = self.DFA<dfa.decisionNumber>_eof,
        min = self.DFA<dfa.decisionNumber>_min,
        max = self.DFA<dfa.decisionNumber>_max,
        accept = self.DFA<dfa.decisionNumber>_accept,
        special = self.DFA<dfa.decisionNumber>_special,
        transition = self.DFA<dfa.decisionNumber>_transition
    )
>>

/** A state in a cyclic DFA; it's a special state and part of a big switch on state.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
    LA<decisionNumber>_<stateNumber> = input.LA(1)
    <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
        index<decisionNumber>_<stateNumber> = input.index()
        input.rewind()<
    </if>
    s = -1
    <edges; separator="; ">
        <if(semPredState)> <! return input cursor to state before we rewound !>
            input.seek(index<decisionNumber>_<stateNumber>)<
        </if>
        if s >= 0:
            return s
    </edges>
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
    if (<labelExpr>)<if(predicates)> and (<predicates>)<endif>:
s = <targetStateNumber> <\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber, edgeNumber, predicates) ::= <<
se:
  s = <targetStateNumber> <\n>
>>

// DFA EXPRESSIONS

andPredicates(left, right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "((<first(operands)><rest(operands):{o | or <o> }>)"

notPredicate(pred) ::= "not (<evalPredicate(...)>)"

evalPredicate(pred, description) ::= "(<pred>)"

evalSynPredicate(pred, description) ::= "self.<pred>()"

lookaheadTest(atom, k, atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere. Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom, k, atomAsInt) ::= "self.input.LA(<k>) == <atom>"

lookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= <<
  (<lower> \<= LA<decisionNumber>_<stateNumber> \<= <upper>)
>>

isolatedLookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= "(<lower> \<= self.input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=" or ">

// ATTRIBUTES

globalAttributeScopeClass(scope) ::= <<
  <if(scope.attributes)>
  class <scope.name>_<scope>(object):
    def __init__(self):
      <scope.attributes:[set.\<it.decl> \= None]; separator="\n">
globalAttributeScopeStack(scope) ::= <<
@if(scope.attributes)
self.<scope.name>_stack = []
@endif
>>

ruleAttributeScopeClass(scope) ::= <<
@if(scope.attributes)
class <scope.name>_scope(object):
  def __init__(self):
    <scope.attributes:{self.<it.decl> = None}; separator=\\n>
@endif
>>

ruleAttributeScopeStack(scope) ::= <<
@if(scope.attributes)
self.<scope.name>_stack = []
@endif
>>

delegateName() ::= <<
@if(it.label)<it.label><else>g<it.name><endif>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> = None
>>

returnStructName() ::= "<it.name>_return"

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.
*/
returnScope(scope) ::= <<
@if(ruleDescriptor.hasMultipleReturnValues)
class <ruleDescriptor:returnStructName()>(<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope):
  def __init__(self):
    super(<grammar.recognizerName>.<ruleDescriptor:returnStructName()>, self).__init__()
    <scope.attributes:{self.<it.decl> = None}; separator=\\n>
@endif
>>
parameterScope(scope) ::= "<scope.attributes:{<it.decl>}; separator="",">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex) ::= "<scope._stack[-<negIndex>].<attr.name>
<scope._stack[index].<attr.name>
scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= "
"*/

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= "<scope._stack[-<negIndex>].<attr.name> = <expr>
<scope._stack[index].<attr.name> = <expr>
"*/
self.<scope>_stack[-1].<attr.name> = <expr>
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {function.size()>0 && function::name.equals("foo")}? */
isolatedDynamicScopeRef(scope) ::= "self.<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
((<scope> is not None) and [<scope>.<attr.name>] or [None])[0]
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> = <expr>
<else>
<attr.name> = <expr>
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.text"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.type"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.line"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.charPositionInLine"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.channel"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.index"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>._tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= "<<
  ((<scope> is not None) and [self.input.getTokenStream().toString(
    self.input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
    self.input.getTreeAdaptor().getTokenStopIndex(<scope>.start)
  )) or [None]]0
  <else>
  ((<scope> is not None) and [self.input.toString(<scope>.start,<scope>.stop)]) or [None]]0
  <endif>
>>"

ruleLabelPropertyRef_st(scope,attr) ::= "((<scope> is not None) and [<scope>.st] or [None]]0"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> is not None) and [<scope>.type] or [0])0"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> is not None) and [<scope>.line] or [0])0"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> is not None) and [<scope>.charPositionInLine] or [0])0"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> is not None) and [<scope>.channel] or [0])0"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> is not None) and [<scope>.index] or [0])0"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> is not None) and [<scope>.text] or [None])0"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope> is not None) and [int(<scope>.text)] or [0])0"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "retval.start"
rulePropertyRef_stop(scope,attr) ::= "retval.stop" //mmm... or input.LT(-1)??
rulePropertyRef_tree(scope,attr) ::= "retval.tree"
rulePropertyRef_text(scope,attr) ::= "self.input.toString(retval.start, self.input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "self.text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "self._state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "self._state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "self._state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(self.getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if <actions.(actionScope).synpredgate>:
  <action>
<else>
if <actions.(actionScope).synpredgate>:
  <action>
<endif>
<else>
#action start
  <action>
#action end
<endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

codeFileExtension() ::= ".py"

true() ::= "True"
false() ::= "False"

Found in path(s):
  */opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
ources/org/antlr/codegen/templates/Python/Python.stg
No license file was found, but licenses were detected in source scan.

/*
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/** Template overrides to add debugging to AST stuff. Dynamic inheritance hierarchy is set up as ASTDbg : AST : Dbg : C# by code generator. */
group ASTDbg:

parserMembers() ::= <<
protected DebugTreeAdaptor adaptor;
public ITreeAdaptor TreeAdaptor
{
  get {
    <if(grammar.grammarIsRoot)>
    return this.adaptor;
    <else>
    this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
    <endif>
    <grammar.directDelegates:{g|<g:delegateName()> . TreeAdaptor = this.adaptor;}>
  }
  set { this.adaptor = new DebugTreeAdaptor(dbg, value); }
} >>

parserCtorBody() ::= <<
createListenerAndHandshake() ::= <<
DebugEventSocketProxy dbg = new DebugEventSocketProxy(this, port, adaptor);
DebugListener = dbg;
<!
Original line follows, replaced by the next two ifs:
set<InputStreamType>(new Debug<InputStreamType>(input,dbg));
!>
@if(PARSER)
TokenStream = new DebugTokenStream(input,dbg);
@end
@if(TREE_PARSER)
TokenStream = new DebugTreeNodeStream(input,dbg);
@end
try {
    dbg.Handshake();
} catch (IOException ioe) {
    ReportError(ioe);
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
dbg.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
dbg.TreeAdaptor = adap;
>>

@ctorForPredefinedListener.superClassRef() ::= "base(input, dbg)"

@ctorForPredefinedListener.finally() ::=<<
@if(grammar.grammarIsRoot) <! don't create new adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
@end
>>

@rewriteElement.pregen() ::= "dbg.Location(<e.line>,<e.pos>);"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
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*/

group AST;

@outputFile.imports() ::= <<
  @super.imports()>
  <!if(!TREE_PARSER)><! tree parser would already have imported !>
  using Antlr.Runtime.Tree;\n  </endif>
>>

@genericParser.members() ::= <<
  @super.members()>
  <parserMembers()>
  >>

  /** Add an adaptor property that knows how to build trees */
protected ITreeAdaptor adaptor = new CommonTreeAdaptor();
public ITreeAdaptor TreeAdaptor
{
    get { return this.adaptor; }
    set {
        this.adaptor = value;
    }
}

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
    <ASTLabelType> root_0 = null;
>>

ruleLabelDefs() ::= <<
    <ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
    ruleDescriptor.wildcardTreeListLabels,\{<ASTLabelType> \{it.label.text\}_tree=null;\}; separator="\n">
    <ruleDescriptor.tokenListLabels,\{<ASTLabelType> \{it.label.text\}_tree=null;\}; separator="\n">
    <ruleDescriptor.allTokenRefsInAltsWithRewrites
        :\
        {RewriteRule\<rewriteElementType\>Stream stream_\{it\} = new
        RewriteRule\<rewriteElementType\>Stream(adaptor,"token \{it\}");}; separator="\n">
    <ruleDescriptor.allRuleRefsInAltsWithRewrites
        :\
        {RewriteRuleSubtreeStream stream_\{it\} = new RewriteRuleSubtreeStream(adaptor,"rule \{it\}");}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative
* block.
*/
@alt.declarations() ::= <<
    <if(autoAST)>
    <if(outerAlt)>


// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,hetero) ::= <<
  <tokenRefBang(...)> <! Track implies no auto AST construction!>
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.Add(<label>);<\n>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
* to the tracking list stream_ID for use in the rewrite. *
*/
tokenRefTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRefTrack(...)>
  <listLabel(elem=label,...)>   
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,hetero) ::= <<
  <tokenRefBang(...)>   
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.Add(<label>);<\n>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRefRuleRootTrack(...)>   
  <listLabel(elem=label,...)>   
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(...)>
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.Add(<label>.Tree);
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefTrack(...)>
  <listLabel(elem=label+".Tree",...)>   
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.Add(<label>.Tree);
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)> 
<listLabel(elem=label+.Tree","
>>

// R e w r i t e

rewriteCode( 
 alts, description, 
 referencedElementsDeep, // ALL referenced elements to right of -> 
 referencedTokenLabels, 
 referencedRuleLabels, 
 referencedTokenListLabels, 
 referencedRuleListLabels, 
 referencedWildcardLabels, 
 referencedWildcardListLabels, 
 rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= 
<<
// AST REWRITE
// elements: <referencedElementsDeep; separator="","
// token labels: <referencedTokenLabels; separator="","
// rule labels: <referencedRuleLabels; separator="","
// token list labels: <referencedTokenListLabels; separator="","
// rule list labels: <referencedRuleListLabels; separator="","
// wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator="","
<if(backtracking)
if ( <actions.(actionScope).synpredgate> ) {<
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.GetNilNode();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER>
<if(rewriteMode)>
<prevRuleRootRef().Tree = (<ASTLabelType>)adapter.RulePostProcessing(root_0); 
input.ReplaceChildren(adapter.GetParent(retval.Start), 
adapter.GetChildIndex(retval.Start), 
adapter.GetChildIndex(_last),
retval.Tree);
<endif>
/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
rewriteOptionalBlock(
alt, rewriteBlockLevel,

rewriteCodeLabels() ::= <<
<referencedTokenLabels
  :{RewriteRule<rewriteElementType>Stream stream_<it> = new RewriteRule<rewriteElementType>Stream(adaptor,"token <it>"", <it>);};
  separator="\n"
>
<referencedTokenListLabels
  :{RewriteRule<rewriteElementType>Stream stream_<it> = new RewriteRule<rewriteElementType>Stream(adaptor,"token <it>"", list_<it>);};
  separator="\n"
>
<referencedWildcardLabels
  :{RewriteRuleSubtreeStream stream_<it> = new RewriteRuleSubtreeStream(adaptor,"wildcard <it>"",<it>);};
  separator="\n"
>
<referencedWildcardListLabels
  :{RewriteRuleSubtreeStream stream_<it> = new RewriteRuleSubtreeStream(adaptor,"wildcard <it>"",list_<it>);};
  separator="\n"
>
<referencedRuleLabels
  :{RewriteRuleSubtreeStream stream_<it> = new RewriteRuleSubtreeStream(adaptor,"rule <it>"", <it>!=null ? <it>.Tree : null);};
  separator="\n"
>
<referencedRuleListLabels
  :{RewriteRuleSubtreeStream stream_<it> = new RewriteRuleSubtreeStream(adaptor,"token <it>"", list_<it>);};
  separator="\n"
>
>>
referencedElementsDeep, // all nested refs
referencedElements,  // elements in immediately block; no nested blocks
description) ::= <<
  // <fileName>:<description>
  if ( <referencedElementsDeep:{el | stream_<el>.HasNext()}; separator=" || "> )
  {
    <alt>
  }
  <referencedElementsDeep:{el | stream_<el>.Reset();<\n}>>
>>

rewriteClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements,  // elements in immediately block; no nested blocks
description) ::= <<
  // <fileName>:<description>
  while ( <referencedElements:{el | stream_<el>.HasNext()}; separator=" || "> )
  {
    <alt>
  }
  <referencedElements:{el | stream_<el>.Reset();<\n}>>
>>

rewritePositiveClosureBlock(
  alt,rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements,  // elements in immediately block; no nested blocks
description) ::= <<
  if (!<referencedElements:{el | stream_<el>.HasNext()}; separator=" || ">)) {
    throw new RewriteEarlyExitException();
  }
  while ( <referencedElements:{el | stream_<el>.HasNext()}; separator=" || "> )
  {
    <alt>
  }
  <referencedElements:{el | stream_<el>.Reset();<\n}>>
>>

rewriteAlt(a) ::= <<
  // <a.description>
  <if(a.pred)>
  if ((a.pred))
  {
    <a.alt>
/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.GetNilNode();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
} <<
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>

rewriteElement(e) ::= <<
<@pregen()>
<e.e1>
>>

/** Gen ID or ID[... args] */
rewriteTokenRef(token,elementIndex,hetero,args) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);<
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());<
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);<
>>
/** Gen ^(label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[ARGS] ...) */
rewriteTokenRefRoot(token,elementIndex,hetero,args) ::= <<
root_<treeLevel> = (<ASTLabelType>) adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);<
>>
rewriteImaginaryTokenRef(args,token,hetero,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);<
>>
rewriteImaginaryTokenRefRoot(args,token,hetero,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>) adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);<
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;<
>>

/** What is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the value of root_0 right
* before I set it during rewrites. The assign will be to retval.Tree.
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());<
>>
rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>) adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);<
>>
rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);<
>>
rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>) adaptor.BecomeRoot(<action>, root_<treeLevel>);<
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());
>>

/** Gen ^(ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);
>>

/** Gen ^(ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());
>>

createImaginaryNode(tokenType,hetero,args) ::= <<
  <if(hetero)>
  <! new MethodNode(IDLabel, args) !>
  new <hetero>(<tokenType><if(args)>, <args; separator=", "><endif>)
  <else>
    (<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)><tokenType><endif>)
  <endif>
>>

createRewriteNodeFromElement(token,hetero,args) ::= <<
  <if(hetero)>
  new <hetero>(stream_<token>.NextToken()<if(args)>, <args; separator=", "><endif>)
  <else>
    <if(args)><! must create new node from old !>
    adaptor.Create(<token>, <args; separator=", "><endif>
  <else>
    stream_<token>.NextNode()
  <endif>
  <endif>
>>

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3.2.0.wso2v1/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/CSharp2/AST.stg
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 */

cSharpVisibilityMap ::= ["private":"private",
"protected":"protected",
"public":"public",
"fragment":"private",
default:"private"
]
lexer(grammar, name, tokens, scopes, rules, numRules, labelType="CommonToken",

filterMode, superClass="Lexer") ::= <<
[System.CLSCompliant(false)]

public partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
  <tokens:{public const int <it.name>=<it.type>;}; separator="\n">
  <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif> }}
  <actions.lexer.members>

    // delegates
    <grammar.delegates:
      {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
    // delegators
    <grammar.delegators:
      {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
      <last(grammar.delegators):{g|public <g.recognizerName> gParent;}> 

    public <grammar.recognizerName>() {} <! needed by subclasses !>
    public <grammar.recognizerName>( ICharStream input<grammar.delegators:{g|, <g.recognizerName>
      <g:delegateName()>}> )
    : this( input, new RecognizerSharedState()<grammar.delegators:{g|, <g.recognizerName>
      <g:delegateName()>}> ) 
    {
    }
    public <grammar.recognizerName>( ICharStream input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName>
      <g:delegateName()>}> )
    : base( input, state )
    {
      <if(memoize)>
        <if(grammar.grammarIsRoot)>
        state.ruleMemo = new System.Collections.Generic.Dictionary<int, int>[<numRules>+1];<\n><! index from 1..n !>
        <endif>
        <endif>
      <grammar.directDelegates:
        {g|<g:delegateName>() = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>},
        this);}; separator="\n">
      <grammar.delegators:
        {g|this.<g:delegateName>() = <g:delegateName>();}; separator="\n">
      <last(grammar.delegators):{g|gParent = <g:delegateName>();}> 
    }
    public override string GrammarFileName { get { return "<fileName>"; } }

    <if(filterMode)>
    <filteringNextToken()>
    <endif>
    <rules; separator="\n\n">

    <insertLexerSynpreds(synpreds)>

}}
protected override void InitDFAs()
{
    base.InitDFAs();
    <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs),
        new SpecialStateTransitionHandler( specialStateTransition<dfa.decisionNumber> )<endif> );}; separator="\n">}
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>  
#region DFA
<region DFA
protected override void InitDFAs()
{
    base.InitDFAs();
    <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs),
        new SpecialStateTransitionHandler( specialStateTransition<dfa.decisionNumber> )<endif> );}; separator="\n">}
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>  
#endregion

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
* for matches. No error can be generated upon error; just rewind, consume
* a token and then try again. backtracking needs to be set as well.
* Make rule memoization happen only at levels above 1 as we start mTokens
* at backtracking==1.
*/
filteringNextToken() ::= <<
public override IToken NextToken()
{
    for ( ; ;)
    {
        if ( input.LA(1)==CharStreamConstants.EndOfFile )
        {
            return Tokens.EndOfFile;
        }
        state.token = null;
        state.channel = TokenChannels.Default;
        state.tokenStartCharIndex = input.Index;
        state.tokenStartCharPositionInLine = input.CharPositionInLine;
        state.tokenStartLine = input.Line;
        state.text = null;
        try
        {
            int m = input.Mark();
            state.backtracking=1;<! means we won't throw slow exception !>
            state.failed=false;
            mTokens();
            state.backtracking=0;
            <! mTokens backtracks with synpred at backtracking==2
            and we set the synpredgate to allow actions at level 1. !>
            if ( state.failed )
            {
        
```
input.Rewind(m);
input.Consume(); "! advance one char and try again !"
}
else
{
Emit();
return state.token;
}
}
catch ( RecognitionException re )
{
// shouldn't happen in backtracking mode, but...
ReportError(re);
Recover(re);
}
}

public override void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
if ( state.backtracking > 1 )
base.Memoize( input, ruleIndex, ruleStartIndex );
}

public override bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
if ( state.backtracking > 1 )
return base.AlreadyParsedRule(input, ruleIndex);

return false;
}
>>

actionGate() ::= "state.backtracking == 0"

filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
   bitsets, inputStreamType, superClass,
   ASTLabelType="object", labelType, members, rewriteElementType,
   filterMode) ::= <<
   [System.CLSCompliant(false)]
   public partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
   {
   <if(grammar.grammarIsRoot)>
   internal static readonly string[] tokenNames = new string[] {

"\<invalid\>", "\<EOR\>", "\<DOWN\>", "\<UP\>", <tokenNames; separator="", ">
};

// delegates
<grammar.delegates:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n"
// delegators
<grammar.delegators:
  {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n"
<last(grammar.delegators):{g|public <g.recognizerName> gParent;}>}

<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}}
<@members>
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
public <grammar.recognizerName>( <inputStreamType> input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
  : this( input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}> )
  {
    
  }
public <grammar.recognizerName>( <inputStreamType> input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> )
  : base( input, state )
  {
    <parserCtorBody()>
    <grammar.directDelegates:
      {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>,
        this);}; separator="\n"
    <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
    separator="\n"
    <last(grammar.delegators):{g|gParent = <g:delegateName()>;}>
    }
    <@end>

  public override string[] TokenNames { get { return
    <grammar.composite.rootGrammar.recognizerName>.tokenNames; } }
  public override string GrammarFileName { get { return "<fileName>"; } }

<members>

#region Rules
<rules; separator="\n\n">#endregion Rules

<if(grammar.delegatedRules)>
<! generate rule/method definitions for imported rules so they
  appear to be defined in this recognizer. !>

}
#region Delegated rules
<grammar.delegatedRules:{ruleDescriptor}>
public <returnType()> <ruleDescriptor.name>({ruleDescriptor.parameterScope:parameterScope(scope=it)})
<!throws RecognitionException !> { <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>({ruleDescriptor.parameterScope.attributes:{a|<a.name>}; separator=","}; \}; separator="\n">}
#endregion Delegated rules

<insertSynpreds(synpreds)>

<if(cyclicDFAs)>
#region DFA
<cyclicDFAs:{dfa | DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n"> protected override void InitDFAs()
{
    base.InitDFAs();
    <cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>( this<if(dfa.specialStateSTs)>,
    new SpecialStateTransitionHandler( specialStateTransition<dfa.decisionNumber> )<endif> );}; separator="\n">}
</cyclicDFAs:cyclicDFA()><! dump tables for all DFA !>
#endregion DFA
<endif>

<if(bitsets)>
#region Follow sets
private static class Follow
{
    <bitsets:bitset(name={_<it.name>_in_<it.inName><it.tokenIndex>},
    words64=it.bits)>}
#endregion Follow sets
<endif>

</if(bitsets)>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new System.Collections.Generic.Dictionary<int,
    int>[length(grammar.allImportedRules)+1];<\n><! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName>();}; separator="\n">>>
parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets,
   ASTLabelType="object", superClass="Parser", labelType="IToken",
   members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="IToken", ...)> >>

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
   numRules, bitsets, labelType={ASTLabelType}, ASTLabelType="object",
   superClass={if(filterMode)<if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>},
   members={<actions.treeparser.members>},
   filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)> >>

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= <<
   // $ANTLR start <ruleName>
   public {!final !}void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)<! throws RecognitionException!>
   {
   <ruleLabelDefs()>
   <if(trace>)
   traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
   try
   {
   <block>
   }
   finally
   {
   traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
   }
   <else>
   <block>
   <endif>
   }
   // $ANTLR end <ruleName>
   >>
insertLexerSynpreds(synpreds) ::= <<
<insertSynpreds(synpreds)>
>>

insertSynpreds(synpreds) ::= <<
<if(synpreds)>
#region Synpreds
bool EvaluatePredicate( System.Action fragment )
{
    state.backtracking++;  
    <@start()>
    int start = input.Mark();
    try
    {
        fragment();
    }
    catch ( RecognitionException re )
    {
        System.Console.Error.WriteLine("impossible: "+re);
    }
    bool success = !state.failed;
    input.Rewind(start);
    <@stop()> 
    state.backtracking--; 
    state.failed=false;
    return success;
}
#endregion Synpreds
<endif>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( state.backtracking>0 && AlreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue()>; }
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) return <ruleReturnValue()>;<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) { state.failed=true; return <ruleReturnValue()>; }
<endif>
>>
/** How to generate code for a rule. This includes any return type
* data aggregates required for multiple return values.
*/

rule(ruleName, ruleDescriptor, block, emptyRule, description, exceptions, finally, memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>

// $ANTLR start "<ruleName>"
// <fileName>:<description>
<csharpVisibilityMap.(ruleDescriptor.modifier) <returnType() <ruleName>(
<ruleDescriptor.parameterScope:parameterScope(scope=it)> )<! throws RecognitionException!>
{
<if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
<ruleLabelDefs()>
<ruleDescriptor.actions.init>
<@preamble()> try
{
<ruleMemoization(name=ruleName)>
<block>
<ruleCleanUp()>
<ruleDescriptor.actions.after):execAction>()
}
<if(exceptions)>
<exceptions:{e|<catch(decl=e.decl,action=e.action)><
>}
<else>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
<actions.(actionScope).rulecatch>
<else>
catch ( RecognitionException re )
{
ReportError(re);
Recover(input,re);
<@setErrorReturnValue()>
}<n>
<endif>
<endif>
<endif>
finally
{
<if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
<memoize()>
<ruleScopeCleanUp()>
<finally>
}
<@postamble()>
return <ruleReturnValue()>;
}
// $ANTLR end "<ruleName>"
>>

catch(decl,action) ::= <<
catch ( <e.decl> )
{
<e.action>
}
>>

ruleDeclarations() ::= <<
@if(ruleDescriptor.hasMultipleReturnValues)
<returnType()> retval = new <returnType>();
retval.start = input.LT(1);<
>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;}
>}
@end>
@if(memoize)
int <ruleDescriptor.name>_StartIndex = input.Index;
@end>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.Push(new <it>_scope());<it>_scopeInit(<it>_stack.Peek());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.Push(new
<it.name>_scope());<it.name>_scopeInit(<it.name>_stack.Peek());}; separator="\n”}
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_scopeAfter(<it>_stack.Peek());<it>_stack.Pop();}; separator="\n”}
<ruleDescriptor.ruleScope:{<it.name>_scopeAfter(<it.name>_stack.Peek());<it.name>_stack.Pop();}; separator="\n”}
>>

ruleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
:{<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
:{List list_<it.label.text>=null;}; separator="\n”}
>>
lexerRuleLabelDefs() ::= <<
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">  
<ruleDescriptor.ruleListLabels:ruleLabelDef(label=it); separator="\n">  
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.stop = input.LT(-1);<\n>
<endif>
<endif>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking>0 ) { Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for *  fragment rules. */
lexerRule(ruleName, nakedBlock, ruleDescriptor, block, memoize) ::= <<
// $ANTLR start "<ruleName>"
<csharpVisibilityMap.(ruleDescriptor.modifier)> void
m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
{
<if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
try
{
<if(nakedBlock)>
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs()>
<ruleDescriptor.actions.init>
<brack><un>
</else>
int _type = <ruleName>;
int _channel = DefaultTokenChannel;
<ruleMemoization(name=ruleName)>
<lexerRuleLabelDefs()>
<ruleDescriptor.actions.init>
</block><un>
state.type = _type;
state.channel = _channel;
<ruleDescriptor.actions.after):execAction()>
<endif>
}
finally
{
<if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeCleanUp()>
<memoize()>
}
} // $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
* that chooses between lexer rules.
*/
tokensRule(ruleName, nakedBlock, args, block, ruleDescriptor) ::= <<
public override void mTokens()<! throws RecognitionException!>
{
<block><un>
}
>>

// Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 13423
/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
   // <fileName>::<description>
   int alt<decisionNumber>==<maxAlt>;
   <decls>
   <@predecision()>
   <decision>
   <@postdecision()>
   <@prebranch()>
   switch ( alt<decisionNumber> )
   { 
   <alts:altSwitchCase()>
   }
   <@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
   // <fileName>::<description>
   int alt<decisionNumber>==<maxAlt>;
   <decls>
   <@predecision()>
   <decision>
   <@postdecision()>
   switch ( alt<decisionNumber> )
   { 
   <alts:altSwitchCase()>
   }
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
   // <fileName>::<description>
   <decls>
   <@prealt()>
   <alts>
   <@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
   // <fileName>::<description>
   <decls>
   <@prealt()>
   <alts>
   <@postalt()>
>>
/** A (.)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  // <fileName>::<description>
  int cnt<decisionNumber>=0;
  <decls>
  <@preloop()>
  for ( ; ; )
  {
    int alt<decisionNumber>=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch ( alt<decisionNumber> )
    {
      <alts:altSwitchCase()>
      default:
      if ( cnt<decisionNumber> >= 1 )
      goto loop<decisionNumber>;
      <ruleBacktrackFailure()>
      EarlyExitException eee<decisionNumber> = new EarlyExitException( <decisionNumber>, input );
      <@earlyExitException()>
      throw eee<decisionNumber>;
    }
    cnt<decisionNumber>++;
  }
  loop<decisionNumber>:
  ;
  <@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (.)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  // <fileName>::<description>
  <decls>
  <@preloop()>
  for ( ; ; )
  {
    int alt<decisionNumber>=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
  >

open-source-used-in-connected-pharma-1.7.4-merck-connected-pharma-13425
switch ( alt<decisionNumber> )
{
    <alts:altSwitchCase()>
    default:
        goto loop<decisionNumber>;
    }

    loop<decisionNumber>:
    ;

    <@postloop()>
    >>

closureBlockSingleAlt ::= closureBlock

    /** Optional blocks (x)? are translated to (x|) by before code generation
     * so we can just use the normal block template
     */
    optionalBlock ::= block

    optionalBlockSingleAlt ::= block

    /** A case in a switch that jumps to an alternative given the alternative
     * number. A DFA predicts the alternative and then a simple switch
     * does the jump to the code that actually matches that alternative.
     */
    altSwitchCase() ::= <<
        case <i>:
        <@prealt()>
        <it>
        break;<\n>
        >>

    /** An alternative is just a list of elements; at outermost level */
    alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
        // <fileName>:<description>
        {
        <@declarations()>
        <elements:element()>
        <rew>
        <@cleanup()>
        }
        >>

    /** What to emit when there is no rewrite. For auto build
     * mode, does nothing.
     */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// ELEMENTS

/** Dump the elements one per line */
element() ::= <<
<prematch()>
<it.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
<if(label)><label>=(<labelType>)<endif>Match(input,<token>,Follow._<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList();
list_<label>.Add(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<\n>
<endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
mismatchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LEXER)>
<label> = input.LA(1);<\n>
>>
<else>
<label>=(<labelType>)input.LT(1);<\n
<endif>
<endif>
if ( <s> )
{
input.Consume();
<postmatchCode>
<if(!LEXER)>
state.errorRecovery=false;
<endif>
<if(backtracking)>state.failed=false;<endif>
}
else
{
<ruleBacktrackFailure()>
MismatchedSetException mse = new MismatchedSetException(null,input);
<@mismatchedSetException()>
<if(LEXER)>
Recover(mse);
throw mse;
<else>
throw mse;
<! use following code to make it recover inline; remove throw mse;
recoverFromMismatchedSet(input,mse,Follow._set_in_<ruleName><elementIndex>);
!>
<ENDIF>
}<n>
>>

matchSetUnchecked(s,label,elementIndex,postmatchCode="" ) ::= <<
<if(label)>
<if(LEXER)>
<label> = input.LA(1);<\n
<else>
<label>=(<labelType>)input.LT(1);<\n
<endif>
<endif>
input.Consume();
<postmatchCode>
<if(!LEXER)>
state.errorRecovery=false;
<endif>
<if(backtracking)>state.failed=false;<endif>
>>

matchRuleBlockSet ::= matchSet
** Match a string literal */
lexerStringRef(string, label) ::= <<
  <if(label)>
  int <label>Start = CharIndex;
  Match(<string>); <checkRuleBacktrackFailure()>
  <label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start, CharIndex-1);
  <else>
  Match(<string>); <checkRuleBacktrackFailure()></n>
  <endif>
>>

wildcard(label, elementIndex) ::= <<
  <if(label)>
  <label> = (labelType)input.LT(1);<
  <endif>
  MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label, elementIndex) ::= <<
  <wildcard(...)>
  <listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
  <if(label)>
  <label> = input.LA(1);<
  <endif>
  MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
  <wildcardChar(...)>
  <listLabel(elem=label,...)>
>>

/** Match a rule reference by invoking it possibly with arguments
* and a return value or values. The 'rule' argument was the
* target rule name, but now is type Rule, whose toString is
* same: the rule name. Now though you can access full rule
* descriptor stuff.
*/
ruleRef(rule, label, elementIndex, args, scope) ::= <<
PushFollow(Follow._<rule.name> in _<ruleName><elementIndex>);
;if(label) label=<<if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator="", "">);<\n>
state._fsp--;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>>
>>

/** A lexer rule reference. *
* 'The 'rule' argument was the target rule name, but now *
* is type Rule, whose toString is same: the rule name. *
* Now though you can access full rule descriptor stuff. */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
;if(label) Start<elementIndex> = CharIndex;
;if(scope) <scope:delegateName()>.<endif>m<rule.name>(<args; separator="", "">);
<checkRuleBacktrackFailure()>
<label> = new <labelType>(input, TokenTypes.Invalid, TokenChannels.Default, <label>Start<elementIndex>, 
CharIndex-1);
<else>
;if(scope) <scope:delegateName()>.<endif>m<rule.name>(<args; separator="", "">);
<checkRuleBacktrackFailure()>
<endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
;if(label) Start<elementIndex> = CharIndex;
Match(EndOfFile); <checkRuleBacktrackFailure()>
<labelType> <label> = new <labelType>(input, EndOfFile, TokenChannels.Default, <label>Start<elementIndex>, 
CharIndex-1);
<else>
Match(EndOfFile); <checkRuleBacktrackFailure()>
<endif>
>>
/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
    <root:element()>
    <actionsAfterRoot:element()>
    <if(nullableChildList)>
    if ( input.LA(1)==TokenTypes.Down )
    {
        Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
        <children:element()>
        Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
    }
    <else>
        Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
        <children:element()>
        Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
    <endif>
>>

/** Every predicate is used as a validating predicate (even when it is
* also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description) ::= <<
    if ( !(<evalPredicate(...)>) )
    {
        <ruleBacktrackFailure()>
        throw new FailedPredicateException(input, "<ruleName>", "<description>");
    }
>>

// Fixed DFA (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
    int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
    <edges; separator="\nelse ">
    else
    {
        <if(eotPredictsAlt)>
        alt<decisionNumber>=<eotPredictsAlt>;
        <else>
        <ruleBacktrackFailure()>
        NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<
        <@noViableAltException()>
        throw nvae;<
        <endif>
    }
/** Same as a normal DFA state except that we don't examine lookahead
* for the bypass alternative. It delays error detection but this
* is faster, smaller, and more what people expect. For (X)? people
* expect "if ( LA(1)==X ) match(X);" and that's it.
*/
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
  <edges; separator="\nelse ">
  >>

/** A DFA state that is actually the loopback decision of a closure
* loop. If end-of-token (EOT) predicts any of the targets then it
* should act like a default clause (i.e., no error can be generated).
* This is used only in the lexer so that for ('a')* on the end of a rule
* anything other than 'a' predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
  <edges; separator="\nelse ">
  if(eotPredictsAlt)
    <if(!edges)>
      alt<decisionNumber>=<eotPredictsAlt>;  <! if no edges, don't gen ELSE !>
    else
    else
    { 
      alt<decisionNumber>=<eotPredictsAlt>;
    }<\n
  endif
  <endif>
  <endif>
  >>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
  if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>)
    { 
      <targetState>
    }
  >>

// Fixed DFA (switch case)
/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/

dfaStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
switch ( input.LA(<k>) )
{
<edges; separator="\n">
default:
<if(eotPredictsAlt)>
alt<decisionNumber>=<eotPredictsAlt>;
brea
<else>
{
<ruleBacktrackFailure()>
NoViableAltException nvae = new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
throw nvae;
}|<\n>
<endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
switch ( input.LA(<k>) )
{
<edges; separator="\n">
}|<\n>
>>

dfaLoopbackStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
switch ( input.LA(<k>) )
{
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
alt<decisionNumber>=<eotPredictsAlt>;
brea
<endif>
}|<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{case <it>:}; separator="\n">
{|<targetState>
}
break;
>>

// Cyclic DFA

/** The code to initiate execution of a cyclic DFA; this is used
* in the rule to predict an alt just like the fixed DFA case.
* The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
class DFA<dfa.decisionNumber> : DFA
{
    const string DFA<dfa.decisionNumber>_eotS =
        "<dfa.javaCompressedEOT; wrap=""");
    const string DFA<dfa.decisionNumber>_eofS =
        "<dfa.javaCompressedEOF; wrap=""");
    const string DFA<dfa.decisionNumber>_minS =
        "<dfa.javaCompressedMin; wrap=""");
    const string DFA<dfa.decisionNumber>_maxS =
        "<dfa.javaCompressedMax; wrap=""");
    const string DFA<dfa.decisionNumber>_acceptS =
        "<dfa.javaCompressedAccept; wrap=""");
    const string DFA<dfa.decisionNumber>_specialS =
        "<dfa.javaCompressedSpecial; wrap=""");
    static readonly string[] DFA<dfa.decisionNumber>_transitionS =
    {
        <dfa.javaCompressedTransition: {s|"<s; separator="\n"">;
    };

    static readonly short[] DFA<dfa.decisionNumber>_eot =
        DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
    static readonly short[] DFA<dfa.decisionNumber>_eof =
        DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
    static readonly char[] DFA<dfa.decisionNumber>_min =
        DFA.UnpackOccurredStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static readonly char[] DFA<dfa.decisionNumber>_max = DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static readonly short[] DFA<dfa.decisionNumber>_accept = DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static readonly short[] DFA<dfa.decisionNumber>_special = DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static readonly short[][] DFA<dfa.decisionNumber>_transition;

static DFA<dfa.decisionNumber>()
{
    int numStates = DFA<dfa.decisionNumber>_transitionS.Length;
    DFA<dfa.decisionNumber>_transition = new short[numStates][];
    for (int i = 0; i < numStates; i++)
    {
        DFA<dfa.decisionNumber>_transition[i] = DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
    }
}

public DFA<dfa.decisionNumber>(BaseRecognizer recognizer<if(dfa.specialStateSTs), SpecialStateTransitionHandler specialStateTransition<endif>)
<if(dfa.specialStateSTs)>
    : base(specialStateTransition)
<endif>
{
    this.recognizer = recognizer;
    this.decisionNumber = <dfa.decisionNumber>;
    this.eot = DFA<dfa.decisionNumber>_eot;
    this.eof = DFA<dfa.decisionNumber>_eof;
    this.min = DFA<dfa.decisionNumber>_min;
    this.max = DFA<dfa.decisionNumber>_max;
    this.accept = DFA<dfa.decisionNumber>_accept;
    this.special = DFA<dfa.decisionNumber>_special;
    this.transition = DFA<dfa.decisionNumber>_transition;
}
public override string GetDescription()
{
    return "<dfa.description>";
}
<@errorMethod()>

<int specialStateTransition<dfa.decisionNumber>(DFA dfa, int s, IIntStream _input) <! throws NoViableAltException!>
{
    <if(LEXER)>
    IIntStream input = _input;
    <endif>
```java
/* A state in a cyclic DFA; it's a special state and part of a big switch on * state. */
cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(1);<\n>
<int>(semPredState)<! get next lookahead symbol to test edges, then rewind !>
int index<decisionNumber>_<stateNumber> = input.Index;
input.Rewind();<\n>
<endif>
s = -1;
<edges; separator="\nelse ">
<int>(semPredState)<! return input cursor to state before we rewound !>
input.Seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s==0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what * state to jump to next if successful. */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) & (predicates)) {s = <targetStateNumber>;}<\n>
>>
```
/** An edge pointing at end-of-token; essentially matches any char; 
* always jump to the target. 
*/
eotDFADege(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>; <in>
>>

// DFA EXPRESSIONS

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "((<first(operands)> <rest(operands):{o | ||<o>}>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "((<pred>)"

evalSynPredicate(pred,description) ::= "EvaluatePredicate(<pred>_fragment)"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable 
* somewhere. Must ask for the lookahead directly. 
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber>\=<lower> && LA<decisionNumber>_<stateNumber>\=<upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>)\=<lower>
&& input.LA(<k>)\=<upper>)"

setTest(ranges) ::= "<ranges; separator="\\|"">

// ATTRIBUTES

attributeScope(scope) ::= <<
<if(scope.attributes)>
protected class <scope.name>_scope
{
<scope.attributes:{public <it.decl>;}; separator="\n">}
<if(scope.actions.scopeinit)>
protected void <scope.name>_scopeInit( <scope.name>_scope scope )
{
<scope.actions.scopeinit>
"
partial void _scopeInit( _scope scope );

protected void _scopeAfter( _scope scope )
{
    _scopeAfter
}

partial void _scopeAfter( _scope scope );

protected Stack<_scope> _stack = new Stack<_scope>();

>>

returnStructName() ::= "<it.name>_return"

returnType() ::= "<if(ruleDescriptor.hasMultipleReturnValues)>
    <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
    <else>
    <if(ruleDescriptor.hasSingleReturnValue)>
    <ruleDescriptor.singleValueReturnType>
    <else>
    void
    <endif>
    <endif>
>>

/** Generate the C# type associated with a single or multiple return values. */
ruleLabelType(referencedRule) ::= "<if(referencedRule.hasMultipleReturnValue)>
    <referencedRule.grammar.recognizerName>.<referencedRule.name>_return
    <else>
    <if(referencedRule.hasSingleReturnValue)>
    <referencedRule.singleValueReturnType>
    <else>
    <referencedRule.singleValueReturnType>
    <else>
void
delegateName() ::= <<
<if(it.label)>it.label<else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
default(<typeName>)
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
>>

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues>)
public <!static !>class <ruleDescriptor:returnStructName()> : 
<TREE_PARSER>Tree<br>Parser<endif>RuleReturnScope
{
<scope.attributes:{public <it.decl>;}; separator="n"> 
<@ruleReturnMembers()>
}
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>;}; separator=" ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex>)
((<scope>_scope)._stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
<else>

...
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name>
</else>
((<scope>_scope)<scope>_stack.Peek()).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name> =<expr>;
</else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name> =<expr>;
</else>
((<scope>_scope)<scope>_stack.Peek()).<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {function.size()>0 && function::name.equals("foo")}?
 */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?<scope>.<attr.name>:<initValue(attr.type)>)
</else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
</else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
</else>
<attr.name> =<expr>;
</if>
/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.Text:null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.Line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.Channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.TokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?Integer.valueOf(<scope>.Text):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Start):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?((<labelType>)<scope>.Stop):null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=null?((<ASTLabelType>)<scope>.Tree):null)"
ruleLabelPropertyRef_text(scope,attr) ::= "<scope>_text"

@if(TREE_PARSER>
  (<scope>!=null?input.TokenStream.ToString(
    input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
    input.TreeAdaptor.GetTokenStopIndex(<scope>.Start))):null)
@else
  (<scope>!=null?input.ToString(<scope>.start,<scope>.stop):null)
@endif

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?<scope>.st:null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.Type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.Line:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.CharPositionInLine:-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope>!=null?<scope>.Channel:0)"

lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope>!=null?<scope>.Index:0)"

lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope>!=null?<scope>.Text:null)"

lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope>!=null?Integer.valueOf(<scope>.Text:0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.Start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType>)retval.Stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.Tree)"
rulePropertyRef_text(scope,attr) ::= "((<labelType>)retval.Text")
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= "<if(backtracking)>
if ( <actions.(actionScope).synpredgate> )
{

<action>
/**< How to always execute an action even when backtracking */
extecForcedAction(action) ::= "<action>"

// MIS C (properties, etc...)

bitset(name, words64) ::= <<
    public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{<it>UL};separator="",">});
>>

codeFileExtension() ::= ".cs"

true() ::= "true"
false() ::= "false"

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_320/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/CSharp3/CSharp3.stg

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sources/org/antlr/codegen/templates/ObjC/Dbg.stg
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*/

/** Templates for building ASTs during tree parsing.
 * 
 * Deal with many combinations. Dimensions are:
 * Auto build or rewrite
 * no label, label, list label (label/no-label handled together)
 * child, root
 * token, set, rule, wildcard

Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

```java
/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
  <super.ruleDeclarations()>
  <ASTLabelType> _first_0 = null;
  <ASTLabelType> _last = null;<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
  <if(backtracking)>if ( state.backtracking==0 ) {<endif>
  <if(rewriteMode)>
    retval.tree = (<ASTLabelType>)_first_0;
    if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
      retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
  </if>
  </if(backtracking)>}<endif>
>>

/** match ^<root children> in tree parser; override here to
* add tree construction actions. */
tree(root, actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  {
    <ASTLabelType> _save_last_<treeLevel> = _last;
    <ASTLabelType> _first_<treeLevel> = null;
    <if(!rewriteMode)>
      <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
    </if>
    <root:element()>
    <if(rewriteMode)>
    <if(backtracking)>if ( state.backtracking==0 )<endif>
    <if(root.el.rule)>
      if (_first_<enclosingTreeLevel>==null )_first_<enclosingTreeLevel> = <root.el.label>.tree;
    </else>
      if (_first_<enclosingTreeLevel>==null )_first_<enclosingTreeLevel> = <root.el.label>;
    </endif>
    </if(backtracking)>}<endif>
  <actionsAfterRoot:element()>
```
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
    match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
    match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}</n>
>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add *
* setting of _last */
*/
tokenRefBang(token,label,elementIndex) ::= <<
    _last = (<ASTLabelType>)input.LT(1);
    <super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,hetero) ::= <<
    _last = (<ASTLabelType>)input.LT(1);
    <super.tokenRef(...)>
    <if(!rewriteMode)>
        <if(backtracking)>if ( state.backtracking==0 ) {<endif>
            <if(hetero)>
                <label>_tree = new <hetero>(<label>);
            </if>
            adaptor.addChild(root_<treeLevel>, <label>_tree);
        </if(backtracking)>}
    </if(backtracking)>}
    <else>
        <label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
    </else>
</label><\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}
    <else> <! rewrite mode !>
        <if(backtracking)>if ( state.backtracking==0 )<endif>
        if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
    </else>
    >>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token, label, elementIndex, hetero) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)> >>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token, label, elementIndex, hetero) ::= <<
_last = (<ASTLabelType>) input.LT(1);
<super.tokenRef(...>)
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(hetero)>
<label>_tree = new <hetero>(<label>);
<else>
<label>_tree = (<ASTLabelType>) adaptor.dupNode(<label>);<endif>
<endif><
root_<treeLevel> = (<ASTLabelType>) adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token, label, elementIndex, hetero) ::= <<
tokenRefRuleRoot(...)
<listLabel(elem=label,...)> >>

// SET AST

matchSet(s, label, hetero, elementIndex, postmatchCode) ::= <<
_last = (<ASTLabelType>) input.LT(1);
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<if(hetero)>
<label>_tree = new <hetero>(<label>);
<else>
<label>_tree = (<ASTLabelType>) adaptor.dupNode(<label>);<endif>
<endif><
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}<endif>
<endif}>
matchRuleBlockSet(s, label, hetero, elementIndex, postmatchCode, treeLevel="0") ::= <<
<matchSet(...)>
// RULE REF AST

/** rule auto construct */
ruleRef(rule, label, elementIndex, args, scope) ::= <<
    _last = (<ASTLabelType>) input.LT(1);
    <super.ruleRef(....)>
    <if(backtracking)>if ( state.backtracking==0 ) <endif>
    <if(!rewriteMode)>
        adaptor.addChild(root_<treeLevel>, <label>.getTree());
    <else> // rewrite mode !
        if (_first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
    <endif>
>
/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefRuleRoot(...)>
  <listLabel(elem=label+".getTree()",...)>
>>

/** Streams for token refs are tree nodes now; override to *
* change nextToken to nextNode. */
createRewriteNodeFromElement(token,hetero,scope) ::= <<
  <if(hetero)>
    new <hetero>(stream_<token>.nextNode())
  <else>
    stream_<token>.nextNode()
</if>
>>

ruleCleanUp() ::= <<
  <super.ruleCleanUp()>
  <if(!rewriteMode)>
    <if(backtracking)>
      if ( state.backtracking==0 ) {<
        retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
      }<endif>
    <endif>
  </if>
>>

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/RubyTarget.java

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*/
/*
New style messages. This file contains the actual layout of the messages emitted by ANTLR. The text itself is coming out of the languages/*.stg files, according to the chosen locale. This file contains the format that mimicks GCC output.

*/

group gnu;

location(file, line, column) ::= "<file>:<line>:"

message(id, text) ::= "<text> (<id>)"

report(location, message, type) ::= "<location> <type>: <message>"

wantsSingleLineMessage() ::= "true"

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gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/tool/templates/messages/formats-gnu.stg

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*/
/*

New style messages. This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*.stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

group antlr;

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "(<id>) <text>"

report(location, message, type) ::= "<type>(<message.id>): <location> <message.text>"

wantsSingleLineMessage() ::= "false"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/tool/templates/messages/formats/antlr.stg
No license file was found, but licenses were detected in source scan.

/

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*/
group ActionScript implements ANTLRCore:

asTypeInitMap ::= [
"int": "0",
"uint": "0",
"Number": "0.0",
"Boolean": "false",
default: "null"  // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 */
outputFile(LEXER, PARSER, TREE_PARSER, actionScope, actions,
docComment, recognizer,
name, tokens, tokenNames, rules, cyclicDFAs,
bitsets, buildTemplate, buildAST, rewriteMode, profile,
backtracking, synpreds, memoize, numRules,
fileName, ANTLRVersion, generatedTimestamp, trace,
scopes, superClass, literals) ::= <<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
package<if(actions.(actionScope).package)> <actions.(actionScope).package><endif> {
<actions.(actionScope).header>
<@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
import org.antlr.runtime.tree.*;
<endif>
<@end>
<docComment>
<recognizer>
}
>>

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="Lexer") ::= <<
public class <grammar.recognizerName> extends <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass</@end><endif> {
<tokens:{public static const <it.name>:int=<it.type>;}; separator="\n"
// delegates
<grammar.delegates:
    {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n"
// delegators
<grammar.delegators:
    {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n"
<last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}>

public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>, 
}>input:CharStream = null, state:RecognizerSharedState = null) {
    super(input, state);
    <cyclicDFAs:cyclicDFACtor()>
    <if(memoize)>
    <if(grammar.grammarIsRoot)>
        this.state.ruleMemo = new Array(<numRules>+1);<\n> <! index from 1..n !>
    <endif>
    <endif>
    <grammar.directDelegates:
        {g|<g:delegateName()> = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>this,
        input, this.state);}; separator="\n"
    <grammar.delegators:
        {g|this.<g:delegateName()> = <g:delegateName>();}; separator="\n"
    <last(grammar.delegators):{g|gParent = <g:delegateName>();}>
    }
    public override function get grammarFileName():String { return "<fileName>"; }

<if(filterMode)>
    <filteringNextToken()>
<endif>

    <rules; separator="\n\n"

    <synpreds:{p | <lexerSynpred(p)>}>}

    <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

}

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
filteringNextToken() ::= <<
public override function nextToken():Token {
    while (true) {
        if ( input.LA(1)==CharStreamConstants.EOF ) {
            return TokenConstants.EOF_TOKEN;
        }
        this.state.token = null;
        this.state.channel = TokenConstants.DEFAULT_CHANNEL;
        this.state.tokenStartCharIndex = input.index;
        this.state.tokenStartCharPositionInLine = input.charPositionInLine;
        this.state.tokenStartLine = input.line;
        this.state.text = null;
        try {
            var m:int = input.mark();
            this.state.backtracking=1; /* means we won't throw slow exception */
            this.state.failed=false;
            mTokens();
            this.state.backtracking=0;
            /* mTokens backtracks with synpred at backtracking==2
             * and we set the synpredgate to allow actions at level 1. */
            if ( this.state.failed ) {
                input.rewindTo(m);
                input.consume(); /* advance one char and try again */
            } else {
                emit();
                return this.state.token;
            }
        } catch (re:RecognitionException) {
            // shouldn't happen in backtracking mode, but...
            reportError(re);
            recover(re);
        }
    }
    // Not reached - For ActionScript compiler
    throw new Error();
}

public override function memoize(input:IntStream,
ruleIndex:int,
ruleStartIndex:int):void
{
if ( this.state.backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public override function alreadyParsedRule(input:IntStream, ruleIndex:int):Boolean {
if ( this.state.backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
return false;
actionGate() ::= "this.state.backtracking==0"

filteringActionGate() ::= "this.state.backtracking==1"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules, 
  bitsets, inputStreamType, superClass, filterMode, 
  ASTLabelType="Object", labelType, members, rewriteElementType) ::= <<
  public class <grammar.recognizerName> extends 
  <if(actions.(actionScope).superClass)><actions.(actionScope).superClass><else><@superClassName><superClass 
  ></@end><endif> { 
  <if(grammar.grammarIsRoot)>
    public static const tokenNames:Array = [
      "\invalid", "\EOR", "\DOWN", "\UP", <tokenNames; separator="", 
    ];
  </if>
  <tokens:{public static const <it.name>:int=<it.type>;}; separator="\n"> // delegates
  <grammar.delegates:
    {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n" 
  // delegators
  <grammar.delegators:
    {g|public var <g:delegateName()>:<g.recognizerName>;}; separator="\n" 
  <last(grammar.delegators):{g|public var gParent:<g.recognizerName>;}> 
  <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}
  <@members>
  </if> 
  <!-- WARNING. bug in ST: this is cut-n-paste into Dbg.stg -->
  public function <grammar.recognizerName>(<grammar.delegators:{g|<g:delegateName()>:<g.recognizerName>,
    }>input:<inputStreamType>, state:RecognizerSharedState = null) {
    super(input, state);
    <cyclicDFAs:cyclicDFACtor()> 
    <parserCtorBody()> 
    <grammar.directDelegates:
      {g|<g:delegateName>() = new <g.recognizerName>(<trunc(g.delegators):{p|<p:delegateName()>, }>this, 
        input, this.state);}; separator="\n" 
    <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;};
      separator="\n" 
    <last(grammar.delegators):{g|gParent = <g:delegateName>();}> 
  } 
  </@end>

  public override function get tokenNames():Array { return 
  <grammar.composite.rootGrammar.recognizerName>.tokenNames; }
public override function get grammarFileName():String { return "<fileName>"; }

<members>

<rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
appear to be defined in this recognizer. !>
// Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
public function <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):<returnType()> \{
<if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut
es:{a|<a.name>}; separator="", "); \}}; separator="\n">

<synpreds:{p | <synpred(p)> }>

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
words64=it.bits)>
}
>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Array(<length(grammar.allImportedRules)>+1);<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName>();}; separator="\n">
>

parser(grammar, name, scopes, tokens, tokenNames, numRules, bitsets, ASTLabelType="Object",
superClass="Parser", labelType="Token", members={ <actions.parser.members> }) ::= <<
<genericParser(inputStreamType="TokenStream", rewriteElementType="Token", ...)>
>

/** How to generate a tree parser; same as parser except the input
* stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType=[ <ASTLabelType> ], ASTLabelType="Object", superClass="TreeParser",
members=[ <actions.treeparser.members> ], filterMode) ::= <<
<genericParser(inputStreamType="TreeNodeStream", rewriteElementType="Node", ...)>
>>
/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc..., just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= <<
// $ANTLR start <ruleName>
public final function <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):void {
    <ruleLabelDefs()>
    <if(trace)>
        traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
        try {
            <block>
        }
    finally {
        traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
    }
    <else>
        <block>
    </endif>
}
// $ANTLR end <ruleName>
>>
synpred(name) ::= <<
public final function <name>():Boolean {
    this.state.backtracking++;
    <@start()>
    var start:int = input.mark();
    try {
        <name>_fragment(); // can never throw exception
    } catch (re:RecognitionException) {
        trace("impossible: "+re);
    }
    var success:Boolean = !this.state.failed;
    input.rewindTo(start);
    <@stop()>
    this.state.backtracking--;
    this.state.failed=false;
    return success;
} \n>
>>

lexerSynpred(name) ::= <<

}}
ruleMemoization(name) ::= <<
@if(memoize)
if (this.state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>)) { return <ruleReturnValue>(); }
@endif
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
@if(backtracking)if (this.state.failed) return <ruleReturnValue>(); endif
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
@if(backtracking)if (this.state.backtracking>0) {this.state.failed=true; return <ruleReturnValue>();} endif
>>

/** How to generate code for a rule. This includes any return type
* data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
@preamble()
try {
  <ruleMemoization(name=ruleName)>
  <block>
  <ruleCleanUp()>
  <ruleDescriptor.actions.after):execAction()>
}
@if(exceptions)>
  <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n}>}
@endif
@if(!emptyRule)
@if(actions.(actionScope).rulecatch)
  <actions.(actionScope).rulecatch>
@else
  catch (re:RecognitionException) {
}
reportError(re);
recoverStream(input,re);
<@setErrorReturnValue()>
}
@end
@end
@end
finally {
@if(trace)traceOut("<ruleName>", <ruleDescriptor.index>);@endif
@if(memoize)
eruleScopeCleanUp()
@finally
@
@end
@if(trace)traceOut("<ruleName>", <ruleDescriptor.index>);@endif
@if(memoize)
eruleScopeCleanUp()
@finally
@
catch(decl,action) ::= <<
catch (<e.decl>) {
  <e.action>
}
>>
ruleDeclarations() ::= <<
@if(ruleDescriptor.hasMultipleReturnValues)
var retval:<returnType()> = new <returnType()>();
retval.start = input.LT(1);@n>
@if(memoize)
var <ruleDescriptor.name>_StartIndex:int = input.index;
@endif
>>
ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.push(new Object());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.push(new Object());}; separator="\n">
>>
ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.pop();}; separator="\n">
>>
ruleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
  :{var <it.label.text>:<labelType>=null;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
  :{var list_<it.label.text>:Array=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">

lexerRuleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
  :{var <it.label.text>:<labelType>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{var <it.label.text>:int;}; separator="\n">
<ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleListLabels]
  :{var list_<it.label.text>:Array=null;}; separator="\n"
>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
  retval
<else>
  retval.stop = input.LT(-1);\n  retval
<endif>
<endif>
<endif>

ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
  retval.stop = input.LT(-1);\n<endif>
<endif>

memoize() ::= <<
<if(memoize)>

---
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 13461
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<

// $ANTLR start <ruleName>
public final function m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>):void {
<if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<if(nakedBlock)>
    var _type:int = <ruleName>.
    var _channel:int = DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block><

<else>
    var _type:int = <ruleName>.
    var _channel:int = DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    this.state.type = _type;
    this.state.channel = _channel;
    <if(ruleDescriptor.actions.after)>execAction()<
    <endif>
    <ruleScopeCleanUp()>
    <memoize()>
</else>

// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
* that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<

public override function mTokens():void {
<if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
<if(nakedBlock)>

<else>
    var _type:int = <ruleName>.
    var _channel:int = DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    this.state.type = _type;
    this.state.channel = _channel;
    <if(ruleDescriptor.actions.after)>execAction()<
    <endif>
    <ruleScopeCleanUp()>
    <memoize()>
</else>

// $ANTLR end mTokens
>>
/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>::<description>
var alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>::<description>
var alt<decisionNumber>:int=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
}
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>::<description>
<decls>
<@prealt()>
<alts>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>::<description>
<decls>
<@prealt()>
<alts>
/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
var cnt<decisionNumber>:int=0;
<decls>
<@preloop()>
loop<decisionNumber>:
do {
  var alt<decisionNumber>:int=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
    default :
      if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
      <ruleBacktrackFailure()>
      throw new EarlyExitException(<decisionNumber>, input);
      <!-- Need to add support for earlyExitException debug hook !-->
    }
    cnt<decisionNumber>++;
  } while (true);
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
<decls>
<@preloop()>
loop<decisionNumber>:
do {
  var alt<decisionNumber>:int=<maxAlt>;
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
    default :
      break loop<decisionNumber>;
  }
}
} while (true);
  <@postloop()>

>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
* so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
  case <i> :
    <@prealt()>
    <it>
      break;<\n>
  >>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>:<description>
  {<@declarations()>
   <elements:element()>
   <rew>
   <@cleanup()>
  }
>>

/** What to emit when there is no rewrite. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
  <@prematch()>
  <it_el>
  >>


/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
  <if(label)><label>=<labelType>(<endif>matchStream(input,<token>,FOLLOW_<token>_in_<ruleName><element
  Index)'<if(label)>)<endif>; <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRef(...>)
  <listLabel(elem=label,...)>;
>>

listLabel(label,elem) ::= <<
  if (list_<label>==null) list_<label>=new Array();
  list_<label>.push(<elem>);<\n>
>>

/** match a character */
charRef(char,label) ::= <<
  <if(label)>
  <label> = input.LA(1);<\n>
  <endif>
  match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
  <if(label)>
  <label> = input.LA(1);<\n>
  <endif>
  matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
  <if(label)>
  <if(LEXER)>
  <label> = input.LA(1);<\n>
  <else>
  <label> =<labelType>(input.LT(1));<\n>
  <endif>
  <endif>
  if ( <s> ) {
    input.consume();
    <postmatchCode>
    <if(LEXER)>
      this.state.errorRecovery=false;
    <endif>
  }
matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label) ::= <<
<if(label)>
var <label>Start:int = charIndex;
machineString(<string>); <checkRuleBacktrackFailure()>
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE,
TokenConstants.DEFAULT_CHANNEL, <label>Start, charIndex-1);
<else>
machineString(<string>); <checkRuleBacktrackFailure()></label>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label>=<labelType>(input.LT(1));<
endif>
machineAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(…)>
<listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<label> = input.LA(1);<
<endif>
matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>>
>>

/** Match a rule reference by invoking it possibly with arguments 
* and a return value or values. The 'rule' argument was the 
* target rule name, but now is type Rule, whose toString is 
* same: the rule name. Now though you can access full rule 
* descriptor stuff. 
* 
* GMS: Note: do not use post-decrement operator! ASC produces bad code for exceptions in this case. 
* See: https://bugs.adobe.com/jira/browse/ASC-3625 
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
pushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
;if(label)<label>=<endif;if(scope)<scope:delegateName()>.<endif><rule.name>(<args; separator="", "');
state._fsp = state._fsp - 1;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>>
>>

/** A lexer rule reference. 
* 
* The 'rule' argument was the target rule name, but now 
* is type Rule, whose toString is same: the rule name. 
* Now though you can access full rule descriptor stuff. 
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
;if(label)
var <label>Start<elementIndex>:int = charIndex;
;if(scope)<scope:delegateName()>.<endif>m<rule.name>(<args; separator="", "');
<checkRuleBacktrackFailure()>
<label> = CommonToken.createFromStream(input, TokenConstants.INVALID_TOKEN_TYPE, TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)> 
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
<if(label)>
var <label>Start<elementIndex>:int = charIndex;
match(EOF); <checkRuleBacktrackFailure()>
var <label>:<labelType> = CommonToken.createFromStream(input, EOF, TokenConstants.DEFAULT_CHANNEL, <label>Start<elementIndex>, charIndex-1);
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

/** match ^ (root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, 
enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)> 
if ( input.LA(1)==TokenConstants.DOWN ) {
    matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()> 
    matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
} 
<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()> 
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is * also hoisted into a prediction expression). */
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
    <ruleBacktrackFailure()>

}}
throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// Fixed DFA (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);
  <edges; separator="\nelse ">
  else {
    <if(eotPredictsAlt)>
      alt<decisionNumber>=<eotPredictsAlt>;
    </if>
    <else>
      <ruleBacktrackFailure()>
      throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
    </else>
  </endif>

  <! Need to add hook for noViableAltException() !>
</endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);
  <edges; separator="\nelse ">
  if(eotPredictsAlt) <if(!edges)> alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
  </if>
  else {
    alt<decisionNumber>=<eotPredictsAlt>;
  }<\n
</endif>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * 'This is used only in the lexer so that for ('a)* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  var LA<decisionNumber>_<stateNumber>:int = input.LA(<k>);
  <edges; separator="\nelse ">
  <if(!edges)>
    alt<decisionNumber>=<eotPredictsAlt>;?> <if no edges, don't gen ELSE !>
  </if>
  else {
    alt<decisionNumber>=<eotPredictsAlt>;
  }<\n
</endif>

<endif>
/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) && (<predicates>) ) {
  <targetState>
}
>>

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
  <edges; separator="\n">
  default:
  <if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>;
  </if>
  <else>
    <ruleBacktrackFailure()>
    throw new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
    </ruleBacktrackFailure()>
  </else>
  <endif>
}<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
  <edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
  <edges; separator="\n">
  <if(eotPredictsAlt)>
    default:
    alt<decisionNumber>=<eotPredictsAlt>;
    break;
  </if>
}<\n>
>>
dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{case <it>:}; separator="\n">
  
  <targetState>

  }

  break;

>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
*  in the rule to predict an alt just like the fixed DFA case.
*  The <name> attribute is inherited via the parser, lexer, ...
*/

dfaDecision(decisionNumber, description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);

>>

cyclicDFACtor(dfa) ::= <<

dfa<dfa.decisionNumber> = new DFA(this, <dfa.decisionNumber>,
  "<dfa.description>",
  DFA<dfa.decisionNumber>_eot, DFA<dfa.decisionNumber>_eof, DFA<dfa.decisionNumber>_min,
  DFA<dfa.decisionNumber>_max, DFA<dfa.decisionNumber>_accept, DFA<dfa.decisionNumber>_special,
  DFA<dfa.decisionNumber>_transition<if(dfa.specialStateSTs)>,
  DFA<dfa.decisionNumber>_specialStateTransition<endif>);

>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<

private const DFA<dfa.decisionNumber>_eot: Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOT; wrap="\n    "">"));
private const DFA<dfa.decisionNumber>_eof: Array =
  DFA.unpackEncodedString("<dfa.javaCompressedEOF; wrap="\n    "">"));
private const DFA<dfa.decisionNumber>_min: Array =
  DFA.unpackEncodedString("<dfa.javaCompressedMin; wrap="\n    "">", true);
private const DFA<dfa.decisionNumber>_max: Array =
DFA.unpackEncodedString("<dfa.javaCompressedMax; wrap="\"+\n\\"">", true);
private const DFA<dfa.decisionNumber>_accept:Array =
DFA.unpackEncodedString("<dfa.javaCompressedAccept; wrap="\"+\n\\"">);
private const DFA<dfa.decisionNumber>_special:Array =
DFA.unpackEncodedString("<dfa.javaCompressedSpecial; wrap="\"+\n\\"">);
private const DFA<dfa.decisionNumber>_transition:Array = [
    <dfa.javaCompressedTransition:{s|DFA.unpackEncodedString("<s; wrap="\"+\n\\"">"}); separator="\n">];
<bracket(dfa.specialStateSTs)>  
  private function DFA<dfa.decisionNumber>_specialStateTransition(dfa:DFA, s:int, _input:IntStream):int {  
    <if(LEXER)>  
      var input:IntStream = _input;
    <endif>  
    <if(PARSER)>  
      var input:TokenStream = TokenStream(_input);
    <endif>  
    <if(TREE_PARSER)>  
      var input:TreeNodeStream = TreeNodeStream(_input);
    <endif>  
    var _s:int = s;
    switch ( s ) {  
      <dfa.specialStateSTs:{state |  
        case <i0> : <! compressed special state numbers 0..n-1 !>  
          <state>}; separator="\n">  
    }  
    <if(backtracking)>  
      if (this.state.backtracking>0) {this.state.failed=true; return -1;}<
    <endif>  
    throw dfa.error(new NoViableAltException(dfa.description, <dfa.decisionNumber>, _s, _input));
  }<\n>
protected var dfa<dfa.decisionNumber>:DFA;  // initialized in constructor

/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
  var LA<decisionNumber>_<stateNumber>:int = input.LA(1);<\n>
  <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
    var index<decisionNumber>_<stateNumber>:int = input.index;
    input.rewind();<\n>
  <if(semPredState)> <! return input cursor to state before we rewound !>
    s = -1;
  <edges; separator="\nelse ">
    <if(semPredState)> <! return input cursor to state before we rewound !>
    \n  "}}; separator="\n">;  
"}}; separator="\n">;  
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input.seek(index<decisionNumber>_<stateNumber>);
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
* state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}<
>>

/** An edge pointing at end-of-token; essentially matches any char;
* always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<
>>

// DFA EXPRESSIONS

andPredicates(left,right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "((<first(operands)><rest(operands):{o | ||<o>}>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
* somewhere. Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber>\>=<lowerAsInt> &&
LA<decisionNumber>_<stateNumber>\=<upperAsInt>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>)\>=<lowerAsInt> && input.LA(<k>)\=<upperAsInt>)"
setTest(ranges) ::= "<ranges; separator=\"\\n\"">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected var <scope.name>_stack:Array = new Array();
<endif>
>>

returnStructName() ::= "<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the Java type associated with a single or multiple return
*  values.
*/
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<returnStructName()>
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName() ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>
/** Using a type to init value map, try to init a type; if not in table
  * must be an object, default value is "null".
  */
initValue(typeName) ::= <<
  <asTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
  var <label.label.text>:<ruleLabelType(referencedRule=label.referencedRule)> =
  <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<
>>

/** Define a return struct for a rule if the code needs to access its
  * start/stop tokens, tree stuff, attributes, ... Leave a hole for
  * subgroups to stick in members.
  */
returnScope(scope) ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
  public static class <returnType()> extends <if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope {
    <scope.attributes:{public <it.decl>;}; separator="\n">
    @ruleReturnMembers()
  };
  <endif>
>>

parameterScope(scope) ::= <<
  <scope.attributes:{<it.name>:<it.type>}; separator=",">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
  <if(negIndex)>
  <scope>_stack[scope>_stack.length-negIndex-1].<attr.name>
  <else>
  <if(index)>
  <scope>_stack[index].<attr.name>
  <else>
  <scope>_stack[scope>_stack.length-1].<attr.name>
  <endif>
  <endif>
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
  <if(negIndex)>
  <scope>_stack[scope>_stack.length-1].<attr.name> =<expr>
  <if(index)>
  <scope>_stack[index].<attr.name> =<expr>
  <else>
  <scope>_stack[scope>_stack.length-1].<attr.name> =<expr>
  <endif>
  <endif>
>>
<scope>_stack[<scope>_stack.length-<negIndex>-1].<attr.name> =<expr>;
<else>
<if(index)>
<scope>_stack[index].<attr.name> =<expr>;
<else>
<scope>_stack[<scope>_stack.length-1].<attr.name> =<expr>;
<endif>
<endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {sfunction.size()>0 && sfunction::name.equals("foo")}? */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!=null?<scope>.values.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.values.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {ids} or e+=expr {e} */
listLabelRef(label) ::= "list_<label>"
// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!=null?<scope>.text:null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!=null?<scope>.type:0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!=null?<scope>.line:0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!=null?<scope>.charPositionInLine:0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!=null?<scope>.channel:0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!=null?<scope>.tokenIndex:0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(<scope>!=null?int(<scope>.text:0)"

ruleLabelPropertyRef_start(scope,attr) ::= "(<scope>!=null?<labelType>:(<scope>.start):null)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(<scope>!=null?<labelType>:(<scope>.stop):null)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(<scope>!=null?<ASTLabelType>:(<scope>.tree):null)"
ruleLabelPropertyRef_text(scope,attr) ::= <<
  <if(TREE_PARSER)>
    (<scope>!=null?(input.tokenStream.toStringWithRange(
      input.treeAdaptor.getTokenStartIndex(<scope>.start),
      input.treeAdaptor.getTokenStopIndex(<scope>.start))):null)
  <else>
    (<scope>!=null?input.toStringWithRange(<scope>.start,<scope>.stop):null)
  <endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "(<scope>!=null?<scope>.st:0)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>

lexerRuleLabelPropertyRef_type(scope,attr) ::= 
  "(<scope>!=null?<scope>.type:0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= 
  "(<scope>!=null?<scope>.lien:0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= 
  "(<scope>!=null?<scope>.charPositionInLine:0)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= 
  "(<scope>!=null?<scope>.channel:0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= 
  "(<scope>!=null?<scope>.tokenIndex:0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= 
  "(<scope>!=null?<scope>.text:0)"
lexerRuleLabelPropertyRef_int(scope,attr) ::= 
  "(<scope>!=null?int(<scope>.text:0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "<labelType>:(retval.start)"
rulePropertyRef_stop(scope,attr) ::= "<labelType>:(retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "<ASTLabelType>:(retval.tree)"
rulePropertyRef_text(scope,attr) ::= "\n\n<if(TREE_PARSER)>
input.tokenStream.toStringWithRange(
    input.treeAdaptor.getTokenStartIndex(retval.start),
    input.treeAdaptor.getTokenStopIndex(retval.start))
<else>
input.toStringWithRange(retval.start,input.LT(-1))
<endif>
">
<<
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(charIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int(<scope>.text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= "\n\n<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {
    <action>
} else
<action>
<endif>
">
<<
/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= "\npublic static const <name>.BitSet = new BitSet(<words64:{<it>};separator=", "});\n">
<<

codeFileExtension() ::= ".as"
true() ::= "true"
false() ::= "false"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/ActionScript/ActionScript.stg

No license file was found, but licenses were detected in source scan.

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*/

group Perl5 implements ANTLRCore;

/**
The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LENDER, PARSER, TREE_PARSER, actionScope, actions,
    docComment, recognizer,
    name, tokens, tokenNames, rules, cyclicDFAs,
    bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
    filterMode, superClass="ANTLR::Runtime::Lexer")  ::= <<
package <name>;
use ANTLR::Runtime::Class;

use Carp;
use English qw( -no_match_vars ) ;
use Readonly;
use Switch;

use ANTLR::Runtime::BaseRecognizer;
use ANTLR::Runtime::DFA;
use ANTLR::Runtime::NoViableAltException;

extends 'ANTLR::Runtime::Lexer';

use constant {
    HIDDEN => ANTLR::Runtime::BaseRecognizer->HIDDEN
};

use constant {
    <tokens:{ <it.name> => <it.type>, }; separator="\n"}
};
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}> 
<actions.lexer.members>

sub BUILD {
    my ($self, $arg_ref) = @_;

    $self->init_dfas();
}
sub get_grammar_file_name { 
  return "<fileName>";
}

<if(filterMode)>
<filteringNextToken()>
<endif>
<rules; separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>}>

<cyclicDFAs:{dfa | has 'dfa<dfa.decisionNumber>';}; separator="\n"> 

sub init_dfas {
  my ($self) = @_;

  <cyclicDFAs:{dfa |
  $self->dfa<dfa.decisionNumber>({name}::DFA<dfa.decisionNumber>-new({ recognizer => $self }));
  }; separator="\n"> 

  return;
}

<cyclicDFAs:cyclicDFA()>> dump tables for all DFA !>

1;

>>

perlTypeInitMap ::= [
  "$":"undefined",
  "@":"()",
  "%":"()",
  default:"undefined"
]

/** A override of Lexer.nextToken() that backtracks over mTokens() looking 
* for matches. No error can be generated upon error; just rewind, consume 
* a token and then try again. backtracking needs to be set as well. 
* Make rule memoization happen only at levels above 1 as we start mTokens 
* at backtracking==1. 
*/
filteringNextToken() ::= <<
  public Token nextToken() {
    while (true) {
      if ( input.LA(1)==CharStream.EOF ) {
        return Token.EOF_TOKEN;
      } else {
        <lexerSynpred(p)>
      }
    }
  }
}
token = null;
channel = Token.DEFAULT_CHANNEL;
tokenStartCharIndex = input.index();
tokenStartCharPositionInLine = input.getCharPositionInLine();
tokenStartLine = input.getLine();
text = null;
try {
    int m = input.mark();
    backtracking=1;  <! means we won't throw slow exception !>
    failed=false;
    mTokens();
    backtracking=0;
    <! mTokens backtracks with synpred at backtracking==2
    and we set the synpredgate to allow actions at level 1. !>
    if ( failed ) {
        input.rewind(m);
        input.consume();  <! advance one char and try again !>
    }
    else {
        emit();
        return token;
    }
}
catch (RecognitionException re) {
    // shouldn't happen in backtracking mode, but...
    reportError(re);
    recover(re);
}
}

public void memoize(IntStream input,
int ruleIndex,
int ruleStartIndex)
{
    if ( backtracking>1 ) super.memoize(input, ruleIndex, ruleStartIndex);
}

public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
    if ( backtracking>1 ) return super.alreadyParsedRule(input, ruleIndex);
    return false;
}

>>

actionGate() ::= "$self->state->backtracking==0"

filteringActionGate() ::= "backtracking==1"
/** How to generate a parser */

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass, filterMode,
    ASTLabelType="Object", labelType, members) ::= <<

package <name>;
use ANTLR::Runtime::Class;

use English qw(-no_match_vars);
use Readonly;
use Switch;
use Carp;
use ANTLR::Runtime::BitSet;

extends '@superClassName><superClass>@end';

Readonly my @token_names = [
    "<invalid>", "<EOR>", "<DOWN>", "<UP>", <tokenNames; separator="", ">
];

use constant {
    <tokens:{ <it.name> => <it.type>, }; separator="\n">
}

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>},
    words64=it.bits)>

<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}
    <@members>
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

sub BUILD {
    my ($self, $arg_ref) = @_;

    <if(backtracking)>
        $self->state->rule_memo({});
    <endif>
}
    <@end>

sub get_token_names {
    return @token_names;
}

sub grammar_file_name {
    return "<fileName>";
}
<members>

<rules; separator="\n\n">

<synpreds:{p | <synpred(p)>}>

<cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = __PACKAGE__::DFA<dfa.decisionNumber>->new($self);};
separator="\n">
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

1;
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType,
superClass="ANTLR::Runtime::Parser", labelType="ANTLR::Runtime::Token",
members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="ANTLR::Runtime::TokenStream", ...)>
>>

/** How to generate a tree parser; same as parser except the input
 * stream is a different type.
 */
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="Object", superClass="ANTLR::Runtime::TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="TreeNodeStream", ...)>}
>>

/** A simpler version of a rule template that is specific to the imaginary
 * rules created for syntactic predicates. As they never have return values
 * nor parameters etc.... just give simplest possible method. Don't do
 * any of the normal memoization stuff in here either; it's a waste.
 * As predicates cannot be inlined into the invoking rule, they need to
 * be in a rule by themselves.
 */
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= <<
# $ANTLR start <ruleName>
sub <ruleName>_fragment {
# <ruleDescriptor.parameterScope:parameterScope(scope=it)>
<if(trace)>
$self->traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
    eval {
        <block>
    };
} }}
$self->traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
if (SEVAL_ERROR) {
    croak SEVAL_ERROR;
}
<else>
    <block>
    <endif>
}
# $ANTLR end <ruleName>
>>

synpred(name) ::= <<
public final boolean <name>() {
    backtracking++;
    @start()
    int start = input.mark();
    try {
        <name>_fragment(); // can never throw exception
    } catch (RecognitionException re) {
        System.err.println("impossible: "+re);
    }
    boolean success = !failed;
    input.rewind(start);
    @stop()
    backtracking--;
    failed=false;
    return success;
} <\n
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
@if(memoize)
if ( backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue>(); }
@endif
>>

/*\* How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
@if(backtracking)
if ($self->state->failed) {
    return <ruleReturnValue>();
}
@endif
>>
/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
  <if(backtracking)>if (backtracking>0) {failed=true; return <ruleReturnvalue()>;}</if>
>>

/** How to generate code for a rule. This includes any return type
  * data aggregates required for multiple return values.
  */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
  <ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
  <returnScope(scope=ruleDescriptor.returnScope)>
  # $ANTLR start <ruleName>
  # <fileName>:<description>
  sub <ruleName>() {
    my ($self, <ruleDescriptor.parameterScope:parameterScope(scope=it)>) = @_;
    <if(trace)>$self->traceIn("<ruleName>", <ruleDescriptor.index>);</if>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    <ruleLabelDefs()>
    <ruleDescriptor.actions.init>
    <@preamble()>
    eval {
      <ruleMemoization(name=ruleName)>
      <block>
      <ruleCleanUp()>
      <(ruleDescriptor.actions.after):execAction()>
    };
    <if(exceptions)>
      <exceptions:{e|<catch(decl=e.decl,action=e.action)><
    }>
    <else>
    <if(!emptyRule)>
    <if(actions.(actionScope).rulecatch)>
      <actions.(actionScope).rulecatch>
    <else>
      my $exception = $EVAL_ERROR;
      if (ref $exception && $exception->isa('ANTLR::Runtime::RecognitionException')) {
        $self->report_error($exception);
        $self->recover($self->input, $exception);
        $exception = undef;
      }<
    <endif>
    <endif>
    <endif>
    <if(trace)>$self->traceOut("<ruleName>", <ruleDescriptor.index>);</if>
    <memoize()>
    <ruleScopeCleanUp()>
  }}
<finally>
if ($exception) {
    croak $exception;
    #$exception->rethrow();
}
</@postamble()>
return <ruleReturnValue()>;
}
# $ANTLR end <ruleName>
>>
catch(dec1,action) ::= <<
catch (<e.decl>) {
    <e.action>
}
>>
ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
my $retval = <returnType()>->new();
$retval->set_start($self->input->LT(1));<
><else>
<ruleDescriptor.returnScope.attributes:{ a |
my $<a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>; |
}><endif>
<if(memoize)>
my $<ruleDescriptor.name>_start_index = $self->input->index();
<endif>
>>
ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>
ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.pop();}; separator="\n">
>>
ruleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels] :
{my $<it.label.text> = undef;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]

}}
lexerRuleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,
ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels>
 :{<labelType> <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{my $<it.label.text>;}; separator="\n">
<ruleDescriptor.ruleListLabels,{ll.label.text}=null;}; separator="\n">
ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
$<ruleDescriptor.singleValueReturnName>
<else>
$retval
<endif>
<endif>
<endif>
>>
ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
$retval->set_stop($self->input->LT(-1));
<endif>
<endif>
>>
memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( (backtracking>0) ) { memoize( input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }
<endif>
<endif>
>>
/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
lexerRule(ruleName, nakedBlock, ruleDescriptor, block, memoize) ::= <<
    # $ANTLR start <ruleName>
    sub m_<ruleName> {
        # <ruleDescriptor.parameterScope:parameterScope(scope=it)>
        my ($self) = @_;
        <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
        <ruleDeclarations()>
        eval {
            <if(nakedBlock)>
                <ruleMemoization(name=ruleName)>
                <lexerRuleLabelDefs()>
                <ruleDescriptor.actions.init>
                <block><
            <else>
                my $_type = <ruleName>;
                my $_channel = $self->DEFAULT_TOKEN_CHANNEL;
                <ruleMemoization(name=ruleName)>
                <lexerRuleLabelDefs()>
                <ruleDescriptor.actions.init>
                <block>
                <ruleCleanUp()>
                $self->state->type($_type);
                $self->state->channel($_channel);
                <(ruleDescriptor.actions.after):execAction()>
            <endif>
        }
        <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
        <memoize()>
        if ($EVAL_ERROR) {
            croak $EVAL_ERROR;
        }
    }
    # $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 *  that chooses between lexer rules.
 */
tokensRule(ruleName, nakedBlock, args, block, ruleDescriptor) ::= <<
    sub m_tokens {
        my ($self) = @_;
        <block><
    }
>>

// S U B R U L E S
/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  # <fileName>:<description>
  my $alt<decisionNumber> = <maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
  }
  <@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  # <fileName>:<description>
  my $alt<decisionNumber> = <maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@postbranch()>
  switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
  }
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  # <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  # <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  # <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>
n) ::= <<
# <fileName>:<description>
my $cnt<decisionNumber> = 0;
<decls>
 @@preloop() LOOP<decisionNumber>: while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  @@predecision() <decision>
  @@postdecision() switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else { last LOOP<decisionNumber> }
    <ruleBacktrackFailure()>
    my $eee = ANTLR::Runtime::EarlyExitException->new(<decisionNumber>, $self->input);
    @@earlyExitException() croak $eee;
  }
++$cnt<decisionNumber>:
} @@postloop() >>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
# <fileName>:<description>
<decls>
 @@preloop() LOOP<decisionNumber>: while (1) {
  my $alt<decisionNumber> = <maxAlt>;
  @@predecision() <decision>
  @@postdecision() switch ($alt<decisionNumber>) {
    <alts:altSwitchCase()>
    else { last LOOP<decisionNumber> }
  }
} @@postloop() >>
closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
* so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
case <i> {
    <@prealt()>
    <it>
} <\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description/autoAST,outerAlt,treeLevel,rew) ::= <<
    # <fileName>:<description>
    {
    <@declarations()>
    <elements:element()>
    <rew>
    <@cleanup()>
    }
>>

/** What to emit when there is no rewrite. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// ELEMENTS

/** Dump the elements one per line */
element() ::= <<
    <@prematch()>
    <it.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
    <if(label)><$label> =<endif>$self->match($self->input, <token>,
    </if>
$FOLLOW_<token>_in_<ruleName><elementIndex>);
<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_<label>==null) list_<label>=new ArrayList();
list_<label>.add(<elem>);

>>

/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<
<endif>
$self->match(<char>); <checkRuleBacktrackFailure()>

>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = $self->input->LA(1);<
<endif>
$self->match_range(<a>,<b>); <checkRuleBacktrackFailure()>

>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
<if(label)>
<if(LINTER)>
<label> = $self->input->LA(1);<
<else>
<label>=(<labelType>)input.LT(1);<
<endif>
<endif>
if ( <s> ) {
    $self->input->consume();
    <postmatchCode>
<if(!LINTER)>
    $self->state->error_recovery(0);
<endif>
    <if(backtracking)>failed=false;<endif>
}
else {
  <ruleBacktrackFailure()>
  my $mse =
      ANTLR::Runtime::MismatchedSetException->new(undef, $self->input);
  <@mismatchedSetException()>
  <if(LEXER)>
    $self->recover($mse);
    $mse->throw();
  <else>
    $mse->throw();
    <! use following code to make it recover inline; remove throw mse;
    $self->recoverFromMismatchedSet($self->input, $mse, $FOLLOW_set_in_<ruleName><elementIndex>);
    !>
  <endif>
  }
  
matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
  <matchSet(....)
  <listLabel(elem=label,....)>
  >>

/** Match a string literal */
lexerStringRef(string,label) ::= <<
  <if(label)>
  int <label>Start = getCharIndex();
  $self->match(<string>); <checkRuleBacktrackFailure()>
  <labelType> <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE,
  Token.DEFAULT_CHANNEL, <label>Start, getCharIndex()-1);
  <else>
  $self->match(<string>); <checkRuleBacktrackFailure()><
  <endif>
  >>

wildcard(label,elementIndex) ::= <<
  <if(label)>
  <label>=(<labelType>)input.LT(1);<
  endif>
  matchAny(input); <checkRuleBacktrackFailure()>
  >>

wildcardAndListLabel(label,elementIndex) ::= <<
  <wildcard(...>)
  <listLabel(elem=label,....)>
  >>
/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
  <if(label)>
  <label> = $self->input->LA(1);
  <endif>
  matchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
  <wildcardChar(…)> <listLabel(elem=label,…)> >>

/** Match a rule reference by invoking it possibly with arguments */
* and a return value or values.
*/
ruleRef(rule.label,elementIndex,args,scope) ::= <<
  $self->push_follow($FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
  <if(label)>
  $<label> = $self-><rule.name>(<args; separator=", ");
  <else>
  $self-><rule.name>(<args; separator=", ");
  <endif>
  $self->state->_fsp($self->state->_fsp - 1);
  <checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule.label,elementIndex,args,scope) ::= <<
  <ruleRef(…)> <listLabel(elem=label,…)> >>

/** A lexer rule reference. */
* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule.label,args,elementIndex,scope) ::= <<
  <if(label)>
  int <label>Start<elementIndex> = getCharIndex();
  $self->m_<rule>(<args; separator=", "); <checkRuleBacktrackFailure()>
  <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
  <label>Start<elementIndex>, getCharIndex()-1);
  <else>
  $self->m_<rule.name>(<args; separator=", "); <checkRuleBacktrackFailure()>
  <endif>
/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule, label, args, elementIndex, scope) ::= <<
<lexerRuleRef(...)> 
<listLabel(elem=label,...)> 
>>

/** EOF in the lexer */
lexerMatchEOF(label, elementIndex) ::= <<
<if(label)>
  int <label>Start<elementIndex> = getCharIndex();
  match(EOF); <checkRuleBacktrackFailure()>
  <labelType> <label> = new CommonToken(input, EOF, Token.DEFAULT_CHANNEL,
    <label>Start<elementIndex>, getCharIndex()-1);
<else>
  match(EOF); <checkRuleBacktrackFailure()>
<endif>
<<

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
   enclosingTreeLevel, treeLevel) ::= <<
  <root:element()>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
    if ( input.LA(1)==Token.DOWN ) {
      match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
      <children:element()>
      match(input, Token.UP, null); <checkRuleBacktrackFailure()>
    }
  <else>
    match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
    match(input, Token.UP, null); <checkRuleBacktrackFailure()>
  <endif>
<<

/** Every predicate is used as a validating predicate (even when it is
 *  also hoisted into a prediction expression). */
validateSemanticPredicate(pred, description) ::= <<
  if ( !(<evalPredicate(...)>) ) {
    <ruleBacktrackFailure()>
    throw new FailedPredicateException(input, "<ruleName>", "<description>");
  }
<<
// Fixed DFA (if-then-else)

dfaState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
    my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<
    <edges; separator="\n"><
    else {
        <if(eotPredictsAlt)>
            $alt<decisionNumber> = <eotPredictsAlt>;<
        <else>
            <ruleBacktrackFailure()>
            my $nvae = ANTLR::Runtime::NoViableAltException->new(
                grammar_decision_description => "<description>",
                decision_number => <decisionNumber>,
                state_number => <stateNumber>,
                input => $self->input,
            );<
            @noViableAltException() croak $nvae;<
        <endif>
    }
    >>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
    my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<
    <edges; separator="\n"><
    >>

/** A DFA state that is actually the loopback decision of a closure
 * 1 loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
    my $LA<decisionNumber>_<stateNumber> = $self->input->LA(<k>);<
    <edges; separator="\n"><
    <if(eotPredictsAlt)>
        $alt<decisionNumber> = <eotPredictsAlt>;<
    <else>
        <if(!edges)>
            $alt<decisionNumber> = <eotPredictsAlt>;<
        <else>
            $alt<decisionNumber> = <eotPredictsAlt>;
            else {<
                $alt<decisionNumber> = <eotPredictsAlt>;<
            }<
        ;<
    <endif>
    }<
    >>
/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "$alt<decisionNumber> = <alt>;"

/** A simple edge with an expression. If the expression is satisfied, *
* enter to the target state. To handle gated productions, we may *
* have to evaluate some predicates for this edge. */
dfaEdge(labelExpr, targetState, predicates) ::= <<
  if ( (<labelExpr>) && (<predicates>) ) {
    <targetState>
  }
>>

// Fixed DFA (switch case)

/** A DFA state where a SWITCH may be generated. The code generator *
* decides if this is possible: CodeGenerator.canGenerateSwitch(). */
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  switch ( $self->input->LA(<k>) ) {
    <edges; separator="\n">
  } else {
    <if(eotPredictsAlt)>
      $alt<decisionNumber> = <eotPredictsAlt>;
    </if>
    <else>
      <ruleBacktrackFailure()>
      my $nvae = ANTLR::Runtime::NoViableAltException->new({
        grammar_decision_description => "<description>",
        decision_number => <decisionNumber>,
        state_number => <stateNumber>,
        input => $self->input,
      });<\n>
      <@noViableAltException()>
      croak $nvae;<\n>
    </else>
  }
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  switch ( $self->input->LA(<k>) ) {
    <edges; separator="\n">
  }<\n>
dfaLoopbackStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
switch ( $self->input->LA(<k>) ) {
<edges; separator="\n"> <\n>
<if(eotPredictsAlt)>
else { $alt<decisionNumber> = <eotPredictsAlt> } <\n>
<endif>
} <\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
case [{ <it> }; separator="", ] { <targetState> } 
>>

// Cyclic DFA

/** The code to initiate execution of a cyclic DFA; this is used
* in the rule to predict an alt just like the fixed DFA case.
* The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber, description) ::= <<
$alt<decisionNumber> = $self->dfa<decisionNumber>->predict($self->input);
>>

/* Dump DFA tables as run-length-encoded Strings of octal values.
* Can't use hex as compiler translates them before compilation.
* These strings are split into multiple, concatenated strings.
* Java puts them back together at compile time thankfully.
* Java cannot handle large static arrays, so we're stuck with this
* encode/decode approach. See analysis and runtime DFA for
* the encoding methods.
*/
cyclicDFA(dfa) ::= <<
Readonly my $DFA<dfa.decisionNumber>_eot => ANTLR::Runtime::DFA->unpack_rle([<dfa.javaCompressedEOT; separator="", ]);
Readonly my $DFA<dfa.decisionNumber>_eof => ANTLR::Runtime::DFA->unpack_rle([<dfa.javaCompressedEOF; separator="", ]);
Readonly my $DFA<dfa.decisionNumber>_min => ANTLR::Runtime::DFA->unpack_rle([<dfa.javaCompressedMin; separator="", ]);
Readonly my $DFA<dfa.decisionNumber>_max => ANTLR::Runtime::DFA->unpack_rle([<dfa.javaCompressedMax; separator="", ]);
Readonly my $DFA<dfa.decisionNumber>_accept => ANTLR::Runtime::DFA->unpack_rle([<dfa.javaCompressedAccept; separator="", ]);
Readonly my $DFA<dfa.decisionNumber>_special => ANTLR::Runtime::DFA->unpack_rle([<dfa.javaCompressedSpecial; separator="", ]);
Readonly my $DFA<dfa.decisionNumber>_transition => [
package <name>::DFA<dfa.decisionNumber>;  
use ANTLR::Runtime::Class;  

use strict;  
use warnings;  
extends 'ANTLR::Runtime::DFA';  

sub BUILD {  
    my $self = shift;  
    my $param_ref = __PACKAGE__->unpack_params(@_ , {  
        spec => [  
            {  
                name => 'recognizer',  
                isa => 'ANTLR::Runtime::BaseRecognizer'  
            },  
        ]  
    });  
    $self->recognizer($param_ref->{recognizer});  
    $self->decision_number(<dfa.decisionNumber>);  
    $self->eot($DFA<dfa.decisionNumber>_eot);  
    $self->eof($DFA<dfa.decisionNumber>_eof);  
    $self->min($DFA<dfa.decisionNumber>_min);  
    $self->max($DFA<dfa.decisionNumber>_max);  
    $self->accept($DFA<dfa.decisionNumber>_accept);  
    $self->special($DFA<dfa.decisionNumber>_special);  
    $self->transition($DFA<dfa.decisionNumber>_transition);  
}  

sub get_description {  
    return "<dfa.description">;  
}  

<@errorMethod()>  

<if(dfa.specialStateSTs)>  
sub special_state_transition {  
    my ($self, $param_ref) = unpack_params(@_, {  
        spec => [  
            {  
                name => 's',  
                type => SCALAR,  
            },  
        ]  
    });
name => 'input',
    isa => 'ANTLR::Runtime::IntStream',
}
    }
});
my $s = $param_ref->{s};
my $input = $param_ref->{input};

switch ($s) {
    <dfa.specialStateSTs:{state |
        case <i0> \{ <! compressed special state numbers 0..n-1 !>
            <state>}; separator="\n">
    }
}

<if(backtracking)>
    if ($self->state->backtracking > 0) {
        $self->state->failed = 1;
        return -1;
    }
</if>

my $nvae =
    ANTLR::Runtime::NoViableAltException->new({
        grammar_decision_description => $self->get_description(),
        decision_number => <dfa.decisionNumber>,
        state_number => $s,
        input => $input,
    });
$self->error($nvae);
$nvae->throw();
</if>

/** A state in a cyclic DFA; it’s a special state and part of a big switch on
 *  state.
 */
cyclicDFASate(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
    my $input = $self->input;
    my $LA<decisionNumber>_<stateNumber> = $input->LA(1);
    <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
        my $index<decisionNumber>_<stateNumber> = $input->index();
        $input->rewind();
    </if>
    s = -1;
    <edges; separator="\n">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_ <stateNumber>);<\n>
<endif>
if ( s==0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr,targetStateNumber, edgeNumber, predicates) ::= <<
if ( (labelExpr) &if(predicates)> && (<predicates>)<endif>) {s = targetStateNumber;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
s = targetStateNumber;<\n>
>>

// DFA EXPRESSIONS

andPredicates(left,right) ::= "(<left> && <right>)"

orPredicates(operands) ::= "((first(operands)> <rest(operands):{o | ||<o>}>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "<pred>"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "$LA<decisionNumber>_<stateNumber> eq <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere.  Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt) ::= "$self->input->LA(<k>) eq <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(SLA<decisionNumber>_ <stateNumber> ge <lower> && SLA<decisionNumber>_ <stateNumber> le <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "($self->input->LA(<k>) ge <lower> && $self->input->LA(<k>) le <upper>)"
setTest(ranges) ::= "<ranges; separator="\|">"

// ATTRIBUTES

globalAttributeScope(scope) ::= <<
  <if(scope.attributes)>
  protected static class <scope.name>_scope {
    <scope.attributes:{<it.decl>;}; separator="\n"> };
  <endif>
  protected Stack <scope.name>_stack = new Stack();
</scope.stack>
>>

ruleAttributeScope(scope) ::= <<
  <if(scope.attributes)>
  protected static class <scope.name>_scope {
    <scope.attributes:{<it.decl>;}; separator="\n"> };
  <endif>
  protected Stack <scope.name>_stack = new Stack();
</scope.stack>
>>

returnType() ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
  <ruleDescriptor.name>_return
  <else>
  <if(ruleDescriptor.hasSingleReturnValue)>
  <ruleDescriptor.singleValueReturnType>
  <else>
  void
  <endif>
  <endif>
</ruleDescriptor.stack>
>>

/** Generate the Java type associated with a single or multiple return
 * values.
 */

ruleLabelType(referencedRule) ::= <<
  <if(referencedRule.hasMultipleReturnValues)>
  <referencedRule.name>_return
  <else>
  <if(referencedRule.hasSingleReturnValue)
  <referencedRule.singleValueReturnType>
  <else>
  void
  <endif>
  <endif>
</referencedRule.stack>
>>


/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "undef".
*/
initValue(typeName) ::= <<
<if(typeName)>
<perlTypeInitMap.(typeName)>
<else>
undef
<endif>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
my $<label.label.text> = <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<

>>

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.
*/
returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
{
package <returnType()>
use ANTLR::Runtime::Class;

extends 'ANTLR::Runtime::<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope';

<scope.attributes:{public <it.decl>;}; separator="\n">
@ruleReturnMembers()
}
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{$<it.name>}; separator="",">
>>

parameterAttributeRef(attr) ::= "$<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "$<attr.name> =<expr>;";

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
<if(negIndex)>
((<scope>_scope)._stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
<else>
<if(index)>
((<scope>_scope)._stack.elementAt(<index>)).<attr.name>
<else>

```xml
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name>
<endif>
<endif>
>>

scopeSetAttributeRef(scope, attr, expr, index, negIndex) ::= <<
<if(negIndex)>
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name> =<expr>; 
<else>
<if(index)>
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name> =<expr>; 
<else>
((<scope>_scope)<scope>_stack.peek()).<attr.name> =<expr>; 
<endif>
<endif>
>>

/**< $x$ is either global scope or $x$ is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}? */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/**< reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule, scope, attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
$<scope>.<attr.name>
<else>
$<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor, attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
$<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor, attr, expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>; 
<else>
$<attr.name> =<expr>; 
<endif>
>>
```
/** How to translate $tokenLabel */

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "$<scope>->get_text()"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

tokenLabelPropertyRef_start(scope,attr) ::= "((<labelType>)<scope>.start)"
tokenLabelPropertyRef_stop(scope,attr) ::= "((<labelType>)<scope>.stop)"
tokenLabelPropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)<scope>.tree)"

/* Isolated $RULE ref ok in lexer as it's a Token */

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>.getText()"

// Somebody may ref $template or $tree or $stop within a rule:

rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType>)retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.tree)"

rulePropertyRef_text(scope,attr) ::= <if(TREE_PARSER)>
input.getTokenStream().toString(
    input.getTreeAdaptor().getTokenStartIndex(<scope>.start),
    input.getTreeAdaptor().getTokenStopIndex(<scope>.start))
<else>
substr($self->input, $<scope>->start, $<scope>->stop)
<endif>
>>
<if(TREE_PARSER)>
input.getTokenStream().toString(
    input.getTreeAdaptor().getTokenStartIndex(retval.start),
    input.getTreeAdaptor().getTokenStopIndex(retval.start))
<else>
input.toString(retval.start,input.LT(-1))
<endif>

rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "$_type"
lexerRulePropertyRef_line(scope,attr) ::= "tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "$_channel"
lexerRulePropertyRef_start(scope,attr) ::= "tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_self(scope,attr) ::= "$self"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action */
exefcAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> ) {
    <action>
}
<else>
if ( backtracking==0 ) {
    <action>
}
<endif>
<else>
<action>
<endif>
>>

// MIS C (properties, etc...)

bitset(name, words64) ::= <<
Readonly my $<name> => ANTLR::Runtime::BitSet->new({ words64 => [ <words64:['<it>']};separator=", " ]
});<n>
codeFileExtension() ::= ".pm"

true() ::= "1"
false() ::= "0"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Perl5/Perl5.stg
No license file was found, but licenses were detected in source scan.

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```java
/*
group AST;

@outputFile.imports() ::= <<
@super.imports()>
<if(!TREE_PARSER)><![endif>
import org.antlr.runtime.tree.*;<endif>
>>

@genericParser.members() ::= <<
@super.members()>
<parsersMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected TreeAdaptor adaptor = new CommonTreeAdaptor();<n>
public void setTreeAdaptor(TreeAdaptor adaptor) {
  this.adaptor = adaptor;
  <grammar.directDelegates:{g|<g:delegateName>().setTreeAdaptor(this.adaptor);}>}
}
public TreeAdaptor getTreeAdaptor() {
```
return adaptor;
}
>>

@returnScope.ruleReturnMembers() ::= <<
  <ASTLabelType> tree;
  public Object getTree() { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
  <super.ruleDeclarations()>
  <ASTLabelType> root_0 = null;<
>>

ruleLabelDefs() ::= <<
  <super.ruleLabelDefs()>
  <[ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels, ruleDescriptor.wildcardTreeListLabels]::{<ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
  <ruleDescriptor.tokenListLabels::{<ASTLabelType> <it.label.text>_tree=null;}; separator="\n">
  <ruleDescriptor.allTokenRefsInAltsWithRewrites
    ::[RewriteRule<rewriteElementType>Stream stream_<it>=new RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
  <ruleDescriptor.allRuleRefsInAltsWithRewrites
    ::[RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative
* block.
*/
@alt.declarations() ::= <<
  <if(autoAST)>
  <if(outerAlt)>
  <if(!rewriteMode)>
    root_0 = (<ASTLabelType>)adaptor.nil();<
  <endif>
  <endif>
  <endif>
>>

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,hetero) ::= <<
  <tokenRefBang(...)> ! Track implies no auto AST construction!>

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/** ids+=ID and track it for use in a rewrite rule; adds to ids *and* 
* to the tracking list stream_ID for use in the rewrite. 
*/
tokenRefTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)> 
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRoot(...)
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRootTrack(...)
<listLabel(elem=label,...)> 
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack("")
<listLabel(elem=label+".getTree()"...,...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack("")
<listLabel(elem=label+".getTree()"...,...)>
>>

// Rewrite
rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= 
<<

// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
// wildcard labels: <[referencedWildcardLabels, referencedWildcardListLabels]; separator=", ">

@if(backtracking)
if ( <actions.(actionScope).synpredgate> ) {

@endif

<prevRuleRootRef>().tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>)adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
@if(TREE_PARSER)
@if(rewriteMode)
<prevRuleRootRef>().tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
input.replaceChildren(adaptor.getParent(retval.start),
    adaptor.getChildIndex(retval.start),
    adaptor.getChildIndex(_last),
    retval.tree);
@endif
@endif
<! if parser or tree-parser && rewrite!=true, we need to set result !>
@if(!TREE_PARSER)
@if(!rewriteMode)
<prevRuleRootRef>().tree = root_0;
@endif
@endif
@if(!TREE_PARSER)
@if(!rewriteMode)
<prevRuleRootRef>().tree = root_0;
@else
@if(!rewriteMode)
<prevRuleRootRef>().tree = root_0;
@endif
@endif
@if(backtracking)
}
@endif
**Generate code for an optional rewrite block; note it uses the deep ref'd element
*
* list rather shallow like other blocks.
*/
rewriteOptionalBlock(
  alt, rewriteBlockLevel, 
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks 
  description) ::= <<
  // <fileName>:<description>
  if ( <referencedElementsDeep:{el | stream.<el>.hasNext()}; separator="\\n"> ) { 
    <alt>
  } 
  <referencedElementsDeep:{el | stream.<el>.reset();<\n>}> 
>>
rewriteClosureBlock(alt,rewriteBlockLevel, referencedElementsDeep, // all nested refs referencedElements, // elements in immediately block; no nested blocks description) ::= <<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}> >>

rewritePositiveClosureBlock(alt,rewriteBlockLevel, referencedElementsDeep, // all nested refs referencedElements, // elements in immediately block; no nested blocks description) ::= <<
if (!<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) {
  throw new RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
  <alt>
}
<referencedElements:{el | stream_<el>.reset();<\n>}> >>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred)>
if (<a.pred>) {
  <a.alt>
} <\n>
<else>
{
  <a.alt>
} <\n>
<endif>
>>

/** For empty rewrites: "r : ... -> ;" */ rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>) adaptor.nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}
>

rewriteElementList(elements) ::= "<elements:rewriteElement()>

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,hetero,args) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>>;
>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>

/** Gen ^(label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>

/** Gen ^(label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,hetero,args) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);
>

rewriteImaginaryTokenRef(args,token,hetero,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>>;
>

rewriteImaginaryTokenRefRoot(args,token,hetero,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);
>
root_<treeLevel>);

/** plain -> {foo} action */
rewriteAction(action) ::= <<
  root_0 = <action>;
>>

/** What is the name of the previous value of this rule's root tree? This *
  let's us refer to $rule to mean previous value. I am reusing the *
  variable 'tree' sitting in retval struct to hold the value of root_0 right *
  before I set it during rewrites. The assign will be to retval.tree. */
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());
>>

rewriteRuleRefRoot(rule) ::= <<
  root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);
>>

rewriteNodeAction(action) ::= <<
adaptor.addChild(root_<treeLevel>, <action>);
>>

rewriteNodeActionRoot(action) ::= <<
  root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<action>, root_<treeLevel>);
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen ^(ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
  root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^(ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<

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root_<treeLevel> = (ASTLabelType) adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

createImaginaryNode(tokenType, hetero, args) ::= <<
  <if(hetero)>
  <! new MethodNode(IDLabel, args) !>
  new <hetero>(<tokenType><if(args)> <args; separator=","<endif>)
  <else>
  (ASTLabelType) adaptor.create(<tokenType>, <args; separator=","<if(!args)>"<tokenType>"<endif>)
  <endif>
>>

createRewriteNodeFromElement(token, hetero, args) ::= <<
  <if(hetero)>
  new <hetero>(stream_<token>.nextToken()<if(args)> <args; separator=","<endif>)
  <else>
  <if(args)> <! must create new node from old !>
  adaptor.create(<token>, <args; separator=","<})
  <else>
  stream_<token>.nextNode()
  <endif>
  <endif>
>>

Found in path(s): * /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/AST.stg
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New style messages. This file contains the actual layout of the messages emitted by ANTLR. The text itself is coming out of the languages/*stg files, according to the chosen locale. This file contains the default format ANTLR uses.

group antlr;

location(file, line, column) ::= "<file>(<line>,<column>)"

message(id, text) ::= "error <id> : <text>"

report(location, message, type) ::= "<location> : <type> <message.id> : <message.text>"

wantsSingleLineMessage() ::= "true"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/tool/templates/messages/formats/vs2005.stg
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/*
/** Template overrides to add debugging to normal Python output;
 *  If ASTs are built, then you'll also get ASTDbg.stg loaded.
 */

@outputFile.imports() ::= <<
<@super.imports()>
from antlr3.debug import *
>>

@genericParser.args() ::= <<
download_socket = kwargs.pop('download_socket', None)
port = kwargs.pop('port', None)
>>

@genericParser.init() ::= <<
importLevel = 0
if self._dbg is None:
    <createListenerAndHandshake()>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
proxy = DebugEventSocketProxy(self, adaptor=self.input.getTreeAdaptor(),
    debug=download_socket, port=port)"
<else>
proxy = DebugEventSocketProxy(self, debug=download_socket, port=port)"
</endif>
self.setDebugListener(proxy)
proxy.handshake()
@genericParser.members() ::= <<
@if(grammar.grammarIsRoot)>
ruleNames = [
   "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n    ", separator=",
   ]
]<
@if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
def getRuleLevel(self):
   return self.ruleLevel

def incRuleLevel(self):
   self.ruleLevel += 1

def decRuleLevel(self):
   self.ruleLevel -= 1

@if(profile)>
   <ctorForProfilingRootGrammar()>
@if(profile)>
   <ctorForRootGrammar()>
@if(profile)>
   <ctorForPredefinedListener()>
@if(profile)><! imported grammar !>
def getRuleLevel(self):
   return <grammar.delegators:{g| <g:delegateName()>}>.getRuleLevel()

def incRuleLevel(self):
   <grammar.delegators:{g| <g:delegateName()>}>.incRuleLevel()

def decRuleLevel(self):
   <grammar.delegators:{g| <g:delegateName()>}>.decRuleLevel()

<ctorForDelegateGrammar()>
<endif>
@if(profile)>
FIXME(2)
public boolean alreadyParsedRule(IntStream input, int ruleIndex) {
   ((Profiler)self._dbg).examineRuleMemoization(input, ruleIndex,
   <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
   return super.alreadyParsedRule(input, ruleIndex);
}<<
FIXME(3)
public void memoize(IntStream input,
   int ruleIndex,
   int ruleStartIndex)
   {

((Profiler)_self._dbg).memoize(input, ruleIndex, ruleStartIndex, 
<grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    super.memoize(input, ruleIndex, ruleStartIndex);
} \n</endif>
def evalPredicate(self, result, predicate):
    self._dbg.semanticPredicate(result, predicate)
    return result

>>

ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
<!
public <name>(<inputStreamType> input) {
    this(input, DebugEventSocketProxy.DEFAULT_DEBUGGER_PORT, new RecognizerSharedState());
}
public <name>(<inputStreamType> input, int port, RecognizerSharedState state) {
    super(input, state);
    <parserCtorBody()>
    <createListenerAndHandshake()>
    <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, self._dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
    <@finally()>
} \n
!>
>>

ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
public <name>(<inputStreamType> input) {
    this(input, new Profiler(null), new RecognizerSharedState());
}
public <name>(<inputStreamType> input, DebugEventListener self.dbg, RecognizerSharedState state) {
    super(input, self.dbg, state);
    Profiler p = (Profiler)_self.dbg;
    p.setParser(this);
    <parserCtorBody()>
    <grammar.directDelegates:
        {g|<g:delegateName()> = new <g.recognizerName>(input, self.dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
    <@finally()>
} \n
/>** Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
!
public <name>(<inputStreamType> input, DebugEventListener self.dbg, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}> ) {  
  super(input, dbg, state);
  <parserCtorBody()>
  grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, this, this.state<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n"  }
}  !>
>>

ctorForPredefinedListener() ::= <<
!
public <name>(<inputStreamType> input, DebugEventListener dbg) {  
  //@superClassRef super(input, dbg, new RecognizerSharedState());//@end  
  <if(profile)>  
    Profiler p = (Profiler)dbg;
    p.setParser(this);
  </endif>
  <parserCtorBody()>  
  grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, self._dbg, this.state,
    this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n"  
  //@finally()>  
}  !>
>>

@genericParser.superClassName() ::= "Debug//@super.superClassName()"

@rule.body() ::= <<
try:
  self._dbg.enterRule(self.getGrammarFileName(), "<ruleName>")
  if self.getRuleLevel() == 0:
    self._dbg.commence();
  self.incRuleLevel()
  self._dbg.location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>)
  self._dbg.location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>)

  //@super.body()>

  self._dbg.location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>)
finally:
  self._dbg.exitRule(self.getGrammarFileName(), "<ruleName>")
  self.decRuleLevel()
  if self.getRuleLevel() == 0:
    self._dbg.terminate()
@synpred.start() ::= "self._dbg.beginBacktrack(self._state.backtracking)"

@synpred.stop() ::= "self._dbg.endBacktrack(self._state.backtracking, success)"

// Common debug event triggers used by region overrides below

enterSubRule() ::= "try { self._dbg.enterSubRule(<decisionNumber>); }\n"

exitSubRule() ::= 
} finally {self._dbg.exitSubRule(<decisionNumber>); }\n"

enterDecision() ::= "try { self._dbg.enterDecision(<decisionNumber>); }\n"

exitDecision() ::= 
} finally {self._dbg.exitDecision(<decisionNumber>); }\n"

enterAlt(n) ::= "self._dbg.enterAlt(<n>)\n"

// Region overrides that tell various constructs to add debugging triggers

@block.body() ::= <<
try:
    self._dbg.enterSubRule(<decisionNumber>)
    <@super.body()>
finally:
    self._dbg.exitSubRule(<decisionNumber>)
>>

@blockBody.decision() ::= <<
try:
    self._dbg.enterDecision(<decisionNumber>)
    <@super.decision()>
finally:
    self._dbg.exitDecision(<decisionNumber>)
>>

@ruleBlock.decision() ::= <<
try:
    self._dbg.enterDecision(<decisionNumber>)
    <@super.decision()>
finally:
    self._dbg.exitDecision(<decisionNumber>)
>>
@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n="1\n">"

@blockSingleAlt.prealt() ::= "<enterAlt(n="1\n">"

@positiveClosureBlock.loopBody() ::= <<
try:
    self._dbg.enterSubRule(<decisionNumber>)
    @{super.loopBody()}
finally:
    self._dbg.exitSubRule(<decisionNumber>)\n>>

@positiveClosureBlockLoop.decisionBody() ::= <<
try:
    self._dbg.enterDecision(<decisionNumber>)
    @{super.decisionBody()}
finally:
    self._dbg.exitDecision(<decisionNumber>)
>>

@positiveClosureBlockLoop.earlyExitException() ::= "self._dbg.recognitionException(eee)\n"

@closureBlock.loopBody() ::= <<
try:
    self._dbg.enterSubRule(<decisionNumber>)
    @{super.loopBody()}
finally:
    self._dbg.exitSubRule(<decisionNumber>)\n>>

@closureBlockLoop.decisionBody() ::= <<
try:
    self._dbg.enterDecision(<decisionNumber>)
    @{super.decisionBody()}
finally:
    self._dbg.exitDecision(<decisionNumber>)
>>

@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

@element.prematch() ::= "self._dbg.location(<it.line>, <it.pos>)"

@matchSet.mismatchedSetException() ::= "self._dbg.recognitionException(mse)"

@dfaState.noViableAltException() ::= "self._dbg.recognitionException(nvae)"
@dfaStateSwitch.noViableAltException() ::= "self._dbg.recognitionException(nvae)"

dfaDecision(decisionNumber,description) ::= <<
try:
    self.isCyclicDecision = True
    <super.dfaDecision(...)>

except NoViableAltException, nvae:
    self._dbg.recognitionException(nvae)
raise

>>

@cyclicDFA.errorMethod() ::= <<
def error(self, nvae):
    self._dbg.recognitionException(nvae)

>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
self.evalPredicate(<pred>,"<description>")

>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Python/Dbg.stg
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*/
group Delphi implements ANTLRCore;

csharpTypeInitMap ::= [
  "int":"0",
  "uint":"0",
  "long":"0",
  "ulong":"0",
  "float":"0.0",
  "double":"0.0",
  "bool":"False",
  "byte":"0",
  "sbyte":"0",
  "short":"0",
  "ushort":"0",
  "char":"#0",
  "string":"
    
 ",
  "String":"
    
 ",
  default:"nil" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 * LEXER (Boolean): should we generate lexer code?
 * PARSER (Boolean): should we generate parser code?
 * TREE_PARSER (Boolean): should we generate tree parser code?
 * actionScope (String): 'lexer', 'parser', 'tree_parser' or custom scope
 * actions (HashMap):
 * docComment (String): document comment
 * recognizer (Object): recognizer class generator
 * name (String): name of grammar
 * tokens (HashMap{name: String, type: Integer}): 
 * tokenNames:
 * rules:
 * cyclicDFAs:
 * bitsets:
 * buildTemplate (Boolean): should we generate a string template?
* buildAST (Boolean): should we generate an AST?
* rewriteMode (Boolean): are we rewriting nodes?
* profile (Boolean):
* backtracking (Boolean): backtracking mode?
* synpreds (): syntactic predicates
* memoize (Boolean): should we memoize?
* numRules (Integer): number of rules
* fileName (String): fully qualified name of original .g file
* ANTLRVersion (String): ANTLR version in Major.Minor.Build format
* generatedTimestamp (String): date/time when the file is generated
* trace (Boolean): should we trace input/output?
* scopes:
* superClass (String): name of base class, or empty string
* literals:
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
          docComment, recognizer,
          name, tokens, tokenNames, rules, cyclicDFAs,
          bitsets, buildTemplate, buildAST, rewriteMode, profile,
          backtracking, synpreds, memoize, numRules,
          fileName, ANTLRVersion, generatedTimestamp, trace,
          scopes, superClass, literals) ::= 
<<
unit <name>;

{SHINTS OFF}

// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<actions.(actionScope).header>

interface

<@imports>
uses
<@end>
<actions.(actionScope).usesInterface>
@if(TREE_PARSER)
  Antlr.Runtime.Tree,
@end>
  Antlr.Runtime,
  Antlr.Runtime.Collections,
  Antlr.Runtime.Tools;

<docComment>
<recognizer>
>>
/** Generates source code for the lexer class
 * grammar (Grammar object)
 */

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
      filterMode, superClass="Lexer") ::= <<
    type
    I<grammar.recognizerName> = interface(I<@superClassName><superClass>@end)
end;

T<grammar.recognizerName> = class(T<@superClassName><superClass>@end,
    I<grammar.recognizerName>)
strict private
  FCnt: array [0..<grammar.numberOfDecisions>] of Byte;
  FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
  FException: ERecognitionException;
  procedure InitializeCyclicDFAs;
  <cyclicDFAs:cyclicDFADeclaration()>
public
  const
  <tokens:{<it.name> = <it.type>;}; separator="\n"> <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}}
strict private
  <actions.(actionScope).memberDeclarations>
public
  // delegates
  <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}; separator="\n"> public
  // delegators
  <grammar.delegators: {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}; separator="\n"> <last(grammar.delegators):{g|gParent: Pointer; {<g.recognizerName>}}>
protected
  { IBaseRecognizer }
  function GetGrammarFileName: String; override;
  <if(filterMode)>
  function AlreadyParsedRule(const Input: IIntStream;
    const RuleIndex: Integer): Boolean; override;
  procedure Memoize(const Input: IIntStream; const RuleIndex,
    RuleStartIndex: Integer); override;
  protected
    { ILexer }
    function NextToken: IToken; override;
  </endif>
protected
  { ILexer }
  procedure DoTokens; override;
public
  constructor Create; overload;
  constructor Create(const AInput: ICharStream<grammar.delegators:{g}; const A<g:delegateName()>:


IBaseRecognizer{<g.recognizerName>}}>; overload;
    constructor Create(const AInput: ICharStream; const AState: IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}}>; overload;

    <rules: {r | <if(!r.ruleDescriptor.isSynPred)><lexerRuleDeclaration(r)><endif> }>
    <synpreds:{p | <lexerSynpredDeclaration(p)>}; separator="\n">
end;

implementation

uses
<grammar.delegates: [g|<g.recognizerName>,]; separator="\n">
<grammar.delegators: [g|<g.recognizerName>,]; separator="\n">
<actions.(actionScope).usesImplementation>
SysUtils,
StrUtils,
Math;

{ T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create;
begin
  InitializeCyclicDFAs;
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream<grammar.delegators:{g|; const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}>>);
begin
  Create(AInput, nil<grammar.delegators:{g|, A<g:delegateName()>}>);
end;

constructor T<grammar.recognizerName>.Create(const AInput: ICharStream; const AState:
  IRecognizerSharedState<grammar.delegators:{g|; const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}}>);
begin
  inherited Create(AInput, AState);
  InitializeCyclicDFAs; { TODO: Necessary in Delphi?? Not removed yet. }
  <if(memoize)>
  <if(grammar.grammarIsRoot)>
  State.RuleMemoCount := <numRules>+1;<\n> <! index from 1..n !>
  <endif>
  <endif>
  <grammar.directDelegates:
  {g|<g:delegateName()> := T<g.recognizerName>.Create(AInput, State<trunc(g.delegators):{p|,<p:delegateName()>;}, Self);}; separator="\n">
  <grammar.delegators:
  {g|<g:delegateName()> := Pointer(A<g:delegateName()>)}; separator="\n">
  <last(grammar.delegators):{g|gParent := Pointer(A<g:delegateName()>)};}>


<actions.(actionScope).memberInitializations>
end;
<actions.(actionScope).memberImplementations>
function T<grammar.recognizerName>.GetGrammarFileName: String;
begin
  Result := '<fileName>'';
end;

<if(filterMode)>
<filteringNextToken()>
<endif>

<rules; separator="\n\n">
<synpreds:{p | <lexerSynpred(p)>}>}

procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
  <cyclicDFAs:{dfa | FDFA<dfa.decisionNumber> :=
TDFA<dfa.decisionNumber>.Create(Self@debugAddition());}; separator="\n">
  <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>FDFA<dfa.decisionNumber>.SpecialStateTransitionHandler :=
DFA<dfa.decisionNumber>_SpecialStateTransition;<endif>}; separator="\n">
end;

<cyclicDFAs:cyclicDFA()> </! dump tables for all DFA !>
end.>>

lexerRuleDeclaration(rule) ::= <<
procedure m<rule.ruleName>(<rule.ruleDescriptor.parameterScope:parameterScope(scope=rule)>);<
>>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
filteringNextToken() ::= <<
function T<grammar.recognizerName>.NextToken: IToken;
var
  M: Integer;
begin
  while (True) do
begin
    if (Input.LA(1) = Integer(cscEOF)) then
      Exit(TToken.EOF_TOKEN);
  end;
  State.Token := nil;
try
  M := Input.Mark();
  State.Backtracking := 1; <! means we won't throw slow exception !>
  State.Failed := False;
  mTokens();
  State.Backtracking := 0;
<!
  mTokens backtracks with synpred at backtracking==2
  and we set the synpredgate to allow actions at level 1.
!>
  if (State.Failed) then
    begin
      Input.Rewind(M);
      Input.Consume; <! // advance one char and try again !>
    end
  else
    begin
      Emit;
      Exit(State.Token);
    end;
  except
    on RE: ERecognitionException do
      begin
        // shouldn't happen in backtracking mode, but...
        ReportError(RE);
        Recover(RE);
      end;
  end;
end;

function T<grammar.recognizerName>.AlreadyParsedRule(const Input: IIntStream;
  const RuleIndex: Integer): Boolean;
begin
  if (State.Backtracking > 1) then
    Result := inherited AlreadyParsedRule(Input, RuleIndex)
  else
    Result := False;
end;

procedure T<grammar.recognizerName>.Memoize(const Input: IIntStream; const RuleIndex,
  RuleStartIndex: Integer);
begin
if (State.Backtracking > 1) then
    inherited Memoize(Input, RuleIndex, RuleStartIndex);
end;

filteringActionGate() ::= "((State.Backtracking = 1)"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass, filterMode,
    ASTLabelType="ANTLRInterface", labelType, members, rewriteElementType) ::= <<
type
  <rules: {r | <genericParserRuleReturnType(rule=r, ruleDescriptor=r.ruleDescriptor)>}> I<grammar.recognizerName> = interface(I<@superClassName><superClass><@end>)
  <rules: {r | <genericParserRuleInterface(rule=r, ruleDescriptor=r.ruleDescriptor)>}> end;

T<grammar.recognizerName> = class(T<@superClassName><superClass><@end>,
    I<grammar.recognizerName>)
  <if(grammar.grammarIsRoot)>
  public
    const
      TOKEN_NAMES: array [0..<length(tokenNames)>+3] of String = ("<invalid>", "<EOR>", "<DOWN>", "<UP>",
          <tokenNames; separator="\n">);
  </endif>
  public
    const
      <tokens:{<it.name> = <it.type>;}; separator="\n">;
  public
    // delegates
      <grammar.delegates: {g|<g:delegateName()>: I<superClass>; {<g.recognizerName>}}}; separator="\n"> public
    // delegators
      <grammar.delegators: {g|<g:delegateName()>: Pointer; {<g.recognizerName>}}}; separator="\n"><last(grammar.delegators):{glgParent: Pointer; {<g.recognizerName>}}}> <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeDeclaration(scope=it)><endif>}> <@members>
  <! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
  public
    constructor Create(const AInput: <inputStreamType><grammar.delegators:{g|; const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}}}>); overload;
    constructor Create(const AInput: <inputStreamType>; const AState:
IRecognizerSharedState<grammar.delegators: {g}; const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}]>; overload;

protected
    { IBaseRecognizer }
    function GetTokenNames: TStringArray; override;
    function GetGrammarFileName: String; override;
    strict private
        <actions.(actionScope).memberDeclarations>
        <rules: {r | <genericParserRuleDeclaration(rule=r, ruleDescriptor=r.ruleDescriptor)> }>

        <! generate rule/method definitions for imported rules so they
           appear to be defined in this recognizer. !>
        // Delegated rules
        <grammar.delegatedRules: {ruleDescriptor| <delegatedRuleDeclaration(ruleDescriptor)> }>

        <synpreds:{p | <synpredDeclaration(p)>}; separator="\n">
        <cyclicDFAs:cyclicDFADeclaration()>
        strict private
            FException: ERecognitionException;
            FLA: array [0..<grammar.numberOfDecisions>, 0..255] of Integer;
            FCnt: array [0..<grammar.numberOfDecisions>] of Byte;
            procedure InitializeCyclicDFAs;
        <if(bitsets)>
        public
            class var
                <bitsets:bitsetDecl(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>})>
        public
            class procedure InitializeBitsets; static;\n        <endif>
        end;

implementation

uses
    <grammar.delegates: {g|<g.recognizerName>,}; separator="\n">
    <grammar.delegators: {g|<g.recognizerName>,}; separator="\n">
    <actions.(actionScope).usesImplementation>
        SysUtils,
        StrUtils,
        Math;

    { T<grammar.recognizerName> }

constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType><grammar.delegators:{g}; const A<g:delegateName()>: IBaseRecognizer{<g.recognizerName>}]>;)
begin
    Create(AInput, TRecognizerSharedState.Create<grammar.delegators:{g}, A<g:delegateName()>>);
constructor T<grammar.recognizerName>.Create(const AInput: <inputStreamType>; const AState: IRecognizerSharedState<grammar.delegators: {g: const A<g:delegateName()> := IBaseRecognizer{<g.recognizerName>} });
begin
    inherited Create(AInput, AState);
    <@membersConstructor>
    <@end>
    <parserCtorBody()>
    <grammar.directDelegates: {g | <g:delegateName(): := T<g.recognizerName>.Create(Input, State<trunc(g.delegators): {p: <p:delegateName()> := Self}; separator="\n">}
    <grammar.indirectDelegates: {g | <g:delegateName(): := <g.delegator:delegateName()>.<g:delegateName()>; separator="\n">}
    <last(grammar.delegators): {g | gParent := Pointer(A<g:delegateName()>); }}>
    <rules: {r | <ruleAttributeScopeInit(scope=r.ruleDescriptor.ruleScope)> }}>
    <scopes: {if(it.isDynamicGlobalScope)<globalAttributeScope(scope=it)> }>
    <actions.(actionScope).memberInitializations>
    end;
    <actions.(actionScope).memberImplementations>
    <grammar.delegatedRules: {ruleDescriptor | <delegatedRuleImplementation(ruleDescriptor)> }; separator="\n"> procedure T<grammar.recognizerName>.InitializeCyclicDFAs;
begin
    <cyclicDFAs: {dfa | FDFA<dfa.decisionNumber> := TDFA<dfa.decisionNumber>.Create(Self); separator="\n">>
    <cyclicDFAs: {dfa | if(dfa.specialStateSTs)<FDFA<dfa.decisionNumber>._SpecialStateTransitionHandler := DFA<dfa.decisionNumber>._SpecialStateTransition; endif}; separator="\n">>
end;
<if(bitsets)>
    class procedure T<grammar.recognizerName>.InitializeBitsets;
begin
    <bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>
end;
<endif>
<@membersImplementation>
<@end>

function T<grammar.recognizerName>.GetTokenNames: TStringArray;
var
    I: Integer;
begin
    SetLength(Result,Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES));
    for I := 0 to Length(T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES) - 1 do
        Result[I] := T<grammar.composite.rootGrammar.recognizerName>.TOKEN_NAMES[I];
end;
function $T<$grammar.recognizerName$.GetGrammarFileName: String;
begin
  Result := '<fileName>'; end;

<rul</grammar.recognizerName$.GetGrammarFileName: String;
begin
  Result := '<fileName>'; end;

<rules; separator="\\n">
<synpreds:{p | <synpred(p)> }>

<abbrevDFAs:abbrevDFA()>
<if(bitsets)
  initialization
  $T<$grammar.recognizerName$.InitializeBitsets;\n  <endif>
end.>>

delegatedRuleDeclaration(ruleDescriptor) ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)
    function ruleDescriptor.name((ruleDescriptor.parameterScope:parameterScope(scope=it))):
      I<returnType>();\n      <else>
        <if(ruleDescriptor.hasSingleReturnValue)
          function ruleDescriptor.name((ruleDescriptor.parameterScope:parameterScope(scope=it))):
            <returnType>();\n            <else>
              procedure ruleDescriptor.name((ruleDescriptor.parameterScope:parameterScope(scope=it)));
            <endif>
        <endif>
      <endif>
  >

delegatedRuleImplementation(ruleDescriptor) ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)
    function $T<$grammar.recognizerName$.<ruleDescriptor.name((ruleDescriptor.parameterScope:parameterScope(scope=it))):
      I<returnType>();\n      <else>
        <if(ruleDescriptor.hasSingleReturnValue)
          function $T<$grammar.recognizerName$.<ruleDescriptor.name((ruleDescriptor.parameterScope:parameterScope(scope=it))):
            <returnType>();\n            <else>
              procedure $T<$grammar.recognizerName$.<ruleDescriptor.name((ruleDescriptor.parameterScope:parameterScope(scope=it)));
            <endif>
        <endif>
      <endif>
  >

begin
  <if(ruleDescriptor.hasReturnValue)>Result :=<endif>
  ruleDescriptor.grammar.recognizerName((ruleDescriptor.grammar:delegateName().Implementor).<ruleDescr
** How to generate a tree parser; same as parser except the input
* stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets, labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser", members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>

/** A simpler version of a rule template that is specific to the imaginary
* rules created for syntactic predicates. As they never have return values
* nor parameters etc.... just give simplest possible method. Don't do
* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= <<
/// $ANTLR start "<ruleName>"
procedure
T<grammar.recognizerName>.<ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
;
var
Alt: array [0..<grammar.numberOfDecisions>] of Integer;
<ruleLabelDefVars()>
begin
<ruleLabelDefs()>
<if(trace)>

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TraceIn('<ruleName>_fragment', <ruleDescriptor.index>);
try
 <block>
finally
 TraceOut('<ruleName>_fragment', <ruleDescriptor.index>);
end;
<else>
 <block>
<endif>
end;
// $ANTLR end "<ruleName>"
>>
synpredDecls(name) ::= <<
SynPredPointer <name>;<
>>
synpred(name) ::= <<
function T<grammar.recognizerName>.<name>: Boolean;
var
 Start: Integer;
Success: Boolean;
begin
 State.Backtracking := State.Backtracking + 1;
<@start()>
Start := Input.Mark;
try
 <name>_fragment(); // can never throw exception
except
 on RE: ERecognitionException do
  WriteLn('Impossible: ' + RE.ToString);
end;
Success := not State.Failed;
Input.Rewind(Start);
<@stop()>
State.Backtracking := State.Backtracking - 1;
State.Failed := False;
Result := Success;
end;<
>>
lexerSynpred(name) ::= <<
<synpred(name)>
>>
lexerSynpredDeclaration(name) ::= <<
function <name>: Boolean;
}}
procedure <name>_fragment;
  
  synpredDeclaration(name) ::= <<
    function <name>: Boolean;
    procedure <name>_fragment;
  >>
  
  ruleMemoization(name) ::= <<
    <if(memoize)>
    if ((State.Backtracking > 0) and AlreadyParsedRule(Input, <ruleDescriptor.index>)) then
      Exit(<ruleReturnValue()>);
    <endif>
  >>
  
  /** How to test for failure and return from rule */
  checkRuleBacktrackFailure() ::= <<
    <if(backtracking)><
      if (State.Failed) then Exit(<ruleReturnValue()>);
    <endif>
  >>
  
  /** This rule has failed, exit indicating failure during backtrack */
  ruleBacktrackFailure() ::= <<
    <if(backtracking)>if (State.Backtracking > 0) then
      begin
        State.Failed := True;
        Exit(<ruleReturnValue()>);
      end;<endif>
  >>
  
  genericParserRuleDeclaration(rule, ruleDescriptor) ::= <<
    <if(ruleDescriptor.isSynPred)>
      <else>
        <ruleAttributeScopeDeclaration(scope=ruleDescriptor.ruleScope)>
        <returnScopeDeclaration(scope=ruleDescriptor.returnScope)>
        public
        <if(ruleDescriptor.hasMultipleReturnValues)>
          function <rule.ruleName>: I<returnType()>;
        <else>
          <if(ruleDescriptor.hasSingleReturnValue)>
            function <rule.ruleName>: <returnType>();
          <else>
            procedure <rule.ruleName>; 
          <endif>
        <endif>
      <endif>
    <endif>
  >>
  
  genericParserRuleInterface(rule, ruleDescriptor) ::= <<

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<if(ruleDescriptor.isSympred)>
<else>
<if(ruleDescriptor.hasMultipleReturnValues)>
function <rule.ruleName>: I<returnType()>;\n<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function <rule.ruleName>: <returnType()>;\n<else>
procedure <rule.ruleName>;\n<endif>
<endif>
<endif>
>>

genericParserRuleReturnType(rule, ruleDescriptor) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(ruleDescriptor.isSympred)>
<else>
I<returnType()> = interface(I<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope)
end;\n<endif>
<endif>
<endif>
>>

/** How to generate code for a rule.  This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName, ruleDescriptor, block, emptyRule, description, exceptions, finally, memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>
// $ANTLR start "<ruleName>"
(* <fileName>:<description> *)
<if(ruleDescriptor.hasMultipleReturnValues)>
function T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>): I<returnType()>;
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
function T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>): <returnType()>;
<else>
procedure
T<grammar.recognizerName>.<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
<endif>
<endif>
<endif>

var
<ruleDescriptor.actions.vars>
Locals: TLocalStorage;
@if(ruleDescriptor.hasMultipleReturnValues) RetVal: I<returnType>();<\n> @else RetVal: <returnType>();<\n> @endif
@if(ruleDescriptor.hasSingleReturnValue) RetVal: I<returnType>();<\n> @else RetVal: <returnType>();<\n> @endif
Alt: array [0..<grammar.numberOfDecisions] of Integer;
<ruleDeclarationVars()>
<ruleLabelDefVars()>
begin
Locals.Initialize;
try
@if(trace) TraceIn('"ruleName":', ruleDescriptor.index);<\n> @endif
<ruleScopeSetUp()>
<ruleDeclarations()>
<ruleLabelDefs()>
<ruleDescriptor.actions.init>
@preamble() try try
<ruleMemoization(name=ruleName)>
@block
<ruleCleanUp()>
<@ruleDescriptor.actions.after>execAction()<\n> @if(exceptions) except
<exceptions:{e|<catch(decl=e.decl,action=e.action)><\n> }>
@else<\n> @if(!emptyRule) <if(actions.(actionScope).rulecatch) actions.(actionScope).rulecatch
@else except on RE: ERecognitionException do begin ReportError(RE); Recover(Input,RE); @setErrorReturnValue() end;<\n> @endif
@endif
@endif
@endif
@endif
@endif
finally
@if(trace) TraceOut("""ruleName"", ruleDescriptor.index);<\n> @memoize()
finally
Locals.Finalize;
end;
Exit(<ruleReturnValue()>);
end;
// $ANTLR end "<ruleName>"
>>
catch(decl, action) ::= <<
catch (<e.decl>)
{
  <e.action>
}
>>
ruleDeclarations() ::= <<
@if(ruleDescriptor.hasMultipleReturnValues>
RetVal := T<returnType()>.Create;
RetVal.Start := Input.LT(1);<\n>
@else
<bruleDescriptor.returnScope.attributes:{ a |
  <a.name> := <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>; 
}>
@endif
@if(memoize)
<bruleDescriptor.name>_StartIndex := Input.Index();
@endif
>>
ruleDeclarationVars() ::= <<
@if(ruleDescriptor.hasMultipleReturnValues>
@endelse
<bruleDescriptor.returnScope.attributes:{ a |
  <a.name>: <a.type>; 
}>@
@if(memoize)
<bruleDescriptor.name>_StartIndex: Integer;
@endif
>>
ruleScopeSetUp() ::= <<
<bruleDescriptor.useScopes:{<it>Stack.Push(T<it>Scope.Create);}; separator="\n">
<bruleDescriptor.ruleScope:{<it.name>Stack.Push(T<it.name>Scope.Create);}; separator="\n">

---
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ruleScopeCleanUp() ::= <<
  <ruleDescriptor.useScopes: {<it>Stack.Pop();}; separator="\n">  
  <ruleDescriptor.ruleScope: {<it.name>Stack.Pop();}; separator="\n">  
>>

ruleLabelDefs() ::= <<
  <ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]: {<it.label.text> := nil;}; separator="\n">  
  <ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]: {list_<it.label.text> := nil;}; separator="\n">  
  <ruleDescriptor.ruleListLabels:ruleLabelDef(label=it); separator="\n">  
>>

ruleLabelDefVars() ::= <<
  <ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]: {<it.label.text>: I<labelType>;}; separator="\n">  
  <ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]: {list_<it.label.text>: IList<ANTLRInterface>;}; separator="\n">  
  <ruleDescriptor.ruleListLabels:ruleLabelDefVar(label=it); separator="\n">  
>>

lexerRuleLabelDefs() ::= <<
  <ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.ruleLabels]  
  : {<it.label.text> := nil;}; separator="\n">  
  <ruleDescriptor.charLabels: {int <it.label.text>}; separator="\n">  
  <ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.ruleListLabels]  
  : {List_<it.label.text> := nil;}; separator="\n">  
>>

lexerRuleLabelDefDeclarations() ::= <<
  <ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,ruleDescriptor.ruleLabels]  
  : {<it.label.text>: I<labelType>;}; separator="\n">  
  <ruleDescriptor.charLabels: {int <it.label.text>}; separator="\n">  
  <ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.ruleListLabels]  
  : {List_<it.label.text>: IList<ANTLRInterface>}; separator="\n">  
>>
ruleReturnValue() ::= <<
  <if(!ruleDescriptor.isSynPred)>
  <if(ruleDescriptor.hasReturnValue)>
  <if(ruleDescriptor.hasSingleReturnValue)>
  <ruleDescriptor.singleValueReturnName>
  <else>
  RetVal
  <endif>
  <else>
  <! nil !>
  <endif>
  <endif>
>>

ruleCleanUp() ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
  <if(!TREE_PARSER)>
  RetVal.Stop := Input.LT(-1);
  <endif>
  <endif>
>>

memoize() ::= <<
  <if(memoize)>
  <if(backtracking)>
  if (State.Backtracking > 0) then
    Memoize(Input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex);
  <endif>
  <endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
  // $ANTLR start "<ruleName>"
  <ruleDescriptor.parameterScope>
  procedure
  T<grammar.recognizerName>.m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>);
  var
  <ruleDescriptor.actions.vars>
  Locals: TLocalStorage;
  TokenType, Channel: Integer;
  Alt: array [0..<grammar.numberOfDecisions>] of Integer;
  <lexerRuleLabelDefDeclarations()>

begin
Locals.Initialize;
try
    <ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
    <if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    try
    <if(nakedBlock)>
        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block>
    </else>
        TokenType := <ruleName>;
        Channel := DEFAULT_TOKEN_CHANNEL;
        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block>
        <ruleCleanUp()>
        State.TokenType := TokenType;
        State.Channel := Channel;
        <(ruleDescriptor.actions.after):execAction()>
    <endif>
finally
    <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
end;
finally
Locals.Finalize;
end;
end;

// $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
procedure T<grammar.recognizerName>.mTokens;
var
    Alt: array [0..<grammar.numberOfDecisions>] of Integer;
begin
    <block>
end;
procedure T<grammar.recognizerName>.DoTokens;
begin
  mTokens;
end;
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  (* <fileName>:<description> *)
  Alt[<decisionNumber>] := <maxAlt>
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  case Alt[<decisionNumber>] of
    <alts:altSwitchCase()>
  end;
  <@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  (* <fileName>:<description> *)
  Alt[<decisionNumber>] := <maxAlt>
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  case Alt[<decisionNumber>] of
    <alts:altSwitchCase()>
  end;
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  (* <fileName>:<description> *)
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  (* <fileName>:<description> *)
  <decls>
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
FCnt[decisionNumber] := 0;
<decls>
@preloop()
while (True) do
begin
Alt[decisionNumber] := maxAlt;
@predecision()
<decision>
@postdecision()
case Alt[decisionNumber] of
<alts:altSwitchCase()>
else
begin
if (FCnt[decisionNumber] >= 1) then
Break;
ruleBacktrackFailure()
raise EEarlyExitException.Create(decisionNumber, Input);
@earlyExitException()
end;
end;
Inc(FCnt[decisionNumber]);
end;
@postloop()
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
(* <fileName>:<description> *)
<decls>
@preloop()
while (True) do
begin
Alt[decisionNumber] := maxAlt;
@predecision()
<decision>
@postdecision()
case Alt[<decisionNumber>] of
  <alts:altSwitchCase()>
else
  Break;
end;
end;
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 * so we can just use the normal block template */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative. */
alts:altSwitchCase() ::= <<
  <i>: 
  <@prealt()>
  <it>
  <un>
>>

/** An alternative is just a list of elements; at outermost level */
alts:alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
(* <fileName>:<description> *)
begin
  <@declarations()>
  <elements:element()>
  <rew>
  <@cleanup()>
end;
>>

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// ELEMENTS

/** Dump the elements one per line */
elements() ::= <<
/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
@if(label)\label := \end{label}Match(Input, \token, \FOLLOW_{\token}_in_{\ruleName}_{elementIndex})\label as I<labelType>;<end\label>;\n<checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)> <listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
if (list_{\label} = nil) then list_{\label} := TList\{IANTLRInterface\}.Create;
list_{\label}.Add({\elem});\n<end>
>>

/** match a character */
charRef(char,label) ::= <<
@if(label)
\label := Input.LA(1);\n<end\label>
Match<'\char>; <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
@if(label)
\label := Input.LA(1);\n<end\label>
MatchRange('<a>, '<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
@if(label)
@if(LEXER)
\label := Input.LA(1);\n<end\label>
else
\label := Input.LT(1) as I<labelType>;\n<end\label>
@if(postmatchCode)
<postmatchCode>
if (<<) then
begin
Input.Consume;
<postmatchCode>
<if(!LEXER)>
State.ErrorRecovery := False;<endif>
<if(backtracking)>State.Failed := False;<endif>
end
else
begin
<ruleBacktrackFailure()>
FException := EMismatchedSetException.Create(nil, Input);
<@mismatchedSetException()><if(LEXER)>
Recover(FException);
raise FException;\n</else>
raise FException;
<! use following code to make it recover inline; remove throw mse;>
RecoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
<! use following code to make it recover inline; remove throw mse;>
end;

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>>

 /**< Match a string literal */
lexerStringRef(string,label) ::= <<
<if(label)>
Locals.AsInteger['<label>Start'] := CharIndex;
Match(<string>); <checkRuleBacktrackFailure()>
<label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
Locals.AsInteger['<label>Start'], CharIndex-1);
<else>
Match(<string>); <checkRuleBacktrackFailure()>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n
<endif>
MatchAny(input); <checkRuleBacktrackFailure()>

}}
>>
wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>
>>
/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
<label> := Input.LA(1);<\n>
<endif>
MatchAny(); <checkRuleBacktrackFailure()>
>>
wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(elem=label,...)>
>>
/** Match a rule reference by invoking it possibly with arguments
* and a return value or values. The 'rule' argument was the
* target rule name, but now is type Rule, whose toString is
* same: the rule name. Now though you can access full rule
* descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<if(label)>
<label> := <if(scope)><scope:delegateName()>.<endif><rule.name>(<args; separator=", ">);<\n>
<else>
<if(scope)>T<scope.recognizerName>(IANTLRObject(<scope:delegateName()>).Implementor).<endif><rule.name
>(<args; separator=", ">);<\n>
<endif>
State.FollowingStackPointer := State.FollowingStackPointer - 1;
<checkRuleBacktrackFailure()>
>>
/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)>
>>
/** A lexer rule reference.
*
* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.

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* Now though you can access full rule descriptor stuff.
*/

lexerRuleRef(rule, label, args, elementIndex, scope) ::= <<
  <if(label)>
  Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
  <if(scope)><scope:delegateName()>.<endif>m<rule.name>(<args; separator="", »);
  <checkRuleBacktrackFailure()>
  <label> := TCommonToken.Create(Input, TToken.INVALID_TOKEN_TYPE, TToken.DEFAULT_CHANNEL,
  Locals.AsInteger['<label>Start<elementIndex>'], CharIndex - 1);
  <else>
  <if(scope)>(<scope:delegateName()>.Implementor as T<scope.recognizerName>).<endif>m<rule.name>(<args;
  separator="", »); <checkRuleBacktrackFailure()>
  <endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule, label, args, elementIndex, scope) ::= <<
  <lexerRuleRef(...)>
  <listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label, elementIndex) ::= <<
  <if(label)>
  Locals.AsInteger['<label>Start<elementIndex>'] := CharIndex;
  Match(EOF); <checkRuleBacktrackFailure()>
  Locals['<label>'] := TCommonToken.Create(Input, EOF, TToken.DEFAULT_CHANNEL,
  Locals.AsInteger['<label>Start<elementIndex>'], CharIndex-1);
  <else>
  Match(EOF); <checkRuleBacktrackFailure()>
  <endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
     enclosingTreeLevel, treeLevel) ::= <<
  <root:element()>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if (Input.LA(1) = TToken.DOWN) then
  begin
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
  end;
  <else>
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  </root:element(>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if (Input.LA(1) = TToken.DOWN) then
  begin
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
  end;
  <else>
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  </root:element(>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if (Input.LA(1) = TToken.DOWN) then
  begin
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
  end;
  <else>
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  </root:element(>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if (Input.LA(1) = TToken.DOWN) then
  begin
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
  end;
  <else>
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  </root:element(>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if (Input.LA(1) = TToken.DOWN) then
  begin
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
  end;
  <else>
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  </root:element(>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if (Input.LA(1) = TToken.DOWN) then
  begin
  Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()>
  end;
\begin{verbatim}

// F i x e d  D F A  (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);\n
<edges; separator="\nelse ">
else
begin
<if(eotPredictsAlt)
Alt[<decisionNumber>] := <eotPredictsAlt>;\n
<else>
<ruleBacktrackFailure()>
raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);\n
<endif>
end;

// F i x e d  D F A  (if-then-else)

dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);\n
<edges; separator="\nelse ">

// A DFA state that is actually the loopback decision of a closure
* loop.  If end-of-token (EOT) predicts any of the targets then it
* should act like a default clause (i.e., no error can be generated).
* This is used only in the lexer so that for (’a’)* on the end of a rule
* anything other than ’a’ predicts exiting.
*/
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
\end{verbatim}
FLA[<decisionNumber>,<stateNumber>] := Input.LA(<k>);

<edges; separator="\n";<\n>
<if(eotPredictsAlt)>
<if(!edges)>
Alt[<decisionNumber>] := <eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
else
begin
Alt[<decisionNumber>] := <eotPredictsAlt>;
end;<\n>
<endif>
<endif>
>>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "Alt[<decisionNumber>] := <alt>;"

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
begin
<targetState>
end <! no ; here !>
>>

// Fixed DFA (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
case Input.LA(<k>) of
<edges; separator="\n">
else
begin
<if(eotPredictsAlt)>
Alt[<decisionNumber>] := <eotPredictsAlt>;
<else>
<ruleBacktrackFailure()>
<@noViableAltException()>
raise ENoViableAltException.Create('<description>', <decisionNumber>, <stateNumber>, Input);<\n>
<endif>
end;
end;<\n>
>>
dfaOptionalBlockStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
case Input.LA(<k>) of
<edges; separator="\n"> end;<\n>
>>

dfaLoopbackStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
case Input.LA(<k>) of
<edges; separator="\n"><
<if(eotPredictsAlt)
else
Alt[<decisionNumber>] := <eotPredictsAlt>;<\n>
<endif>
end;<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{<it>}; separator=",\n">:
begin
<targetState>
end;
>>

// C y c l i c  D F A

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <NAME> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber, description) ::= <<
Alt[<decisionNumber>] := FDFA<decisionNumber>.Predict(Input);
>>

/* Dump DFA tables.
*/
cyclicDFADeclaration(dfa) ::= <<
strict protected
type
T DFA<dfa.decisionNumber> = class(T DFA)
protected
{ IDFA }
  function Description: String; override;
public
  constructor Create(const ARecognizer: IBaseRecognizer);
end;
var
FDFA<dfa.decisionNumber>: IDFA;
strict protected

function DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S: Integer;
    const AInput: IIntStream): Integer;<endif>

function T<grammar.recognizerName>.DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S: Integer;
    const AInput: IIntStream): Integer;
begin
    Locals := TLocalStorage;
    Input := IIntStream;
end;

function T<grammar.recognizerName>.DFA<dfa.decisionNumber>_SpecialStateTransition(const DFA: IDFA; S: Integer;
    const AInput: IIntStream): Integer;
begin
    Locals := TLocalStorage;
    <if(LEXER)>
        Input := IIntStream;
    <end>
    <if(PARSER)>
        Input := ITokenStream;
    <end>
end;
input: ITreeNodeStream;
_S: Integer;
NVAE: ENoViableAltException;
begin
Result := -1;
Locals.Initialize;
try
  if(LEXER)
    Input := AInput;
  <endif>
  if(PARSER)
    Input := AInput as ITokenStream;
  <endif>
  if(TREE_PARSER)
    Input := AInput as ITreeNodeStream;
  <endif>
  _S := S;
case S of
    <dfa.specialStateSTs:{state | <i0>: begin! compressed special state numbers 0..n-1 !>
      <state> <\n>      end;}; separator="\n">
end;
if(backtracking)
  if (State.Backtracking > 0) then
    begin
      State.Failed := True;
      Exit(-1);
    end;
NVAE := ENoViableAltException.Create(DFA.Description, <dfa.decisionNumber>, _S, Input);
DFA>Error(NVAE);
raise NVAE;
finally
  Locals.Finalize;
end;
end;<\n>
<endif>
/** A state in a cyclic DFA; it's a special state and part of a big switch on
* state.
*/
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
FLA[<decisionNumber>,<stateNumber>] := Input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
Locals.AsInteger[\'index<decisionNumber>_<stateNumber>\'] := Input.Index;
Input.Rewind;

S := 0;
if (S >= 0) then
  Exit(S);

/** Just like a fixed DFA edge, test the lookahead and indicate what
*  state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
  if ((<labelExpr>)<if(predicates)> and (<predicates>)<endif>) then
    S := <targetStateNumber>
>>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber,edgeNumber, predicates) ::= <<
  S := <targetStateNumber>
>>

// DFA EXPRESSIONS

andPredicates(left,right) ::= "((<left>) and (<right>))"

orPredicates(operands) ::= "((<first(operands)>)<rest(operands):{o | or (<o>)}>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "FLA[<decisionNumber>,<stateNumber>] = <atomAsInt>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
*  somewhere. Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "Input.LA(<k>) = <atomAsInt>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
  ((FLA[<decisionNumber>,<stateNumber>] \>= <lowerAsInt>) and (FLA[<decisionNumber>,<stateNumber>] \=<
  <upperAsInt>)
>>
isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "((Input.LA(<k>) \geq <lowerAsInt>) and (Input.LA(<k>) \leq <upperAsInt>))"

setTest(ranges) ::= "<ranges; separator=",") or (")"

// ATTRIBUTES

globalAttributeScope(scope) ::= <<
<scope.name>Stack := TStackList\<I<scope.name>Scope\>.Create;\n<endif>
>>

globalAttributeScopeDeclaration(scope) ::= <<
<if(scope.attributes)>
strict protected
type
  I<scope.name>Scope = interface(IANTLRObject)
  end;
  T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
  protected
    <scope.attributes:{<it.name>: <it.type>;}; separator="\n">;
  end;
strict protected
<scope.name>Stack: IStackList\<I<scope.name>Scope\>;
<endif>
>>

ruleAttributeScopeDeclaration(scope) ::= <<
<if(scope.attributes)>
strict protected
type
  I<scope.name>Scope = interface(IANTLRObject)
  end;
  T<scope.name>Scope = class(TANTLRObject, I<scope.name>Scope)
  protected
    <scope.attributes:{<it.name>: <it.type>;}; separator="\n">;
  end;
ruleAttributeScope(scope) ::= <<
<! protected Stack <scope.name>Stack = new Stack();<\n> !>
>>
ruleAttributeScopeInit(scope) ::= <<
  <if(scope)>
  '<scope.name>Stack := TStackList<
  !<scope.name>Scope>.Create;<
  <endif>
>>

returnStructName() ::= "<it.name>_return"

returnType() ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
  <ruleDescriptor:returnStructName()>
  <else> !<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope !>
  <endif>
  <if(ruleDescriptor.hasSingleReturnValue)>
  <ruleDescriptor.singleValueReturnType>
  <else> ! Pointer/void !>
  <endif>
  <endif>
>>

/** Generate the C# type associated with a single or multiple return
 *  values.
 */
ruleLabelType(referencedRule) ::= <<
  <if(referencedRule.hasMultipleReturnValues)>
  I<referencedRule.name>_return
  <else> !<referencedRule.hasSingleReturnValue>
  <referencedRule.singleValueReturnType>
  <else> void
  <endif>
  <endif>
>>

delegateName() ::= <<
  <if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
 *  must be an object, default value is "null".
 */
initValue(typeName) ::= <<
  <csharpTypeInitMap.(typeName)>
>>
/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<label.label.text> := <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;\n>>

ruleLabelDefVar(label) ::= <<
<label.label.text>: <ruleLabelType(referencedRule=label.referencedRule)>
>>

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.
*/
returnScope(scope) ::= <<
@if(ruleDescriptor.hasMultipleReturnValues)
{ T<ruleDescriptor:returnStructName()> }
@endif

@ruleReturnMembers()
@end
>>

returnScopeDeclaration(scope) ::= <<
@if(ruleDescriptor.hasMultipleReturnValues)
public
type
t<T<ruleDescriptor:returnStructName()> =
class(T<if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope, I<ruleDescriptor:returnStructName()>)

@ruleReturnMembers()
@end;
@endif
>>

parameterScope(scope) ::= <<
@scope.attributes:{<it.decl>}; separator="\n"
@ruleReturnMembers()
@end
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> := <expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
@if(negIndex)
(<scope>Stack[<scope>Stack.Count-<negIndex>-1] as T<scope>Scope).<attr.name>
@else
@if(index)
(<scope>_scope<br _scope>scope_stack[<index>]).<attr.name>
@endif
>>
scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
(if(negIndex)
  (Stack[Stack.Count-negIndex-1] as Scope).attr := expr;
<else>
  (Stack[index] as Scope).attr := expr;
<else>
  (Stack.Peek.Implementor as Scope).attr := expr;
<endif>
>>

/** $x$ is either global scope or $x$ is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like $\{function.size() > 0 \&\& function::name.equals("foo")\}$
 */
isolatedDynamicScopeRef(scope) ::= "Stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
(if(referencedRule.hasMultipleReturnValues)
  (IfThen(Assigned(scope),Def(scope).attr,initValue(attr.type)))
<else>
  scope
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
(if(ruleDescriptor.hasMultipleReturnValues)
  RetVal.attr.name
<else>
  attr.name
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
(if(ruleDescriptor.hasMultipleReturnValues)
  RetVal.attr.name := expr;
<else>
  attr.name := expr;
<endif>
>>
/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID {Sids} or e+=expr {Se} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
tokenLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
tokenLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(Def(<scope>).CharPositionInLine)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
tokenLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

ruleLabelPropertyRef_start(scope,attr) ::= "(IfThen(Assigned(<scope>), Def(<scope>).Start, nil) as I<labelType>)"
ruleLabelPropertyRef_stop(scope,attr) ::= "(Def(<scope>).Stop as I<labelType>)"
ruleLabelPropertyRef_tree(scope,attr) ::= "(Def(<scope>).Tree as I<ASTLabelType>)"
ruleLabelPropertyRef_text(scope,attr) ::= "<if(TREE_PARSER)>
IfThen(Assigned(<scope>), Input.TokenStream.ToString(
  Input.TreeAdaptor.GetTokenStartIndex(Def(<scope>).Start),
  Input.TreeAdaptor.GetTokenStopIndex(Def(<scope>).Start)), '')
<else>
IfThen(Assigned(<scope>), Input.ToString(
  (Def(<scope>).Start) as IToken,(Def(<scope>).Stop) as IToken), '')
<endif>
</if(TREE_PARSER)>
"((<scope> != null) ? <scope>.ST : null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "(Def(<scope>).TokenType)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "(Def(<scope>).Line)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "(IfThen(Assigned(<scope>),Def(<scope>).CharPositionInLine,-1))"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "(Def(<scope>).Channel)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "(Def(<scope>).TokenIndex)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "(Def(<scope>).Text)"
lexerRuleLabelPropertyRef_int(scope,attr) ::= "(StrToIntDef(Def(<scope>).Text,0))"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "(RetVal.Start as I<labelType>)"
rulePropertyRef_stop(scope,attr) ::= "(RetVal.Stop as I<labelType>)"
rulePropertyRef_tree(scope,attr) ::= "(RetVal.Tree as I<ASTLabelType>)"
rulePropertyRef_text(scope,attr) ::= <<
  <if(TREE_PARSER)>
    Input.TokenStream.ToString(
      Input.TreeAdaptor.GetTokenStartIndex(RetVal.Start),
      Input.TreeAdaptor.GetTokenStopIndex(RetVal.Start))
  <else>
    Input.ToString(RetVal.Start as IToken,Input.LT(-1))
  <endif>
>>
rulePropertyRef_st(scope,attr) ::= "RetVal.ST"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "TokenType"
lexerRulePropertyRef_line(scope,attr) ::= "State.TokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "State.TokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "Channel"
lexerRulePropertyRef_start(scope,attr) ::= "State.TokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "StrToInt(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "RetVal.Tree := <expr>;
ruleSetPropertyRef_st(scope,attr,expr) ::= "RetVal.ST := <expr>;

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
  <if(backtracking)>
    <if(actions.(actionScope).synpredgate)>
      if (<actions.(actionScope).synpredgate>) then
      begin
        <action>
      end;
    <else>
      if (State.Backtracking = 0) then
      begin
        <action>
      end;
    <end>
    <else>
      <action>
    <end>
  <else>
    <action>
>>
/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
  <name> := TBitSet.Create([<words64:{<it>};separator="",">]);<\n>
>>

bitsetDecl(name) ::= <<
  <name>: IBitSet;<\n>
>>

codeFileExtension() ::= ".pas"

true() ::= "True"
false() ::= "False"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Delphi/Delphi.stg
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gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Java/ASTParser.stg
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/tool/serialize.g
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Python/AST.stg
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
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 * /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Python/ST.stg
 * /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/ActionScript/ASTParser.stg
 * /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Python/ASTDbg.stg
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/** Templates for building ASTs during tree parsing. 
* 
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
* no label, label, list label  (label/no-label handled together)
* child, root
* token, set, rule, wildcard
* 
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
* */
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
_first[0] := nil;
_Last := nil;
>
ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
_first, _Save_Last: array [0..63] of I<ASTLabelType>;
_Last: I<ASTLabelType>;
>

/** What to emit when there is no rewrite rule. For auto build 
* mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>
if (State.Backtracking = 0) then begin<endif>
<if(rewriteMode)>
RetVal.Tree := _first[0] as I<ASTLabelType>;
>
if (Adaptor.GetParent(RetVal.Tree) \(!=\) nil) and (Adaptor.IsNil(Adaptor.GetParent(RetVal.Tree))) then RetVal.Tree := Adaptor.GetParent(RetVal.Tree) as I<ASTLabelType>; <endif> <if(backtracking)>end;<endif> >>

/** match ^(root children) in tree parser; override here to *
* add tree construction actions. */ tree(root, actionsAfterRoot, children, nullableChildList, 
   enclosingTreeLevel, treeLevel) ::= << 
   _Last := Input.LT(1) as I<ASTLabelType>; begin 
   _Save_Last[<treeLevel>] := _Last; 
   _First[<treeLevel>] := nil; <if(!rewriteMode)> Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>; <\n> <endif> <root:element()> <if(rewriteMode)> <if(backtracking)>if (State.Backtracking = 0) then <endif> <if(root.el.rule)> if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>.Tree; <else> if (_First[<enclosingTreeLevel>] = nil) then _First[<enclosingTreeLevel>] := <root.el.label>; </endif> </endif> <actionsAfterRoot:element()> <if(nullableChildList)> if (Input.LA(1) = TToken.DOWN) then begin 
   Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()> 
   <children:element()> 
   Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()> end; <else> Match(Input, TToken.DOWN, nil); <checkRuleBacktrackFailure()> <children:element()> Match(Input, TToken.UP, nil); <checkRuleBacktrackFailure()> <endif> <if(!rewriteMode)> Adaptor.AddChild(Root[<enclosingTreeLevel>], Root[<treeLevel>]); <endif> 
   _Last := _Save_Last[<treeLevel>]; end;<\n> >>

// TOKEN AST STUFF
/** ID! and output=AST (same as plain tokenRef) `cept add
* setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
  _Last := Input.LT(1) as I<ASTLabelType>;
  <super.tokenRef(...)>>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,hetero) ::= <<
  _Last := Input.LT(1) as I<ASTLabelType>;
  <super.tokenRef(...)>;
  <if(!rewriteMode)>
  <if(backtracking)>
  if (State.Backtracking = 0) then begin
  <endif>
  <if(hetero)>
  <label>_tree := T<hetero>.Create(<label>);
  <else>
  <label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
  <endif>
  end;
  <if(backtracking)> if (State.Backtracking = 0) then <endif>
  if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>;
  <endif>
  <if(!rewriteMode)>
  <if(backtracking)>
  if (State.Backtracking = 0) then end;
  <endif>
  <if(!rewriteMode)>
  if (State.Backtracking = 0) then <endif>
  if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>;
  <endif>
  <endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRef(...)>
  <listLabel(elem=label,...)>>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
  _Last := Input.LT(1) as I<ASTLabelType>;
  <super.tokenRef(...)>;
  <if(!rewriteMode)>
  <if(backtracking)>
  if (State.Backtracking = 0) then begin
  <endif>
<if(hetero)>
(label>_tree := T<hetero>.Create(<label>);
<else>
(label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif>
Root[<treeLevel>] := Adaptor.BecomeRoot(<label>_tree, Root[<treeLevel>]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
<endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRoot(...)>
<listLabel(elem=label,...)> >>

// SET AST
matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
 Nhất := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then begin <endif>
<if(hetero)>
<label>_tree := T<hetero>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif>
Adaptor.AddChild(Root[<treeLevel>], <label>_tree);
<if(backtracking)>end;<endif>
<endif>
}>
})>
>>

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
 nuest := Input.LT(1) as I<ASTLabelType>;
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then begin <endif>
<if(hetero)>
<label>_tree := T<hetero>.Create(<label>);
<else>
<label>_tree := Adaptor.DupNode(<label>) as I<ASTLabelType>;
<endif>
<if(backtracking)>end;<endif>
<endif>
}
})>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>
<if(!rewriteMode)>
Adaptor.AddChild(Root[<treeLevel>], <label>.Tree);
<else> <! rewrite mode !>
if (_First[<treeLevel>] = nil) then _First[<treeLevel>] := <label>.Tree;
<endif>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>>
<listLabel(elem=label+".Tree",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[<treeLevel>] :=
Adaptor.BecomeRoot(<label>.Tree, Root[<treeLevel>]) as I<ASTLabelType>;
<endif>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule, label, elementIndex, args, scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule, label, elementIndex, args, scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule, label, elementIndex, args, scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule, label, elementIndex, args, scope) ::= <<
_Last := Input.LT(1) as I<ASTLabelType>;
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to change nextToken to nextNode. */
createRewriteNodeFromElement(token, hetero, scope) ::= <<
<if(hetero)>
T<hetero>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode)
<else>
(Locals['Stream_<token>']) as IRewriteRuleElementStream).NextNode
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>
if (State.Backtracking = 0) then begin
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
Found in path(s):

* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Delphi/ASTTreeParser.stg

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*/

/** Templates for building ASTs during normal parsing.
 *
 * Deal with many combinations. Dimensions are:
 *  Auto build or rewrite
 *  no label, label, list label (label/no-label handled together)
 *  child, root
 *  token, set, rule, wildcard
 *  The situation is not too bad as rewrite (->) usage makes ^ and !
 *  invalid. There is no huge explosion of combinations.*/
group ASTParser;

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,hetero,elementIndex) ::= <<
<super.tokenRef(...)> <if(backtracking)>if ( backtracking == 0 ) {<endif>
_<label>_tree = (<ASTLabelType>)[treeAdaptor newTreeWithToken:_<label>];
[treeAdaptor addChild:_<label>_tree toTree:root_0];
[_<label>_tree release];
<if(backtracking)>}<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,hetero,elementIndex) ::= <<
<super.tokenRef(...)> <if(backtracking)>if ( backtracking == 0 ) {<endif>
_<label>_tree = (<ASTLabelType>)[treeAdaptor newTreeWithToken:_<label>];
root_0 = (<ASTLabelType>)[treeAdaptor makeNode:_<label>_tree parentOf:root_0];
[_<label>_tree release];
<if(backtracking)>}<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex) ::= <<
<tokenRefBang(...)> <listLabel(elem=label,...)> >>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,hetero,elementIndex) ::= <<
<tokenRef(...)> <listLabel(elem=label,...)> >>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,hetero,elementIndex) ::= <<
<tokenRefRuleRoot(...)> <listLabel(elem=label,...)> >>

// SET AST
// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

// TODO: add support for heterogeneous trees

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= «<
<super.matchSet(..., postmatchCode={
<if(backtracking)>if (backtracking == 0) {<endif>
_<label>_tree = (<ASTLabelType>) [treeAdaptor newTreeWithToken:_<label>];
[treeAdaptor addChild:_<label>_tree toTree:root_0];
[_<label>_tree release];
<if(backtracking)>}<endif>
})>
»

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>"

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= «<
<super.matchSet(..., postmatchCode={
<if(backtracking)>if (backtracking == 0) {<endif>
_<label>_tree = (<ASTLabelType>) [treeAdaptor newTreeWithToken:_<label>];
root_0 = (<ASTLabelType>) [treeAdaptor makeNode:_<label>_tree parentOf:root_0];
[_<label>_tree release];
<if(backtracking)>}<endif>
})>
»

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= «<
<super.ruleRef(...)>»

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>"
/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (backtracking == 0) <endif>root_0 = (<ASTLabelType>)[treeAdaptor makeNode:_<label> tree] parentOf:root_0);
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,scope) ::= <<
<ruleRef(...)
<listLabel(elem=""+label+" tree","...")>
>>

/** x+=rule! when output=AST is a rule ref with list addition */
rulRefBangAndListLabel(rule,label,elementIndex,scope) ::= <<
<ruleRefBang(...)
<listLabel(elem=""+label+" tree","...")>
>>

/** x+=rule^ */
rulRefRuleRootAndListLabel(rule,label,elementIndex,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=""+label+" tree","...")>
>>

// WILDCARD AST
wildcard(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (backtracking == 0) {<endif>
_<label>_tree = (<ASTLabelType>)[treeAdaptor newTreeWithToken:_<label>];
[treeAdaptor addChild:_<label>_tree toTree:root_0];
[_<label>_tree release];
<if(backtracking)>}<endif>
>>

wildcardBang(label) ::= "<super.wildcard(...)>>"

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if (backtracking == 0) {<endif>
_<label>_tree = (<ASTLabelType>)[treeAdaptor newTreeWithToken:_<label>];
root_0 = (<ASTLabelType>)[treeAdaptor makeNode:_<label>_tree parentOf:root_0];
[_<label>_tree release];
<if(backtracking)>}<endif>
>>
createNodeFromToken(label, hetero) ::= <<
  <if(hetero)>
  new <hetero>(<label>) <! new MethodNode(IDLabel) !>
  <else>
  (<ASTLabelType>) adaptor.create(<label>)
  <endif>
>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/ObjC/ASTParser.stg

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*/
/** Template subgroup to add template rewrite output
* If debugging, then you'll also get STDbg.stg loaded.
group ST;

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr3.ST;
using Antlr3.ST.Language;
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
public StringTemplate st;
public object getTemplate() { return st; }
public override string ToString() { return (st==null) ? null : st.ToString(); }
>>

@genericParser.members() ::= <<
<@super.members()>
protected StringTemplateGroup templateLib = new StringTemplateGroup("<name>Templates",
typeof(AngleBracketTemplateLexer) );

public StringTemplateGroup TemplateLib
{
    get { return templateLib; }
    set { templateLib = value; }
}

//** allows convenient multi-value initialization:
// * "new STAttrMap().put(...).put(...)"
// */
//public static class STAttrMap extends HashMap {
//    public STAttrMap put(String attrName, object value) {
//        super.put(attrName, value);
//        return this;
//    }
//    public STAttrMap put(String attrName, int value) {
//        super.put(attrName, new Integer(value));
//        return this;
//    }
//    //}
//}
//}
rewriteTemplate(alts) := <<

// TEMPLATE REWRITE
@if(backtracking)
if ( <actions.(actionScope).synpredgate> )
{
  <alts:rewriteTemplateAlt(); separator="else ">
  <if(rewriteMode)><replaceTextInLine()><endif>
}
}else
  <alts:rewriteTemplateAlt(); separator="else ">
  <if(rewriteMode)><replaceTextInLine()><endif>
@endif
>>

replaceTextInLine() ::= <<
@if(TREE_PARSER)
((TokenRewriteStream)input.TokenStream).replace( 
input.TreeAdaptor.GetTokenStartIndex(retval.start), 
input.TreeAdaptor.GetTokenStopIndex(retval.start), 
retval.st ); 
#else
((TokenRewriteStream)input).replace( 
((IToken)retval.start).TokenIndex, 
input.LT(-1).TokenIndex, 
retval.st ); 
@endif
>>

rewriteTemplateAlt() ::= <<
// <it.description>
@if(it.pred)
if ( <it.pred> )
{
  retval.st = <it.alt>; 
}<\n>
}else
{
  retval.st = <it.alt>; 
}<\n>
@endif
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs.
* Set the value of the rule's template *after* having set
* the attributes because the rule's template might be used as
* an attribute to build a bigger template; you get a self-embedded
* template.
*/
rewriteExternalTemplate(name,args) ::= <<
templateLib.getInstanceOf("<name>"<if(args)>,
new STAttrMap(){args:{a | .put("<a.name>", <a.value>))}>  
<endif>)
>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
templateLib.getInstanceOf(<expr><if(args)>,
new STAttrMap(){args:{a | .put("<a.name>", <a.value>))}>  
<endif>)
>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
new StringTemplate(templateLib, "<template>"<if(args)>,
new STAttrMap(){args:{a | .put("<a.name>", <a.value>))}>  
<endif>)
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
?action>
>>

/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
(<st>).setAttribute("<attrName>",<expr>);
>>

/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
new StringTemplate(templateLib,<stringExpr>)
>>

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
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/** Templates for building ASTs during normal parsing.
 * * Deal with many combinations. Dimensions are:
 * * Auto build or rewrite
 * * no label, label, list label (label/no-label handled together)
 * * child, root
 * * token, set, rule, wildcard
 * *
 * * The situation is not too bad as rewrite (->) usage makes ^ and !
 * * invalid. There is no huge explosion of combinations.
 */
group ASTParser;

finishedBacktracking(block) ::= <<
<if(backtracking)>
if <actions.(actionScope).synpredgate>:
  <block>
  <else>
  <block>
  <endif>
>>
@ruleBody.setErrorReturnValue() ::= <<
retval.tree = self._adaptor.errorNode(self.input, retval.start, self.input.LT(-1), re)
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,hetero) ::= <<
<super.tokenRef(...)>  
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
self._adaptor.addChild(root_0, <label>_tree)
})>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
<super.tokenRef(...)>  
<finishedBacktracking({
<label>_tree = <createNodeFromToken(...)>
root_0 = self._adaptor.becomeRoot(<label>_tree, root_0)
})>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)>  
<listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)>  
<listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,hetero,elementIndex) ::= <<
<tokenRefRuleRoot(...)>  
<listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or rulerroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={ <finishedBacktracking({self._adaptor.addChild(root_0,
<createNodeFromToken(...)>})}>})>
>>

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<if(label)>
<label> = self.input.LT(1)<\n>
<endif>
<super.matchSet(..., postmatchCode={ <finishedBacktracking({root_0 =
self._adaptor.becomeRoot(<createNodeFromToken(...)>, root_0)})}>})>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({self._adaptor.addChild(root_0, <label>.tree)})>
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<finishedBacktracking({root_0 = self._adaptor.becomeRoot(<label>.tree, root_0)})>
>>
/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
    <ruleRef(...)> 
    <listLabel(elem=label+".tree"....)> 
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
    <ruleRefBang(...)> 
    <listLabel(elem=label+".tree"....)> 
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
    <ruleRefRuleRoot(...)> 
    <listLabel(elem=label+".tree"....)> 
>>

// WILDCARD AST
wildcard(label,elementIndex) ::= <<
    <super.wildcard(...)> 
    <finishedBacktracking({ 
        <label>_tree = self._adaptor.createWithPayload(<label>) 
        self._adaptor.addChild(root_0, <label>_tree) 
    })> 
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>

wildcardRuleRoot(label,elementIndex) ::= <<
    <super.wildcard(...)> 
    <finishedBacktracking({ 
        <label>_tree = self._adaptor.createWithPayload(<label>) 
        root_0 = self._adaptor.becomeRoot(<label>_tree, root_0) 
    })> 
>>

createNodeFromToken(label,hetero) ::= <<
    <if(hetero)> 
    <hetero>({label}) ! new MethodNode(IDLabel) ! > 
    <else> 
    self._adaptor.createWithPayload(<label>) 
    </endif> 
>>

ruleCleanUp() ::= <<
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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Python/ASTParser.stg
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/** Templates for building ASTs during tree parsing.
 *
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
* no label, label, list label (label/no-label handled together)
* child, root
* token, set, rule, wildcard
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
  <super.ruleDeclarations()>
  <ASTLabelType> _first_0 = null;
  <ASTLabelType> _last = null;
>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  <if(rewriteMode)>
    retval.tree = (<ASTLabelType>)_first_0;
    if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
      retval.tree = (<ASTLabelType>)adaptor.getParent(retval.tree);
  </if>
  <if(backtracking)>}<endif>
>

/** match ^ (root children) in tree parser; override here to
* add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList, 
  enclosingTreeLevel, treeLevel) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  { 
    <ASTLabelType> _save_last_<treeLevel> = _last;
    <ASTLabelType> _first_<treeLevel> = null;
    <if(!rewriteMode)>
      <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.nil();
    </if>
    <root:element()>
      <if(rewriteMode)>
        <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
        <if(root.el.rule)>
          if ( (_first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree; 
          <else>
            if ( (_first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
          </endif>
        </if>
      </endif>
      <actionsAfterRoot:element()>
  </root:element()>
  <if(rewriteMode)>
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
    <if(root.el.rule)>
      if ( (_first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree; 
      <else>
        if ( (_first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
      </endif>
    </if>
  </if>
  <actionsAfterRoot:element()>
>
if (input.LA(1)==Token.DOWN) {
    match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
    match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}</else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}<
>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) `cept add * setting of _last */
tokenRefBang(token,label,elementIndex) ::= <<
    _last = (ASTLabelType)input.LT(1);
    <super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,hetero) ::= <<
    _last = (ASTLabelType)input.LT(1);
    <super.tokenRef(...)>
    <if(!rewriteMode)>
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
    <if(hetero)>
    <label>_tree = new <hetero>(<label>);
    <else>
    <label>_tree = (ASTLabelType)adaptor.dupNode(<label>);
    <endif></n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
    <if(backtracking)> }<endif>
    <else> <! rewrite mode !>
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
    if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
    <endif>
}}>
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(....)
</listLabel(elem=label,....)
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.tokenRef(...)
@if(!rewriteMode)
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
@if(hetero)
<label>_tree = new <hetero>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
@endif><
>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
@if(backtracking)>}<endif>
<endif>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRoot(...)
<listLabel(elem=label,...)
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,hetero) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.wildcard(...)
@if(!rewriteMode)
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree);
@if(backtracking)>}<endif>
<else> <! rewrite mode !>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>

// SET AST

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)

---
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(hetero>)
<label>_tree = new <hetero>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif>
<\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
<if(backtracking)>}
<endif>

/cgi-bin/xsl/typeset_report.py:13-14

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>;
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(hetero>)
<label>_tree = new <hetero>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
<endif>
<\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}
<endif>

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<<}>>

/cgi-bin/xsl/typeset_report.py:27-38

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.addChild(root_<treeLevel>, <label>.getTree());
<if() _first_ ==null _first_ = label.tree;
<endif>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...>)
<listLabel(elem=label+.getTree()"...")>

/** ^ (rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
_last = (ASTLabelType)input.LT(1);
<super.ruleRef(...>)
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>root_ = (ASTLabelType)adaptor.becomeRoot(label.getTree(), root_);
<endif>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+.getTree()"...")>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (ASTLabelType)input.LT(1);
<super.ruleRefTrack(...>)

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (ASTLabelType)input.LT(1);
<super.ruleRefTrackAndListLabel(...)>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = (ASTLabelType)input.LT(1);
<super.ruleRefRootTrack(...)>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = (ASTLabelType)input.LT(1);
Streams for token refs are tree nodes now; override to
* change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,hetero,scope) ::= <<
<if(hetero)>
new <hetero>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<
><endif>
retval.tree = (<ASTLabelType>)adaptor.rulePostProcessing(root_0);
<if(backtracking)>}<endif>
<endif>
>>

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Java/ASTTreeParser.stg
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/** Templates for building ASTs during normal parsing.
 * 
 * Deal with many combinations. Dimensions are:
 * Auto build or rewrite
 * no label, label, list label (label/no-label handled together)
 * child, root
 * token, set, rule, wildcard
 * 
 * The situation is not too bad as rewrite (->) usage makes ^ and !
 * invalid. There is no huge explosion of combinations.
 */

group ASTParser;

@rule.setErrorReturnValue() ::= << RetVal.Tree := Adaptor.ErrorNode(Input, RetVal.Start as IToken, Input.LT(-1), RE) as I<ASTLabelType>; >>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,hetero) ::= << <super.tokenRef(...)>
<if(backtracking)>
if (State.Backtracking = 0) then begin
<un>
<endif>
<label>_tree := <createNodeFromToken(...)>
Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)">

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 13595
/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
<super.tokenRef(...>)
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<label>_tree := <createNodeFromToken(...)>
Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)>
<label>elem=label,....)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)>
<label>elem=label,....)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,hetero,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
<label>elem=label,....)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or rulerroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={ <if(backtracking)if (State.Backtracking = 0) then


Adaptor/AddChild(Root[0], <createNodeFromToken(...)>)

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<if(label)>
<label> := Input.LT(1) as I<labelType>;<\n>
<endif>
<super.matchSet(..., postmatchCode=<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] :=
Adaptor.BecomeRoot(<createNodeFromToken(...)>, Root[0]) as I<ASTLabelType>;})>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Adaptor.AddChild(Root[0], <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>Root[0] := Adaptor.BecomeRoot(<label>.Tree, Root[0])
as I<ASTLabelType>
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+.Tree","....)>}
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefBang(...)>
<listLabel(elem=label+.Tree","....)>}
/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<listLabel(elem=label+.Tree",...)> 
>>

// WILDCARD AST
wildcard(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then begin
<endif>
<label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
Adaptor.AddChild(Root[0], <label>_tree);
<if(backtracking)>
end;
<endif>
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>
if (State.Backtracking = 0) then begin
<endif>
<label>_tree := Adaptor.CreateNode(<label>) as I<ASTLabelType>;
Root[0] := Adaptor.BecomeRoot(<label>_tree, Root[0]) as I<ASTLabelType>;
<if(backtracking)>
end;
<endif>
>>

createNodeFromToken(label,hetero) ::= <<
<if(hetero)>
T<hetero>.Create(<label>) <! new MethodNode(IDLabel) !>
<else>
Adaptor.CreateNode(<label>) as I<ASTLabelType>
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(backtracking)>
if (State.Backtracking = 0) then
begin
<endif>
RetVal.Tree := Adaptor.RulePostProcessing(Root[0]) as I<ASTLabelType>;
<if(!TREE_PARSER)>
Adaptor.SetTokenBoundaries(RetVal.Tree, RetVal.Start as IToken, RetVal.Stop as IToken);
<endif>
<if(backtracking)>
</if>
</end>
<endif>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Delphi/ASTParser.stg
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*/
/** Template overrides to add debugging to normal Java output;
* If ASTs are built, then you'll also get ASTDebug.stg loaded.
*/
group Dbg:

@outputFile.debugPreprocessor() ::= "#define ANTLR_DEBUG"

@outputFile.imports() ::= <<
@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members() ::= <<
<if(grammar.grammarIsRoot)>
public static readonly string[] ruleNames = new string[] {
    "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap="\n    ", separator="", ">
};

<endif>
<if(grammar.grammarIsRoot)>
private int ruleLevel = 0;
public int RuleLevel {
get { return ruleLevel; }
}
public void IncRuleLevel() { ruleLevel++; }
public void DecRuleLevel() { ruleLevel--; }
<if(profile)>
ctorForProfilingRootGrammar()  
<else>
ctorForRootGrammar()  
<endif>
ctorForPredefinedListener()  
<else> 
ctorForDelegateGrammar()  
<if(profile)>
override public bool AlreadyParsedRule(IIntStream input, int ruleIndex) {
    ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex,
    <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    return base.AlreadyParsedRule(input, ruleIndex);
}<\n> 
override public void Memoize(IIntStream input,
protected bool EvalPredicate(bool result, string predicate)
{
    dbg.SemanticPredicate(result, predicate);
    return result;
}
/** Basically we don't want to set any dbg listeners are root will have it. */
ctorForDelegateGrammar() ::= <<
public <name>(<inputStreamType> input, IDebugEventListener dbg, RecognizerSharedState state<grammar.delegators:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state<grammar.delegators:{g|<g:delegateName()>}>);}; separator="\n">)
 : base(input, dbg, state)
 
 <grammar.directDelegates:
  {g}<g:delegateName()> = new <g.recognizerName>(input, this, this.state<grammar.delegators:{g|<g:delegateName()>}>);}; separator="\n">)
 }<@finally()>>>

ctorForPredefinedListener() ::= <<
public <name>(<inputStreamType> input, IDebugEventListener dbg)
 : <@superClassRef>base(input, dbg, new RecognizerSharedState())<@end> {
 <if(profile)>
  Profiler p = (Profiler)dbg;
  p.setParser(this);
 <endif>
 <grammar.directDelegates:{g}<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state, this<grammar.delegators:{g|<g:delegateName()>}>);}; separator="\n">}
 <@finally()>}
<<
createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy dbg = new DebugEventSocketProxy(this, port, input.TreeAdaptor);
<else>
DebugEventSocketProxy dbg = new DebugEventSocketProxy(this, port, null);
<endif>
DebugListener = dbg;
try
 {dbg.Handshake();}
catch (IOException ioe)
 {
  ReportError(ioe);
}>>
@genericParser.superClassName() ::= "Debug<@super.superClassName()>">

@rule.preamble() ::= <<
try {
  dbg.EnterRule(GrammarFileName, "<ruleName>");
  if ( RuleLevel==0 ) {dbg.Commerce();}
  IncRuleLevel();
  dbg.Location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>);
} >>

@lexer.debugInitializeCyclicDFAs() ::= "IDebugEventListener dbg"

@lexer.debugAddition() ::= ", dbg"

@genericParser.debugInitializeCyclicDFAs() ::= "IDebugEventListener dbg"

@genericParser.debugAddition() ::= ", dbg"

@rule.postamble() ::= <<
  dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>);
} finally {
  dbg.ExitRule(GrammarFileName, "<ruleName>");
  DecRuleLevel();
  if ( RuleLevel==0 ) {dbg.Terminate();}
}<\n>

@synpred.start() ::= "dbg.BeginBacktrack(state.backtracking);"

@synpred.stop() ::= "dbg.EndBacktrack(state.backtracking, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::= 
  "try { dbg.EnterSubRule(<decisionNumber>); }<\n>"

exitSubRule() ::= 
  "} finally { dbg.ExitSubRule(<decisionNumber>); }<\n>"

enterDecision() ::= 
  "try { dbg.EnterDecision(<decisionNumber>); }<\n>"

exitDecision() ::= 
  "} finally { dbg.ExitDecision(<decisionNumber>); }<\n>"
enterAlt(n) ::= "dbg.EnterAlt(<n>);<\n>"

// Region overrides that tell various constructs to add debugging triggers
@block.predecision() ::= "<enterSubRule()><enterDecision()>">
@block.postdecision() ::= "<exitDecision()>
"
@block.postbranch() ::= "<exitSubRule()>
"
@ruleBlock.predecision() ::= "<enterDecision()>
"
@ruleBlock.postdecision() ::= "<exitDecision()>
"
@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n="1")>
"
@blockSingleAlt.prealt() ::= "<enterAlt(n="1")>
"
@positiveClosureBlock.preloop() ::= "<enterSubRule()>
"
@positiveClosureBlock.postloop() ::= "<exitSubRule()>
"
@positiveClosureBlock.predecision() ::= "<enterDecision()>
"
@positiveClosureBlock.postdecision() ::= "<exitDecision()>
"
@positiveClosureBlock.earlyExitException() ::= "dbg.RecognitionException(eee<decisionNumber>);<\n>"
@closureBlock.preloop() ::= "<enterSubRule()>
"
@closureBlock.postloop() ::= "<exitSubRule()>
"
@closureBlock.predecision() ::= "<enterDecision()>
"
@closureBlock.postdecision() ::= "<exitDecision()>
"
@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"
@element.prematch() ::= "dbg.Location(<it.line>,<it.pos>);"
@matchSet.mismatchedSetException() ::= "dbg.RecognitionException(mse);"
@dfaState.noViableAltException() ::= "dbg.RecognitionException(nvae_d<decisionNumber>s<stateNumber>);"
@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException(nvae_d<decisionNumber>s<stateNumber>);"

dfaDecision(decisionNumber,description) ::= <<
try
{
    isCyclicDecision = true;
    <super.dfaDecision(...)>
}
catch (NoViableAltException nvae)
{
    dbg.RecognitionException(nvae);
    throw nvae;
}
>>

@cyclicDFA.dbgCtor() ::= <<
    public DFA<dfa.decisionNumber>(BaseRecognizer recognizer, IDebugEventListener dbg) : this(recognizer)
    {
        this.dbg = dbg;
    }
>>

@cyclicDFA.debugMember() ::= <<
IDebugEventListener dbg;
>>

@cyclicDFA.errorMethod() ::= <<
    public override void Error(NoViableAltException nvae)
    {
        dbg.RecognitionException(nvae);
    }
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
    EvalPredicate(<pred>,"<description>")
>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ.gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/CSharp2/Dbg.stg
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/** Template overrides to add debugging to normal C output; */
* If ASTs are built, then you'll also get ASTDbg.stg loaded.
*/

group Dbg:

@genericParser.members() ::= <<
@if(grammar.grammarIsRoot>
const char *
ruleNames[] =
{
"invalidRule", 
grammar.allImportedRules: {rST | "<rST.name>"}; wrap="\n", separator="", 
};
</if>
@endif>
@if(grammar.grammarIsRoot) <! grammar imports other grammar(s) !>
static ANTLR3_UINT32 ruleLevel = 0;
static ANTLR3_UINT32 getRuleLevel()
{
return ruleLevel;
}
static void incRuleLevel()
{  
ruleLevel++;  
}
static void decRuleLevel()  
{  
ruleLevel--;  
}  
<else> <! imported grammar !>  
static ANTLR3_UINT32  
getRuleLevel()  
{  
return <grammar.delegators:{g| <g:delegateName()>})->getRuleLevel();  
}  
static void incRuleLevel()  
{  
<grammar.delegators:{g| <g:delegateName()>})->incRuleLevel();  
}  
static void  
decRuleLevel()  
{  
<grammar.delegators:{g| <g:delegateName()>})->decRuleLevel();  
}  
<endif>  
<if(profile)>  
// Profiling not yet implemented for C target  
//  
<endif>  
<if(grammar.grammarIsRoot)>  
<ctorForPredefinedListener()>  
<else>  
<ctorForDelegateGrammar()>  
<endif>  
static ANTLR3_BOOLEAN  
evalPredicate(p<name> ctx, ANTLR3_BOOLEAN result, const char * predicate)  
{  
DBG->semanticPredicate(DBG, result, predicate);  
return result;  
}  
}@genericParser.debugStuff() ::= <<  
@if(grammar.grammarIsRoot)>  
<createListenerAndHandshake()>  
<else>  
<ctorForDelegateGrammar()>  
<endif>  
>>  
ctorForProfilingRootGrammar() ::= <<
>>

/** Basically we don't want to set any dbg listeners as root will have it. */
ctorForDelegateGrammar() ::= <<

ctorForPredefinedListener() ::= <<

createListenerAndHandshake() ::= <<
{
   // DEBUG MODE code
   //
   pANTLR3_DEBUG_EVENT_LISTENER proxy;
   proxy = antlr3DebugListenerNew();
   proxy->grammarFileName = INPUT->tokenSource->strFactory->newStr8(INPUT->tokenSource->strFactory,
   (pANTLR3_UINT8)ctx->getGrammarFileName());

   <if(TREE_PARSER)>
   proxy->adaptor = ADAPTOR;
   <endif>
   PARSER->setDebugListener(PARSER, proxy);

   // Try to connect to the debugger (waits forever for a connection)
   //
   proxy->handshake(proxy);

   // End DEBUG MODE code
   //
   }

>>

@rule.preamble() ::= <<
DBG->enterRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");
if ( getRuleLevel()==0 )
{
   DBG->commence(DBG);
}
incRuleLevel();
DBG->location(DBG, <ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>);

>>

@rule.postamble() ::= <<
DBG->location(DBG, <ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>);
DBG->exitRule(DBG, getGrammarFileName(), (const char *)"<ruleName>");

```
decRuleLevel();
if ( getRuleLevel()==0 )
{
  DBG->terminate(DBG);
}

@end

@end

@synpred.start() ::= "DBG->beginBacktrack(DBG, BACKTRACKING);"
@synpred.stop() ::= "DBG->endBacktrack(DBG, BACKTRACKING, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::= 
  "DBG->enterSubRule(DBG, <decisionNumber>);";
exitSubRule() ::= 
  "DBG->exitSubRule(DBG, <decisionNumber>);"
enterDecision() ::= 
  "DBG->enterDecision(DBG, <decisionNumber>);"
exitDecision() ::= 
  "DBG->exitDecision(DBG, <decisionNumber>);"
enterAlt(n) ::= "DBG->enterAlt(DBG, <n>);"

// Region overrides that tell various constructs to add debugging triggers
@block.predecision() ::= "<enterSubRule()> <enterDecision()>"
@block.postdecision() ::= "<exitDecision()>"
@block.postbranch() ::= "<exitSubRule()>"
@ruleBlock.predecision() ::= "<enterDecision()>"
@ruleBlock.postdecision() ::= "<exitDecision()>"
@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>
@blockSingleAlt.prealt() ::= "<enterAlt(n=\"1\")>
@positiveClosureBlock.preloop() ::= "<enterSubRule()>"
@positiveClosureBlock.postloop() ::= "<exitSubRule()>"
@positiveClosureBlock.predecision() ::= "<enterDecision()>
"

@positiveClosureBlock.postdecision() ::= "<exitDecision()>
"

@positiveClosureBlock.earlyExitException() ::= 
"DBG->recognitionException(DBG, EXCEPTION);<\n>
"

@closureBlock.preloop() ::= "<enterSubRule()>
"

@closureBlock.postloop() ::= "<exitSubRule()>
"

@closureBlock.predecision() ::= "<enterDecision()>
"

@closureBlock.postdecision() ::= "<exitDecision()>
"

@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

@element.prematch() ::= 
"DBG->location(DBG, <it=line>, <it=pos>);
"

@matchSet.mismatchedSetException() ::= 
"DBG->recognitionException(DBG, EXCEPTION);
"

@newNVException.noViableAltException() ::= "DBG->recognitionException(DBG, EXCEPTION);"

dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = cdfa<decisionNumber>.predict(ctx, RECOGNIZER, ISTREAM, &cdfa<decisionNumber>);
if  (HASEXCEPTION())
{
    DBG->recognitionException(DBG, EXCEPTION);
    goto rule<ruleDescriptor.name>Ex;
}
<checkRuleBacktrackFailure()>>

@cyclicDFA.errorMethod() ::= <<
//static void
//dfaError(p<name> ctx)
//{
//    DBG->recognitionException(DBG, EXCEPTION);
//}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
evalPredicate(ctx, <pred>, (const char *)("<description>")
}}
/*
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
group ASTTreeParser;

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
{  
  <ASTLabelType> root.<treeLevel> = [treeAdapator newEmptyTree];
  <root:element()>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if ( [input LA:1] == ANTLRTokenTypeDOWN ) { 
    [self match:input tokenType:ANTLRTokenTypeDOWN follow:nil]; <checkRuleBacktrackFailure()>
    <children:element()>

  } 

  return root;
}
/** What to emit when there is no rewrite. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(rewriteMode)>retval.tree = (<ASTLabelType>)retval.start;<endif>
>>

// TOKEN AST STUFF

/** ID auto construct */
tokenRef(token,label,elementIndex) ::= <<
<super.tokenRef(...)> <if(backtracking)>if ( state.backtracking==0 ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
adaptor.addChild(root_<treeLevel>, <label>_tree); <if(backtracking)>}<endif>
</if(backtracking)> }
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex) ::= <<
<tokenRef(...)>
/listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.dupNode(<label>);
root_<treeLevel> = (<ASTLabelType>)adaptor.becomeRoot(<label>_tree, root_<treeLevel>); <if(backtracking)>}<endif>
</if(backtracking)> }
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex) ::= <<
<tokenRefRuleRoot(...)>
/listLabel(elem=label,...)>

};
// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)> if ( state.backtracking==0 ) adaptor.addChild(root_<treeLevel>, <label>.getTree()); >>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<label>.getTree()"...."> >>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
if ( state.backtracking==0 ) root_<treeLevel> = (ASTLabelType)adaptor.becomeRoot(<label>.getTree(), root_<treeLevel>); >>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<label>.getTree()"...."> >>

/** Streams for token refs are tree nodes now; override to */
* change nextToken to nextNode. */
createRewriteNodeFromElement(token,hetero,scope) ::= <<
#error Heterogeneous tree support not implemented.
<hetero>(stream_<token>.nextNode()) if (hetero)
else (stream_<token>.nextNode()) <endif> >>

Found in path(s): /
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/ObjC/ASTTreeParser.stg
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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
group ASTDbg;

parserMembers() ::= <<
    // Implement this function in your helper file to use a custom tree adaptor
    partial void InitializeTreeAdaptor();
    protected DebugTreeAdaptor adaptor;

    public ITreeAdaptor TreeAdaptor
    {
        get
        {
            return adaptor;
        }
        set
            //
        }
{  
  this.adaptor = new DebugTreeAdaptor(dbg, adaptor);  
  if (grammar.grammarIsRoot)  
    this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor  
  else  
    this.adaptor = new DebugTreeAdaptor(dbg, adaptor);  
}  

> parserCtorBody() ::= <<  
>     <super.parserCtorBody()>  
> >>  

createListenerAndHandshake() ::= <<  
    DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port,  
        if (TREE_PARSER) input.TreeAdaptor else adaptor endif );  
    DebugListener = proxy;  
    <inputStreamType> = new Debug<inputStreamType>( input, proxy );  
    try  
        proxy.Handshake();  
    catch ( IOException ioe )  
        ReportError( ioe );  
    >>  

@ctorForRootGrammar.finally() ::= <<  
    ITreeAdaptor adap = new CommonTreeAdaptor();  
    TreeAdaptor = adap;  
    proxy.TreeAdaptor = adap;  
>>  

@ctorForProfilingRootGrammar.finally() ::= <<  
    ITreeAdaptor adap = new CommonTreeAdaptor();  
    TreeAdaptor = adap;  
    proxy.TreeAdaptor = adap;  
>>  

@ctorForPredefinedListener.superClassRef() ::= "base( input, dbg )"  

@ctorForPredefinedListener.finally() ::= <<  
    if (grammar.grammarIsRoot) <!-- don’t create new adaptor for delegates !>  
    ITreeAdaptor adap = new CommonTreeAdaptor();  
    TreeAdaptor = adap;  
}
<endif>
>>

@rewriteElement.pregen() ::= "dbg.Location( <e.line>, <e.pos> );"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/CSharp3/ASTDbg.stg

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*/

/** Templates for building ASTs during normal parsing.
 *
 * Deal with many combinations. Dimensions are:
 * Auto build or rewrite
 * no label, label, list label (label/no-label handled together)
 * child, root
 * token, set, rule, wildcard
 */
* The situation is not too bad as rewrite (->) usage makes ^ and ! invalid. There is no huge explosion of combinations.
*/

group ASTParser;

@rule.setErrorReturnValue() ::= <<
// Conversion of the second argument necessary, but harmless
retval.Tree = (<ASTLabelType>)adaptor.ErrorNode(input, (IToken) retval.Start, input.LT(-1), re);
<! System.Console.WriteLine("<ruleName> returns " + ((CommonTree)retval.Tree).ToStringTree()); !>
>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,hetero) ::= <<
<super.tokenRef(...>
<if(backtracking>)
if ( state.backtracking == 0 )
{
<endif>
<label>_tree = <createNodeFromToken(...)>;
adaptor.AddChild(root_0, <label>_tree);
<if(backtracking>)
}
<endif>
>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
<super.tokenRef(...>
<if(backtracking>)
if ( state.backtracking == 0 )
{
<endif>
<label>_tree = <createNodeFromToken(...)>;
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking>)
}
<endif>
>>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)>


**label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)>
<listLabel(elem=label,...)>>
>>

/** Match label+=TOKEN when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,hetero,elementIndex) ::= <<
<tokenRefRuleRoot(...)>>
<listLabel(elem=label,...)>>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={<if(backtracking)>if ( state.backtracking == 0 ) <endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>;})}>>
>>

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= 
"<super.matchSet(...)>
" 

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<\n>
<endif>
<super.matchSet(..., postmatchCode={<if(backtracking)>if ( state.backtracking == 0 ) <endif>root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...)>, root_0);})>
"
// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(...)>
  <if(backtracking)>if ( state.backtracking == 0 ) <endif>adaptor.AddChild(root_0, <label>.Tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)>

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(...)>
  <if(backtracking)>if ( state.backtracking == 0 ) <endif>root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(...)>
  <listLabel(elem=label+.Tree,"...")
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRefBang(...)>
  <listLabel(elem=label+.Tree,"...")
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRefRuleRoot(...)>
  <listLabel(elem=label+.Tree,"...")
>>

// WILDCARD AST

wildcard(label,elementIndex) ::= <<
  <super.wildcard(...)>
  <if(backtracking)>
  if ( state.backtracking == 0 )
  {
    <endif>
    <label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
adaptor.AddChild(root_0, <label>._tree);
  }
wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
@if(backtracking)
if ( state.backtracking == 0 )
{
@endif
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
@if(backtracking)
}@>

createNodeFromToken(label,hetero) ::= <<
@if(hetero)
new <hetero>(<label>) <! new MethodNode(IDLabel) !>
@else
(<ASTLabelType>)adaptor.Create(<label>)
@endif
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
@if(backtracking)
if ( <actions.(actionScope).synpredgate> )
{
@endif
retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
@if(!TREE_PARSER)
adaptor.SetTokenBoundaries(retval.Tree, (IToken) retval.Start, (IToken) retval.Stop);
@if(backtracking)
}@>

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3.2.0.wso2v1/antlr_3.2.
-sources/org/antlr/codegen/templates/CSharp2/ASTParser.stg
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*/
group Cpp implements ANTLRCore;

cppTypeInitMap ::= [
  "int": "0",
  "long": "0",
  "float": "0.0",
  "double": "0.0",
  "bool": "false",
  "byte": "0",
  "short": "0",
  "char": "0",
  default: "0" // anything other than an atomic type
]

// What we generate lexer/parser/treeparser, used a suffix in a few places
generatedType() ::= <<
  <if(LEXER)>Lexer<endif><if(PARSER)>Parser<endif><if(TREE_PARSER)>TreeParser<endif>
leadIn(type) ::=<
/** file
 
* This <type> file was generated by ANTLR version <ANTLRVersion>
* 
* - From the grammar source file : <fileName>
* - On : <generatedTimestamp>
*  
* for the lexer : <name>
*/

<if(LEXER)>
* - for the parser : <name>
</if>

<if(PARSER)>
* - for the tree parser : <name>
</if>

* 
* Edit at your own peril.
*/

standardHeaders() ::=<
#include \antlr3/generatedType()\h>

<if(profile)>
#warning "No profiling support..."
</if>

<if(TREE_PARSER)>
#warning "No tree parsing yet..."
</if>

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/

outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
          docComment, recognizer,
          name, tokens, tokenNames, rules, cyclicDFAs,
          bitsets, buildTemplate, profile,
          backtracking, synpreds, memoize, numRules,
          fileName, ANTLRVersion, generatedTimestamp, trace,
          scopes, superClass) ::=<
<<
<leadIn("C++ source")>
<@includes>
#include "<name><headerFileExtension()>">
@end>
@if(actions.(actionScope).header)
// Header action start
@end>
@if(actions.(actionScope).header)
// Header action end
@end>
</headerAction>
</standardHeaders()>
</docComment>
<recognizer>
>>
parserHeaderFile() ::= <<
>>
treeParserHeaderFile() ::= <<
>>
lexerHeaderFile() ::= <<
template<typename StreamType, typename TokenType, typename TokenBuilder>
class <name> : public antlr3::Lexer<StreamType,TokenType,TokenBuilder> {
// carry over general types
typedef typename StreamType::position_type position_type;
typedef typename StreamType::char_type char_type;
typedef antlr3::tokenid_type tokenid_type;
typedef antlr3::channel_type channel_type;
typedef antlr3::decision_type decision_type;
// exception shorthands
typedef antlr3::MismatchException<position_type,char_type> MismatchException;
typedef antlr3::MismatchedRangeException<position_type,char_type> MismatchedRangeException;
typedef antlr3::MismatchedSetException<position_type,char_type> MismatchedSetException;
typedef antlr3::EarlyExitException<position_type> EarlyExitException;
typedef antlr3::NoViableAltException<position_type> NoViableAltException;
@if(backtracking)
// @TODO backtracking ruleMemo = new HashMap[numRules]+1];
@end>
@end>
public:
<tokens:{static const tokenid_type <tokenPrefix()><it.name> = <it.type>;}; separator="\n">
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif> }
<actions.lexer.members>

<name>(StreamType* input)
: antlr3::Lexer<StreamType,TokenType,TokenBuilder>(input)
{
headerFile( LEXER,
    PARSER,
    TREE_PARSER,
    actionScope,
    actions,
    docComment,
    recognizer,
    name,
    tokens,
    tokenNames,
    rules,
    cyclicDFAs,
    bitsets,
    buildTemplate,
    profile,
    backtracking,
    synPreds,
    memoize,
    numRules,
    fileName,
    ANTLRVersion,
    generatedTimestamp,
    trace,
    scopes,
    superClass
) ::= <<
ifndef _<name>_H
#define _<name>_H
<leadIn("C++ header")>
<actions.(actionScope).headerfile>
lexer(grammar, name, tokens, scopes, rules, numRules, labelType="Token",
filterMode) ::= <<
<lexerHeaderFile()>
<parserHeaderFile()>
<treeParserHeaderFile()>

#endif // <name>_H

>>

filteringNextToken() ::= <<
/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens
 * at backtracking==1.
 */
public Token nextToken() {
  while (true) {
    if ( input.LA(1) == CharStream.EOF ) {
      return Token.EOF_TOKEN;
    }
    this->token = 0;
    tokenStartCharIndex = getCharIndex();
    try {
      int m = input.mark();
      backtracking=1; <! means we won't throw slow exception !>
      failed=false;
      mTokens();
      backtracking=0;
      <! mTokens backtracks with synpred at backtracking==2
      and we set the synpredgate to allow actions at level 1. !>
if ( failed ) {
    input.rewind(m);
    input.consume();  // advance one char and try again !>
} else {
    return token;
}
}
catch (RecognitionException re) {
    // shouldn't happen in backtracking mode, but...
    reportError(re);
    recover(re);
}
}

public void memoize(IntStream input, int ruleIndex, int ruleStartIndex)
{
if ( backtracking > 1 )
    super.memoize(input, ruleIndex, ruleStartIndex);
}

public boolean alreadyParsedRule(IntStream input, int ruleIndex)
{
if ( backtracking > 1 )
    return super.alreadyParsedRule(input, ruleIndex);
return false;
}

/** How to generate a parser */
genericParser(
    grammar, name, scopes, tokens, tokenNames, rules, numRules, cyclicDFAs,
    bitsets, inputStreamType, superClass, ASTLabelType="Object",
    labelType, members, filterMode
) ::= <<
    // genericParser
class <name> : public <@superClassName><superClass><@end> {
    public:
static const char* tokenNames[] = {
    "\<invalid>", "\<EOR>", "\<DOWN>", "\<UP>", <tokenNames; separator=", ">
};
tokens:{static tokenid_type <tokenPrefix()><it.name>=<it.type>;}; separator="\n"
<scopes:{<if(it.isDynamicGlobalScope)<globalAttributeScope(scope=it)>><ENDIF>}
<@members>
<name>(StreamType* input)
 : <superClass>\<StreamType,TokenType>(input)
 |
 <if(backtracking)>
 ruleMemo = new HashMap[<numRules>+1];<\n> ! index from 1..n !
 <endif>
 }
 <@end>

//@TODO public String[] getTokenNames() { return tokenNames; }
//@TODO public String getGrammarFileName() { return "<fileName>"; }

<rules; separator="\n\n">}

<synpreds:{p | <synpred(p)>>}

<cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new
 DFA<dfa.decisionNumber>(this);}; separator="\n">
 <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

<bitsets:bitset(name={FOLLOW_\<it.name>_in_\<it.inName>\<it.tokenIndex>},
 words64=it.bits)>
]

>

parser(
 grammar, name, scopes, tokens, tokenNames,
 rules, numRules, bitsets, ASTLabelType,
 superClass="Parser", labelType="Token",
 members={<actions.parser.members>}) ::= <<
 <genericParser(inputStreamType="TokenStream", ...)>
 >>

/** How to generate a tree parser; same as parser except the input
 *  stream is a different type.
 */
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction,
 rules, numRules,
 bitsets,
 labelType={<ASTLabelType>}, ASTLabelType="Object",
 superClass="TreeParser", members={<actions.treeparser.members>}, filterMode
 ) ::= <<
 <genericParser(inputStreamType="TreeNodeStream", ...)>
 >>

/** A simpler version of a rule template that is specific to the imaginary
 *  rules created for syntactic predicates. As they never have return values
* nor parameters etc..., just give simplest possible method. Don't do
* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= <<
// $ANTLR start <ruleName>
public void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) throws RecognitionException {
<if(trace)>System.out.println("enter <ruleName> "+input.LT(1)+" failed="+failed+" backtracking="+backtracking);<endif>
<if(trace)>try {
<block>
}<catch (RecognitionException re) {
    System.err.println("impossible: "+re);
}<else>
<block>
<endif>
}<finally {
System.out.println("exit <ruleName> "+input.LT(1)+" failed="+failed+" backtracking="+backtracking);
}<else>
<block>
<endif>
}
// $ANTLR end <ruleName>
>>
synpred(name) ::= <<
public boolean <name>() {
    this->backtracking++; // can never throw exception
    int start = input.mark();
    try {
        <name>_fragment();
    } catch (RecognitionException re) {
        System.err.println("impossible: "+re);
    }
    boolean success = ! this->failed;
    input.rewind(start);
    return success;
} <\n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>
ruleMemoization(name) ::= <<
@if(memoize)
if ( backtracking > 0 && alreadyParsedRule(input, <ruleDescriptor.index>) )
return <ruleReturnValue()>
@endif
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
@if(backtracking)
if (failed)
return <ruleReturnValue()>
@endif
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
@if(backtracking)
if (backtracking > 0)
{
failed = true;
return <ruleReturnValue()>
}
@endif
>>

/** How to generate code for a rule. This includes any return type *
* data aggregates required for multiple return values. */
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,memoize) ::= <<
@preamble()>
try {
// $ANTLR start <ruleName>
// <fileName>:<description>
public <returnType()> <ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
throw(antlr3::BaseRecognitionException)
{
@if(trace)
antlr3::Tracer trace(this,"<ruleName>");
System.out.println("enter <ruleName> "+input.LT(1)+" failed="+failed+" backtracking="+backtracking);
@endif
@ruleDeclarations()
@ruleLabelDefs()
@ruleDescriptor.actions.init
<<

catch (RecognitionException re) {
    reportError(re);
    recover(input,re);
}

finally {
    if(trace)>System.out.println("exit <ruleName> "+input.LT(1)+" failed="+failed+
    backtracking="+backtracking);<endif>
    <ruleCleanUp()>
    <@postamble()>
    return <ruleReturnValue();
    }
// $ANTLR end <ruleName>

>>
catch(decl,action) ::= <<
catch (<e.decl>) {
    <e.action>
}
>>

ruleDeclarations() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
@if(ruleDescriptor.hasMultipleReturnValues)
<returnType()> retval = new <returnType()>();
retval.start = input.LT(1);<\n>
@else>
<ruleDescriptor.returnScope.attributes:{ a |
    <a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)<endif>;  
}|>
@endif>
@if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.index();
@endif>
ruleLabelDefs() ::= <<
<<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
  :{{<labelType> <it.label.text>=null;}; separator="\n" >
<<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
  :{List list_<it.label.text>=null;}; separator="\n"
>>
<<ruleDescriptor.ruleLabels,ruleDescriptor.ruleListLabels]
  :ruleLabelDef(label=it); separator="\n"
>
<<ruleDescriptor.allRuleRefsInAltsWithRewrites,ruleDescriptor.allTokenRefsInAltsWithRewrites]
  :{List list_<it>=new ArrayList();}; separator="\n"
>>

ruleReturnValue() ::= <<
  if(!ruleDescriptor.isSynPred)
  if(ruleDescriptor.hasReturnValue)
  if(ruleDescriptor.hasSingleReturnValue)
    retval
  <endif>
  <endif>
  <endif>
>>

ruleCleanUp() ::= <<
  <ruleDescriptor.useScopes:{<it>_stack.pop();}; separator="\n">
  <ruleDescriptor.ruleScope:{<it.name>_stack.pop();}; separator="\n">
  <if(ruleDescriptor.hasMultipleReturnValues)>
    retval.stop = input.LT(-1);<\n>
  <endif>
  <if(memoize)>
    <if(backtracking)>
      if ( backtracking > 0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); } 
    <endif>
  <endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
 *  fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
  void m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
>>
throw/antlr3::BaseRecognitionException)
{
  <if(trace)>
antlr3::Tracer trace(this,"<ruleName>");
<endif>
antlr3::CountScope nestingTracker(this->ruleNestingLevel);
StreamType& input(this->getInput());
<if(nakedBlock)>
  <ruleDescriptor.actions.init>
  <ruleMemoization(name=ruleName)>
  <block><n>
  </else>
  tokenId_type type = <tokenPrefix>()<ruleName>;
  channel_type channel = antlr3::Token::DEFAULT_CHANNEL;
  position_type start(input.getPosition());
  <ruleDescriptor.actions.init>
  <ruleMemoization(name=ruleName)>
  <block>
  <! create token if none exists *and* we are an outermost token rule !>
  <execAction({if ( this->token == 0 && this->ruleNestingLevel == 1 ) {
  TokenType *tt = TokenBuilder::build(type,start,input,channel);
  std::cout \<< (*tt) \<< std::endl;
  this->emit(tt);
} <n>
})>
<endif>
</block>
</if>
/*
** How to generate code for the implicitly-defined lexer grammar rule
*  that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
void mTokens() throw/antlr3::BaseRecognitionException)
{
StreamType& input(this->getInput());
<block><n>
}
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,
  maxK,maxAlt,description) ::= <<
  // block <fileName>:<description>
decision_type alt<decisionNumber>==maxAlt;
/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  // ruleBlock <fileName>:<description>
  decision_type alt<decisionNumber>=<maxAlt>;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
  }
  <@postbranch()>
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  // ruleBlockSingleAlt <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  // <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A (..)+ block with 0 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  // positiveClosureBlock <fileName>:<description>
  decision_type cnt<decisionNumber>=0;
  <decls>
  <@preloop()>
do {
  //
decision_type alt<decisionNumber>:=<maxAlt>;
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
<alts:altSwitchCase()>
default :
if ( cnt<decisionNumber> >= 1 )
goto loop<decisionNumber>;
      EarlyExitException eee( input.getPosition(), <decisionNumber> );
<@earlyExitException()>
      throw eee;
}
cnt<decisionNumber>++;
} while (true);
loop<decisionNumber>:
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// closureBlock <fileName>:<description>
<decls>
<@preloop()>
do {
decision_type alt<decisionNumber>:=<maxAlt>;
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
<alts:altSwitchCase()>
default :
goto loop<decisionNumber>;
}
} while (true);
loop<decisionNumber>:
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation */
optionalBlock ::= block
optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative number. A DFA predicts the alternative and then a simple switch does the jump to the code that actually matches that alternative. */
altSwitchCase() ::= <<
case <i> :
  @prealt()
  <it>
  break;\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt) ::= <<
  // alt <fileName>::<description>
  {
    @declarations()
    <elements:element()>
    @cleanup()
  }
>>

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
  // element <fileName>::<description>
  @prematch()
  <it.el>\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex) ::= <<
  // tokenRef
  <if(label)>
  <label> = input.LT(1);\n
  <endif>
  this->match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex>);
  <checkRuleBacktrackFailure>()
>>

/** ids+=ID no AST building */
tokenRefAndListLabel(token,label,elementIndex) ::= <<
  <tokenRef(...)> 
  <listLabel(...)>
>>
classList<label>(label) ::= <<
   if (list_<label>==null) list_<label>=new ArrayList();
   list_<label>.add(<label>);
>>

/** match a character */
charRef(char,label) ::= <<
   // charRef
   <if(label)>
   <tokenid_type()> <label> = input.LA(1);
   <endif>
   this->match(<char>);
   <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b) ::= "this->matchRange(<a>,<b>); <checkRuleBacktrackFailure()>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
   // matchSet
   <if(label)>
   <label> = input.LT(1);
   <endif>
   if ( <s> )
   {
      <postmatchCode>
      input.consume();
      <if(!LEXER)>
      errorRecovery=false;
      <endif>
      <if((backtracking) failed=false;<endif>
   }
   else
   {
      <ruleBacktrackFailure()>
      MismatchedSetException mse(input.getPosition(),input.LA(1));
      <@mismatchedSetException()>
      <if(!LEXER)>
      this->recover(mse);
      <else>
      this->recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
      <endif>
      throw mse;
   }
>>
matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= "<<
<matchSet(...)>
<listLabel(...)>
>>

/** Match a string literal */
lexerStringRef(string,label) ::= "<<
// lexerStringRef
<if(label)>
position_type <label>Start(input.getPosition());
this->match( <string> );
<checkRuleBacktrackFailure()>
TokenType* <label> =
TokenBuilder::build(Token.INVALID_TOKEN_TYPE,<label>Start,input,Token.DEFAULT_CHANNEL);
<else>
this->match( <string> );
<checkRuleBacktrackFailure()>
</n>
<endif>
>>

wildcard(label,elementIndex) ::= "<<
<if(label)>
<label> = input.LT(1);"\n</n>
<endif>
this->matchAny( input );
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= "<<
<wildcard(...)>
<listLabel(...)>
>>

/** Match . wildcard */
wildcardChar(label, elementIndex) ::= "<<
<if(label)>
<tokenid_type()> <label> = input.LA(1);"\n</n>
<endif>
this->matchAny();
<checkRuleBacktrackFailure()>
>>

tokenid_type() ::= "<if(LEXER)>char_type<else>tokenid_type<endif>"
/** Match a rule reference by invoking it possibly with arguments 
* and a return value or values. */ 
ruleRef(rule,label,elementIndex,args) ::= <<
    following.push(FOLLOW_<rule>_in_<ruleName><elementIndex>);
    <if(label)>
    <label>=<rule>(<args>);<
    <else>
    <rule>(<args>);<
    <endif>
    following.pop();
    <checkRuleBacktrackFailure()>
>>

/** ids+=ID */ 
ruleRefAndListLabel(rule,label,elementIndex,args) ::= <<
    <ruleRef(...)>
    <listLabel(...)>
>>

/** A lexer rule reference */ 
lexerRuleRef(rule,label,args) ::= <<
    <if(label)>
    position_type <label>Start(input.getPosition());
    m<rule>(<args>);
    <checkRuleBacktrackFailure()>
    TokenType* <label> = TokenBuilder::build(Token.INVALID_TOKEN_TYPE,<label>Start,input,Token.DEFAULT_CHANNEL);
    <else>
    m<rule>(<args>);
    <checkRuleBacktrackFailure()>
    <endif>
>>

/** EOF in the lexer */ 
lexerMatchEOF(label) ::= <<
    <if(label)>
    position_type <label>Start(input.getPosition());
    match(EOF);
    <checkRuleBacktrackFailure()>
    TokenType* <label> = TokenBuilder::build(Token.EOF,<label>Start,input,Token.DEFAULT_CHANNEL);
    <else>
    match(EOF);
    <checkRuleBacktrackFailure()>
    <endif>
>>
/** match ^(root children) in tree parser */
tree(root, children, null) ::= <<
<root:element()>
<if(null)>
if ( input.LA(1)==antlr3::Token::DOWN ) {
match(input, antlr3::Token::DOWN, null);
<checkRuleBacktrackFailure()>
<children:element()>
match(input, antlr3::Token::UP, null);
<checkRuleBacktrackFailure()>
}
<else>
match(input, antlr3::Token::DOWN, null);
<checkRuleBacktrackFailure()>
<children:element()>
match(input, antlr3::Token::UP, null);
<checkRuleBacktrackFailure()>
<endif>
>>

/** Every predicate is used as a validating predicate (even when it is
  also hoisted into a prediction expression). */
validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
<ruleBacktrackFailure()>
throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
>>

// F i x e d  D F A (if-then-else)
dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
<if(!semPredState)>
<tokenid_type()> LA<decisionNumber>_<stateNumber> = input.LA(<k>);<\n>
<endif>
<edges; separator="\nelse ">
else
{
<if(eotPredictsAlt)>
alt<decisionNumber> = <eotPredictsAlt>;<\n>
<else>
<ruleBacktrackFailure()>
NoViableAltException nvae(input.getPosition(), "<description>", <decisionNumber>, <stateNumber>);<\n>
<@noViableAltException()>
throw nvae;<\n>
<endif>
}
>>
/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1) == X ) match(X);" and that's it.
 */

dfaOptionalBlockState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
<if(!semPredState)>
<tokenid_type()> LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<endif>
<edges; separator="\n else ">
<if(eotPredictsAlt)>
else
{
alt<decisionNumber> = <eotPredictsAlt>;
}
<\n>
<endif>

>>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */

dfaLoopbackState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
<if(!semPredState)>
<tokenid_type()> LA<decisionNumber>_<stateNumber> = input.LA(<k>);
<endif>
<edges; separator="\n else ">\n
<if(eotPredictsAlt)>
else
{
alt<decisionNumber> = <eotPredictsAlt>;
}
<\n>
<endif>

>>

/** An accept state indicates a unique alternative has been predicted */

dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */

daEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>)
{
<targetState>
}

>>

// Fixed DFA (switch case)
/** A DFA state where a SWITCH may be generated. The code generator * decides if this is possible: CodeGenerator.canGenerateSwitch(). */

dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
    switch ( input.LA(<k>) ) {
      <edges; separator="\n">  
      default:
        <if(eotPredictsAlt)>
          alt<decisionNumber> = <eotPredictsAlt>;
        <else>
          NoViableAltException nvae( input.getPosition(), "<description>", <decisionNumber>, <stateNumber> );
          throw nvae;
        <endif>
      }
    }>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
    switch ( input.LA(<k>) ) {
      <edges; separator="\n">  
      <endif>
    }

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
    switch ( input.LA(<k>) ) {
      <edges; separator="\n">  
      <if(eotPredictsAlt)>
        default:
          alt<decisionNumber> = <eotPredictsAlt>;
          break;
        <endif>
      }
    }>

dfaEdgeSwitch(labels, targetState) ::= <<
    <labels:{case <it>:}; separator="\n">  
    <targetState>
  } break;
  >>

  // Cyclic DFA

  /** The code to initiate execution of a cyclic DFA; this is used * in the rule to predict an alt just like the fixed DFA case. * The <name> attribute is inherited via the parser, lexer,... */

dfaDecision(decisionNumber,description) ::= <<
  // dfaDecision


alt<decisionNumber> = predictDFA<decisionNumber>(input);

/** The overall cyclic DFA chunk; contains all the DFA states */
cyclicDFA(dfa) ::= <<
  cyclic = dfa.cyclic
  numstates = dfa.numberOfStates
  
  // startState = dfa.startState
  // startStateNumberOfTransitions = dfa.startState.NumberOfTransitions
  // startState.lookaheadDepth = dfa.startState.LookaheadDepth
  
  const static short <name>dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] = {
    <dfa.eot; wrap="\n      ", separator=""," null="-1">
  };
  const static short <name>dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] = {
    <dfa.eof; wrap="\n      ", separator=""," null="-1">
  };
  const static unichar <name>dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] = {
    <dfa.min; wrap="\n      ", separator=""," null="0">
  };
  const static unichar <name>dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] = {
    <dfa.max; wrap="\n      ", separator=""," null="0">
  };
  const static short <name>dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] = {
    <dfa.accept; wrap="\n      ", separator=""," null="-1">
  };
  const static short <name>dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] = {
    <dfa.special; wrap="\n      ", separator=""," null="-1">
  };
  
  <dfa.edgeTransitionClassMap.keys:{ table |
    const static short <name>dfa<dfa.decisionNumber>_transition<i0>[]= {
      <table; separator=" ", wrap="\n        ", null="-1">
    };
  } null="">
  const static short <name>dfa<dfa.decisionNumber>_transition[]= {
    <dfa.transitionEdgeTables:{whichTable|<name>dfa<dfa.decisionNumber>_transition<whichTable>,}; separator="\n        ", null="0 /* fixme? */">
  };
  
  <! add attribute for the DFA !>
  DFA<char_type> dfa<dfa.decisionNumber>;
  <! this should go in the initializer of the thing
  - (id) init
  |
  if ((self = [super init]) != nil) {
    eot = <name>dfa<dfa.decisionNumber>_eot;
eof = <name>dfa<dfa.decisionNumber>_eof;
min = <name>dfa<dfa.decisionNumber>_min;
max = <name>dfa<dfa.decisionNumber>_max;
accept = <name>dfa<dfa.decisionNumber>_accept;
special = <name>dfa<dfa.decisionNumber>_special;
if (!transition = calloc(<dfa.numberOfStates>, sizeof(void*))) {
    [self release];
    return nil;
}
<dfa.transitionEdgeTables:{whichTable|transition[i0] =
    <name>dfa<dfa.decisionNumber>_transition<whichTable>;}; separator="\n", null="">)
return self;
</if(dfa.specialStateSTs)>
int specialStateTransition( int state )
{
    int s = state;
    switch ( s ) {
    <dfa.specialStateSTs:{state |
        case i0 : <! compressed special state numbers 0..n-1 !>
        <state>}; separator="\n">}
    <if(backtracking)>
if ( recognizer.isBacktracking() ) {
recognizer.setFailed();
return -1;
}
</if(backtracking)>
noViableAlt(s, input);
</if(dfa.specialStateSTs)>

// <dfa.description>
decision_type predictDFA<dfa.decisionNumber>( StreamType& input )
{
    /* mark current location (rewind automatically when the rewinder goes
    * out of scope */
    antlr3::Rewinder<position_type> markPoint(input.getPosition());
    goto s0; // goto start...
    // ...
    throw NoViableAltException( input.getPosition(), "<dfa.description>", <dfa.decisionNumber>, 0 /* fixme */ );
}</if(dfa.specialStateSTs)>
/** A state in a cyclic DFA */
cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
// cyclicDFAState
s<stateNumber>: {
  <if(semPredState)>
    input.rewind();
  <else>
    <tokenid_type()> LA<decisionNumber>_<stateNumber> = input.LA(1);
  <endif>
  <edges>
    <if(needErrorClause)>
      throw NoViableAltException( input.getPosition(), "<description>", <decisionNumber>, <stateNumber> );
    <endif>
  }
} <<
/** Just like a fixed DFA edge, test the lookahead and indicate what
* state to jump to next if successful.
*/
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
// cyclicDFAEdge
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>)
{
  input.consume();
  goto s<targetStateNumber>;
}
} <<
/** An edge pointing at end-of-token; essentially matches any char;
* always jump to the target.
*/
eotDFAEdge(targetStateNumber, edgeNumber, predicates) ::= "goto s<targetStateNumber>;"

// DFA EXPRESSIONS
andPredicates(left, right) ::= "(<left> && <right>)"
orPredicates(operands) ::= "(<first(operands)><rest(operands):{o || <o>})"
notPredicate(pred) ::= "!(<pred>)"
evalPredicate(pred, description) ::= "<pred>"
evalSynPredicate(pred, description) ::= "<pred>()"
lookaheadTest(atom, k, atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"
/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
* somewhere. Must ask for the lookahead directly.
*/
isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(LA<decisionNumber>_<stateNumber>\>=<lower> && LA<decisionNumber>_<stateNumber>\=<upper>)"

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>)\>=<lower> && input.LA(<k>)\=<upper>)"

setTest(ranges) ::= "<ranges; separator="||">"

// A T T R I B U T E S

globalAttributeScope(scope) ::= ""
<if(scope.attributes)>
protected static class <scope.name> {
   <scope.attributes:{<it.decl>;}; separator="\n">
}
protected Stack <scope.name>_stack = new Stack();\n
<endif>

ruleAttributeScope(scope) ::= ""
<if(scope.attributes)>
protected static class <scope.name>_scope {
   <scope.attributes:{<it.decl>;}; separator="\n">
}
protected Stack <scope.name>_stack = new Stack();\n
<endif>

returnType() ::= ""
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.name>_return
<else>
<if(ruleDescriptor.singleValueReturnType)>
<ruleDescriptor.singleValueReturnType>
<else>
void
</if>
</if>
<endif>

ruleLabelType(referencedRule) ::= ""
/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<javaTypeInitMap.(typeName)>
>>

ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<

>>

returnScope(scope) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
public static class <returnType()> {
   <labelType> start, stop;
<if(buildAST)>
   <ASTLabelType> tree;
<else>
<if(buildTemplate)>
   StringTemplate st;
<endif>
<endif>
   <scope.attributes:{<it.decl>}; separator="\n">;
<endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator", ">
>>

/** Used in codegen.g to translate $x.y references.
 * I could have left actions as StringTemplates to be inserted in
 * the output (so they could use attributes inherited from surrounding
 * templates), but really wanted to pass in AttributeScope and Attribute
 * objects so this translation could query them. So, translation of
/* $x.y to executable code occurs before recognizerST.toString() occurs.
* I.e., actions are just text strings during final code generation.
*/

globalAttributeRef(scope, attr) ::= <<
  ((<scope>_scope)<scope>_stack.peek()).<attr.name>
>>

parameterAttributeRef(attr) ::= "<attr.name>"

scopeAttributeRef(scope, attr, index, negIndex) ::= <<
  <if(negIndex)>
    ((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
  <else>
    <if(index)>
      ((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name>
    <else>
      ((<scope>_scope)<scope>_stack.peek()).<attr.name>
    </endif>
  </endif>
>>

/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}? */
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule, scope, attr) ::= <<
  <if(referencedRule.singleValueReturnType)>
    <scope>
  <else>
    <scope>.<attr.name>
  </endif>
>>

returnAttributeRef(ruleDescriptor, attr) ::= <<
  <if(ruleDescriptor.singleValueReturnType)>
    <attr.name>
  <else>
    retval.<attr.name>
  </endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID [Ids] or e+=expr [Se] */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach; and they are evaluated early;  
// they cannot see TREE_PARSER or PARSER attributes for example. :( 

tokenLabelPropertyRef_text(scope,attr) ::= "<scope>.getText()"
tokenLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
tokenLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
tokenLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
tokenLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
tokenLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"

tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "<scope>.start"
ruleLabelPropertyRef_stop(scope,attr) ::= "<scope>.stop"
ruleLabelPropertyRef_tree(scope,attr) ::= "<scope>.tree"
ruleLabelPropertyRef_text(scope,attr) ::= "input.toString(<scope>.start,<scope>.stop)"
ruleLabelPropertyRef_st(scope,attr) ::= "<scope>.st"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "<scope>.getType()"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "<scope>.getLine()"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "<scope>.getCharPositionInLine()"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "<scope>.getChannel()"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "<scope>.getTokenIndex()"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "<scope>.getText()"

// Somebody may ref Stemplate or Stree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType>)retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.tree)"
rulePropertyRef_text(scope,attr) ::= "input.toString(retval.start,input.LT(-1))"
rulePropertyRef_st(scope,attr) ::= "retval.st"

// ACTIONS
emit(type) ::= "emit(<type>);"

setType(type) ::= "setType(<type>);"

/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> ) 
{
if ( backtracking == 0 )
{
  
}

// M I S C (properties, etc...)

bitset(name, words64) ::= <<
  public static final BitSet <name> = new BitSet(new long[]{
    <words64: {<it>L}; separator=",">});
>>

tokenPrefix() ::= "TOK_

codeFileExtension() ::= ".cpp"

// used in CPPTarget.java to generate the headerfile extension
headerFileExtension() ::= ".h"

true() ::= "true"

false() ::= "false"

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*/

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*/
/** Templates for building ASTs during tree parsing. */
*
* Deal with many combinations. Dimensions are:
* Auto build or rewrite
* no label, label, list label (label/no-label handled together)
* child, root
* token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/

group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
  <super.ruleDeclarations()>
  var _first_0:<ASTLabelType> = null;
  var _last:<ASTLabelType> = null;
>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  <if(rewriteMode)>
    retval.tree = <ASTLabelType>(_first_0);
    if ( adaptor.getParent(retval.tree)!=null && adaptor.isNil( adaptor.getParent(retval.tree) ) )
      retval.tree = <ASTLabelType>(adaptor.getParent(retval.tree));
  <endif>
  <if(backtracking)>}<endif>
>

/** match ^(root children) in tree parser; override here to
* add tree construction actions. */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
  _last = <ASTLabelType>(input.LT(1));
  {
    var _save_last_<treeLevel>:<ASTLabelType> = _last;
    var _first_<treeLevel>:<ASTLabelType> = null;
    <if(!rewriteMode)>
      var root_<treeLevel>:<ASTLabelType> = _last;
    <endif>
    <root:element()>
    <if(rewriteMode)>
      <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
    </root:element()>
    <if(backtracking)>
      <if(rewriteMode)>
        <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
      </if(rewriteMode)>
    </if(backtracking)>
  }
>

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<if(root.el.rule)>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
<else>
if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
<endif>
<endif>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==TokenConstants.DOWN ) {
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
}<else>
matchStream(input, TokenConstants.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
matchStream(input, TokenConstants.UP, null); <checkRuleBacktrackFailure()>
<endif>
<if(!rewriteMode)>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
<endif>
_last = _save_last_<treeLevel>;
}>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) `cept add
  * setting of _last
  */
tokenRefBang(token,label,elementIndex) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,hetero) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)>
;if(!rewriteMode)
;if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>
;if(hetero)>
<label>_tree = new hetero(<label>);
<else>
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif>
<\n>
adaptor.addChild(root_<treeLevel>, <label>_tree);
;if(backtracking)>} <endif>
/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex) ::= <<
<tokenRef(...)> 
<listLabel(elem=label,....)> 
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
_last = <ASTLabelType>(input.LT(1));
<super.tokenRef(...)> 
<if(!rewriteMode)> 
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif> 
<if(hetero)> 
<label>_tree = new <hetero>(<label>);
<else> 
<label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
<endif>
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
<if(backtracking)>}<endif> 
<endif> 
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRoot(...)> 
<listLabel(elem=label,....)> 
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,hetero) ::= <<
_last = (<ASTLabelType>)input.LT(1); 
<super.wildcard(...)> 
<if(!rewriteMode)> 
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif> 
<label>_tree = (<ASTLabelType>)adaptor.dupTree(<label>); 
adaptor.addChild(root_<treeLevel>, <label>_tree); 
<if(backtracking)>}<endif> 
<else> <! rewrite mode !> 
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif> 
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif> 
>>
// SET AST

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
  _last = <ASTLabelType>(input.LT(1));
  <super.matchSet(..., postmatchCode={
    <if(!rewriteMode)>
      <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
      <if(hetero)>
        <label>_tree = new <hetero>(<label>);
      <else>
        <label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
      <endif>
      adaptor.addChild(root_<treeLevel>, <label>_tree);
      <if(backtracking)>}<endif>
    </if>
  }<endif>
}

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
  <matchSet(...)>
  <noRewrite()> <! set return tree !>
>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
  _last = <ASTLabelType>(input.LT(1));
  <super.matchSet(...)>
>

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
  <super.matchSet(..., postmatchCode={
    <if(!rewriteMode)>
      <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
      <if(hetero)>
        <label>_tree = new <hetero>(<label>);
      <else>
        <label>_tree = <ASTLabelType>(adaptor.dupNode(<label>));
      <endif>
      root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>_tree, root_<treeLevel>));
      <if(backtracking)>}<endif>
    }<endif>
  }<endif>
}

// RULE REF AST
/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
    _last = <ASTLabelType>(input.LT(1));
    <super.ruleRef(...)> 
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
    <if(!rewriteMode)>
        adaptor.addChild(root_.<treeLevel>, <label>.tree);
    <else> ! rewrite mode !
        if ( _first_.<treeLevel>=null ) _first_.<treeLevel> = <label>.tree;
    <endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
    <ruleRef(...>)
    <listLabel(elem=label+".tree",...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
    _last = <ASTLabelType>(input.LT(1));
    <super.ruleRef(...)>
    <if(!rewriteMode)>
        <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
        root_.<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<label>.tree, root_.<treeLevel>));
    <endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
    <ruleRefRuleRoot(...)>
    <listLabel(elem=label+".tree",...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
    _last = <ASTLabelType>(input.LT(1));
    <super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
    _last = <ASTLabelType>(input.LT(1));
    <super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
**Streams for token refs are tree nodes now; override to**
* change nextToken to nextNode.
*/
createRewriteNodeFromElement(token, hetero, scope) ::= <<
  <if(hetero)>
  new <hetero>(stream_<token>.nextNode())
  <else>
  stream_<token>.nextNode()
  <endif>
  <endif>
  <endif>
  <endif>
ruleCleanUp() ::= <<
  <super.ruleCleanUp()>
  <if(!rewriteMode)>
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <un> <endif>
  retval.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
  <if(backtracking)> } <endif>
  <endif>
  <endif>
  <endif>
  <endif>

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/ActionScript/ASTTreeParser.stg
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/**
  * Template subgroup to add template rewrite output
  * If debugging, then you'll also get STDbg.stg loaded.
  */

group ST;

@outputFile.imports() ::= <<
<@super.imports()>
using Antlr.StringTemplate;
using Antlr.StringTemplate.Language;
<if(!backtracking)>
using Hashtable = System.Collections.Hashtable;
<endif>
>>

/** Add this to each rule's return value struct */
@returnScope.ruleReturnMembers() ::= <<
private StringTemplate st;
public StringTemplate ST { get { return st; } set { st = value; } }
public override object Template { get { return st; } }
public override string ToString() { return (st == null) ? null : st.ToString(); }
>>

@genericParser.members() ::= <<
<@super.members()>
protected StringTemplateGroup templateLib =
    new StringTemplateGroup("<name>Templates", typeof(AngleBracketTemplateLexer));

    public StringTemplateGroup TemplateLib
    {
        get { return this.templateLib; }
set { this.templateLib = value; }

/// 
/// Allows convenient multi-value initialization:
/// "new STAttrMap().Add(...).Add("
/// 
/// protected class STAttrMap : Hashtable
{ 
    public STAttrMap Add(string attrName, object value)
    {
        base.Add(attrName, value);
        return this;
    }
    public STAttrMap Add(string attrName, int value)
    {
        base.Add(attrName, value);
        return this;
    }
}

/** x+=rule when output=template */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
    <ruleRef(...))>
    <listLabel(elem=label+".Template",...)>
>>

rewriteTemplate(alts) ::= <<

    // TEMPLATE REWRITE
    <if(backtracking)>
    if ( <actions.(actionScope).synpredgate> )
    {
        <alts:rewriteTemplateAlt(); separator="else ">
        <if(rewriteMode)><replaceTextInLine()><endif>
    }
    <else>
        <alts:rewriteTemplateAlt(); separator="else ">
        <if(rewriteMode)><replaceTextInLine()><endif>
        <endif>
    }

    replaceTextInLine() ::= <<
        <if(TREE_PARSER>)
        ((TokenRewriteStream)input.TokenStream).Replace( 
        input.TreeAdaptor.GetTokenStartIndex(retval.Start), 
        input.TreeAdaptor.GetTokenStopIndex(retval.Start), 
        retval.ST);
    </if(TREE_PARSER)>
((TokenRewriteStream)input).Replace((IToken)retval.Start).TokenIndex, input.LT(-1).TokenIndex, retval.ST);
<endif>
>>

rewriteTemplateAlt() ::= <<
// <it.description>
<if(it.pred)>
if (<it.pred>) {
    retval.ST = <it.alt>;
}<
<else>
{
    retval.ST = <it.alt>;
}<
<endif>
>>

rewriteEmptyTemplate(alts) ::= <<
null;
>>

/** Invoke a template with a set of attribute name/value pairs. */
* Set the value of the rule's template *after* having set
* the attributes because the rule's template might be used as
* an attribute to build a bigger template; you get a self-embedded
* template.
*/
rewriteExternalTemplate(name,args) ::= <<
templateLib.GetInstanceOf("<name>"<if(args)>,
    new STAttrMap(){args:{a | .Add("<a.name>", <a.value>)}
    })
<endif>>

/** expr is a string expression that says what template to load */
rewriteIndirectTemplate(expr,args) ::= <<
templateLib.GetInstanceOf(<expr><if(args)>,
    new STAttrMap(){args:{a | .Add("<a.name>", <a.value>)}
    })
<endif>>

/** Invoke an inline template with a set of attribute name/value pairs */
rewriteInlineTemplate(args, template) ::= <<
new StringTemplate(templateLib, "<template>"<if(args)>,
    new STAttrMap(){args:{a | .Add("<a.name>", <a.value>)}
    })

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/** plain -> {foo} action */
rewriteAction(action) ::= <<
  <action>
>>
/** An action has %st.attrName=expr; or %{st}.attrName=expr; */
actionSetAttribute(st,attrName,expr) ::= <<
  ((st).SetAttribute("<attrName>".,<expr>);
>>
/** Translate %{stringExpr} */
actionStringConstructor(stringExpr) ::= <<
  new StringTemplate(templateLib,<stringExpr>)
>>

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*/
group CSharp implements ANTLRCore;

csharpTypeInitMap ::= [
    "int":":"0",
    "uint":":"0",
    "long":":"0",
    "ulong":":"0",
    "float":":"0.0",
    "double":":"0.0",
    "bool":":"false",
    "byte":":"0",
    "sbyte":":"0",
    "short":":"0",
    "ushort":":"0",
    "char":":char.MinValue",
    default:":null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules * and cyclic DFAs plus support code. */

outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions, docComment, recognizer, name, tokens, tokenNames, rules, cyclicDFAs, bitsets, buildTemplate, buildAST, rewriteMode, profile, backtracking, synpreds, memoize, numRules, fileName, ANTLRVersion, generatedTimestamp, trace, scopes, superClass, literals) ::= <<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

<@debugPreprocessor()>
<actions.(actionScope).header>

<@imports>
using System;
using Antlr.Runtime;
<if(TREE_PARSER)>
using Antlr.Runtime.Tree;
<endif>
using IList = System.Collections.IList;
using ArrayList = System.Collections.ArrayList;
using Stack = Antlr.Runtime.Collections.StackList;

using IDictionary = System.Collections.IDictionary;
using Hashtable = System.Collections.Hashtable;

namespace <actions.(actionScope).namespace>
{
    namespace <actions.(actionScope).namespace>
    {

    

    @end
    
    if(actions.(actionScope).namespace) {

    recognizer
    <if(actions.(actionScope).namespace) {

    if(actions.(actionScope).namespace) {

    docComment
    recognizer
    <if(actions.(actionScope).namespace) {

    // delegates
    <grammar.delegates:
    
    // delegators
    <grammar.delegators:
    
    public <grammar.recognizerName>() <! needed by subclasses !>
    
    InitializeCyclicDFAs();
    
    public <grammar.recognizerName>(ICharStream input<grammar.delegators:
    
    : this(input, null<grammar.delegators:
    
    public <grammar.recognizerName>(ICharStream input, RecognizerSharedState state<grammar.delegators:
    
}
<g.recognizerName> <g:delegateName()> }
: base(input, state) {
InitializeCyclicDFAs(); <! Necessary in C#?? Not removed yet. !>
<if(memoize)>
<if(grammar.grammarIsRoot)>
    state.ruleMemo = new Hashtable[<numRules>+1];<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
    <p:delegateName()> }>, this);}; separator="\n">
<grammar.delegators:
    {g|this.<g:delegateName>() = <g:delegateName>();}; separator="\n">
<last(grammar.delegators):{g|gParent = <g:delegateName>();}>
}

override public string GrammarFileName
{
    get { return "<fileName>";}
}

<if(filterMode)>
    <filteringNextToken()>
<endif>
<rules; separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>>}

<cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;}; separator="\n">
private void InitializeCyclicDFAs(<@debugInitializeCyclicDFAs()>)
{
    <cyclicDFAs:{dfa | this.dfa<dfa.decisionNumber> = new
DFA<dfa.decisionNumber>(this<@debugAddition()>);}; separator="\n">
    <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>this.dfa<dfa.decisionNumber>.specialStateTransitionHandler = new
DFA.SpecialStateTransitionHandler(DFA<dfa.decisionNumber>_SpecialStateTransition);<endif>;
    separator="\n"}
}

<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !>

/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 * Make rule memoization happen only at levels above 1 as we start mTokens

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filteringNextToken() ::= <<
override public IToken NextToken()
{
    while (true)
    {
        if ( input.LA(1) == (int)CharStreamConstants.EOF )
        {
            return Token.EOF_TOKEN;
        }
        state.token = null;
        state.channel = Token.DEFAULT_CHANNEL;
        state.tokenStartCharIndex = input.Index();
        state.tokenStartCharPositionInLine = input.CharPositionInLine;
        state.tokenStartLine = input.Line;
        state.text = null;
        try
        {
            int m = input.Mark();
            state.backtracking = 1; <! means we won't throw slow exception !>
            state.failed = false;
            mTokens();
            state.backtracking = 0;
            <!>
            mTokens backtracks with synpred at backtracking==2
            and we set the synpredgate to allow actions at level 1.
            !>
            if ( state.failed )
            {
                input.Rewind(m);
                input.Consume(); <! // advance one char and try again !>
            }
            else
            {
                Emit();
                return state.token;
            }
        }
        catch (RecognitionException re)
        {
            // shouldn't happen in backtracking mode, but...
            ReportError(re);
            Recover(re);
        }
    }
} */
override public void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
    if ( state.backtracking > 1 )
    base.Memoize(input, ruleIndex, ruleStartIndex);
}

override public bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
    if ( state.backtracking > 1 )
    return base.AlreadyParsedRule(input, ruleIndex);
    return false;
}

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
               bitsets, inputStreamType, superClass, filterMode,
               ASTLabelType="object", labelType, members, rewriteElementType) ::= <<
    public class <grammar.recognizerName> : <@superClassName><superClass><@end>
    {
        <if(grammar.grammarIsRoot)>
        public static readonly string[] tokenNames = new string[]
        {
            "\<invalid>",
            "\<EOR>",
            "\<DOWN>",
            "\<UP>",
            <tokenNames; separator="\n">;
        };
        <endif>
        <tokens:{public const int <it.name> = <it.type>;}; separator="\n">
        // delegates
        <grammar.delegates:
            {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
        // delegators
        <grammar.delegators:
            {g|public <g.recognizerName> <g:delegateName()>;}; separator="\n">
        <last(grammar.delegators):{g|public <g.recognizerName> gParent;}>}
        <scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}
        <@members>

    actionGate() ::= "(state.backtracking==0)"
    filteringActionGate() ::= "(state.backtracking == 1)"
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

public <grammar.recognizerName>(<inputStreamType> input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>()}> )
: this(input, new RecognizerSharedState<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>()}> ) {
}

public <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>()}> )
: base(input, state) {
<parserCtorBody()>
<grammar.directDelegates:
[ g< g:delegateName() > = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
<p:delegateName()>()}> , this); separator="\n"> 
<grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()> ;}; separator="\n"> 
<last(grammar.delegators):{g|gParent = <g:delegateName()> ;}> 
}
<@end>

override public string[] TokenNames {
get { return <grammar.composite.rootGrammar.recognizerName>.tokenNames; }
}

override public string GrammarFileName {
get { return "<fileName>"; }
}

<members>

<rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they appear to be defined in this recognizer. !>
// Delegated rules
<grammar.delegatedRules:{ruleDescriptor|
public <returnType()> <ruleDescriptor.name>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) 
throws RecognitionException
{
if(ruleDescriptor.hasReturnValue)>return 
<endif><ruleDescriptor.grammar:delegateName()> .<ruleDescriptor.name>()<ruleDescriptor.parameterScope:parameterScope(scope=it)>
\} //

<synpreds:{p | <synpred(p)>}> 

<cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> ;}; separator="\n"> 
private void InitializeCyclicDFAs(@debugInitializeCyclicDFAs())


```cpp
{  
  <cyclicDFAs:{dfa | this.dfa<dfa.decisionNumber> = new 
  DFA<dfa.decisionNumber>(this<@debugAddition()>);}; separator="\n">  
  <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>this.dfa<dfa.decisionNumber>.specialStateTransitionHandler = new 
  DFA.SpecialStateTransitionHandler(DFA<dfa.decisionNumber>_SpecialStateTransition);<endif>}; 
  separator="\n">  
  <cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !> 
  <bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, 
  words64=it.bits)>  
  }  
}>  

parserCtorBody() ::= <<  
<@initializeCyclicDFAs>InitializeCyclicDFAs();<@end>  
@if(memoize)>  
@if(grammar.grammarIsRoot)>  
this.state.ruleMemo = new Hashtable[length(grammar.allImportedRules)]+1];<\n> <! index from 1..n !>  
<endif>  
<endif>  
<grammar.delegators:  
{g|this.<g:delegateName()> = <g:delegateName>();}; separator="\n">  
>>  

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType, superClass="Parser", 
labelType="IToken", members={<actions.parser.members>}) ::= <<  
<genericParser(inputStreamType="ITokenStream", rewriteElementType="Token", ...)>
>>  

/** How to generate a tree parser; same as parser except the input 
* stream is a different type.  
*/  
treeParser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, 
labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser", 
members={<actions.treeparser.members>}, filterMode) ::= <<  
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>
>>  

/** A simpler version of a rule template that is specific to the imaginary 
* rules created for syntactic predicates. As they never have return values 
* nor parameters etc.... just give simplest possible method. Don't do 
* any of the normal memoization stuff in here either; it's a waste. 
* As predicates cannot be inlined into the invoking rule, they need to 
* be in a rule by themselves. 
*/  
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::=
public void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) {
    <ruleLabelDefs()>
    <if(trace)>
        TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
        try
        {
            <block>
        } finally
        {
            TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
        }
    <else>
        <block>
    <endif>
}

synpredDecs(name) ::= <<
    SynPredPointer <name>;<nl>
>>

synpred(name) ::= <<
    public bool <name>()
    {
        state.backtracking++;
        <@start()>
        int start = input.Mark();
        try
        {
            <name>_fragment(); // can never throw exception
        } catch (RecognitionException re)
        {
            Console.Error.WriteLine("impossible: "+re);
        }
        bool success = !state.failed;
        input.Rewind(start);
        <@stop()>
        state.backtracking--;
        state.failed = false;
        return success;
    }<nl>
>>
lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
<if(memoize)>
if ( (state.backtracking > 0) && AlreadyParsedRule(input, <ruleDescriptor.index>) )
{
return <ruleReturnValue>();
}
<endif>
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) return <ruleReturnValue>();<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if ( state.backtracking > 0 ) {state.failed = true; return <ruleReturnValue>();}<endif>
>>

/** How to generate code for a rule. This includes any return type
* data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
public <returnType()> <ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) // throws RecognitionException [1]
{
<if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
<ruleLabelDefs()>
<ruleDescriptor.actions.init>
<@preamble()>
try
{
<ruleMemoization(name=ruleName)>
<block>
<ruleCleanUp()>
<(ruleDescriptor.actions.after):execAction()>
}
catch (RecognitionException re) {
    ReportError(re);
    Recover(input,re);
    ReportErrorReturnValue();
}
@endcatch();

catch (RecognitionException re) {
    ReportError(re);
    Recover(input,re);
    ReportErrorReturnValue();
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    ReportErrorReturnValue();
}
@endcatch();

catch (RecognitionException re) {
    ReportError(re);
    Recover(input,re);
    ReportErrorReturnValue();
}
@endcatch();

catch (RecognitionException re) {
ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.Push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.Push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes: {<it>_stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope: {<it.name>_stack.Pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]
:{<labelType> <it.label.text> = null;}; separator="\n" >
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]
:{IList list_<it.label.text> = null;}; separator="\n" >
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|<ll:ruleLabelDef(label=it)> <ll.label.text> = null;}; separator="\n">
>>

lexerRuleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.ruleListLabels,
ruleDescriptor.ruleLabels]
:{<labelType> <it.label.text> = null;}; separator="\n" >
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n" >
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
:{IList list_<it.label.text> = null;}; separator="\n" >
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasReturnValue)>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnName>
<else>
retval
<endif>
<endif>
<endif>
>>
ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<if(!TREE_PARSER)>
retval.Stop = input.LT(-1);
</if>
</if>
>>

memoize() ::= <<
<if(memoize)>
<if(backtracking)>
if ( state.backtracking > 0 )
{
Memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex);
}
</if>
</if>
>>

/** How to generate a rule in the lexer; naked blocks are used for
* fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
// $ANTLR start "<ruleName>"
public void m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) // throws RecognitionException [2]
{
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);
</if>
<ruleScopeSetUp()>
<ruleDeclarations()>
try
{
<if(nakedBlock)>
  <ruleMemoization(name=ruleName)>
  lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
</if>
<else>
  int _type = <ruleName>;
  int _channel = DEFAULT_TOKEN_CHANNEL;
  <ruleMemoization(name=ruleName)>
  lexerRuleLabelDefs()>
  <ruleDescriptor.actions.init>
  <block>
  <ruleCleanUp()>
state.type = _type;

...
state.channel = _channel;
<ruleDescriptor.actions.after):execAction()>
<endif>
}
finally
{
<if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeCleanUp()>
<memoize()>
}
// $ANTLR end "<ruleName>"
>

/** How to generate code for the implicitly-defined lexer grammar rule *
* that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock, args, block, ruleDescriptor) ::= <<
override public void mTokens() // throws RecognitionException
{
 <block>\n>
}
>>

// SUBRULES

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber> = <maxAlt>;
<decls>
@@predecision()>
<decision>
@@postdecision()>
@@prebranch()>
switch (alt<decisionNumber>)
{
 <alts:altSwitchCase()>
}
@@postbranch()
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int alt<decisionNumber> = <maxAlt>;
<decls>
@@predecision()>

---
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ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  // <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  // <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A (..)+ block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  // <fileName>:<description>
  int cnt<decisionNumber> = 0;
  <decls>
  <@preloop()>
  do
  |
  |
    int alt<decisionNumber> = <maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>)
    |
    |
      default:
      if ( cnt<decisionNumber> >= 1 ) goto loop<decisionNumber>;
      <ruleBacktrackFailure()>
      EarlyExitException eee<decisionNumber> =
      new EarlyExitException(<decisionNumber>, input);
      <@earlyExitException()>
      throw eee<decisionNumber>;
  |
cnt<decisionNumber>++; while (true);

loop<decisionNumber>:
  // Stops C# compiler whining that label 'loop<decisionNumber>' has no statements
  @$postloop()$
  >>

  positiveClosureBlockSingleAlt ::= positiveClosureBlock

  /** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
    // <fileName>:<description>
    <decls>
    @$preloop()$
    do
    {
      int alt<decisionNumber> = <maxAlt>;
      @$predecision()$
      <decision>
      @$postdecision()$
      switch (alt<decisionNumber>)
      {
        <alts:altSwitchCase()>
        default:
          goto loop<decisionNumber>;
      }
    } while (true);

  loop<decisionNumber>:
  // Stops C# compiler whining that label 'loop<decisionNumber>' has no statements
  @$postloop()$
  >>

  closureBlockSingleAlt ::= closureBlock

  /** Optional blocks (x)? are translated to (x|) by before code generation */
onoptionalBlock ::= block

  optionalBlockSingleAlt ::= block

  /** A case in a switch that jumps to an alternative given the alternative number. A DFA predicts the alternative and then a simple switch does the jump to the code that actually matches that alternative. */
altSwitchCase() ::= <<
  case <i> :
    @@prealt()
    <it>
    break;\n
>>

alt(altNum,description,autoAST,outerAlt,treeLevel,rew) ::= "
// <fileName>:<description>
{
  @@declarations()
  <elements:element()>
  <rew>
  @@cleanup()
}>

/* An alternative is just a list of elements; at outermost level */

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

element() ::= <<
@@prematch()
<it.el>\n
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= "
@if(label)@label=(<labelType>)@endif>Match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex >); <checkRuleBacktrackFailure()>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...>>
<listLabel(elem=label,...)>}

/** listLabel(label,elem) ::= <<
if (list_label == null) list_label = new ArrayList();
list_label.Add(elem);\n
>>

/** Ids+=ID */
dumpElements() ::= <<
@prematch()
<it.element>

>>
/** match a character */
charRef(char,label) ::= <<
<if(label)>
<label> = input.LA(1);<
>endif>
Match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
<if(label)>
<label> = input.LA(1);<
>endif>
MatchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
mismatchSet(s,label,elementIndex,postmatchCode="" ) ::= <<
<if(label)>
<if(LEXER)>
<label>= input.LA(1);<
>else>
<label> = (<labelType>)input.LT(1);<
>endif>
<endif>
if ( <s> )
{
    input.Consume();
    <postmatchCode>
    <if(!LEXER)>
    state.errorRecovery = false;
    <endif>
    <if(backtracking) state.failed = false;<endif>
}
else
{
    <ruleBacktrackFailure()>
    MismatchedSetException mse = new MismatchedSetException(null,input);
    <@mismatchedSetException()>
    <if(LEXER)>
    Recover(mse);
    throw mse;
    <else>
    throw mse;
    <! use following code to make it recover inline; remove throw mse;
    RecoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
    !>
matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
  <matchSet(...>
  <listLabel(elem=label,...)>
>>

/** Match a string literal */
lexerStringRef(string,label) ::= <<
  <if(label)>
  int <label>Start = CharIndex;
  Match(<string>); <checkRuleBacktrackFailure()>
  <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
  <label>Start, CharIndex-1);
  <else>
  Match(<string>); <checkRuleBacktrackFailure()><\n
  <endif>
>>

wildcard(label,elementIndex) ::= <<
  <if(label)>
  <label> = (<labelType>)input.LT(1);<\n
  <endif>
  MatchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
  <wildcard(...)
  <listLabel(elem=label,...)>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
  <if(label)>
  <label> = input.LA(1);<\n
  <endif>
  MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
  <wildcardChar(...)
  <listLabel(elem=label,...)>
>>
/** Match a rule reference by invoking it possibly with arguments
* and a return value or values. The 'rule' argument was the
* target rule name, but now is type Rule, whose toString is
* same: the rule name. Now though you can access full rule
* descriptor stuff.
*/
ruleRef(rule,label,elementIndex,args,scope) ::= <<
PushFollow(FOLLOW_<rule.name>_in_<ruleName><elementIndex>);
<label> = <if(label)}<scope:delegateName()>.<endif><rule.name>({args; separator=" ", });
<else>
<label> = <if(scope)}<scope:delegateName()>.<endif><rule.name>({args; separator=" ", });
<endif>
state.followingStackPointer--;<checkRuleBacktrackFailure()>
>>
/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)}
<label> = {listLabel(elem=label,...)>
>>
/** A lexer rule reference.
* The 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
<label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, CharIndex-1);
<checkRuleBacktrackFailure()>
>>
/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<label>Start<elementIndex> = CharIndex;
<label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, CharIndex-1);
<checkRuleBacktrackFailure()>
>>
/** EOF in the lexer */
lexerMatchEOF(label, elementIndex) ::= <<
  <if(label)>
    int <label>Start<elementIndex> = CharIndex;
    Match(EOF); <checkRuleBacktrackFailure()>
    <labelType> <label> = new CommonToken(input, EOF, Token.DEFAULT_CHANNEL,
    <label>Start<elementIndex>, CharIndex-1);
  <else>
    Match(EOF); <checkRuleBacktrackFailure()>
  </endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
  <root:element()>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
    if ( input.LA(1) == Token.DOWN )
    {
      Match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
      <children:element()>
      Match(input, Token.UP, null); <checkRuleBacktrackFailure()>
    }
  <else>
    Match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
    Match(input, Token.UP, null); <checkRuleBacktrackFailure()>
  </endif>
>>

/** Every predicate is used as a validating predicate (even when it is *
  *  also hoisted into a prediction expression). */
validateSemanticPredicate(pred, description) ::= <<
  if ( !(<evalPredicate(...)>) )
  {
    <ruleBacktrackFailure()>
    throw new FailedPredicateException(input, "<ruleName>", "<description>");
  }
>>

// Fixed DFA (if-then-else)
dfaState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
  int LA<decisionNumber>_<stateNumber> = input.LA(<k>);
  <edges; separator="\nelse"
```c
{  
@if(eotPredictsAlt)
  alt<decisionNumber> = <eotPredictsAlt>;
@else
  <ruleBacktrackFailure>()
  NoViableAltException nvae_d<decisionNumber>s<stateNumber> =
    new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
@endNoViableAltException()
  throw nvae_d<decisionNumber>s<stateNumber>;
@endif
}

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
  edges; separator="\nelse ">
}@endif

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
  int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
  <edges; separator="\nelse ">
@if(eotPredictsAlt)
  alt<decisionNumber> = <eotPredictsAlt>;
@else
  alt<decisionNumber> = <eotPredictsAlt>;
@endif
@endif

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression. If the expression is satisfied,

```
enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>) <endif>)
{
    <targetState>
}
>>

// Fixed DFA (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) )
{
    <edges; separator="\n">
    default:
    <if(eotPredictsAlt)>
        alt<decisionNumber> = <eotPredictsAlt>;
        break;
    <else>
        <ruleBacktrackFailure()>
        NoViableAltException nvae_d<decisionNumber>s<stateNumber> =
            new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
        <@noViableAltException()>
        throw nvae_d<decisionNumber>s<stateNumber>;<\n>
    <endif>
}

<\n
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) )
{
    <edges; separator="\n">
}<\n
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) )
{
    <edges; separator="\n">
    <if(eotPredictsAlt)>
        default:
            alt<decisionNumber> = <eotPredictsAlt>;
            break;

<<
dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{case <it>:}; separator="\n">
{
  <targetState>
}
break;
>>

// Cyclic DFA

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
>>

/* Dump DFA tables. */
cyclicDFA(dfa) ::= <<
const string DFA<dfa.decisionNumber>_eotS =
  "<dfa.javaCompressedEOT; wrap="\n\n">";
const string DFA<dfa.decisionNumber>_eofS =
  "<dfa.javaCompressedEOF; wrap="\n\n">";
const string DFA<dfa.decisionNumber>_minS =
  "<dfa.javaCompressedMin; wrap="\n\n">";
const string DFA<dfa.decisionNumber>_maxS =
  "<dfa.javaCompressedMax; wrap="\n\n">";
const string DFA<dfa.decisionNumber>_acceptS =
  "<dfa.javaCompressedAccept; wrap="\n\n">";
const string DFA<dfa.decisionNumber>_specialS =
  "<dfa.javaCompressedSpecial; wrap="\n\n">";
static readonly string[] DFA<dfa.decisionNumber>_transitionS = {
  <dfa.javaCompressedTransition:{s|"<s; wrap="\n\n">"}; separator="\n\n">;
};
static readonly short[] DFA<dfa.decisionNumber>_eot =
  DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
static readonly short[] DFA<dfa.decisionNumber>_eof =
  DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
static readonly char[] DFA<dfa.decisionNumber>_min =
  DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static readonly char[] DFA<dfa.decisionNumber>_max =
  DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static readonly short[] DFA<dfa.decisionNumber>_accept =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static readonly short[] DFA<dfa.decisionNumber>_special =
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static readonly short[][] DFA<dfa.decisionNumber>_transition =
DFA.UnpackEncodedStringArray(DFA<dfa.decisionNumber>_transitionS);

protected class DFA<dfa.decisionNumber> : DFA
{
   //@debugMember()
    public DFA<dfa.decisionNumber>(BaseRecognizer recognizer)
    {
        this.recognizer = recognizer;
        this.decisionNumber = <dfa.decisionNumber>;
        this.eot = DFA<dfa.decisionNumber>_eot;
        this.eof = DFA<dfa.decisionNumber>_eof;
        this.min = DFA<dfa.decisionNumber>_min;
        this.max = DFA<dfa.decisionNumber>_max;
        this.accept = DFA<dfa.decisionNumber>_accept;
        this.special = DFA<dfa.decisionNumber>_special;
        this.transition = DFA<dfa.decisionNumber>_transition;
    }
   //@dbgCtor()

    override public string Description
    {
        get { return "<dfa.description>"; }
    }

    //@errorMethod()
}  
@if(dfa.specialStateSTs)

protected internal int DFA<dfa.decisionNumber>._SpecialStateTransition(DFA dfa, int s, IIntStream _input)
//throws NoViableAltException
{
    <if(LEXER)>
    IIntStream input = _input;
    <endif>
    <if(PARSER)>
    ITokenStream input = (ITokenStream)_input;
    <endif>
    <if(TREE_PARSER)>
    ITreeNodeStream input = (ITreeNodeStream)_input;
    <endif>
    int _s = s;
switch (s)
{
<dfa.specialStateSTs: {state |
    case <i0> : <! compressed special state numbers 0..n-1 !>
        <state> }; separator="n">
}
@if(backtracking)>
    if (state.backtracking > 0) {state.failed = true; return -1;}</n>
@endif>
NoViableAltException nvae<dfa.decisionNumber> =
    new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
dfa.Error(nvae<dfa.decisionNumber>);
throw nvae<dfa.decisionNumber>;</n>
@endif>
>>
/** A state in a cyclic DFA; it's a special state and part of a big switch on
 *  state.
 */
cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
    int LA<decisionNumber>_<stateNumber> = input.LA(1);</n>
    <if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
        int index<decisionNumber>_<stateNumber> = input.Index();
        input.Rewind();</n>
    </if>
    s = -1;
    <edges; separator="nelse ">
    <if(semPredState)> <! return input cursor to state before we rewound !>
        input.Seek(index<decisionNumber>_<stateNumber>);</n>
    </if>
    if ( s >= 0 ) return s;
    break;
>>
/** Just like a fixed DFA edge, test the lookahead and indicate what
 *  state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
    if ( (<labelExpr>) <if(predicates)>&& (<predicates>) <endif>) { s = <targetStateNumber>; }</n>
>>
/** An edge pointing at end-of-token; essentially matches any char;
 *  always jump to the target.
 */
eotDFAEdge(targetStateNumber, edgeNumber, predicates) ::= <<
    s = <targetStateNumber>;</n>
>>
// DFA EXPRESSIONS

andPredicates(left,right) ::= "(<left> && <right>)"

orPredicates(operands) ::= "((<first(operands)> <rest(operands)>:: {0 || <o> }) )"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred,description) ::= "(<pred>)"

evalSynPredicate(pred,description) ::= "<pred>()"

lookaheadTest(atom,k,atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
* somewhere. Must ask for the lookahead directly.
*/

isolatedLookaheadTest(atom,k,atomAsInt) ::= "input.LA(<k>) == <atom>"

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber> \>= <lower> \&\& LA<decisionNumber>_<stateNumber> \<= <upper>)
>>

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::= "(input.LA(<k>) \>= <lower> \&\& input.LA(<k>) \<= <upper>)"

setTest(ranges) ::= "<ranges; separator=" || ">"

// ATTRIBUTES

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected class <scope.name>._scope
{
   <scope.attributes:{protected internal <it.decl>;}; separator="\n">}
protected Stack <scope.name>._stack = new Stack();<\n>
<endif>
>>

ruleAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected class <scope.name>._scope
{
   <scope.attributes:{protected internal <it.decl>;}; separator="\n">}

"}
protected Stack <scope.name>._stack = new Stack();

returnStructName() ::= "<it.name>._return"

returnType() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
<else>
<if(ruleDescriptor.hasSingleReturnValue)>
<ruleDescriptor.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

/** Generate the C# type associated with a single or multiple return
* values. */
ruleLabelType(referencedRule) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
<referencedRule.grammar.recognizerName>.<referencedRule.name>._return
<else>
<if(referencedRule.hasSingleReturnValue)>
<referencedRule.singleValueReturnType>
<else>
void
<endif>
<endif>
>>

delegateName() ::= <<
<if(it.label)><it.label><else>g<it.name><endif>
>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null". */
initValue(typeName) ::= <<
<sharpTypeInitMap.(typeName)>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;

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/** Define a return struct for a rule if the code needs to access its
 * start/stop tokens, tree stuff, attributes, ... Leave a hole for
 * subgroups to stick in members.
 */
returnScope(scope) ::= <<
@if(ruleDescriptor.hasMultipleReturnValues>
public class <ruleDescriptor:returnStructName()> :
@if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope
{
    <scope.attributes:{public <it.decl>;}; separator="n"> 
    @ruleReturnMembers()
};
@endif>
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator=" ">
>>

parameterAttributeRef(attr) ::= "<attr.name>
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>;

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
@if(negIndex>
((<scope>_scope)<scope>_stack[<scope>_stack.Count-<negIndex>-1]).<attr.name>
@if(index>
((<scope>_scope)<scope>_stack[<index>]).<attr.name>
@if(index>0)
((<scope>_scope)<scope>_stack.Peek()).<attr.name>
@endif
@endif
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
@if(negIndex>
((<scope>_scope)<scope>_stack[<scope>_stack.Count-<negIndex>-1]).<attr.name> = <expr>;
@if(index>
((<scope>_scope)<scope>_stack[<index>]).<attr.name> = <expr>;
@if(index>0)
((<scope>_scope)<scope>_stack.Peek()).<attr.name> = <expr>;
@endif
@endif
>>
/** $x$ is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like \{\$function.size()>0 && \$function::name.equals("foo")\}
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<<
  <if(referencedRule.hasMultipleReturnValues)>
    ((<scope> != null) ? <scope>.<attr.name> : <initValue(attr.type)>)
  <else>
    <scope>
  <endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<<
  <if(ruleDescriptor.hasMultipleReturnValues)>
    retval.<attr.name>
  <else>
    <attr.name>
  <endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<<
  <if(ruleDescriptor.hasMultipleReturnValues)>
    retval.<attr.name> = <expr>;
  <else>
    <attr.name> = <expr>;
  <endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID \{Sids\} or e+=expr \{Se\} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "((<scope> != null) ? <scope>.Text : null)"
tokenLabelPropertyRef_type(scope,attr) ::= "((<scope> != null) ? <scope>.Type : 0)"
tokenLabelPropertyRef_line(scope,attr) ::= "((<scope> != null) ? <scope>.Line : 0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "((<scope> != null) ? <scope>.Channel : 0)"
tokenLabelPropertyRef_index(scope,attr) ::= "((<scope> != null) ? <scope>.TokenIndex : 0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "((<scope> != null) ? int.Parse(<scope>.Text) : 0)"
Overflowing $RULE$ ref in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>

lexerRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> != null) ? <scope>.Type : 0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> != null) ? <scope>.Line : 0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> != null) ? <scope>.CharPositionInLine : -1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> != null) ? <scope>.Channel : 0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> != null) ? <scope>.TokenIndex : 0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "((<scope> != null) ? <scope>.Text : null)"
 lexerRuleLabelPropertyRef_int(scope,attr) ::= "((<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref $template$ or $tree$ or $stop$ within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.Start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType>)retval.Stop)"
rulePropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)retval.Tree)"
rulePropertyRef_text(scope,attr) ::= "<<
  if(TREE_PARSER)  
    input.TokenStream.ToString( 
      input.TreeAdaptor.GetTokenStartIndex(retval.Start),
      input.TreeAdaptor.GetTokenStopIndex(retval.Start) ); null)
  else
    input.ToString((IToken)retval.Start,(IToken)retval.Stop) : null)
<<  "reval.ST"

lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"

/"
lexerRulePropertyRef_stop(scope,attr) ::= "](CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.ST = <expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= "<<
  <if(backtracking>)
  if ( <actions.(actionScope).synpredgate> )
  {
    <action>
  }
  <else>
  <action>
  <endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)
bitset(name, words64) ::= "<<
  public static readonly BitSet <name> = new BitSet(new ulong[]{<words64:{<it>UL};separator","}});<<\n>>

codeFileExtension() ::= ".cs"

true() ::= "true"
false() ::= "false"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/CSharp/CSharp.stg
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*/
/** ANTLR's code generator.
 *
 * Generate recognizers derived from grammars. Language independence
 * achieved through the use of StringTemplateGroup objects. All output
 * strings are completely encapsulated in the group files such as Java.stg.
 * Some computations are done that are unused by a particular language.
 * This generator just computes and sets the values into the templates;
 * the templates are free to use or not use the information.
 *
 * To make a new code generation target, define X.stg for language X
 * by copying from existing Y.stg most closely related to your language;
 * e.g., to do CSharp.stg copy Java.stg. The template group file has a
 * bunch of templates that are needed by the code generator. You can add
 * a new target w/o even recompiling ANTLR itself. The language=X option
 * in a grammar file dictates which templates get loaded/used.
 *
 * Some language like C need both parser files and header files. Java needs
 * to have a separate file for the cyclic DFA as ANTLR generates bytecodes
 * directly (which cannot be in the generated parser Java file). To facilitate
 * this,
 *
 * cyclic can be in same file, but header, output must be separate. recognizer
 * is in outputfile.
 */

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
parserCtorBody() ::= <<
<super.parserCtorBody()>
InitializeTreeAdaptor();
if ( TreeAdaptor == null )
TreeAdaptor = new CommonTreeAdaptor();
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
// Implement this function in your helper file to use a custom tree adaptor
partial void InitializeTreeAdaptor();
ITreeAdaptor adaptor;

public ITreeAdaptor TreeAdaptor
{
    get
    {
        return adaptor;
    }
    set
    {
        this.adaptor = value;
        <grammar.directDelegates:{g<delegateName()>.TreeAdaptor = this.adaptor;}>}
}  }
>>

@returnScope.ruleReturnMembers() ::= <<
internal <ASTLabelType> tree;
public override object Tree { get { return tree; } }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> root_0 = null;<\n>
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
≪ruleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels] :
{ <ASTLabelType> <it.label.text>_tree=null; } separator="\n"
≪ruleDescriptor.tokenListLabels:{<ASTLabelType> <it.label.text>_tree=null; } separator="\n"
≪ruleDescriptor.allTokenRefsInAltsWithRewrites :
{ RewriteRule<rewriteElementType>Stream stream_<it>=new RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");} separator="\n"
≪ruleDescriptor.allRuleRefsInAltsWithRewrites

/** When doing auto AST construction, we must define some variables; 
* These should be turned off if doing rewrites. This must be a "mode" 
* as a rule could have both rewrite and AST within the same alternative 
* block. */

@alt.declarations() ::= <<
@if(autoAST)
@if(outerAlt)
@if(!rewriteMode)
root_0 = (<ASTLabelType>)adaptor.Nil();
<endif>
<endif>
<endif>
>>

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.Add(<label>);
<endif>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and* 
* to the tracking list stream_ID for use in the rewrite. */
tokenRefTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>
>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.Add(<label>);
<endif>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
/** \=x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label+".Tree",...)>  
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.Add(<label>.Tree); 
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".Tree",...)>  
>>

// R e w r i t e
rewriteCode(
  alts, description,
  referencedElementsDeep, // ALL referenced elements to right of ->
  referencedTokenLabels,
  referencedTokenListLabels,
  referencedRuleLabels,
  referencedRuleListLabels,
  referencedWildcardLabels,
  referencedWildcardListLabels,
  rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::= <<

  { 
    // AST REWRITE
    // elements: <referencedElementsDeep; separator=", ">
    // token labels: <referencedTokenLabels; separator=", ">
    // rule labels: <referencedRuleLabels; separator=", ">
    // token list labels: <referencedTokenListLabels; separator=", ">
    // rule list labels: <referencedRuleListLabels; separator=", ">
    // wildcard labels: <[referencedWildcardLabels,referencedWildcardListLabels]; separator=", ">
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<
    <endif>
    <prevRuleRootRef()> .tree = root_0;
<rewriteCodeLabels()>
root_0 = (<ASTLabelType>) adaptor.Nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = (<ASTLabelType>) adaptor.RulePostProcessing(root_0);
input.ReplaceChildren(adaptor.GetParent(retval.start),
    adaptor.GetChildIndex(retval.start),
    adaptor.GetChildIndex(_last),
    retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;<\n>
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
} <\n>
<endif>
}

rewriteCodeLabels() ::= <<
<referencedTokenLabels
    :{RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>",<it>);};
    separator="\n"
>
<referencedTokenListLabels
    :{RewriteRule<rewriteElementType>Stream stream_<it>=new
RewriteRule<rewriteElementType>Stream(adaptor,"token <it>", list_<it>);};
    separator="\n"
>
<referencedWildcardLabels
    :{RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>",<it>);};
    separator="\n"
>
<referencedWildcardListLabels
    :{RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>", list_<it>);};
    separator="\n"
>
<referencedRuleLabels
    :{RewriteRuleSubtreeStream stream_<it>=new RewriteRuleSubtreeStream(adaptor,"wildcard <it>", list_<it>);};
    separator="\n"
>
/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
rewriteOptionalBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::= 
<<
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.HasNext}; separator="||"> )
{
<alt>
}
<referencedElementsDeep:{el | stream_<el>.Reset();\n}>>
>>

rewriteClosureBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::= 
<<
// <fileName>:<description>
while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
<alt>
}
<referencedElements:{el | stream_<el>.Reset();\n}>>
>>

rewritePositiveClosureBlock(
alt,rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::= 
<<
if ( !(<referencedElements:{el | stream_<el>.HasNext}; separator="||">) )

throw new RewriteEarlyExitException();

while ( <referencedElements:{el | stream_<el>.HasNext}; separator="||"> )
{
 <alt>
}
<referencedElements:{el | stream_<el>.Reset();

rewriteAlt(a) ::= <<
// <a.description>
@if(a.pred)
if (<a.pred>)
{
 <a.alt>
 }
else
{
 <a.alt>
 }
@endif

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}

rewriteElementList(elements) ::= "<elements:rewriteElement()>

rewriteElement(e) ::= <<
@pregen()
<e.e>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,hetero,args) ::= <<
adaptor.AddChild(root_<treeLevel>, <createRewriteNodeFromElement(…)>);

}}
/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());
>>
/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextNode());
>>
/** Gen ^(label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);
>>
/** Gen ^(label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot
/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,hetero,args) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>);
>>
rewriteImaginaryTokenRef(args,token,hetero,elementIndex) ::= <<
adaptor.AddChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);</n>>
rewriteImaginaryTokenRefRoot(args,token,hetero,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...)>,
root_<treeLevel>);
>>
/** plain -> {foo} action */
rewriteAction(action) ::= <<
root_0 = <action>;</n>>
/** What is the name of the previous value of this rule's root tree? This */
/** let's us refer to $rule to mean previous value. I am reusing the */
/** variable 'tree' sitting in retval struct to hold the value of root_0 right */
/** before I set it during rewrites. The assign will be to retval.tree. */
/**/
prevRuleRootRef() ::= "retval"
rewriteRuleRef(rule) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<rule>.NextTree());</n>>
rewriteRuleRefRoot(rule) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<rule>.NextNode(), root_<treeLevel>);
>>

rewriteNodeAction(action) ::= <<
adaptor.AddChild(root_<treeLevel>, <action>);
>>

rewriteNodeActionRoot(action) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<action>, root_<treeLevel>);
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());
>>

/** Gen ^(ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);
>>

/** Gen ^(ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(stream_<label>.NextNode(), root_<treeLevel>);
>>

rewriteWildcardLabelRef(label) ::= <<
adaptor.AddChild(root_<treeLevel>, stream_<label>.NextTree());
>>

createImaginaryNode(tokenType, hetero, args) ::= <<
<if(hetero)>
<! new MethodNode(IDLabel, args) !>
new <hetero>(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
(<ASTLabelType>)adaptor.Create(<tokenType>, <args; separator=", "><if(!args)"<tokenType>"<endif>)
<endif>
>>

cREATERewriteNodeFromElement(token, hetero, args) ::= <<
new <hetero>(stream_<token>.NextToken()<if(args)>, <args; separator=" "></endif>)

<else>

<if(args)>
 ! must create new node from old !
 adaptor.Create(<token>, <args; separator=" ">)
<else>
 stream_<token>.NextNode()
</endif>
</endif>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/CSharp3/AST.stg

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*/

group Ruby implements ANTLRCore;

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.

 */

outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
    docComment, recognizer, name, tokens, tokenNames, rules,
    cyclicDFAs, bitsets, buildTemplate, buildAST, rewriteMode, profile,
    backtracking, synpreds, memoize, numRules,
    fileName, ANTLRVersion, generatedTimestamp, trace,
    scopes, superClass, literals) ::= <<
    # <name> (<fileName>)
    # Generated by ANTLR <ANTLRVersion> on <generatedTimestamp>

    <docComment>
    <recognizer>
    >>

    /**
     * Inherits parameters from outputFile(...)
     *
     * labelType is not used for Ruby (no explicit type declarations)
     */

    lexer(grammar, name, tokens, scopes, rules, numRules, labelType, filterMode,
        superClass) ::= <<
        class <name>
            require 'stringio'

            <tokens:{<it.name>=<it.type>}; separator="\n">

            def initialize(input)
                input = StringIO.new(input) if input.respond_to?(:to_str)
                @input = CharStream.new(input)
                @backtracking = 0
                @failed = false

                <actions.lexer.init>
            end

            def next_token
                # TODO: catch exceptions
                @token = nil
                @channel = nil
                @text = nil

                @start = @input.index
                @line = @input.line
                @pos = @input.column
```
@type = nil
@type_int = nil

return :EOF if <LA(1)> == :EOF

match_Tokens()

if @token == nil
  @text ||= @input.substring(@start, @input.index - 1)
  @token = Token.new(@type, @type_int, @line, @pos, @text, @channel)
end

<if(trace)>
  puts @token.inspect
<endif>
  return @token
end

class Token
  attr_reader :token_type
  attr_reader :int_type
  attr_reader :line
  attr_reader :pos
  attr_reader :text
  attr_reader :channel

  def initialize(token_type, int_type, line, pos, text, channel = nil)
    @token_type = token_type
    @int_type = int_type
    @line = line
    @pos = pos
    @text = text
    @channel = channel
  end

  alias :to_i :int_type
end

<actions.lexer.members>

private

class CharStream
  attr_reader :line
  attr_reader :column
  attr_reader :index

  def initialize(input)
@buffer = ""
@input = input
@line = 1
@column = 0

@index = 0;
end

# returns a Fixnum between 0 and 0xFFFF or :EOF
def look_ahead(pos)
  offset = @index + pos - 1
  if @buffer.length < offset + 1
    char = @input.read(offset + 1 - @buffer.length)
    @buffer << char if not char.nil?
  end
  if offset < @buffer.length
    @buffer[offset]
  else
    :EOF
  end
end

def mark
  @state = { :index => @index, :line => @line, :column => @column }
  return 0
end

def rewind(marker)
  @index = @state[:index]
  @line = @state[:line]
  @column = @state[:column]
end

def consume
  look_ahead(1) # force a read from the input if necessary
  @column = @column + 1
  if @buffer[@index] == ?
    @line = @line + 1
    @column = 0
  end
  @index = @index + 1
end

def substring(start, stop)
  @buffer.slice(start, stop - start + 1)
end
end
def match(value = nil)
    @failed = false
    case
    when value.nil?
        @input.consume()
    when value.respond_to?(:to_str)
        catch(:done) do
            value.each_byte do |c|
                @failed ||= !(<isolatedLookaheadTest(atom="c", k=1)>)
                @input.consume() if !@failed
                throw :done if @failed
            end
        end
    else
        @failed = !(<isolatedLookaheadTest(atom="value", k=1)>)
        @input.consume() if !@failed
    end
    if @failed && @backtracking <= 0
        raise "Expected #{value.respond_to?(:chr) ? value.chr : value}"
    end
end

def match_range(from, to)
    char = <LA(1)>
    if char != :EOF && (char >= from || char <= to)
        @failed = false
        match()
    elsif @backtracking > 0
        @failed = true
    else
        raise "Expected {[from.chr}..#{to.chr}]"
    end
end
<rules; separator="\n\n">
<synpreds: synpred(); separator="\n\n">
<dfaClass()>
    <cyclicDFAs: cyclicDFA()>
end
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
bitsets, ASTLabelType, superClass, labelType, members) ::= <<
require '<grammar.name>Lexer'

class <name>
attr_reader :lexer

TOKENS = [
  <tokenNames: [[<it>, <i>]]: separator="\n">].inject({}) { |hash, pair|
name = pair[0]
index = pair[1] + 3 # hardcoded for now... no way to get this value from ANTLR
if name[0] == ?
  hash["T#{index}"] = index
else
  hash["#{name}"] = index
end

hash
}
TOKENS[:EOF] = -1

def initialize(input)
  if input.respond_to?(:to_str) || input.respond_to?(:read)
    input = <grammar.name>Lexer.new(input)
  end
end

@lexer = input
  @input = TokenStream.new(input)
  @backtracking = 0
  @failed = false

<actions.parser.init>

<if(trace)>
  @indent = 0
<endif>
end

<rules; separator="\n\n">

<actions.parser.members>

private
class TokenStream
  attr_reader :index

  def initialize(input)
    @buffer = []
    @input = input
    @channel = nil

    @index = 0;
  end

  # returns a Token
  def look_ahead(pos)
    offset = @index + pos - 1

    while @buffer[-1] != :EOF && @buffer.length < offset + 1
      token = @input.next_token
      if token == :EOF || token.channel == @channel
        @buffer << token
      end
    end

    offset = -1 if offset >= @buffer.length
    @buffer[offset]
  end

  def mark
    @state = { :index => @index }
    return 0
  end

  def rewind(marker)
    @index = @state[:index]
  end

  def consume
    look_ahead(1) # force a read from the input if necessary
    @index = @index + 1
  end

  def match(token = nil)
    if token.nil? || <LA(1)> == token
      @input.consume
      @failed = false
      return
    end
  end
}
elsif @backtracking > 0
  @failed = true
else
  raise "Expected #{token}"
end

def look_ahead(k)
  token = @input.look_ahead(k)
  if token != :EOF
    token = token.token_type
  end
  token
end

<synpreds: synpred(); separator="\n\n">
/** How to generate code for a rule. This includes any return type
* data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
  # <description>
  def <ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
  <ruleDescriptor.returnScope.attributes:
    { _retval_<it.name> = nil }; separator = 
  >
  <ruleLabelDefs()>
    <if(trace)>
      puts " " * @indent + "+<ruleName>"
      @indent += 1
    <endif>
    <ruleDescriptor.actions.init>
      <block>
        <if(trace)>
          @indent -= 1
          puts " " * @indent + "-<ruleName>"
        <endif>
        <if(!ruleDescriptor.isSynPred)>
          <if(ruleDescriptor.hasReturnValue)>
            <if(ruleDescriptor.hasMultipleReturnValues)>
              return {<ruleDescriptor.returnScope.attributes:{ a | :<a.name> => _retval_<a.name> }; separator = ",">}
              # TODO: need "Attribute.index" for this to work: return <ruleDescriptor.returnScope.attributes:{ a | _retval_<a.name> }; separator = ",">}
            <else>
              return _retval_<ruleDescriptor.singleValueReturnName>
            <endif>
          <endif>
        <endif>
      <endif>
    end
  >>
ruleLabelDefs() ::= <<
  <ruleDescriptor.tokenLabels :{_<it.label.text> = nil}; separator="\n">
  <[ruleDescriptor.tokenListLabels, ruleDescriptor.ruleListLabels]
    :{list_<it.label.text> = nil}; separator="\n”
  >
  >>

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 13710
/** How to generate a rule in the lexer; naked blocks are used for
 *  fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
def match_<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>)
<ruleDescriptor.actions.init>
<lexerRuleLabelDefs()>
@if(nakedBlock)
<block><\n>
@type = :<ruleName>
@type_int = <ruleName>
<block>
@endif
end
>>
lexerRuleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels, ruleDescriptor.ruleLabels]
 [:{<it.label.text> = nil}; separator="\n"
 >
<ruleDescriptor.charLabels:{<it.label.text> = nil}; separator="\n">
<ruleDescriptor.tokenListLabels, ruleDescriptor.ruleListLabels]
 :{list_<it.label.text> = nil}; separator="\n"
 >
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 *  that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
<lexerRule(...)>
>>
filteringNextToken() ::= <<
  raise "filteringNextToken not implemented"
>>
filteringActionGate() ::= <<
  raise "filteringActionGate not implemented"
SUBRULES

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  \switchBlock(...)
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  \switchBlock(...)
>>

/**
 * decision, decisionNumber don't seem to be relevant in this template
 * alts actually has a single element
 */
ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  \plainBlock(...)
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  \plainBlock(...)
>>

/** A (..)+ block with 0 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  # <description>
  matchedOnce<decisionNumber> = false
  <decls>
  while true
    alt<decisionNumber> = <maxAlt>
    <decision>
    case alt<decisionNumber>
      <alts:switchCase(); separator="\n"> else
        break
    end
  matchedOnce<decisionNumber> = true
  \plainBlock(...)
>>
end

if !matchedOnce<decisionNumber>
  raise "Expected at least one match: <description>"
end
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 0 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  # <description>
  <decls>
  while true
    alt<decisionNumber> = <maxAlt>
    <decision>
    case alt<decisionNumber>
      <alts:switchCase(); separator="\n">  
      else  
        break  
      end
    end
  end
>>
closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation */
optionalBlock ::= block
optionalBlockSingleAlt ::= block

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
  # <description>
  <elements: element(); separator="\n">  
>>

// ELEMENTS

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
  <if(label)>
end
```plaintext
/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
	<tokenRef(...>)
	<listLabel(elem=label, ...>)
>>

listLabel(label,elem)::=
	<<
	list_<label> ||= []
	list_<label> \</\ _<elem>
>>

/** match a character */
charRef(char,label)::=
	<<
	<if(label)>
	._<label> = <char><\n>
	<endif>
	match(<char>)
>>

/** match a character range */
charRangeRef(a,b,label)::=
	<<
	<if(label)>
	._<label> = <LA(1)><\n>
	<endif>
	match_range(<a>, <b>)
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode)::=
	<<
	<if(label)>
	._<label> = <LA(1)><\n>
	<endif>
	if <ss>
	match() 
	<postmatchCode>
	else
	raise "Expected set"
```
matchSetAndListLabel(s,label,elementIndex,postmatchCode)::=
<<
<matchSet(...)>
<listLabel(elem=label,...)>>
>>

/** Match a string literal */
lexerStringRef(string,label)::=
<<
<if(label)>
_<'label> = <string><\n>
<endif>
m彷ch(<string>)<\n>
>>

wildcard(label, elementIndex)::=
<<
<if(label)>
_<'label> = <LA(1)><\n>
<endif>
m彷ch()
>>

wildcardAndListLabel(label,elementIndex)::=
<<
<wildcard(...)>
<listLabel(elem=label,...)>>
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex)::=
<<
<if(label)>
_<'label> = <LA(1)><\n>
<endif>
m彷ch()
>>

wildcardCharListLabel(label,elementIndex)::=
<<
raise "wildcardCharListLabel not implemented"
>>
/** Match a rule reference by invoking it possibly with arguments
* and a return value or values.
*/

ruleRef(rule,label,elementIndex,args,scope) ::= <<
  <if(label)>
    _<label> = <rule>(<args; separator="",">)
  <else>
    <rule>(<args; separator="",">)
  <endif>

>>

/** ids+=ID */

ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRef(...)
  <listLabel(elem=label,...)>

>>

/**

A: b=B;
B: ;

TODO: Should we use a real token type instead of :invalid? How do we get it?
*/

lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
  <if(label)>
    _<label>_start_<elementIndex> = @input.index
    _<label>_line_<elementIndex> = @input.line
    _<label>_pos_<elementIndex> = @input.column
    match_<rule>(<args; separator="",">)
    _<label> = Token.new(:invalid, 0,
      _<label>_line_<elementIndex>,
      _<label>_pos_<elementIndex>,
      @input.substring(_<label>_start_<elementIndex>, @input.index - 1), nil)
  <else>
    match_<rule>(<args; separator="",">)
  <endif>

>>

lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
  <lexerRuleRef(...)>
/** EOF in the lexer */
lexerMatchEOF(label, elementIndex)::=
<<
  <if(label)>
    _<label> = :EOF
  <endif>
  match(:EOF)
>>

/** match ^ (root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList, enclosingTreeLevel, treeLevel) ::= <<
  raise "tree not implemented"
>>

/** Every predicate is used as a validating predicate (even when it is *
* also hoisted into a prediction expression). */
validateSemanticPredicate(pred, description)::=
<<
  # <description>
  if !<evalPredicate(...)>
    raise "Semantic predicate failed: #{<description>}"
  end
>>

// Fixed DFA (if-then-else)
dfaState(k, edges, eotPredictsAlt, description, stateNumber, semPredState)::=
<<
  # <description>
  look_ahead<decisionNumber>_<stateNumber> = LA(k)
  <if(LEXER)>
    look_ahead<decisionNumber>_<stateNumber> = -1 if look_ahead<decisionNumber>_<stateNumber> == :EOF
  <endif>
  if <edges; separator="\elsif">
    else
      <if(eotPredictsAlt)>
        alt<decisionNumber> = eotPredictsAlt
      <else>
        raise "Expected: <description>"
      <endif>
    end
  end
/** Same as a normal DFA state except that we don't examine lookahead */
/* for the bypass alternative. It delays error detection but this */
/* is faster, smaller, and more what people expect. For (X)? people */
/* expect "if ( LA(1)==X ) match(X);" and that's it. */
/* */
/* If a semPredState, don't force lookahead lookup; preds might not */
/* need. */
*/

dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState)::=
<<
  # <description>
  look_ahead<decisionNumber>_<stateNumber> = <LA(k)>

  <if(LEXER)>
  look_ahead<decisionNumber>_<stateNumber> = -1 if look_ahead<decisionNumber>_<stateNumber> == :EOF
  <endif>

  if <edges; separator="\nelsif ">
  end
  >>

  # <description>
  look_ahead<decisionNumber>_<stateNumber> = <LA(k)>

  <if(LEXER)>
  look_ahead<decisionNumber>_<stateNumber> = -1 if look_ahead<decisionNumber>_<stateNumber> == :EOF
  <endif>

  if <edges; separator="\nelsif ">
  end
  >>

  # <description>
  look_ahead<decisionNumber>_<stateNumber> = <LA(k)>

  <if(LEXER)>
  look_ahead<decisionNumber>_<stateNumber> = -1 if look_ahead<decisionNumber>_<stateNumber> == :EOF
  <endif>

  if <edges; separator="\nelsif ">
  end
  >>
/** An accept state indicates a unique alternative has been predicted */
/** It is not clear that decisionNumber is available here */
\texttt{dfaAcceptState(alt) ::= "alt\langle decisionNumber\rangle = \langle alt\rangle"}

/** A simple edge with an expression. If the expression is satisfied, 
* enter to the target state. To handle gated productions, we may 
* have to evaluate some predicates for this edge. */
\texttt{dfaEdge(labelExpr, targetState, predicates)::=}
\texttt{\begin{verbatim}
<<
\langle labelExpr\rangle \ <if(predicates)>&& \langle predicates\rangle<endif>
\langle targetState\rangle
>>
\end{verbatim}
}

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated. The code generator 
* decides if this is possible: CodeGenerator.canGenerateSwitch(). */
\texttt{dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState)::=}
\texttt{\begin{verbatim}
<<
# \langle description\rangle
case <\texttt{LA(k)}>
  \langle edges; separator="\n"\rangle
    \langle if(eotPredictsAlt)\rangle
      alt<decisionNumber> = <eotPredictsAlt><\n>
    \langle else\rangle
      raise "Expected: \langle description\rangle"<\n>
  \langle endif\rangle
end
>>
\end{verbatim}
}

/**
* eotPredictsAlt is not relevant here
*/
\texttt{dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState)::=}
\texttt{\begin{verbatim}
<<
# \langle description\rangle
case <\texttt{LA(k)}>
  \langle edges; separator="\n"\rangle
end
>>
\end{verbatim}
}

\texttt{dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState)::=}
\texttt{\begin{verbatim}
<<
\end{verbatim}
}
## Cyclic DFA

/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */

dfaDecision(decisionNumber, description)::=
<<
alt<decisionNumber> = DFA<decisionNumber>.predict(self, @input)
>>

/** Generate the tables and support code needed for the DFAState object
 * argument. Unless there is a semantic predicate (or syn pred, which
 * become sem preds), all states should be encoded in the state tables.
 * Consequently, cyclicDFAState/cyclicDFAEdge,eotDFAEdge templates are
 * not used except for special DFA states that cannot be encoded as
 * a transition table.
 */
cyclicDFA(dfa)::=
<<
DFA<dfa.decisionNumber> = DFA.new(
  [<dfa.eot; wrap="\n    ", separator=".", null="-1">],
  [<dfa.eof; wrap="\n    ", separator=".", null="-1">],
  [<dfa.min; wrap="\n    ", separator=".", null="0">],
  [<dfa.max; wrap="\n    ", separator=".", null="0">],
  [<dfa.accept; wrap="\n    ", separator=".", null="-1">],
  [<dfa.special; wrap="\n    ", separator=".", null="-1">],
def special_state_transition(s):
    if (dfa.specialStateSTs):
        case s:
            <dfa.specialStateSTs: { state |
            when <i0> <state> |
            } ; separator="\n">
        end
        raise "Expected: <dfa.description>"
    else:
        -1
    endif
end

def cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState):
    if (semPredState):
        @input.rewind(0)
    else:
        look_ahead_<decisionNumber>_<stateNumber> = <LA(1)>
    s = -1
    <edges>
    return s if s >= 0

def cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates):
    return s = <targetStateNumber> if (<labelExpr>) && (<predicates>) endif <\n>

/** An edge pointing at end-of-token; essentially matches any char;
*  always jump to the target.
*/
eotDFAEdge(targetStateNumber, edgeNumber, predicates)::=
<<
  s = <targetStateNumber> <\n>
>>

// DFA EXPRESSIONS

andPredicates(left, right)::= "(<left> && <right>)"

orPredicates(operands)::=
<<
  (operands; separator=" || ")
>>

notPredicate(pred)::= "!(<evalPredicate(...)>)"

evalPredicate(pred, description)::= "(<pred>)"

evalSynPredicate(pred, description)::= "<pred>()"

/**
 * It's not really clear that decisionNumber and stateNumber are available here
 */
lookaheadTest(atom, k, atomAsInt)::=
<<
  <if(LEXER)>
  look_ahead<decisionNumber>_<stateNumber> == <atom>
  <else>
  look_ahead<decisionNumber>_<stateNumber> == :<atom>
  <endif>
>>

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom, k, atomAsInt) ::= 
<<
  <if(LEXER)>
  <LA(k)> == <atom>
  <else>
  <LA(k)> == :<atom>
  <endif>
>>

/**
 * It's not really clear that decisionNumber and stateNumber are available here
 */
lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt)::=
  \[\text{if}(\text{LEXER})\]
  \[\text{if}(\text{LEXER})\]
  \( (\text{look\_ahead} <\text{decisionNumber}> _<\text{stateNumber}> \) \( \geq \) \( \text{lower} \) \&\& \( \text{look\_ahead} <\text{decisionNumber}> _<\text{stateNumber}> \) \( \leq \) \( \text{upper} \) \)
  \[\text{else}\]
  \( (\text{TOKENS}[\text{look\_ahead} <\text{decisionNumber}> _<\text{stateNumber}> ] \) \( \geq \) \( \text{lower} \) \&\& \( \text{TOKENS}[\text{look\_ahead} <\text{decisionNumber}> _<\text{stateNumber}> ] \) \( \leq \) \( \text{upper} \) \)
  \[\text{endif}\]
  \[\text{endif}\]

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt) ::=
  \[\text{if}(\text{LEXER})\]
  \( (\text{LA(k)} \) \( \geq \) \( \text{lower} \) \&\& \( \text{LA(k)} \) \( \leq \) \( \text{upper} \) \)
  \[\text{else}\]
  \( (\text{TOKENS}[\text{LA(k)}] \) \( \geq \) \( \text{lower} \) \&\& \( \text{TOKENS}[\text{LA(k)}] \) \( \leq \) \( \text{upper} \) \)
  \[\text{endif}\]
  \[\text{endif}\]

setTest(ranges) ::=
  \[\text{if}(\text{LEXER})\]
  \[\text{ranges; separator=" || "}\]
  \[\text{endif}\]

// ATTRIBUTES

parameterAttributeRef(attr)::= "<attr.name>"
parameterSetAttributeRef(attr,expr)::= "<attr.name> = <expr>"

scopeAttributeRef(scope,attr,index,negIndex)::=
  \[\text{if}(\text{LEXER})\]
  \( \text{raise "scopeAttributeRef not implemented"}\]
  \[\text{endif}\]

scopeSetAttributeRef(scope,attr,expr,index,negIndex)::=
  \[\text{if}(\text{LEXER})\]
  \( \text{raise "scopeSetAttributeRef not implemented"}\]
  \[\text{endif}\]

/** $x$ is either global scope or $x$ is rule with dynamic scope; refers
  * to stack itself not top of stack. This is useful for predicates
  * like \{\$function.size() > 0 \&\& \$function::name.equals(\"foo\")\}?
  */
isolatedDynamicScopeRef(scope)::=
  \[\text{if}(\text{LEXER})\]
  \( \text{raise "isolatedDynamicScopeRef not implemented"}\]
  \[\text{endif}\]
/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr)::=

<<
<if(referencedRule.hasMultipleReturnValues)>
  _<scope>[:<attr.name>]
<else>
  _<scope>
<endif>
>>

/**
<if(referencedRule.hasMultipleReturnValues)>
<scope>[<attr.index>] # TODO: need "Attribute.index" for this to work
<else>
<scope>
<endif>
>>
/**
returnAttributeRef(ruleDescriptor,attr)::=
<<
_retval_<attr.name>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr)::=
<<
_retval_<attr.name> = <expr>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label)::= "_<label>"

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label)::= "list_<label>"

// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :

tokenLabelPropertyRef_text(scope,attr)::= "_<scope>.text"
tokenLabelPropertyRef_type(scope,attr)::= "_<scope>.token_type"
tokenLabelPropertyRef_line(scope,attr)::= "_<scope>.line"
tokenLabelPropertyRef_pos(scope,attr)::= "_<scope>.pos"
tokenLabelPropertyRef_channel(scope,attr)::= "_<scope>.channel"
tokenLabelPropertyRef_index(scope,attr)::= "_<scope>.index"
tokenLabelPropertyRef_tree(scope,attr)::= <<
raise "tokenLabelPropertyRef_tree not implemented"
>>

ruleLabelPropertyRef_start(scope,attr)::=
<<
raise "ruleLabelPropertyRef_start not implemented"
>>

ruleLabelPropertyRef_stop(scope,attr)::=
<<
raise "ruleLabelPropertyRef_stop not implemented"
>>

ruleLabelPropertyRef_tree(scope,attr)::=
<<
raise "ruleLabelPropertyRef_tree not implemented"
>>

ruleLabelPropertyRef_text(scope,attr)::=
<<
raise "ruleLabelPropertyRef_text not implemented"
>>

ruleLabelPropertyRef_st(scope,attr)::=
<<
raise "ruleLabelPropertyRef_st not implemented"
>>

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label)::=
<<
raise "lexerRuleLabel not implemented"
>>

lexerRuleLabelPropertyRef_type(scope,attr)::=
<<
raise "lexerRuleLabelPropertyRef_type not implemented"
>>

lexerRuleLabelPropertyRef_line(scope,attr)::=
<<
raise "lexerRuleLabelPropertyRef_line not implemented"
>>
lexerRuleLabelPropertyRef_pos(scope,attr)::=
   <<
   raise "lexerRuleLabelPropertyRef_pos not implemented"
   >>

lexerRuleLabelPropertyRef_channel(scope,attr)::=
   <<
   raise "lexerRuleLabelPropertyRef_channel not implemented"
   >>

lexerRuleLabelPropertyRef_index(scope,attr)::=
   <<
   raise "lexerRuleLabelPropertyRef_index not implemented"
   >>

lexerRuleLabelPropertyRef_text(scope,attr)::=
   <<
   raise "lexerRuleLabelPropertyRef_text not implemented"
   >>

lexerRulePropertyRef_text(scope,attr) ::= "@text"
lexerRulePropertyRef_type(scope,attr) ::= <<
   raise "lexerRulePropertyRef_type not implemented"
   >>

lexerRulePropertyRef_line(scope,attr) ::= "@line"
lexerRulePropertyRef_pos(scope,attr) ::= "@pos"

lexerRulePropertyRef_index(scope,attr) ::= <<
   raise "lexerRulePropertyRef_index not implemented"
   >>
lexerRulePropertyRef_channel(scope,attr) ::= "@channel"

lexerRulePropertyRef_start(scope,attr) ::= "@start"
lexerRulePropertyRef_stop(scope,attr) ::= <<
   raise "lexerRulePropertyRef_stop not implemented"
   >>

ruleSetPropertyRef_tree(scope,attr,expr) ::= <<
   raise "ruleSetPropertyRef_tree not implemented"
   >>
ruleSetPropertyRef_st(scope,attr,expr) ::= <<
   raise "ruleSetPropertyRef_st not implemented"
   >>

// Somebody may ref $template or $tree or $stop within a rule:
/** How to execute an action */
/** TODO: add syntactic predicate & bactracking gates **/
execAction(action)::=
<<
<action>
>>

// M I S C (properties, etc...)

codeFileExtension()::=".rb"

true()::= "true"
false()::= "false"

noRewrite(rewriteBlockLevel, treeLevel) ::= ""

//////////////// --------------------------- private templates ---------------------------

bitset()::=
<<
raise "bitset not implemented"
element() ::= "<it.el>"

plainBlock(decls, alts, description) ::= <<
  <decls>
  <alts>
>>

switchBlock(description, decisionNumber, maxAlt, alts, decls, decision) ::= <<
  # <description>
  alt<decisionNumber> = <maxAlt>
  <decls>
  <decision>
  case alt<decisionNumber>
    <alts:switchCase(); separator="\n"> end
>>

switchCase() ::= <<
  when <i>
    <it>
>>

LA(k) ::= <<
 @if(LEXER)>
  @input.look_ahead(<k>)
  @else>
  look_ahead(<k>)
  @endif>
>>

synpred(name) ::= <<
  def <name>
    start = @input.mark()
    @backtracking += 1
    <name>_fragment()
    @backtracking -= 1
    success = !@failed
    @input.rewind(start)
    @failed = false
  end
>>
return success
end

>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator=", ">
>>

dfaClass() ::= <<
<![if(cyclicDFAs)>
 class DFA
def initialize(eot, eof, min, max, accept, special, transition)
  @eot = eot
  @eof = eof
  @min = min
  @max = max
  @accept = accept
  @special = special
  @transition = transition
end
def predict(parser, input)
  mark = input.mark()
  s = 0 # we always start at s0
  begin
    loop do
      special_state = @special[s]
      if special_state >= 0
        s = parser.special_state_transition(special_state)
        input.consume()
        next
      end
      if @accept[s] >= 1
        return @accept[s]
      end
    end
    # look for a normal char transition
    c = input.look_ahead(1).to_i
    if c != :EOF && c >= @min[s] && c <= @max[s]
      next_state = @transition[s][c - @min[s]] # move to next state
      if next_state < 0
        # was in range but not a normal transition
        # must check EOT, which is like the else clause.
        # eot[s]>=0 indicates that an EOT edge goes to another
        # state.
if @eot[s] >= 0  # EOT Transition to accept state?
    s = @eot[s]
    input.consume()
    next
end
raise "No viable alt"
end
s = next_state
input.consume()
next
end
if @eot[s] >= 0   # EOT Transition?
    s = @eot[s]
    input.consume()
    next
end
if c == :EOF && @eof[s] >= 0   # EOF Transition to accept state?
    return @accept[@eof[s]]
end
# not in range and not EOF/EOT, must be invalid symbol
raise "No viable alt"
end
ensure
    input.rewind(mark)
end
end
<endif>
>>

Found in path(s):
*/opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Ruby/Ruby.stg
No license file was found, but licenses were detected in source scan.

/*
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/** Templates for building ASTs during tree parsing.
 * * Deal with many combinations. Dimensions are:
 * * Auto build or rewrite
 * * no label, label, list label (label/no-label handled together)
 * * child, root
 * * token, set, rule, wildcard
 * *
 * * Each combination has its own template except that label/no label
 * * is combined into tokenRef, ruleRef, ...
 * */
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _last;\n>
<ASTLabelType> _first_0;\n>
>>

/** Add a variable to track last element matched */
ruleInitializations() ::= <<
<super.ruleInitializations()>
_last = NULL;\n>
_first_0 = NULL;\n>
>>

/** What to emit when there is no rewrite rule. For auto build

* mode, does nothing.
*/

noRewrite(rewriteBlockLevel, treeLevel) ::= <<
  <if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
  <if(rewriteMode)>
  retval.tree = (<ASTLabelType>)._first_0;
  if ( ADAPTOR->getParent(ADAPTOR, retval.tree) != NULL && ADAPTOR->isNilNode(ADAPTOR, 
      ADAPTOR->getParent(ADAPTOR, retval.tree)) )
  {
    retval.tree = (<ASTLabelType>)ADAPTOR->getParent(ADAPTOR, retval.tree);
  }
  <endif>
  <if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to
*  add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList, 
    enclosingTreeLevel, treeLevel) ::= <<
  _last = (<ASTLabelType>)LT(1);
  {
    <ASTLabelType> _save_last_<treeLevel>;
    <ASTLabelType> _first_<treeLevel>;
    <if(!rewriteMode)>
    <ASTLabelType> root_<treeLevel>;
    <endif>
    _save_last_<treeLevel> = _last;
    _first_<treeLevel> = NULL;
    <if(!rewriteMode)>
    root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
    <endif>
  <root:element()>
  <if(rewriteMode)>
  <if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
  <if(root.el.rule)>
  if ( (_first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
  <else>
  if ( (_first_<enclosingTreeLevel> == NULL ) _first_<enclosingTreeLevel> = <root.el.label>;
  <endif>
  <if(backtracking)>}<endif>
  <endif>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if ( LA(1) ==ANTLR3_TOKEN_DOWN ) {
    MATCHT(ANTLR3_TOKEN_DOWN, NULL);
    <children:element()>
    MATCHT(ANTLR3_TOKEN_UP, NULL);
  }
MATCHT(ANTLR3_TOKEN_DOWN, NULL);
MATCHT(ANTLR3_TOKEN_UP, NULL);

if(!rewriteMode)
ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);

_last = _save_last_<treeLevel>;
}

>>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) `cept add
* setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,hetero) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(...)>
@if(!rewriteMode)
@if(backtracking)>if ( BACKTRACKING ==0 ) {<endif>
<hetero>
<label>_tree = <hetero>New<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
@if(backtracking)>}<endif>
@if(backtracking)>if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>;
@if(backtracking)>}<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...>)
<listLabel(elem=label,...)>
/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.tokenRef(…)> 
@if(!rewriteMode)>
@if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
@if(hetero)>
<label>_tree = <hetero>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
@if(backtracking)>}<endif>
@if(backtracking)>}<endif>
>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRoot(…)> 
<listLabel(elem=label,…)> 
>>

/** Match . wildcard and auto dup the node/subtree */
 wildcard(token,label,elementIndex,hetero) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.wildcard(…)> 
@if(!rewriteMode)>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupTree(ADAPTOR, <label>);
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
@if(backtracking)>}<endif>
@if(backtracking)>if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
@if(!rewriteMode)>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
<endif>
>>

// SET AST

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(…, postmatchCode={
@if(!rewriteMode)>
@if(backtracking)>if ( BACKTRACKING == 0 ) {<endif>
@if(hetero)>
<label>_tree = <hetero>New(<label>);
<else>
matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(hetero)>
<label>_tree = <hetero>New(<label>);
<else>
<label>_tree = (<ASTLabelType>)ADAPTOR->dupNode(ADAPTOR, <label>);
<endif>
root_<treeLevel> = (<ASTLabelType>)ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_<treeLevel>);
<if(backtracking)>} {<endif>
<if(!rewriteMode)>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>_tree);
<else>
if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>_tree;

// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
_last = (<ASTLabelType>)LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
{
<endif>
<if(!rewriteMode)>
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <label>.tree);
<else>
if ( _first_<treeLevel> == NULL ) _first_<treeLevel> = <label>.tree;
/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRef(...)
  <super.listLabelAST(elem=label,...)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
  <super.ruleRef(....)
  <if(!rewriteMode)>
    <if(backtracking)>if ( ( <actions.(actionScope).synpredgate> ) ) <endif>
      root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>.tree, root_<treeLevel>));
  <endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefRuleRoot(....)
  <super.listLabelAST(elem=label,...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
  <super.ruleRefTrack(....)
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
  <super.ruleRefTrackAndListLabel(....)
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
  <super.ruleRefRootTrack(....)
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)LT(1);
  <super.ruleRefRuleRootTrackAndListLabel(....)
>>
/** Streams for token refs are tree nodes now; override to
 * change nextToken to nextNode.
 */
createRewriteNodeFromElement(token, hetero, scope) ::= <<
  <if(hetero)>
  <hetero> New(stream_<token>->nextNode(stream_<token>))
  <else>
  stream_<token>->nextNode(stream_<token>)
  <endif>
>>

ruleCleanUp() ::= <<
  <super.ruleCleanUp(....)>
  <if(backtracking)>
  if ( <actions.(actionScope).synpredgate> ) {<
  <endif>
  <if(!ruleDescriptor.isSynPred)>
  retval.stop = LT(-1);<
  <endif>
  retval.tree = (ASTLabelType>)ADAPTOR->rulePostProcessing(ADAPTOR, root_0);
  <if(backtracking)>
  }
  <endif>
  <ruleDescriptor.allTokenRefsInAltsWithRewrites
   :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
  <ruleDescriptor.allRuleRefsInAltsWithRewrites
   :{if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}; separator="\n">
>>

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*/

group ASTDbg;

/*
parserMembers() ::= <<
protected TreeAdaptor adaptor =
    new DebugTreeAdaptor(dbg,new CommonTreeAdaptor());
public void setTreeAdaptor(TreeAdaptor adaptor) {
    this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
}
public TreeAdaptor getTreeAdaptor() {
    return adaptor;
}<<
>>
*/

@treeParserHeaderFile.superClassName ::= "ANTLRDebugTreeParser"

@rewriteElement.pregen() ::= "[debugListener locationLine:<e.line> column:<e.pos>];"

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gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/ObjC/ASTDbg.stg
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/** Templates for building ASTs during normal parsing. */
*
* Deal with many combinations. Dimensions are:
*  Auto build or rewrite
*    no label, label, list label (label/no-label handled together)
*    child, root
*    token, set, rule, wildcard
*  
* The situation is not too bad as rewrite (->) usage makes ^ and !
* invalid. There is no huge explosion of combinations.
* */

@rule.setErrorReturnValue() ::= <<
  retval.tree = (<ASTLabelType>)(ADAPTOR->errorNode(ADAPTOR, INPUT, retval.start, LT(-1), EXCEPTION));
>>

// TOKEN AST STUFF

/*** ID and output=AST */
tokenRef(token,label,elementIndex,hetero) ::= <<
  <super.tokenRef(...)> 
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
    <label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
    ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
  </if(backtracking)>]<endif>
>>

/*** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>

/*** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
  <super.tokenRef(...)> 
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
<if(backtracking)> } <endif>

/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)
<labelLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)
<labelLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,hetero,elementIndex) ::= <<
<tokenRefRuleRoot(...)
<labelLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or rulerroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
<super.matchSet(..., postmatchCode={<if(backtracking)>if ( <actions.(actionScope).synpredgate> )
<endif>ADAPTOR->addChild(ADAPTOR, root_0, <createNodeFromToken(...)>);})>
>>

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>>
// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
  <if(label)>
  <label>=(<labelType>)LT(1);<\n>
  </if>
  <super.matchSet(..., postmatchCode={if (actions.(actionScope).synpredgate) } root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, createNodeFromToken(...), root_0));})>
>>

// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(...)
  <if(backtracking)>if (actions.(actionScope).synpredgate) } ADAPTOR->addChild(ADAPTOR, root_0, label_.tree);
>>

/** rule! is same as normal rule ref */
ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(\...)>

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(...)
  <if(backtracking)>if (actions.(actionScope).synpredgate) } root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, label_.tree, root_0));
>>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRef(...)
  <listLabelAST(...)
>>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefBang(...)
  <listLabelAST(...)
>>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefRuleRoot(...)
  <listLabelAST(...)
>>
// WILDCARD AST

wildcard(label,elementIndex) ::= "<<
<super.wildcard(...)>
;if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
ADAPTOR->addChild(ADAPTOR, root_0, <label>_tree);
;if(backtracking)>}
>>

wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>

wildcardRuleRoot(label,elementIndex) ::= "<<
<super.wildcard(...)>
;if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>));
root_0 = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <label>_tree, root_0));
;if(backtracking)>}
>>

createNodeFromToken(label,hetero) ::= "<<
<hetero>if(hetero)
<hetero>New(<label>) <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType>)(ADAPTOR->create(ADAPTOR, <label>))
<endif>
>>

ruleCleanUp() ::= "<<
<super.ruleCleanUp(...)>
;if(backtracking)>if ( <actions.(actionScope).synpredgate> )
{\n<endif>
;if(!ruleDescriptor.isSynPred)
retval.stop = LT(-1);\n<endif>
<endif>
retval.tree = (<ASTLabelType>)(ADAPTOR->rulePostProcessing(ADAPTOR, root_0));
ADAPTOR->setTokenBoundaries(ADAPTOR, retval.tree, retval.start, retval.stop);
ruleDescriptor.allTokenRefsInAltsWithRewrites
:if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}
ruleDescriptor.allRuleRefsInAltsWithRewrites
:if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}
;if(backtracking)>\n<endif>
>>
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*/

/** Templates for building ASTs during tree parsing. *
 * Deal with many combinations. Dimensions are:
 * Auto build or rewrite
 * no label, label, list label (label/no-label handled together)
 * child, root
* token, set, rule, wildcard
*
* Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
* /
group ASTTreeParser;

finishedBacktracking(block) ::= <<
  if(backtracking)
  if <actions.(actionScope).synpredgate>:
    <block>
  <else>
  <block>
  <endif>
>>

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
  <super.ruleDeclarations()>
  _first_0 = None
  _last = None
>>

/** What to emit when there is no rewrite rule. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
  <finishedBacktracking({
    <if(rewriteMode>)
    retval.tree = _first_0
    if self._adaptor.getParent(retval.tree) is not None and self._adaptor.isNil(self._adaptor.getParent(retval.tree)):
      retval.tree = self._adaptor.getParent(retval.tree)
    <endif>
  })>
>>

/** match ^(root children) in tree parser; override here to
* add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
  _last = self.input.LT(1)
  _save_last_<treeLevel> = _last
  _first_<treeLevel> = None
  <if(!rewriteMode>)
  root_<treeLevel> = self._adaptor.nil()
  <endif>
<<

```
<label>_tree = self._adaptor.dupNode(<label>)
<endif> <<
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
}}
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
  _first_<treeLevel> = <label><
}
<endif>
>>

/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRef(...)><
$listLabel(elem=label,...)>>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
  _last = self.input.LT(1)
  <super.tokenRef(...)><
  <if(!rewriteMode)>
  <finishedBacktracking({
  <if(hetero)>
  <label>_tree = <hetero>(<label>)
  <else>
  <label>_tree = self._adaptor.dupNode(<label>)
  <endif> <<
  root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
  }}
  <endif>
>>

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRefRuleRoot(...)><
  <listLabel(elem=label,...)>>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,hetero) ::= <<
  _last = self.input.LT(1)
  <super.wildcard(...)><
  <if(!rewriteMode)>
  <finishedBacktracking({
  <label>_tree = self._adaptor.dupTree(<label>)
  }}
  <endif>
>>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<else> <! rewrite mode !>
<finishedBacktracking({
if _first_<treeLevel> is None:
_first_<treeLevel> = <label>
})>
<endif>
>>

// SET AST
matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
_last = self.input.LT(1)
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)
<finishedBacktracking({
<if(hetero)
<label>_tree = <hetero>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
self._adaptor.addChild(root_<treeLevel>, <label>_tree)
})>
<endif>
})>
>>

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)
<noRewrite>() <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_last = self.input.LT(1)
<super.matchSet(...)>
>>

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)
<finishedBacktracking({
<if(hetero)
<label>_tree = <hetero>(<label>)
<else>
<label>_tree = self._adaptor.dupNode(<label>)
<endif><\n>
root_<treeLevel> = self._adaptor.becomeRoot(<label>_tree, root_<treeLevel>)
})>
```java
/** rule auto construct */
ruleRef(rule, label, elementIndex, args, scope) ::= <<
  _last = self.input.LT(1)
  <super.ruleRef(...)>  
  <finishedBacktracking({
    <if(!rewriteMode)>  
      self._adaptor.addChild(root_<treeLevel>, <label>.tree)  
    <else> <!-- rewrite mode -->  
      if _first_<treeLevel> is None:  
        _first_<treeLevel> = <label>.tree
    <endif>
  })>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule, label, elementIndex, args, scope) ::= <<
  <ruleRef(...)>  
  <listLabel(elem=label+.tree",....)>
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule, label, elementIndex, args, scope) ::= <<
  _last = self.input.LT(1)
  <super.ruleRef(...)>  
  <if(!rewriteMode)>  
    root_<treeLevel> = self._adaptor.becomeRoot(<label>.tree, root_<treeLevel>)
  <endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule, label, elementIndex, args, scope) ::= <<
  <ruleRefRuleRoot(...)>  
  <listLabel(elem=label+.tree",....)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule, label, elementIndex, args, scope) ::= <<
  _last = self.input.LT(1)
  <super.ruleRefTrack(...)>
>>
```
/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
_last = self.input.LT(1)
<super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to */
* change nextToken to nextNode.
*/
createRewriteNodeFromElement(token,hetero,scope) ::= <<
<if(hetero)>
<hetero>(stream_<token>.nextNode())
<else>
stream_<token>.nextNode()
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>
<if(!rewriteMode)>
<finishedBacktracking({
retval.tree = self._adaptor.rulePostProcessing(root_0)
})>
<endif>
>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/Python/ASTTreeParser.stg
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/** Template overrides to add debugging to AST stuff. Dynamic inheritance
 * hierarchy is set up as ASTDbg : AST : Dbg : C# by code generator.
 */
group ASTDbg;

parserMembers() ::= <<
protected DebugTreeAdaptor adaptor;
public ITreeAdaptor TreeAdaptor
{
    get {
        <if(grammar.grammarIsRoot)>
        return this.adaptor;
        <else>
        this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
        <endif><\n>
        <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor = this.adaptor;}>}
    set { this.adaptor = new DebugTreeAdaptor(dbg, value); }
}<<n>
>>
parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy = new DebugEventSocketProxy(this, port, adaptor);
DebugListener = proxy;
<!
Original line follows, replaced by the next two ifs:
set<InputStreamType>(new Debug<InputStreamType>(input,proxy));
!
</if>(PARSER)
TokenStream = new DebugTokenStream(input,proxy);<\n>
<endif>
</if>(TREE_PARSER)
TokenStream = new DebugTreeNodeStream(input,proxy);<\n>
<endif>
try {
  proxy.Handshake();
} catch (IOException ioe) {
  ReportError(ioe);
}
>>

@ctorForRootGrammar.finally() ::= <<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

@ctorForProfilingRootGrammar.finally() ::=<<
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;
proxy.TreeAdaptor = adap;
>>

@ctorForPredefinedListener.superClassRef() ::= "base(input, dbg)"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot) <! don't create new adaptor for delegates !>
ITreeAdaptor adap = new CommonTreeAdaptor();
TreeAdaptor = adap;<\n>
<endif>
>>

@rewriteElement.pregen() ::= "dbg.Location(<e.line>,<e.pos>);"
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gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
Sources/org/antlr/Tool.java
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/tool/BuildDependencyGenerator.java
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/misc/Graph.java
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/tool/GrammarSpelunker.java

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*/
group AST;

/** Add an adaptor property that knows how to build trees */
@headerFile.members() ::= <<
/* @headerFile.members() */
pANTLR3_BASE_TREE_ADAPTOR adaptor;
pANTLR3_VECTOR_FACTORY vectors;
/* End @headerFile.members() */
>>

/** Install the tree adaptor interface pointer and anything else that
* tree parsers and producers require.
*/
@genericParser.apifuncs() ::= <<
@if(PARSER)>
ADAPTOR = ANTLR3_TREE_ADAPTORNew(instream->tstream->tokenSource->strFactory);
@endif>
ctx->vectors = antlr3VectorFactoryNew(0);
>>

@genericParser.cleanup() ::= <<
ctx->vectors->close(ctx->vectors);
@if(PARSER)
/* We created the adaptor so we must free it */
ADAPTOR->free(ADAPTOR);
@endif
>

@returnScope.ruleReturnMembers() ::= @<

<stdio.ASTLabelType()>tree;
>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= @<
<stdio.ruleDeclarations()>
<stdio.ASTLabelType> root_0;<
>
ruleInitializations() ::= @<
<stdio.ruleInitializations()>
root_0 = NULL;<
>
ruleLabelDefs() ::= @<
<stdio.ruleLabelDefs()>
 ruleDescriptor.tokenLabels:{<stdio.ASTLabelType> <it.label.text>_tree;}; separator="\n"
 ruleDescriptor.tokenListLabels:{<stdio.ASTLabelType> <it.label.text>_tree;}; separator="\n"
 ruleDescriptor.allTokenRefsInAltsWithRewrites :
 :{pANTLR3_REWRITE_RULE__<rewriteElementType>_STREAM stream_<it>;} separator="\n"
 ruleDescriptor.allRuleRefsInAltsWithRewrites :
 :{pANTLR3_REWRITE_RULE__SUBTREE_STREAM stream_<it>;} separator="\n"
>

/* Note that we defer the actual creation of any rewrite streams we need here and just initialize
* them to NULL. This saves creating huge numbers of rewrite streams that cannot be used as only
* one alt will be taken in a rule, but we are declaring all the streams here. So we define
* a macro that contains the create code, then use this macro later to check if the stream
* has been created yet. Checking for NULL is almost free in C.
*/
ruleLabelInitializations() ::= @<
<stdio.ruleLabelInitializations()>
 ruleDescriptor.tokenLabels:{<stdio.ASTLabelType> <it.label.text>_tree  = NULL;}; separator="\n"
 ruleDescriptor.tokenListLabels:{<stdio.ASTLabelType> <it.label.text>_tree  = NULL;}; separator="\n"
 ruleDescriptor.allTokenRefsInAltsWithRewrites :
 :{stream_<it>  = NULL;};
```c
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> = 
antlr3RewriteRule<rewriteElementType>StreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token <it>"); } }; separator="\n">

<ruleDescriptor.allRuleRefsInAltsWithRewrites :
{stream_<it> = NULL;
#define CREATE_stream_<it>  if (stream_<it> == NULL) {stream_<it> = 
antlr3RewriteRuleSubtreeStreamNewAE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"rule <it>"); } }}; separator="\n">

@if(ruleDescriptor.hasMultipleReturnValues)
retval.tree = NULL;
@end

/**  a rule label including default value */
ruleLabelInitVal(label) ::= <<
<super.ruleLabelInitVal(...)>
<label.label.text>.tree = <initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;\n
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites. This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
@if(autoAST)
@if(outerAlt)
@end
@endif
@end

@if(autoAST)
@if(outerAlt)
@if(!rewriteMode)
root_0 = (<ASTLabelType>(ADAPTOR->nilNode(ADAPTOR)));\n@end
@end
@end
@end

// T r a c k i n g  R u l e  E l e m e n t s
//
/** ID but track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)> ! Track implies no auto AST construction!
```
/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
 * to the tracking list stream_ID for use in the rewrite.
 */
tokenRefTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRefTrack(...)
  <listLabel(elem=label,...)
>>

/** ^(ID ... ) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,hetero) ::= <<
  <tokenRefBang(...)
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>CREATE_stream_<token>; stream_<token>-
    >add(stream_<token>, <label>, NULL);<if(backtracking)> }<endif><
>>

wildcardTrack(label,elementIndex) ::= <<
  <super.wildcard(...)
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(...)
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) { <endif>CREATE_stream_<rule.name>; stream_<rule.name>-
    >add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefTrack(...)
  <listLabelTrack(...)
>>

/** ^(rule ... ) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefRuleRoot(...)
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>CREATE_stream_<rule.name>; stream_<rule.name>-
    >add(stream_<rule.name>, <label>.tree, NULL);<if(backtracking)> }<endif>
>>

/** ^(x+=rule ... ) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <ruleRefRuleRootTrack(...)
  <listLabelAST(...)
>>
/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRootTrack(...)>
<listLabel(elem=label,...)> >>

/* How to accumulate lists when we are doing rewrite tracking... */
listLabelTrack(label) ::= <<
/* listLabelTrack(label) */
if (list_<label> == NULL)
{
    list_<label>=ctx->vectors->newVector(ctx->vectors);
}
list_<label>->add(list_<label>, <label>.tree, NULL);
>>

/* How to accumulate lists of rule outputs (only allowed with AST *
* option but if the user is going to walk the tree, they will want
* all their custom elements from rule returns.
*
* Normally, we use inline structures (which the compiler lays down
* code to copy from heap allocations. However, here we want to accumulate copies
* of the returned structures because we are adding them to a list. This only makes sense if the
* grammar is not rewriting the tree as a tree rewrite only preserves the tree, not the object/structure
* returned from the rule. The rewrite will extract the tree pointer. However, if we are not going to
* do a tree re-write, then the user may wish to iterate the structures returned by the rule in
* action code and will expect the user defined returns[] elements to be available when they do this.
* Hence we cannot just preserve the tree that was returned. So, we must copy the local structure and provide
* a function that can free the allocated space. We cannot know how to free user allocated elements and
* presume that the user will know to do this using their own factories for the structures they allocate.
*/
listLabelAST(label) ::= <<
if (list_<label> == NULL)
{
    list_<label>=ctx->vectors->newVector(ctx->vectors);
}
{ 
  RETURN_TYPE_<label> * tcopy;
tcopy = (RETURN_TYPE_<label> *)ANTLR3_MALLOC(sizeof(RETURN_TYPE_<label>)); /* Note no memory allocation checks! */
ANTLR3_MEMCPY((void *)(tcopy), (const void *)&<label>, sizeof(RETURN_TYPE_<label>));
list_<label>->add(list_<label>, (void *)tcopy, freeScope); /* Add whatever the return type is */
}
>>

// Rewrite

rewriteCode(
  alts,
  description,
  referencedElementsDeep, // ALL referenced elements to right of ->
  referencedTokenLabels,
  referencedTokenListLabels,
  referencedRuleLabels,
  referencedRuleListLabels,
  referencedWildcardLabels,
  referencedWildcardListLabels,
  rewriteBlockLevel,
  enclosingTreeLevel,
  treeLevel) ::= <<
  /* AST REWRITE */
  * elements : <referencedElementsDeep; separator="", ">
  * token labels : <referencedTokenLabels; separator="", ">
  * rule labels : <referencedRuleLabels; separator="", ">
  * token list labels : <referencedTokenListLabels; separator="", ">
  * rule list labels : <referencedRuleListLabels; separator="", ">
  */
  <if(backtracking)>
  if ( <actions.(actionScope).synpredgate> ) <
  <endif>
  
  <if((backtracking))>
  if ( <actions.(actionScope).synpredgate> ) <
  <endif>
  
  /* AST REWRITE */
  * elements : <referencedElementsDeep; separator="", ">
  * token labels : <referencedTokenLabels; separator="", ">
  * rule labels : <referencedRuleLabels; separator="", ">
  * token list labels : <referencedTokenListLabels; separator="", ">
  * rule list labels : <referencedRuleListLabels; separator="", ">
  */
  <if(backtracking)>
  if ( <actions.(actionScope).synpredgate> ) <
  <endif>
  
  "AST REWRITE"
<endif>
<prevRuleRootRef()> . tree = root_0; // set result root
<rewriteCodeLabelsFree()>

}

rewriteCodeLabelsDecl() ::= <<
<referencedTokenLabels
 : { pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it> ; }
 separator = "\n"
>
<referencedTokenListLabels
 : { pANTLR3_REWRITE_RULE_<rewriteElementType>_STREAM stream_<it> ; }
 separator = "\n"
>
<referencedRuleLabels
 : { pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it> ; }
 separator = "\n"
>
<referencedRuleListLabels
 : { pANTLR3_REWRITE_RULE_SUBTREE_STREAM stream_<it> ; }
 separator = "\n"
>

>>

rewriteCodeLabelsInit() ::= <<
<referencedTokenLabels
 : { stream_<it> = antlr3RewriteRule<rewriteElementType>StreamNewAEE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token <it>", <it>); }
 separator = "\n"
>
<referencedTokenListLabels
 : { stream_<it> = antlr3RewriteRule<rewriteElementType>StreamNewAEV(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token <it>", list_<it>); }
 separator = "\n"
>
<referencedRuleLabels
 : { stream_<it> = antlr3RewriteRuleSubtreeStreamNewAEE(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token <it>", <it>.tree != NULL ? <it>.tree : NULL); }
 separator = "\n"
>
<referencedRuleListLabels
 : { stream_<it> = antlr3RewriteRuleSubtreeStreamNewAEV(ADAPTOR, RECOGNIZER, (pANTLR3_UINT8)"token <it>", list_<it>); }
 separator = "\n"
>

>>
rewriteCodeLabelsFree() ::= <<
<referencedTokenLabels
{:if (stream_<it> != NULL) stream_<it>->free(stream_<it>); }
separator="\n"
>
<referencedTokenListLabels
{:if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}
separator="\n"
>
<referencedRuleLabels
{:if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}
separator="\n"
>
<referencedRuleListLabels
{:if (stream_<it> != NULL) stream_<it>->free(stream_<it>);}
separator="\n"
>
>>

/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
rewriteOptionalBlock(alt,
rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::= <<
// <fileName>:<description>
{
if ( <referencedElementsDeep:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>)) );
separator="|| " > )
{
<alt>
}
<referencedElementsDeep:{el | if ( stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}>
}<\n>
>>

rewriteClosureBlock(alt,
rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::= <<
// <fileName>:<description>

{ while ( <referencedElements:{el | (stream_<el> != NULL && stream_<el>->hasNext(stream_<el>))}; separator="||"> )
{
<alt>
}
<referencedElements:{el | if (stream_<el> != NULL) stream_<el>->reset(stream_<el>);<\n>}
}<\n>
>>
RewriteEarlyExitException() ::= <<
CONSTRUCTEX();
EXCEPTION->type = ANTLR3_REWRITE_EARLY_EXCEPTION;
EXCEPTION->name = (void *)ANTLR3_REWRITE_EARLY_EXCEPTION_NAME;
>>
rewritePositiveClosureBlock(
alt,
rewriteBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::= <<
if ( <referencedElements:{el | (stream_<el> == NULL || !stream_<el>->hasNext(stream_<el>))}; separator="||"> )
{
 <RewriteEarlyExitException>()
}
else
{
while ( <referencedElements:{el | (stream_<el>->hasNext(stream_<el>))}; separator="||"> )
{
<alt>
}
<referencedElements:{el | stream_<el>->reset(stream_<el>);<\n>}
}
>>

rewriteAlt(a) ::= <<
// <a.description>
<if(a.pred>)
if ((a.pred>)
{
 <a.alt>
}
<\n>
<else>
{
 <a.alt>
}
<\n>
<endif>
>>
/** For empty rewrites: "r : ... \rightarrow ;" */
rewriteEmptyAlt() ::= "root_0 = NULL; /* \langle-- rewriteEmptyAlt() */"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
<ASTLabelType> root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->nilNode(ADAPTOR));
<root:rewriteElement()>
<children:rewriteElement()>
ADAPTOR->addChild(ADAPTOR, root_<enclosingTreeLevel>, root_<treeLevel>);
} \n
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,hetero,args) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createRewriteNodeFromElement(...)>);<\n><endif>
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>->nextNode(stream_<label>));<\n>
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>->nextNode(stream_<label>));<\n>
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRootToken(ADAPTOR, stream_<label> == NULL ? NULL : stream_<label>->nextToken(stream_<label>), root_<treeLevel>));<\n>
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot := rewriteTokenLabelRefRoot
/** Gen ^{ID ...} or ^{ID[...]} */
rewriteTokenRefRoot(token, elementIndex, hetero, args) ::= <<<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR,<createRewriteNodeFromElement(...), root_<treeLevel>));
>>

rewriteImaginaryTokenRef(args, token, hetero, elementIndex) ::= <<<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);
>>

rewriteImaginaryTokenRefRoot(args, token, hetero, elementIndex) ::= <<<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <createImaginaryNode(tokenType=token, ...>), root_<treeLevel>));
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<<
root_0 = <action>;
>>

/** What is the name of the previous value of this rule's root tree? This *
* let's us refer to $rule to mean previous value. I am reusing the *
* variable 'tree' sitting in retval struct to hold the value of root_0 right *
* before I set it during rewrites. The assign will be to retval.tree. *
*/
prevRuleRootRef() ::= "retval"

rewriteRuleRef(rule, dup) ::= <<<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<rule> == NULL ? NULL : stream_<rule>-
>nextTree(stream_<rule>));
>>

rewriteRuleRefRoot(rule, dup) ::= <<<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<rule> == NULL ? NULL :
stream_<rule>->nextNode(stream_<rule>), root_<treeLevel>));
>>

rewriteNodeAction(action) ::= <<<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, <action>);
>>

rewriteNodeActionRoot(action) ::= <<<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, <action>, root_<treeLevel>));
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>-
>nextTree(stream_<label>));
>>
** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>->nextTree(stream_<label>));
>>

** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(ADAPTOR->becomeRoot(ADAPTOR, stream_<label> == NULL ? NULL : stream_<label>->nextNode(stream_<label>), root_<treeLevel>));
>>

** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = (<ASTLabelType>)(stream_<label> == NULL ? NULL : stream_<label>->nextNode(stream_<label>), root_<treeLevel>));
>>

rewriteWildcardLabelRef(label) ::= <<
ADAPTOR->addChild(ADAPTOR, root_<treeLevel>, stream_<label> == NULL ? NULL : stream_<label>->nextTree(stream_<label>));
>>

createImaginaryNode(tokenType,hetero,args) ::= <<
<if(hetero)>
<! new MethodNode(IDLabel, args) !>
<hetero>New(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
<if(args)>
#if <length(args)> == 2
(<ASTLabelType>)ADAPTOR->createTypeTokenText(ADAPTOR, <tokenType>, TOKTEXT(<args; separator=", ">))
#else
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)<args; separator=", ">)
#endif
<else>
(<ASTLabelType>)ADAPTOR->createTypeText(ADAPTOR, <tokenType>, (pANTLR3_UINT8)<tokenType>)
<endif>
<endif>
>>
createRewriteNodeFromElement(token,hetero,args) ::= <<
<if(hetero)>
<hetero>New(stream_<token>->nextToken(stream_<token>))(if(args), <args; separator=" ", "></if>)
<else>
<if(args)> <! must create new node from old !>
#if<length(args)> == 2
ADAPTOR->createTypeTokenText(ADAPTOR, <token>->getType(<token>, TOKTEXT(<token>, <args; separator=" ", ">)))) /* JIMI */
#else
ADAPTOR->createTypeToken(ADAPTOR, <token>->getType(<token>, <token>, <args; separator=" ", ">))
#endif
<else>
stream_<token> == NULL ? NULL : stream_<token>->nextNode(stream_<token>)
</if>
</endif>
</endif>

>>

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*
/** Templates for building ASTs during normal parsing.
 * * Deal with many combinations. Dimensions are:
 * * Auto build or rewrite
 * * no label, label, list label  (label/no-label handled together)
 * * child, root
 * * token, set, rule, wildcard
 * *
 * * The situation is not too bad as rewrite (->) usage makes ^ and !
 * * invalid. There is no huge explosion of combinations.
 * */
group ASTParser;

@if(backtracking)@ule.setErrorReturnValue() ::= <<
retval.tree = (<ASTLabelType>) adaptor.ErrorNode(input, retval.start, input.LT(-1), re);
@! System.out.WriteLine("<ruleName> returns "+((CommonTree)retval.tree).toStringTree()); @>
@>>

// TOKEN AST STUFF

/** ID and output=AST */
tokenRef(token,label,elementIndex,hetero) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( state.backtracking==0 ) {<endif>
<label>_tree = <createNodeFromToken(...)>
 adaptor.AddChild(root_0, <label>_tree);
<if(backtracking)>}<endif>
@>>

/** ID! and output=AST (same as plain tokenRef) */
tokenRefBang(token,label,elementIndex) ::= "<super.tokenRef(...)>

/** ID^ and output=AST */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
<super.tokenRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = <createNodeFromToken(...)>
 root_0 = (<ASTLabelType>) adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
@>>
/** ids+=ID! and output=AST */
tokenRefBangAndListLabel(token,label,elementIndex,hetero) ::= <<<
<tokenRefBang(...)>
/listLabel(elem=label,...)>
>>

/** label+=TOKEN when output=AST but not rewrite alt */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<<
<tokenRef(...)>  
/listLabel(elem=label,...)>
>>

/** Match label+=TOKEN^ when output=AST but not rewrite alt */
tokenRefRuleRootAndListLabel(token,label,hetero,elementIndex) ::= <<<
<tokenRefRuleRoot(...)>
/listLabel(elem=label,...)>
>>

// SET AST

// the match set stuff is interesting in that it uses an argument list
// to pass code to the default matchSet; another possible way to alter
// inherited code. I don't use the region stuff because I need to pass
// different chunks depending on the operator. I don't like making
// the template name have the operator as the number of templates gets
// large but this is the most flexible--this is as opposed to having
// the code generator call matchSet then add root code or ruleroot code
// plus list label plus ... The combinations might require complicated
// rather than just added on code. Investigate that refactoring when
// I have more time.

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<<
<super.matchSet(..., postmatchCode={iff(backtracking)if ( <actions.(actionScope).synpredgate> )
<endif>adaptor.AddChild(root_0, <createNodeFromToken(...)>;}))>
>>

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<<
<matchSet(...)>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= "<super.matchSet(...)>

// note there is no matchSetTrack because -> rewrites force sets to be
// plain old blocks of alts: (A|B|...|C)

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<<
<if(label)>
<label>=(<labelType>)input.LT(1);

---
// RULE REF AST

/** rule when output=AST */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(..., postmatchCode=
    {if(backtracking)if ( <actions.(actionScope).synpredgate> ) <endif>root_0
     = (<ASTLabelType>)adaptor.BecomeRoot(<createNodeFromToken(...), root_0);})
  >>

  /** rule! is same as normal rule ref */
  ruleRefBang(rule,label,elementIndex,args,scope) ::= "<super.ruleRef(...)"

/** rule^ */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(..., postmatchCode=
    {if(backtracking)if ( <actions.(actionScope).synpredgate> ) <endif>root_0
     = (<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
  >>

/** x+=rule when output=AST */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRef(..., postmatchCode=
    {if(backtracking)if ( <actions.(actionScope).synpredgate> ) <endif>
     root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
  >>

/** x+=rule! when output=AST is a rule ref with list addition */
ruleRefBangAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRefBang(..., postmatchCode=
    {if(backtracking)if ( <actions.(actionScope).synpredgate> ) <endif>
     root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
  >>

/** x+=rule^ */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  <super.ruleRefRuleRoot(..., postmatchCode=
    {if(backtracking)if ( <actions.(actionScope).synpredgate> ) <endif>
     root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_0);
  >>

// WILDCARD AST

wildcard(label,elementIndex) ::= <<
  <super.wildcard(..., postmatchCode=
    {if(backtracking)if ( <actions.(actionScope).synpredgate> ) <endif>
     _tree = (<ASTLabelType>)adaptor.Create(<label>);
    adaptor.AddChild(root_0, _tree);
  >>
wildcardBang(label,elementIndex) ::= "<super.wildcard(...)>">

wildcardRuleRoot(label,elementIndex) ::= <<
<super.wildcard(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<label>_tree = (<ASTLabelType>)adaptor.Create(<label>);
root_0 = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_0);
<if(backtracking)>}<endif>
>>

createNodeFromToken(label,hetero) ::= <<
<if(hetero)>
new <hetero>(<label>) <! new MethodNode(IDLabel) !>
<else>
(<ASTLabelType>)adaptor.Create(<label>)
<endif>
>>

ruleCleanUp() ::= <<
<super.ruleCleanUp()>}
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<u><endif>
retval.tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
adaptor.SetTokenBoundaries(retval.tree, retval.start, retval.stop);
<if(backtracking)>}<endif>
>>

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1 repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr_3.2- sources/org/antlr/codegen/templates/CSharp3/ASTParser.stg
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* /

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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
group ASTDbg:

parserMembers() ::= <<
protected DebugTreeAdaptor adaptor =
    new DebugTreeAdaptor(null,new CommonTreeAdaptor());
public void setTreeAdaptor(TreeAdaptor adaptor) {
    this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
}
public TreeAdaptor getTreeAdaptor() {
    return adaptor;
}<\n>
>>

parserCtorBody() ::= <<
>>

createListenerAndHandshake() ::= <<
    <super.createListenerAndHandshake()>
>>

ctorForPredefinedListener() ::= <<
>>

@rewriteElement.pregen() ::= ""

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sources/org/antlr/codegen/templates/C/ASTDbg.stg

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*/

group AST;

@outputFile.imports() ::= <<
  <<@super.imports()>>
>>

@genericParser.members() ::= <<
  <<@super.members()>
  <parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
<!protected TreeAdaptor adaptor = new CommonTreeAdaptor();<\n>!>
setTreeAdaptor: function(adaptor) {
  this.adaptor = adaptor;
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>}
},
getTreeAdaptor: function() {
  return this.adaptor;
},
>>

@returnScope.ruleReturnMembers() ::= <<
getTree: function() { return this.tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<!var root_0 = null;<\n>!>
>>
ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.tokenListLabels:{var <it.label.text>_tree=null;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites
 :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleTokenStream(this.adaptor,"token <it>");}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites
 :{var stream_<it>=new org.antlr.runtime.tree.RewriteRuleSubtreeStream(this.adaptor,"rule <it>");}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
 * These should be turned off if doing rewrites. This must be a "mode"
 * as a rule could have both rewrite and AST within the same alternative
 * block.
 */
@alt.declarations() ::= <<
@if(autoAST)
@if(outerAlt)
@if(!rewriteMode)
root_0 = this.adaptor.nil();\n
<endif>
<endif>
<endif>
>>

// Tracking Rule Elements

/*** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
>>

/*** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
 * to the tracking list stream_ID for use in the rewrite.
 */
tokenRefTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefTrack(...)
<listLabel(elem=label,....)>\n
<end>
<end>
<end>
>>

/*** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>
/** Match ^{label+=TOKEN ...} track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRootTrack(...)>
<labelLabel(elem=label,...)> >>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(...)>
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.getTree());
>>

/** ^{rule ...} rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRefRoot(...)>
@if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.getTree());
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRefRootTrack(...)>
<labelLabel(elem=rule+".getTree",...)> >>

// Rewrite

rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
// AST REWRITE
// elements: <referencedElementsDeep; separator="",">
// token labels: <referencedTokenLabels; separator="",">
// rule labels: <referencedRuleLabels; separator="",">
// token list labels: <referencedTokenListLabels; separator="",">
// rule list labels: <referencedRuleListLabels; separator="",">
@if(backtracking)
if ( <actions.(actionScope).synpredgate> ) {

<prevRuleRootRef().tree = root_0;
<rewriteCodeLabels()>
root_0 = this.adaptor.nil();
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
@if(TREE_PARSER)
@if(rewriteMode)
<prevRuleRootRef().tree = this.adaptor.rulePostProcessing(root_0);
this.input.replaceChildren(this.adaptor.getParent(retval.start),
this.adaptor.getChildIndex(retval.start),
this.adaptor.getChildIndex(_last),
retval.tree);
<endif>
@endif
</if(TREE_PARSER)>
@if(!TREE_PARSER) 
@if(!rewriteMode)
<prevRuleRootRef().tree = root_0;
<endif>
<endif>
</if(!rewriteMode)>
<prevRuleRootRef().tree = root_0;
@endif>
@if(backtracking) 
}
@endif>
>>

rewriteCodeLabels() ::= <<
<referencedTokenLabels
:{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token <it>","<it>");};
separater="\n"
>
<referencedTokenListLabels
:{var stream_<it>=new org.antlr.runtime.tree.RewriteRule<rewriteElementType>Stream(this.adaptor,"token <it>", list_<it>);};
separater="\n"
/** Generate code for an optional rewrite block; note it uses the deep ref'd element
 * list rather shallow like other blocks.
 */
 rewriteOptionalBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::= <<
 // <fileName>:<description>
 if ( <referencedElementsDeep:{el | stream_<el>.hasNext()}; separator="||"> ) {
   <alt>
 }
 <referencedElementsDeep:{el | stream_<el>.reset();\n}> 
>>
 rewriteClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::= <<
 // <fileName>:<description>
 while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
   <alt>
 }
 <referencedElements:{el | stream_<el>.reset();\n}> 
>>
 rewritePositiveClosureBlock(
 alt,rewriteBlockLevel,
 referencedElementsDeep, // all nested refs
 referencedElements, // elements in immediately block; no nested blocks
 description) ::= <<
 if ( !(<referencedElements:{el | stream_<el>.hasNext()}; separator="||">) ) {
   <alt>
 }
>>
throw new org.antlr.runtime.tree.RewriteEarlyExitException();
}
while ( <referencedElements:{el | stream_<el>.hasNext()}; separator="||"> ) {
    <alt
    }
    <referencedElements:{el | stream_<el>.reset();
}>
>>

rewriteAlt(a) ::= <<
// <a.description>
@if(a.pred)
if (<a.pred>) {
    <a.alt
}
</a>
</else
{
    <a.alt
}
</a>
<endif
>>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
// <fileName>:<description>
{
    var root_<treeLevel> = this.adaptor.nil();
    <root:rewriteElement()>
    <children:rewriteElement()>
    this.adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
}</a>
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>

rewriteElement(e) ::= <<
@pregen()
<e.el
>>

/** Gen ID or ID[ARGS] */
rewriteTokenRef(token,elementIndex,hetero,args) ::= <<
this.adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);

/** Gen $LABEL ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<
>
/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
  this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());<
>
/** Gen ^(label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
  root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);<
>
/** Gen ^(label ...) where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot
/** Gen ^(ID ...) or ^(ID[args] ...) */
rewriteTokenRefRoot(token,elementIndex,hetero,args) ::= <<
  root_<treeLevel> = this.adaptor.becomeRoot(<createRewriteNodeFromElement(...)>, root_<treeLevel>);<
>
rewriteImaginaryTokenRef(args,token,hetero,elementIndex) ::= <<
  this.adaptor.addChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>)};<
>
rewriteImaginaryTokenRefRoot(args,token,hetero,elementIndex) ::= <<
  root_<treeLevel> = this.adaptor.becomeRoot(<createImaginaryNode(tokenType=token, ...)>, root_<treeLevel>);<
>
/** plain -> {foo} action */
rewriteAction(action) ::= <<
  root_0 = <action>;<
>
/** What is the name of the previous value of this rule's root tree? This */
/** let's us refer to $rule to mean previous value. I am reusing the */
/** variable 'tree' sitting in retval struct to hold the value of root_0 right */
/** before I set it during rewrites. The assign will be to retval.tree. */
/** prevRuleRootRef() ::= "retval" */
rewriteRuleRef(rule) ::= <<
  this.adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<
>
rewriteRuleRefRoot(rule) ::= <<
  root_<treeLevel> = this.adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>);<
>
rewriteNodeAction(action) ::= <<
  this.adaptor.addChild(root_<treeLevel>, \langle action\rangle);
>>

rewriteNodeActionRoot(action) ::= <<
  root_<treeLevel> = this.adaptor.becomeRoot(\langle action\rangle, root_<treeLevel>);
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
  this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
  this.adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

/** Gen ^(ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
  root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

/** Gen ^(ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
  root_<treeLevel> = this.adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>);
>>

createImaginaryNode(tokenType,hetero,args) ::= <<
  \<if(hetero)\>
  <! new MethodNode(IDLabel, args) !>
  new <hetero>(\<tokenType\><\if(args)\>, <args; separator=", \">\<endif\>)
  \<else\>
  this.adaptor.create(\<tokenType\>, <args; separator=", \">\<if(!args)\>"<tokenType>"\<endif\>)
  \<endif\>
>>

createRewriteNodeFromElement(token,hetero,args) ::= <<
  \<if(hetero)\>
  new <hetero>(stream_<token>.nextToken()\<if(args)\>, <args; separator=", \">\<endif\>)
  \<else\>
  \<if(args)\> <! must create new node from old !>
  this.adaptor.create(\<token\>, <args; separator=", \">)
  \<else\>
  stream_<token>.nextNode()
  \<endif\>
Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/JavaScript/AST.stg
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*/

/** Templates for building ASTs during tree parsing.
 *
 * Deal with many combinations. Dimensions are:
 * Auto build or rewrite
 * no label, label, list label  (label/no-label handled together)
 * child, root
 * token, set, rule, wildcard
 *
 * Each combination has its own template except that label/no label
* is combined into tokenRef, ruleRef, ...
*/
group ASTTreeParser;

/** Add a variable to track last element matched */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
<ASTLabelType> _first_0 = null;
<ASTLabelType> _last = null;
>>

/** What to emit when there is no rewrite rule. For auto build 
* mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= <<
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(rewriteMode)>
retval.Tree = (<ASTLabelType>)_first_0;
  retval.Tree = (<ASTLabelType>)adaptor.GetParent(retval.Tree);
<endif>
<if(backtracking)>}<endif>
>>

/** match ^(root children) in tree parser; override here to 
* add tree construction actions. */
tree(root, actionsAfterRoot, children, nullableChildList,
     enclosingTreeLevel, treeLevel) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  {
    <ASTLabelType> _save_last_<treeLevel> = _last;
    <ASTLabelType> _first_<treeLevel> = null;
    <if(!rewriteMode)>
      <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.GetNilNode();
    <endif>
    <root:element()>
      <if(rewriteMode)>
        <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
        <if(root.el.rule)>
          if ( _first_<enclosingTreeLevel> == null ) _first_<enclosingTreeLevel> = (<ASTLabelType>) root.el.label.Tree;
        <else>
          if ( _first_<enclosingTreeLevel> == null ) _first_<enclosingTreeLevel> = root.el.label;
        </endif>
      </if(backtracking)>
      <actionsAfterRoot:element()>
        <if(nullableChildList)>
          if ( input.LA(1) == Token.DOWN )
{ Match(input, Token.DOWN, null); <checkRuleBacktrackFailure>()
  <children:element()>
  Match(input, Token.UP, null); <checkRuleBacktrackFailure>()
  </children:element()>
  <endif>
  <if(!rewriteMode)>
  adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
  </if(!rewriteMode)>__last = _save_last_<treeLevel>;
} } >>

// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) 'cept add
* setting of _last
*/
tokenRefBang(token,label,elementIndex) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)>
>>

/** ID auto construct */
tokenRef(token,label,elementIndex,hetero) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)>
  <if(!rewriteMode)>
  <if(backtracking)>
  if ( state.backtracking == 0 )
  {
  <endif>
  <if(hetero)>
  <label>_tree = new <hetero>(<label>);
  <else>
  <label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>);
  </if(hetero)>
  adaptor.AddChild(root_<treeLevel>, <label>_tree);
  <if(backtracking)>
  }
  <endif>
  <if(!rewrite mode !)>
  <if(backtracking)>
  if ( <actions.(actionScope).synpredgate> )<endif>
  if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;
}
/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRef(...>)
  <listLabel(elem=label,...)>
>>

/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)>
  <if(!rewriteMode)>
  <if(backtracking)>
  if ( state.backtracking == 0 )
  {
    <endif>
  <if(hetero)>
    <label>_tree = new <hetero>(<label>);
  <else>
    <label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>);
  <endif>
  root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
  <if(backtracking)>}
  <else> <! rewrite mode !>
  if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;

/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRefRuleRoot(...)>
  <listLabel(elem=label,...)>
>>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token,label,elementIndex,hetero) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.wildcard(...)>
  <if(!rewriteMode)>
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  <label>_tree = (<ASTLabelType>)adaptor.DupTree(<label>);
  adaptor.AddChild(root_<treeLevel>, <label>_tree);
  <if(backtracking)>}<endif>
  <else> <! rewrite mode !>
  if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>;

```
// SET AST

matchSet(s,label,hetero,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(..., postmatchCode={
  <if(!rewriteMode)>
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
    <if(hetero)>
      <label>_tree = new <hetero>(<label>);
    <else>
      <label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>);
    <endif><
    adaptor.AddChild(root_<treeLevel>, <label>_tree);
    <if(backtracking)>}<endif>
  }<endif>
})>

matchRuleBlockSet(s,label,hetero,elementIndex,postmatchCode,treeLevel="0") ::= <<
<matchSet(...)>
<noRewrite()> <! set return tree !>
>>

matchSetBang(s,label,elementIndex,postmatchCode) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.matchSet(..., postmatchCode={
  <if(!rewriteMode)>
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
    <if(hetero)>
      <label>_tree = new <hetero>(<label>);
    <else>
      <label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>);
    <endif>
    root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
    <if(backtracking)>}<endif>
  }<endif>
})>

matchSetRuleRoot(s,label,hetero,elementIndex,debug) ::= <<
<super.matchSet(..., postmatchCode={
  <if(!rewriteMode)>
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
    <if(hetero)>
      <label>_tree = new <hetero>(<label>);
    <else>
      <label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>);
    <endif>
    root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
    <if(backtracking)>}<endif>
  }<endif>
})>

>>

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 13786
// RULE REF AST

/** rule auto construct */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
   _last = (<ASTLabelType>) input.LT(1);
   <super.ruleRef(....)>  
   <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
   <if(!rewriteMode)>  
   adaptor.AddChild(root_<_treeLevel>, <label>.Tree);
   <else> <! rewrite mode !>
   if ( _first_<_treeLevel>==null ) _first_<_treeLevel> = (<ASTLabelType>) <label>.Tree;
   <endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
   <ruleRef(....)>  
   <listLabel(elem=label+.Tree.....)>  
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule,label,elementIndex,args,scope) ::= <<
   _last = (<ASTLabelType>) input.LT(1);
   <super.ruleRef(....)>  
   <if(!rewriteMode)>  
   <if(backtracking)>if ( state.backtracking == 0 ) <endif>root_<_treeLevel> = (<ASTLabelType>) adaptor.BecomeRoot(<label>.Tree, root_<_treeLevel>);
   <endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule,label,elementIndex,args,scope) ::= <<
   <ruleRefRuleRoot(....)>  
   <listLabel(elem=label+.Tree.....)>  
>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
   _last = (<ASTLabelType>) input.LT(1);
   <super.ruleRefTrack(....)>  
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
   _last = (<ASTLabelType>) input.LT(1);
   <super.ruleRefTrackAndListLabel(....)>  
>>
/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefRootTrack(…)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefRuleRootTrackAndListLabel(…)>
>>

/** Streams for token refs are tree nodes now; override to
* change nextToken to nextNode. */
createRewriteNodeFromElement(token,hetero,scope) ::= <<
  <if(hetero)>
    new <hetero>(stream_<token>.NextNode())
  <else>
    stream_<token>.NextNode()
  <endif>
>>

ruleCleanUp() ::= <<
  <super.ruleCleanUp()>
  <if(!rewriteMode)>
  <if(backtracking)>
    if ( <actions.(actionScope).synpredgate> )
    {
    <endif>
    retval.Tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
    <if(backtracking)>
    }
  <endif>
  <endif>
>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
sources/org/antlr/codegen/templates/CSharp/ASTTreeParser.stg
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-
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*/
going CSharp2 implements ANTLRCore;

/** The overall file structure of a recognizer; stores methods for rules and cyclic DFAs plus support code. */

outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
docComment, recognizer,
name, tokens, tokenNames, rules, cyclicDFAs,
bitsets, buildTemplate, buildAST, rewriteMode, profile,
backtracking, synpreds, memoize, numRules,
fileName, ANTLRVersion, generatedTimestamp, trace,
scopes, superClass, literals) ::= <<
  // $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

  <@debugPreprocessor()><@debugPreprocessor()>// The variable 'variable' is assigned but its value is never used.
#pragma warning disable 168, 219
  // Unreachable code detected.
#pragma warning disable 162
using System;
using Antlr.Runtime;
using System.Collections;
using System.Collections.Generic;

namespace
{
    // delegates
    public partial class : 
    
    // delegators
    
    public ();
{InitializeCyclicDFAs();
}

public <grammar.recognizerName>(ICharStream input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
: this(input, null<grammar.delegators:{g|, <g:delegateName()>}>)
{
    public <grammar.recognizerName>(ICharStream input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>)
: base(input, state)
InitializeCyclicDFAs(); <!-- Necessary in C#??? Not removed yet. -->
<if(memoize)>
state.ruleMemo = new Hashtable[numRules]+1];
<!-- index from 1..n !>
<endif>
<endif>
<grammar.directDelegates:
    {g|<g:delegateName()> = new <g.recognizerName>(input, state<grammar.delegators:{p|, <p:delegateName()>}>);}; separator="\n"
<grammar.delegators:
    {g|this.<g:delegateName()> = <g:delegateName>();}; separator="\n"
<last(grammar.delegators):{g|gParent = <g:delegateName>();}}

override public string GrammarFileName
{
    get { return "<fileName>"; }
}

<if(filterMode)>
    <filteringNextToken()>
<endif>
<rules; separator="\n\n">

<synpreds:{p | <lexerSynpred(p)>}>}

<cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber>;} separator="\n">
private void InitializeCyclicDFAs(<@debugInitializeCyclicDFAs()>)
{
    <cyclicDFAs:{dfa | this.dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this<@debugAddition>();}; separator="\n"
    <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)> this.dfa<dfa.decisionNumber>.specialStateTransitionHandler = new DFA.SpecialStateTransitionHandler(DFA<dfa.decisionNumber>_SpecialStateTransition);<endif>}; separator="\n"
}

<cyclicDFAs:cyclicDFA()> <!-- dump tables for all DFA !>
/** A override of Lexer.nextToken() that backtracks over mTokens() looking
* for matches. No error can be generated upon error; just rewind, consume
* a token and then try again. backtracking needs to be set as well.
*
* Make rule memoization happen only at levels above 1 as we start mTokens
* at backtracking==1.
*/
filteringNextToken() ::= <<
override public IToken NextToken()
{
    while (true)
    {
        if ( input.LA(1) == (int)CharStreamConstants.EOF )
        {
            return Token.EOF_TOKEN;
        }

        state.token = null;
        state.channel = Token.DEFAULT_CHANNEL;
        state.tokenStartCharIndex = input.Index();
        state.tokenStartCharPositionInLine = input.CharPositionInLine;
        state.tokenStartLine = input.Line;
        state.text = null;
        try
        {
            int m = input.Mark();
            state.backtracking = 1; <! means we won't throw slow exception !>
            state.failed = false;
            mTokens();
            state.backtracking = 0;
            <! mTokens backtracks with synpred at backtracking==2
            and we set the synpredgate to allow actions at level 1. !>
            if ( state.failed )
            {
                input.Rewind(m);
                input.Consume(); <! // advance one char and try again !>
            }
            else
            {
                Emit();
                return state.token;
            }
        }
    }
}>>
catch (RecognitionException re)
{
    // shouldn't happen in backtracking mode, but...
    ReportError(re);
    Recover(re);
}

override public void Memoize(IIntStream input, int ruleIndex, int ruleStartIndex)
{
if ( state.backtracking > 1 )
base.Memoize(input, ruleIndex, ruleStartIndex);
}

override public bool AlreadyParsedRule(IIntStream input, int ruleIndex)
{
if ( state.backtracking>1 )
return base.AlreadyParsedRule(input, ruleIndex);
return false;
}

```
actionGate() ::= "(state.backtracking==0)"

filteringActionGate() ::= "(state.backtracking == 1)"

/** How to generate a parser */
genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass, filterMode,
    ASTLabelType="object", labelType, members, rewriteElementType) ::= <<
public partial class <grammar.recognizerName> : <@superClassName><superClass><@end>
{
<if(grammar.grammarIsRoot)>
    public static readonly string[] tokenNames = new string[]
    {
        "\<invalid>",
        "\<EOR>",
        "\<DOWN>",
        "\<UP>",
        <tokenNames; separator="",\n>}
};\n</if>

<tokens:{public const int <it.name> = <it.type>;}; separator="\n">
// delegators
<grammar.delegators:
  {g|public <g.recognizerName> <g:delegateName>();}; separator="\n"
<last(grammar.delegators):{g|public <g.recognizerName> gParent;}>}

<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>}
</members>
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>

public <grammar.recognizerName>({<inputStreamType> input<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>})
: this(input, new RecognizerSharedState()<grammar.delegators:{g|, <g:delegateName()>}>)
{
}

public <grammar.recognizerName>({<inputStreamType> input, RecognizerSharedState
state<grammar.delegators:{g|, <g.recognizerName> <g:delegateName()>}>})
: base(input, state) {
  <parserCtorBody()>
  <grammar.directDelegates:
    {g|<g:delegateName>() = new <g.recognizerName>(input, state<trunc(g.delegators):{p|,
    <p:delegateName()>()}, this);}; separator="\n"
    <grammar.indirectDelegates:{g | <g:delegateName()> = <g.delegator:delegateName()>.<g:delegateName()>;}; separator="\n"
    <last(grammar.delegators):{g|gParent = <g:delegateName>();}>}
  }
  </end>

override public string[] TokenNames {
get { return <grammar.composite.rootGrammar.recognizerName>.tokenNames; }
}

override public string GrammarFileName {
get { return "<fileName>"; }
}

<members>

<rules; separator="\n\n"
<! generate rule/method definitions for imported rules so they
appear to be defined in this recognizer. !>
// Delegated rules
<grammar.delegatedRules:{ruleDescriptor}>
public <returnType>() <ruleDescriptor.name>({<ruleDescriptor.parameterScope:parameterScope(scope=it)>})
// throws RecognitionException
/
  <if(ruleDescriptor.hasReturnValue)>return
private void InitializeCyclicDFAs(<@debugInitializeCyclicDFAs()>)
{
    <cyclicDFAs:{dfa | this.dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this<@debugAddition()>);}; separator="\n">;
    <cyclicDFAs:{dfa | <if(dfa.specialStateSTs)>this.dfa<dfa.decisionNumber>.specialStateTransitionHandler = new DFA.SpecialStateTransitionHandler(DFA<dfa.decisionNumber>_SpecialStateTransition);<endif>}; separator="\n">;
}

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>;

parserCtorBody() ::= <<
<@initializeCyclicDFAs>InitializeCyclicDFAs();<@end>
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new Hashtable[length(grammar.allImportedRules)+1];<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators:
{g|this.<g:delegateName()> = <g:delegateName>();}; separator="\n">;

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, ASTLabelType, superClass="Parser", labelType="IToken", members={<actions.parser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITokenStream", rewriteElementType="Token", ...)>

/*" How to generate a tree parser; same as parser except the input
* stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>

/** How to generate a tree parser; same as parser except the input
* stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, numRules, bitsets,
labelType={<ASTLabelType>}, ASTLabelType="object", superClass="TreeParser",
members={<actions.treeparser.members>}, filterMode) ::= <<
<genericParser(inputStreamType="ITreeNodeStream", rewriteElementType="Node", ...)>

"
/** A simpler version of a rule template that is specific to the imaginary
* rules created for syntactic predicates. As they never have return values
* nor parameters etc..., just give simplest possible method. Don't do
* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= <<
  // $ANTLR start "<ruleName>"
  public void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) {
    <ruleLabelDefs()>
    <if(trace)>
      TraceIn("<ruleName>_fragment", <ruleDescriptor.index>);
      try
      {<block>
      } finally
      {<block>
        TraceOut("<ruleName>_fragment", <ruleDescriptor.index>);
      }
    </if(trace)>
    <block>
    <endif>
  }
  // $ANTLR end "<ruleName>"
>>
synpredDecls(name) ::= <<
  SynPredPointer <name>;<n>
>>
synpred(name) ::= <<
  public bool <name>()
  {
    state.backtracking++;
    //@start()
    int start = input.Mark();
    try
    {
      <name>_fragment(); // can never throw exception
    }
    catch (RecognitionException re)
    {
      Console.Error.WriteLine("impossible: "+re);
    }
    bool success = !state.failed;
  }
>>
input.Rewind(start);
  @{stop()}
  state.backtracking--;
  state.failed = false;
  return success;
} <n>
>>

lexerSynpred(name) ::= <<
<synpred(name)>
>>

ruleMemoization(name) ::= <<
@if(memoize)
if ( (state.backtracking > 0) && AlreadyParsedRule(input, <ruleDescriptor.index>) )
{
  return <ruleReturnValue>();
}
@endif
>>

/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
@if(backtracking)>if (state.failed) return <ruleReturnValue>();<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
@if(backtracking)>if ( state.backtracking > 0 ) {state.failed = true; return <ruleReturnValue>();}<endif>
>>

/** How to generate code for a rule. This includes any return type
*  data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>
// $ANTLR start "<ruleName>"
// <fileName>:<description>
public <returnType()> <ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) // throws RecognitionException [1]
{
  <if(trace)>TraceIn("<ruleName>", <ruleDescriptor.index>);<endif>
  <ruleScopeSetUp()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleDescriptor.actions.init>
<@preamble()>
try {
    <ruleMemoization(name=ruleName)>
    <block>
    <ruleCleanUp()>
    <((ruleDescriptor.actions.after):execAction())
    }
    <if(exceptions)>
    <exceptions:{e|<catch(decl=e.decl,action=e.action)><\n>}}
    <else>
    <if(!emptyRule)>
    <if(actions.(actionScope).rulecatch)>
    <actions.(actionScope).rulecatch>
    <else>
    catch (RecognitionException re)
    {
        ReportError(re);
        Recover(input,re);
        <setErrorReturnValue()>
    }<\n>
    <endif>
    <endif>
    <endif>
    finally
    {
        <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
        <memoize()>
        <ruleScopeCleanUp()>
        <finally>
    }
    <@postamble()>
    return <ruleReturnValue();
}
// $ANTLR end "<ruleName>" 
>>
catch(decl.action) ::= <<
catch (<e.decl>)
{
    <e.action>
}
>>

ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
<returnType()> retval = new <returnType()>();
retval.Start = input.LT(1);<\n>
<else>
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> <a.name> = <if(a.initValue)><a.initValue><else><initValue(a.type)><endif>;
}
<endif>

<if(memoize)>
int <ruleDescriptor.name>_StartIndex = input.Index();
<endif>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.Push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.Push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.Pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.Pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels>
:({labelType} <it.label.text> = null;}; separator="\n"
>

<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels>
:({IList list_<it.label.text> = null;}; separator="\n"
>

<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">

<ruleDescriptor.ruleListLabels:{ll|<ll:ruleLabelDef(label=it)> <ll.label.text> = null;}; separator="\n">

>>

lexerRuleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.ruleLabels]
:({labelType} <it.label.text> = null;}; separator="\n"
>

<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n"
>

<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
:({IList list_<it.label.text> = null;}; separator="\n"
>

>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)

<if(ruleDescriptor.hasReturnValue)

<if(!ruleDescriptor.isSynPred)>

<if(ruleDescriptor.hasReturnValue)>

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int _type = <ruleName>;
int _channel = DEFAULT_TOKEN_CHANNEL;
    <ruleMemoization(name=ruleName)>
    <lexerRuleLabelDefs()>
    <ruleDescriptor.actions.init>
    <block>
    <ruleCleanUp()>
    state.type = _type;
    state.channel = _channel;
    <(ruleDescriptor.actions.after):execAction()>
    <endif>
    }
finally
{
    <if(trace)>TraceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
    }
} // $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
override public void mTokens() // throws RecognitionException
{
    <block>
}
} // $ANTLR end "<ruleName>"
>>

// S U B R U L E S

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
    // <fileName>:<description>
    int alt<decisionNumber> = <maxAlt>;
    <decls>
    @@predecision()
    <decision>
    @@postdecision()
    @@prebranch()
    switch (alt<decisionNumber>)
    {
    <alts:altSwitchCase()>
    }
    @@postbranch()
A rule block with multiple alternatives */

```c
// <fileName>::<description>
int alt<decisionNumber> = <maxAlt>;
<decls>
@predecision()
<decision>
@postdecision()
switch (alt<decisionNumber>)
{
    <alts:altSwitchCase()>
}

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>::<description>
<decls>
@prealt()
<alts>
@postalt()```

A special case of a (...) subrule with a single alternative */

```c
// <fileName>::<description>
<decls>
@prealt()
<alts>
@postalt()```

A (..)+ block with 1 or more alternatives */

```c
// <fileName>::<description>
int cnt<decisionNumber> = 0;
<decls>
@preloop()do
    int alt<decisionNumber> = <maxAlt>;
    @predecision()
    <decision>
    @postdecision()
    switch (alt<decisionNumber>)
    {
```
default:
  if ( cnt<decisionNumber> >= 1 ) goto loop<decisionNumber>;
<ruleBacktrackFailure()>
  EarlyExitException eee<decisionNumber> =
    new EarlyExitException<decisionNumber>(input);
<@earlyExitException()>
  throw eee<decisionNumber>;
}  
cnt<decisionNumber>++;  
} while (true);

loop<decisionNumber>:
:// Stops C# compiler whining that label 'loop<decisionNumber>' has no statements
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (..)* block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::=  
<<
  // <fileName>:<description>
  <decls>
  <@preloop()>
  do  
  {  
    int alt<decisionNumber> = <maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>)
    {  
      <alts:altSwitchCase()>
        default:
          goto loop<decisionNumber>;
      }  
    } while (true);

loop<decisionNumber>:
:// Stops C# compiler whining that label 'loop<decisionNumber>' has no statements
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation */
* so we can just use the normal block template
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative number. A DFA predicts the alternative and then a simple switch does the jump to the code that actually matches that alternative. */
altSwitchCase() ::= <<
case <i>:
  <+prealt()>
  <+it>
  break;
>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
  // <fileName>:<description>
  {
    <+declarations()>
    <+elements:element()>
    <+rew>
    <+cleanup()>
  }
>>

/** What to emit when there is no rewrite. For auto build mode, does nothing. */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// ELEMENTS

/** Dump the elements one per line */
element() ::= <<
  <+prematch()>
  <+it.el><
>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
  <+if(label)> <label>=(<labelType>) <+endif>
  Match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex>);
  <+checkRuleBacktrackFailure()>
>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
listLabel(label,elem) ::= <<
if (list_<label> == null) list_<label> = new ArrayList();
list_<label>.Add(<elem>);
>>

/** match a character */
charRef(char,label) ::= <<
@if(label)
<label> = input.LA(1);<
@endif
Match(<char>); <checkRuleBacktrackFailure>()
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
@if(label)
<label> = input.LA(1);<
@endif
MatchRange(<a>,<b>); <checkRuleBacktrackFailure>()
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
@if(label)
@if(LEXER)
<label>= input.LA(1);<
@else
<label> = (<labelType>)input.LT(1);<
@endif
@if(backtracking)
MatchedSetException mse = new MismatchedSetException(null,input);
@if(!LEXER)
state.errorRecovery = false;
@endif
@if(!backtracking)
state.failed = false;
@endif
@endif
else
{
ruleBacktrackFailure();
MismatchedSetException mse = new MismatchedSetException(null,input);
<@mismatchedSetException()>
}
```c
<if(LEXER)>
    Recover(mse);
    throw mse;
<else>
    throw mse;
    <! use following code to make it recover inline; remove throw mse; 
    RecoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);
    !>
<endif>
</!

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= «
    <matchSet(...)>
    <listLabel(elem=label,...)>
»

/** Match a string literal */
lexerStringRef(string,label) ::= «
    <if(label)>
    int <label>Start = CharIndex;
    Match(<string>); <checkRuleBacktrackFailure()>
    <label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
    <label>Start, CharIndex-1);
    <else>
    Match(<string>); <checkRuleBacktrackFailure()><
    <endif>

wildcard(label,elementIndex) ::= «
    <if(label)>
    <label> = (<labelType>)input.LT(1);<
    <endif>
    MatchAny(input); <checkRuleBacktrackFailure()><

wildcardAndListLabel(label,elementIndex) ::= «
    <wildcard(...)>
    <listLabel(elem=label,...)>
»

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= «
    <if(label)>
    <label> = input.LA(1);<
    <endif>
```
MatchAny(); <checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)> <listLabel(elem=label,...)> >>

/** Match a rule reference by invoking it possibly with arguments
* and a return value or values. The 'rule' argument was the
* target rule name, but now is type Rule, whose toString is
* same: the rule name. Now though you can access full rule
* descriptor stuff.
*/
ruleRef(rule, label, elementIndex, args, scope) ::= <<
PushFollow(FOLLOW_{rule.name}_in_{ruleName}<elementIndex>);
;if(label)
<label> = if(scope)<scope:delegateName()>.<endif><rule.name>({args; separator=", "});
#else
<if(scope)<scope:delegateName()>.<endif><rule.name>({args; separator=", "});
#endif
state.followingStackPointer--;
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule, label, elementIndex, args, scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label,...)> >>

/** A lexer rule reference.
* 'rule' argument was the target rule name, but now
* is type Rule, whose toString is same: the rule name.
* Now though you can access full rule descriptor stuff.
*/
lexerRuleRef(rule, label, args, elementIndex, scope) ::= <<
;if(label)
<int labelStart<elementIndex> = CharIndex;
<if(scope)<scope:delegateName()>.<endif>m<rule.name>({args; separator=", "});
<checkRuleBacktrackFailure()>
<label> = new CommonToken(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
<label>Start<elementIndex>, CharIndex-1);
#else
<if(scope)<scope:delegateName()>.<endif>m<rule.name>({args; separator=", "});
<checkRuleBacktrackFailure()>
<endif>
/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
  <lexerRuleRef(...)>
  <listLabel(elem=label,...)>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
  <if(label)>
  int <label>Start<elementIndex> = CharIndex;
  Match(EOF); <checkRuleBacktrackFailure()>
  <labelType> <label> = new CommonToken(input, EOF, Token.DEFAULT_CHANNEL,
    <label>Start<elementIndex>, CharIndex-1);
  <else>
  Match(EOF); <checkRuleBacktrackFailure()>
  <endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
  enclosingTreeLevel, treeLevel) ::= <<
  <root:element()>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if ( input.LA(1) == Token.DOWN )
  {
    Match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
  }
  <else>
  Match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
  <children:element()>
  Match(input, Token.UP, null); <checkRuleBacktrackFailure()>
  <endif>
>>

/** Every predicate is used as a validating predicate (even when it is
  * also hoisted into a prediction expression). */
validateSemanticPredicate(pred,description) ::= <<
  if ( !(<evalPredicate(...)>) )
  {
    <ruleBacktrackFailure()>
    throw new FailedPredicateException(input, "<ruleName>", "<description>");
  }
>>
// Fixed DFA (if-then-else)

dfaState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
><edges; separator="|\n>else
{
<if(eotPredictsAlt)>
    alt<decisionNumber> = <eotPredictsAlt>;
<else>
    <ruleBacktrackFailure()>
    NoViableAltException nvae_d<decisionNumber>s<stateNumber> =
    new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);<\n>
    <@noViableAltException()>
    throw nvae_d<decisionNumber>s<stateNumber>;<\n>
<endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
><edges; separator="|\n>else
<if(eotPredictsAlt)>
    alt<decisionNumber>=<eotPredictsAlt>; <! if no edges, don't gen ELSE !>
<else>
    else
{
    alt<decisionNumber> = <eotPredictsAlt>;
}
>>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for (a)* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<\n>
<edges; separator="|\n>if(eotPredictsAlt)>
<if(!edges)>
    alt<decisionNumber>=<eotPredictsAlt>; <!-- if no edges, don't gen ELSE !!>
<else>
    else
    {
        alt<decisionNumber> = <eotPredictsAlt>;
    }
    <\n>
/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ((<labelExpr>)<if(predicates>>&amp;(predicates)<endif>) {
  <targetState>
}
>>

// Fixed DFA (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>)) {
  <edges; separator="\n"> default:
    <if(eotPredictsAlt)>
      alt<decisionNumber> = <eotPredictsAlt>;
      break;
    <else>
      <ruleBacktrackFailure()>
      NoViableAltException nvae_d<decisionNumber>s<stateNumber> =
        new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
      <@noViableAltException()>
      throw nvae_d<decisionNumber>s<stateNumber>;<\n>
    <endif>
  }<\n>
}<<
dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch (input.LA(<k>)) {
  <edges; separator="\n">}<<
dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) )
{
<edges; separator="\n">\n
<if(eotPredictsAlt)>
default:
    alt<decisionNumber> = <eotPredictsAlt>;
    break;\n
<endif>
\n}
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{case <it>:}; separator="\n">
{
    <targetState>
}
break;
>>

// C y c l i c D F A

/** The code to initiate execution of a cyclic DFA; this is used
* in the rule to predict an alt just like the fixed DFA case.
* The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.Predict(input);
>>

/* Dump DFA tables. */
cyclicDFA(dfa) ::= <<
const string DFA<dfa.decisionNumber>_eotS =
    "<dfa.javaCompressedEOT; wrap="\"+\n \"">";
const string DFA<dfa.decisionNumber>_eofS =
    "<dfa.javaCompressedEOF; wrap="\"+\n \"">";
const string DFA<dfa.decisionNumber>_minS =
    "<dfa.javaCompressedMin; wrap="\"+\n \"">";
const string DFA<dfa.decisionNumber>_maxS =
    "<dfa.javaCompressedMax; wrap="\"+\n \"">";
const string DFA<dfa.decisionNumber>_acceptS =
    "<dfa.javaCompressedAccept; wrap="\"+\n \"">";
const string DFA<dfa.decisionNumber>_specialS =
    "<dfa.javaCompressedSpecial; wrap="\"+\n \"">";}
static readonly string[] DFA<dfa.decisionNumber>_transitionS = {
    <dfa.javaCompressedTransition:[s]"<s; wrap="\"+\n\"">"}; separator="\n"} ;
static readonly short[,] DFA<dfa.decisionNumber>_eot = 
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eotS);
static readonly short[,] DFA<dfa.decisionNumber>_eof = 
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_eofS);
static readonly char[,] DFA<dfa.decisionNumber>_min = 
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static readonly char[,] DFA<dfa.decisionNumber>_max = 
DFA.UnpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static readonly short[,] DFA<dfa.decisionNumber>_accept = 
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static readonly short[,] DFA<dfa.decisionNumber>_special = 
DFA.UnpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static readonly short[,] DFA<dfa.decisionNumber>_transition = 
DFA.UnpackEncodedStringArray(DFA<dfa.decisionNumber>_transitionS);

protected class DFA<dfa.decisionNumber> : DFA
{
    <@debugMember()>
    public DFA<dfa.decisionNumber>(BaseRecognizer recognizer)
    {
        this.recognizer = recognizer;
        this.decisionNumber = <dfa.decisionNumber>;
        this.eot = DFA<dfa.decisionNumber>_eot;
        this.eof = DFA<dfa.decisionNumber>_eof;
        this.min = DFA<dfa.decisionNumber>_min;
        this.max = DFA<dfa.decisionNumber>_max;
        this.accept = DFA<dfa.decisionNumber>_accept;
        this.special = DFA<dfa.decisionNumber>_special;
        this.transition = DFA<dfa.decisionNumber>_transition;
    }
    <@dbgCtor()>

    override public string Description
    {
        get { return "<dfa.description>"; }
    }

    <+errorMethod()>
}
</ndx>
@if(dfa.specialStateSTs)>

protected internal int DFA<dfa.decisionNumber>_SpecialStateTransition(DFA dfa, int s, IIntStream _input)
//throws NoViableAltException
{
    <if(LEXER)>
    IIntStream input = _input;
    

ITokenStream input = (ITokenStream)_input;
int _s = s;
switch ( _s )
{
    <dfa.specialStateSTs:{state |
        case <i0> : <! compressed special state numbers 0..n-1 !>
        <state> }; separator="\n">
    }
    if (state.backtracking)
        if (state.backtracking > 0) {state.failed = true; return -1;}<
    NoViableAltException nvae<dfa.decisionNumber> =
        new NoViableAltException(dfa.Description, <dfa.decisionNumber>, _s, input);
        dfa.Error(nvae<dfa.decisionNumber>);
        throw nvae<dfa.decisionNumber>;
} <endif>
>>
/** A state in a cyclic DFA; it's a special state and part of a big switch on
 * state.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState) ::= <<
    int LA<decisionNumber>_<stateNumber> = input.LA(1);<
    if (semPredState) <! get next lookahead symbol to test edges, then rewind !>
        int index<decisionNumber>_<stateNumber> = input.Index();
        input.Rewind();<
    else
        <edges; separator="\n">
        <if(semPredState) <! return input cursor to state before we rewound !>
            input.Seek(index<decisionNumber>_<stateNumber>);<
        endif>
    if ( s >= 0 ) return s;
    break;
>>
/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
    if ( (labelExpr) <if(predicates)>&& (<predicates>) <endif>) { s = <targetStateNumber> ; }<

/** An edge pointing at end-of-token; essentially matches any char; 
* always jump to the target. 
*/
eotDFAEdge(targetStateNumber, edgeNumber, predicates) ::= <<
s = <targetStateNumber>;<
>>

// DFA EXPRESSIONS

andPredicates(left, right) ::= "(<left> && <right>)"

orPredicates(operands) ::= "((<first(operands)> <rest(operands):[0 || <o> ]>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred, description) ::= "(<pred>)"

evalSynPredicate(pred, description) ::= "<pred>()"

lookaheadTest(atom, k, atomAsInt) ::= "LA<decisionNumber>_<stateNumber> == <atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable 
* somewhere. Must ask for the lookahead directly. 
*/
isolatedLookaheadTest(atom, k, atomAsInt) ::= "input.LA(<k>) == <atom>"

lookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= <<
(LA<decisionNumber>_<stateNumber> \>= <lower> && LA<decisionNumber>_<stateNumber> \=< <upper>)
>>

isolatedLookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= "(input.LA(<k>) \>=
<lower> && input.LA(<k>) \=< <upper>)"

setTest(ranges) ::= "<ranges; separator=" || ">

// Attributes

globalAttributeScope(scope) ::= <<
<if(scope.attributes)>
protected class <scope.name>._scope
{ 
 <scope.attributes:{protected internal <it.decl>;}; separator="\n"> 
}
protected Stack <scope.name>._stack = new Stack();<\n>
<endif>
ruleAttributeScope(scope) ::= <<
  <if(scope.attributes)>
  protected class <scope.name>_scope
  {
    <scope.attributes:{protected internal <it.decl>;}; separator="\n">
  }
  protected Stack <scope.name>_stack = new Stack();\n
  <endif>
>>

returnStructName() ::= "<it.name>_return"

returnType() ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
  <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
  <else>
  <if(ruleDescriptor.hasSingleReturnValue)>
  <ruleDescriptor.singleValueReturnType>
  <else>
  void
  </endif>
  <endif>
</if>

/>** Generate the C# type associated with a single or multiple return
* values.
*/
ruleLabelType(referencedRule) ::= <<
  <if(referencedRule.hasMultipleReturnValues)>
  <referencedRule.grammar.recognizerName>.<referencedRule.name>_return
  <else>
  <if(referencedRule.hasSingleReturnValue)>
  <referencedRule.singleValueReturnType>
  <else>
  void
  </endif>
  <endif>
</if>

/>** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
delegateName() ::= <<
  <if(it.label)><it.label><else>g<it.name><endif>
</if>
initValue(typeName) ::= <<
default(<typeName>)>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> <label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;
>>

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members. */
returnScope(scope) ::= <<
@if(ruleDescriptor.hasMultipleReturnValues)
public class <ruleDescriptor:returnStructName()> :
@if(TREE_PARSER)>Tree<else>Parser<endif>RuleReturnScope
{
    <scope.attributes:{public <it.decl>;}; separator="\n">
    @ruleReturnMembers()
};
@endif
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator="">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> = <expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
@if(negIndex)
((<scope>_scope)<scope>_stack[<scope>_stack.Count-<negIndex>-1]).<attr.name>
@else
@if(index)
((<scope>_scope)<scope>_stack[<index>]).<attr.name>
@else
((<scope>_scope)<scope>_stack.Peek()).<attr.name>
@endif
@endif
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
@if(negIndex)
((<scope>_scope)<scope>_stack[<scope>_stack.Count-<negIndex>-1]).<attr.name> = <expr>
@else
 endif
>>
/** $x is either global scope or x is rule with dynamic scope; refers * to stack itself not top of stack. This is useful for predicates * like {function.size()>0 && function::name.equals("foo")}? */
isolatedDynamicScopeRef(scope) ::= "<scope>*stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
  <if(referencedRule.hasMultipleReturnValues)>
    ((<scope> != null) ? <scope>.<attr.name> : <initValue(attr.type)>)
  <else>
    <scope>
  <endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
    retval.<attr.name>
  <else>
    <attr.name>
  <endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
    retval.<attr.name> = <expr>;
  <else>
    <attr.name> = <expr>;
  <endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 13818

```csharp
getTokenLabelPropertyRef_text(scope,attr) ::= "((<scope> != null) ? <scope>.Text : null)"
getTokenLabelPropertyRef_type(scope,attr) ::= "((<scope> != null) ? <scope>.Type : 0)"
getTokenLabelPropertyRef_line(scope,attr) ::= "((<scope> != null) ? <scope>.Line : 0)"
getTokenLabelPropertyRef_pos(scope,attr) ::= "((<scope> != null) ? <scope>.CharPositionInLine : 0)"
getTokenLabelPropertyRef_channel(scope,attr) ::= "((<scope> != null) ? <scope>.Channel : 0)"
getTokenLabelPropertyRef_index(scope,attr) ::= "((<scope> != null) ? <scope>.TokenIndex : 0)"
getTokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
getTokenLabelPropertyRef_int(scope,attr) ::= "((<scope>!=null?int.Parse(<scope>.Text):0)"

getRuleLabelPropertyRef_start(scope,attr) ::= "((<scope> != null) ? ((<labelType>)<scope>.Start) : null)"
getRuleLabelPropertyRef_stop(scope,attr) ::= "((<scope> != null) ? ((<labelType>)<scope>.Stop) : null)"
getRuleLabelPropertyRef_tree(scope,attr) ::= "((<scope> != null) ? ((<ASTLabelType>)<scope>.Tree) : null)"
getRuleLabelPropertyRef_text(scope,attr) ::= <<
  <if(TREE_PARSER)>
  ((<scope> != null) ? input.TokenStream.ToString(
    input.TreeAdaptor.GetTokenStartIndex(<scope>.Start),
    input.TreeAdaptor.GetTokenStopIndex(<scope>.Start)) : null)
  <else>
  <endif>
>>
getRuleLabelPropertyRef_st(scope,attr) ::= "((<scope> != null) ? <scope>.ST : null)"

/** Isolated $RULE ref ok in lexer as it's a Token */
exterRuleLabel(label) ::= "<label>

exterRuleLabelPropertyRef_type(scope,attr) ::= "((<scope> != null) ? <scope>.Type : 0)"
exterRuleLabelPropertyRef_line(scope,attr) ::= "((<scope> != null) ? <scope>.Line : 0)"
exterRuleLabelPropertyRef_pos(scope,attr) ::= "((<scope> != null) ? <scope>.CharPositionInLine : -1)"
exterRuleLabelPropertyRef_channel(scope,attr) ::= "((<scope> != null) ? <scope>.Channel : 0)"
exterRuleLabelPropertyRef_index(scope,attr) ::= "((<scope> != null) ? <scope>.TokenIndex : 0)"
exterRuleLabelPropertyRef_tree(scope,attr) ::= "((<scope> != null) ? <scope>.Text : null)"
exterRuleLabelPropertyRef_int(scope,attr) ::= "((<scope>!=null?int.Parse(<scope>.Text):0)"

// Somebody may ref $template or $tree or $stop within a rule:
getPropertyRef_start(scope,attr) ::= "((<labelType>)(retval.Start)"
getPropertyRef_stop(scope,attr) ::= "((<labelType>)(retval.Stop)"
getPropertyRef_tree(scope,attr) ::= "((<ASTLabelType>)(retval.Tree)"
getPropertyRef_text(scope,attr) ::= <<
  <if(TREE_PARSER)>
  input.TokenStream.ToString(
    input.TreeAdaptor.GetTokenStartIndex(retval.Start),
    input.TreeAdaptor.GetTokenStopIndex(retval.Start) )
  <else>
  input.ToString((IToken)(retval.Start,input.LT(-1))
  <endif>
>>
getPropertyRef_st(scope,attr) ::= "retval.ST"
```
lexerRulePropertyRef_text(scope,attr) ::= "Text"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(CharIndex-1)"
lexerRulePropertyRef_int(scope,attr) ::= "int.Parse(<scope>.Text)"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.Tree = <expr>;;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.ST = <expr>;;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
  <if(backtracking)>
  if ( <actions.(actionScope).synpredgate> )
  {
    <action>
  }
  <else>
  <action>
  <endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)
bitset(name, words64) ::= <<
  public static readonly BitSet <name> = new BitSet(new ulong[]{ <words64>{<it>UL};separator","}));
>>

codeFileExtension() ::= ".cs"

true() ::= "true"
false() ::= "false"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/CSharp2/CSharp2.stg
No license file was found, but licenses were detected in source scan.

/*
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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
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THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

interface ANTLRCore;

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 */
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
   docComment, recognizer,
   name, tokens, tokenNames, rules, cyclicDFAs,
   bitsets, buildTemplate, buildAST, rewriteMode, profile,
   backtracking, synpreds, memoize, numRules,
   fileName, ANTLRVersion, generatedTimestamp, trace,
   scopes, superClass, literals);

/** The header file; make sure to define headerFileExtension() below */
optional
headerFile(LEXER,PARSER, TREE_PARSER, actionScope, actions,
   docComment, recognizer,
   name, tokens, tokenNames, rules, cyclicDFAs,
bitsets, buildTemplate, buildAST, rewriteMode, profile,
backtracking, synpreds, memoize, numRules,
fileName, ANTLRVersion, generatedTimestamp, trace,
scopes, superClass, literals);

lexer(grammar, name, tokens, scopes, rules, numRules, labelType,
fILTERMode, superClass);

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
bitests, ASTLabelType, superClass,
labelType, members);

/** How to generate a tree parser; same as parser except the input
* stream is a different type.
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules,
numRules, biests, labelType, ASTLabelType,
superClass, members, filterMode);

/** A simpler version of a rule template that is specific to the imaginary
* rules created for syntactic predicates. As they never have return values
* nor parameters etc..., just give simplest possible method. Don't do
* any of the normal memoization stuff in here either; it's a waste.
* As predicates cannot be inlined into the invoking rule, they need to
* be in a rule by themselves.
*/
synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock);

/** How to generate code for a rule. This includes any return type
* data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize);

/** How to generate a rule in the lexer; naked blocks are used for
* fragment rules.
*/
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize);

/** How to generate code for the implicitly-defined lexer grammar rule
* that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor);

filteringNextToken();

filteringActionGate();

// S U B R U L E S
/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description);

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description);

/** A (..)+ block with 0 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

positiveClosureBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

/** A (..)* block with 0 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

closureBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

/** Optional blocks (x)? are translated to (x|) by before code generation */
* so we can just use the normal block template
* /
optionalBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

optionalBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description);

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew);

// ELEMENTS

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero);

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero);

listLabel(label,elem);

/** match a character */
charRef(char,label);
/** match a character range */
charRangeRef(a,b,label);

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode);

matchSetAndListLabel(s,label,elementIndex,postmatchCode);

/** Match a string literal */
lexerStringRef(string,label);

wildcard(label,elementIndex);

wildcardAndListLabel(label,elementIndex);

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex);

wildcardCharListLabel(label, elementIndex);

/** Match a rule reference by invoking it possibly with arguments
* and a return value or values.
*/
ruleRef(rule,label,elementIndex,args,scope);

/** ids+=ID */
ruleRefAndListLabel(rule,label,elementIndex,args,scope);

/** A lexer rule reference */
lexerRuleRef(rule,label,args,elementIndex,scope);

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope);

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex);

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
     enclosingTreeLevel, treeLevel);

/** Every predicate is used as a validating predicate (even when it is
* also hoisted into a prediction expression).
*/
validateSemanticPredicate(pred,description);

// F i x e d  D F A (if-then-else)
/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 *
 * If a semPredState, don't force lookahead lookup; preds might not
 * need.
 */
 dfaOptionalBlockState(k, edges, eotPredictsAlt, description, stateNumber, semPredState);

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a
 * rule anything other than 'a' predicts exiting.
 *
 * If a semPredState, don't force lookahead lookup; preds might not
 * need.
 */
 dfaLoopbackState(k, edges, eotPredictsAlt, description, stateNumber, semPredState);

/** An accept state indicates a unique alternative has been predicted */
 dfaAcceptState(alt);

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */
 dfaEdge(labelExpr, targetState, predicates);

// Fixed DFA (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
 * decides if this is possible: CodeGenerator.canGenerateSwitch().
 */
 dfaStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState);
 dfaOptionalBlockStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState);
 dfaLoopbackStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState);
 dfaEdgeSwitch(labels, targetState);

// Cyclic DFA
/** The code to initiate execution of a cyclic DFA; this is used
 * in the rule to predict an alt just like the fixed DFA case.
 * The <name> attribute is inherited via the parser, lexer, ...
 */
 dfaDecision(decisionNumber,description);

/** Generate the tables and support code needed for the DFAState object
 * argument. Unless there is a semantic predicate (or syn pred, which
 * become sem preds), all states should be encoded in the state tables.
 * Consequently, cyclicDFAState/cyclicDFAEdge,eotDFAEdge templates are
 * not used except for special DFA states that cannot be encoded as
 * a transition table.
 */
 cyclicDFA(dfa);

/** A special state in a cyclic DFA; special means has a semantic predicate
 * or it's a huge set of symbols to check.
 */
cyclicDFAState(decisionNumber,stateNumber,edges,needErrorClause,semPredState);

/** Just like a fixed DFA edge, test the lookahead and indicate what
 * state to jump to next if successful. Again, this is for special
 * states.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates);

/** An edge pointing at end-of-token; essentially matches any char;
 * always jump to the target.
 */
eotDFAEdge(targetStateNumber,edgeNumber, predicates);

// DFA EXPRESSIONS

andPredicates(left,right);

orPredicates(operands);

notPredicate(pred);

evalPredicate(pred,description);

evalSynPredicate(pred,description);

lookaheadTest(atom,k,atomAsInt);

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
 * somewhere. Must ask for the lookahead directly.
 */
isolatedLookaheadTest(atom,k,atomAsInt);

lookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt);

isolatedLookaheadRangeTest(lower,upper,k,rangeNumber,lowerAsInt,upperAsInt);

setTest(ranges);

// ATTRIBUTES

parameterAttributeRef(attr);
parameterSetAttributeRef(attr,expr);

scopeAttributeRef(scope,attr,index,negIndex);
scopeSetAttributeRef(scope,attr,expr,index,negIndex);

/** $x is either global scope or x is rule with dynamic scope; refers
 * to stack itself not top of stack. This is useful for predicates
 * like {sfunction.size()>0 && sfunction::name.equals("foo")}? */
isolatedDynamicScopeRef(scope);

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr);

returnAttributeRef(ruleDescriptor,attr);
returnSetAttributeRef(ruleDescriptor,attr,expr);

/** How to translate $tokenLabel */
tokenLabelRef(label);

/** ids+=ID {$ids} or e+=expr {$e} */
listLabelRef(label);

// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :( 

tokenLabelPropertyRef_text(scope,attr);
tokenLabelPropertyRef_type(scope,attr);
tokenLabelPropertyRef_line(scope,attr);
tokenLabelPropertyRef_pos(scope,attr);
tokenLabelPropertyRef_channel(scope,attr);
tokenLabelPropertyRef_index(scope,attr);
tokenLabelPropertyRef_tree(scope,attr);

ruleLabelPropertyRef_start(scope,attr);
rulLabelPropertyRef_stop(scope,attr);
rulLabelPropertyRef_tree(scope,attr);
ruleLabelPropertyRef_text(scope,attr);
ruleLabelPropertyRef_st(scope,attr);

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label);

lexerRuleLabelPropertyRef_type(scope,attr);
lexerRuleLabelPropertyRef_line(scope,attr);
lexerRuleLabelPropertyRef_pos(scope,attr);
lexerRuleLabelPropertyRef_channel(scope,attr);
lexerRuleLabelPropertyRef_index(scope,attr);
lexerRuleLabelPropertyRef_text(scope,attr);

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr);
rulePropertyRef_stop(scope,attr);
rulePropertyRef_tree(scope,attr);
rulePropertyRef_text(scope,attr);
rulePropertyRef_st(scope,attr);

lexerRulePropertyRef_text(scope,attr);
lexerRulePropertyRef_type(scope,attr);
lexerRulePropertyRef_line(scope,attr);
lexerRulePropertyRef_pos(scope,attr);
/** Undefined, but present for consistency with Token attributes; set to -1 */
lexerRulePropertyRef_index(scope,attr);
lexerRulePropertyRef_channel(scope,attr);
lexerRulePropertyRef_start(scope,attr);
lexerRulePropertyRef_stop(scope,attr);

ruleSetPropertyRef_tree(scope,attr,expr);
ruleSetPropertyRef_st(scope,attr,expr);

/** How to execute an action */
execAction(action);

// M I S C (properties, etc...)

codeFileExtension();

/** Your language needs a header file; e.g., "h" */
optional headerFileExtension();

ture();
false();

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-
/*
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*/

/*
Template group file for the Objective C code generator.
Heavily based on Java.stg

Written by Kay Roepke <kroepke(at)classdump.org>

This file is part of ANTLR and subject to the same license as ANTLR itself.
*/

group ObjC implements ANTLRCore;

objcTypeInitMap ::= [
"int" ":" "0",
"long" ":" "0",
"float" ":" "0.0",
"double" ":" "0.0",
]
"boolean":"false",
"byte":0,
"short":0,
"char":0,
"id":nil,
default:if anything other than an atomic type
}
className() ::= "<name><! if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif !>">

/** The overall file structure of a recognizer; stores methods for rules
* and cyclic DFAs plus support code.
*/
outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
        bitsets, buildTemplate, buildAST, rewriteMode, profile,
        backtracking, synpreds, memoize, numRules,
        fileName, ANTLRVersion, generatedTimestamp, trace,
        scopes, superClass,literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

        <@imports>
#import <name><!if(LEXER)>Lexer<else><if(TREE_PARSER)>Tree<endif>Parser<endif !>.h
        <@end>

        <docComment>
        <recognizer>
        >>

headerFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
        docComment, recognizer,
        name, tokens, tokenNames, rules, cyclicDFAs,
        bitsets, buildTemplate, buildAST, rewriteMode, profile,
        backtracking, synpreds, memoize, numRules,
        fileName, ANTLRVersion, generatedTimestamp, trace,
        scopes, superClass,literals) ::=
<<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>

        <@imports>
#import \<Cocoa/Cocoa.h>
#import \<ANTLR/ANTLR.h>
        <@end>

        <actions.(actionScope).header>
lexerHeaderFile() ::= <<
<cyclicDFAs:cyclicDFAInterface()>

#pragma mark Rule return scopes start
<rules:{rule |
<rule: [ruleDescriptor | <returnScopeInterface(scope=ruleDescriptor.returnScope)>]}> |
#pragma mark Rule return scopes end

#pragma mark Tokens
<tokens:{#define <name>_<it.name> <it.type>; separator="\n"}>

@interface <className()> : ANTLRLexer {
<cyclicDFAs:{dfa | <name>DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>; separator="\n"> 
<synpreds:{p | SEL <p>SyntacticPredicate;}; separator="\n"> 
<actions.lexer.ivars>
}

<actions.lexer.methodsdecl>

<rules:{rule |
- (<rule.ruleDescriptor:[ruleDescriptor][returnType()]>)}
@if(!rule.ruleDescriptor.isSynPred)m<endif><rule.ruleName><if(rule.ruleDescriptor.parameterScope)<rule.ruleDescriptor.parameterScope:parameterScope(scope=it)><endif>; |
}

@end
>>

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="id<ANTLRToken> ",
filterMode) ::= <<
<cyclicDFAs:cyclicDFA()>

/** As per Terence: No returns for lexer rules! */
#pragma mark Rule return scopes start
<rules:{rule |
<rule.ruleDescriptor:{ruleDescriptor | <returnScope(scope=ruleDescriptor.returnScope)> }>
}> #pragma mark Rule return scopes end */
@implementation <className()>

static NSArray *tokenNames;

<actions.lexer.methods>

+ (void) initialize
{
    // todo: get tokenNames into lexer - requires changes to CodeGenerator.java and ANTLRCore.sti
tokenNames = [[NSArray alloc] init];
}

- (id) initWithCharStream:(id<ANTLRCharStream>)anInput
{
    if (nil!==(self = [super initWithCharStream:anInput]))
        <if(memoize)>
        // initialize the memoization cache - the indices are 1-based in the runtime code!
        [ruleMemo addObject:[NSNull null]]; // dummy entry to ensure 1-basedness.
        for (int i = 0; i < <numRules>; i++) {
            [[state ruleMemo] addObject:[NSMutableDictionary dictionary]];
        }
        </if>
    <synpreds:{p | <lexerSynpred(name=p)>};separator="\n">
    <cyclicDFAs:{dfa | <dfa decisionNumber> = [[<name>DFA<dfa decisionNumber> alloc] initWithRecognizer:self];}; separator="\n">
    <actions.lexer.init>
    return self;
    }

- (void) dealloc
{
    <cyclicDFAs:{dfa | <dfa decisionNumber> release];}; separator="\n">
    <actions.lexer.dealloc>
    [super dealloc];
    }

+ (NSString *) tokenNameForType:(int)aTokenType
{
    return nil;
}
/** A override of Lexer.nextToken() that backtracks over mTokens() looking
 * for matches. No error can be generated upon error; just rewind, consume
 * a token and then try again. backtracking needs to be set as well.
 */
filteringNextToken() ::= <<
- (id<ANTLRToken>) nextToken
{
  <sharedStateLocalVarDefinition()>
  while (YES) {
    if ( [input LA:1] == ANTLRCharStreamEOF ) {
      return nil; // should really be a +eofToken call here -> go figure
    }
    [self setToken: nil];
    [_state setChannel:ANTLRTokenChannelDefault];
    [_state setTokenStartLine:[input line]];
    [_state setTokenCharPositionInLine:[input charPositionInLine]];
    [_state setTokenStartCharIndex:[self charIndex]];
    @try {
      int m = [input mark];
      [_state setBacktracking:1];
      [_state setIsFailed:NO];
      // other code here...
    } @catch { // catch any exceptions
      // handle exceptions
    }
  }
}>>
[self mTokens];
[_state setBacktracking:0];
if ( [_state isFailed] ) {
    [input rewind:m];
    [input consume]; <! // advance one char and try again !>
} else {
    [self emit];
    return token;
}
}
@catch (ANTLRRecognitionException *re) {
    // shouldn't happen in backtracking mode, but...
    [self reportError:re];
    [self recover:re];
}
}
}
/>
filteringActionGate() ::= "[_state backtracking] == 1"

treeParserHeaderFile(LEXER, PARSER, TREE_PARSER, actionScope, actions, docComment, recognizer, name, tokens, tokenNames, rules, cyclicDFAs, bitsets, buildTemplate, profile, backtracking, synpreds, memoize, numRules, fileName, ANTLRVersion, generatedTimestamp, trace, scopes, superClass="ANTLRTreeParser") ::= <<
<parserHeaderFile(...)>
>>

parserHeaderFile(LEXER, PARSER, TREE_PARSER, actionScope, actions, docComment, recognizer, name, tokens, tokenNames, rules, cyclicDFAs, bitsets, buildTemplate, profile, backtracking, synpreds, memoize, numRules, fileName, ANTLRVersion, generatedTimestamp, trace, scopes, superClass="ANTLRParser") ::= <<
<parserHeaderFile(...)>
>>

<token:{#define <name>_<it.name>	<it.type>}; separator="\n">

#pragma mark Dynamic Global Scopes
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeDecl(scope=it)><endif>}}</>

#pragma mark Dynamic Rule Scopes
<rules:{rule |
    <rule.ruleDescriptor: [ ruleDescriptor | <ruleAttributeScopeDecl(scope=ruleDescriptor.ruleScope)> ]> }
>
#pragma mark Rule Return Scopes
<rules:{rule | <rule.ruleDescriptor:{ ruleDescriptor | <returnScopeInterface(scope=ruleDescriptor.returnScope)> } }>

@interface <className()> : <@superClassName><superClass><@end> {

<cyclicDFAs:{dfa | <name>DFA<dfa.decisionNumber> *dfa<dfa.decisionNumber>; }; separator="n">
<synpreds:{p | SEL <p>SyntacticPredicate;}; separator="n">
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeIVar(scope=it)><endif> }>
<rules:{rule |
<rul.e.ruleDescriptor.ruleScope:ruleAttributeScopeIVar(scope=it)> }

}@ivars()

<actions.(actionScope).ivars>
}

<actions.(actionScope).methodsdecl>

<rules:{rule |
- (<rule.ruleDescriptor:{ruleDescriptor|<returnType()>}>)
<rul.e.ruleName><if(rule.ruleDescriptor.parameterScope)><rule.ruleDescriptor.parameterScope:parameterScope(scope=it)><endif>;
}

}@methodsdecl()
@end

/** How to generate a parser */
genericParser(name, scopes, tokens, tokenNames, rules, numRules,
cyclicDFAs, bitsets, inputStreamType, superClass,
ASTLabelType="id", labelType, members) ::= <<
<cyclicDFAs:cyclicDFA()>

#pragma mark Bitsets
<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>

#pragma mark Dynamic Global Scopes
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeImpl(scope=it)><endif> }>

#pragma mark Dynamic Rule Scopes
<rules:{rule |
#pragma mark Rule return scopes start
<rules:{rule | <rule.ruleDescriptor:ruleDescriptor | <returnScope(scope=ruleDescriptor.returnScope)> }>}
>

@implementation <className()>

static NSArray *tokenNames;

+ (void) initialize
{
<bitsets:bitsetInit(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, words64=it.bits)>
tokenNames = [[NSArray alloc] initWithObjects:@"\<invalid>", @"\<EOR>", @"\<DOWN>", @"\<UP>",
<tokenNames:{@<it>}; separator=" ", wrap="\n", nil];
}

@if(PARSER)>
- (id) initWithTokenStream:(<inputStreamType>)aStream
{
if ((self = [super initWithTokenStream:aStream])) {
<else><!TREE_PARSER!>
- (id) initWithTreeNodeStream:(<inputStreamType>)aStream
{
if ((self = [super initWithTreeNodeStream:aStream])) {
<endif><
>
@if(memoize)>
ruleMemo = [[NSMutableDictionary alloc] initWithCapacity:<numRules>+1];
<endif>
<cyclicDFAs:{dfa | dfa<dfa.decisionNumber> = [[<name>DFA<dfa.decisionNumber> alloc]
initWithRecognizer:self];} separator="\n"}
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScopeInit(scope=it)><endif> }
<rules:{rule |
<rule.ruleDescriptor.ruleScope:ruleAttributeScopeInit(scope=it)>
}>}
<actions.(actionScope).init>
<@init()>}
return self;
}

- (void) dealloc
{
@if(memoize)>
[ruleMemo release];
<endif>
- (void) <ruleName>
{
<sharedStateLocalVarDefinition()>
<if(trace)>NSLog(@"enter <ruleName> %d failed=%@ backtracking=%d", [input LA:1], [_state isFailed] ?
@"YES" : @"NO", [_state backtracking]);
@try {
<block>
}
@finally {
NSLog(@"exit <ruleName> %d failed=%@ backtracking=%d", [input LA:1], [_state isFailed] ? @"YES" :
@"NO", [_state backtracking]);
}
<else>
<block>
<endif>
}
>>
/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if ([_state isFailed]) return <ruleReturnValue()>;<endif>
>>
/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if ([_state isBacktracking]) {[_state setIsFailed:YES]; return <ruleReturnValue()>;}<endif>
>>
synpred(name) ::= <<
<!name>SyntacticPredicate = @selector(<name>); !>
>>
lexerSynpred(name) ::= <<
<synpred(name)>
>>
ruleMemoization(name) ::= <<
<if(memoize)>
if ([_state isBacktracking] && [self alreadyParsedRule:input ruleIndex:<ruleDescriptor.index>] ) { return
<ruleReturnValue()>; }
<endif>
>>

/** How to generate code for a rule.
* The return type aggregates are declared in the header file (headerFile template)
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<

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// $ANTLR start <ruleName>
// <fileName>:<description>
- (<returnType()>) <ruleName><ruleDescriptor.parameterScope:parameterScope(scope=it)>
{
    <if(trace)>NSLog(@"enter <ruleName> %% failed=%% backtracking=%%d", [input LT:1], [_state isFailed] ? @"YES" : @"NO", [_state backtracking]);<endif>
    <sharedStateLocalVarDefinition()>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    <ruleLabelDefs()>
    <ruleDescriptor.actions.init>
    <@preamble()>
    <ruleMemoization(name=ruleName)>
    @try {
        <block>
        }
    <if(exceptions)>
    <exceptions:{e|<catch(decl=e.decl,action=e.action)><
>}
    <else>
    <if(!emptyRule)
    <if(actions.(actionScope).rulecatch)
    <actions.(actionScope).rulecatch>
    <else>
    @catch (ANTLRRecognitionException *re) {
        [self reportError:re];
        [self recover:input exception:re];
    }<
    <endif>
    <endif>
    <endif>
    @finally {
    <if(trace)>NSLog(@"exit <ruleName> %% failed=%% backtracking=%%d", [input LT:1], [_state isFailed] ? @"YES" : @"NO", [_state backtracking]);<endif>
    <ruleCleanUp()>
    <(ruleDescriptor.actions.finally):execAction()>
    <ruleScopeCleanUp()>
    }<
    <@postamble()>
    return <ruleReturnValue()>; 
    }
// $ANTLR end <ruleName>

catch(decl,action) ::= <<
catch (<e.decl>) {
    <e.action>
}
catch (<<
}}
ruleDeclarations() ::= <<
<if(ruleDescriptor.hasMoreReturnValues)>
<returnType()> _retval = [[<returnTypeName()> alloc] init] autorelease];
[_retval setStart:[input LT:1]];<
> else
<if(ruleDescriptor.hasMoreSingleReturnValues)>
<returnType()> _<ruleDescriptor.singleValueReturnName> = <initValue(typeName=returnType())>;<endif>
<endif>
<if(memoize)>
int <ruleDescriptor.name>_StartIndex = [input index];
<endif>
>>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{[<name>_<it>_stack addObject:[[[<name><it>Scope alloc] init] autorelease]]];
separator="\n">
<ruleDescriptor.ruleScope:{[<name>_<it.name>_stack addObject:[[[<name><it.name>Scope alloc] init] autorelease]]]; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{[<name>_<it>_stack removeLastObject];}; separator="\n">
<ruleDescriptor.ruleScope:{[<name>_<it.name>_stack removeLastObject];}; separator="\n">
>>

ruleLabelDefs() ::= <<
<[ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels]
 :{<labelType> _<it.label.text> = nil;}; separator="\n" 
>
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]
 :[NSMutableArray *list_<it.label.text> = nil;]; separator="\n" 
>
<ruleDescriptor.ruleListLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|ANTLRRuleReturnScope <ll.label.text> = nil;}]; separator="\n">
>>

ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>
<if(ruleDescriptor.hasMoreReturnValues)>
<if(ruleDescriptor.hasMoreSingleReturnValues)>
_<ruleDescriptor.singleValueReturnName>
<else>
_retval
<endif>
<endif>
<endif>
<endif>
ruleCleanUp() ::= <<
// token+rule list labels
<[ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels]:[_list_<it.label.text> release]; separator="\n"> <if(ruleDescriptor.hasMultipleReturnValues>
<TREE_PARSER>
[_retval setStop:[input LT:-1]];\n
<endif>
<endif>
<if(memoize)>
<if(backtracking)>
if ( [_state isBacktracking] ) { [self memoize:input ruleIndex:<ruleDescriptor.index> startIndex:<ruleDescriptor.name>_StartIndex]; }
<endif>
<endif>
>>

/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block, memoize) ::= <<
- (void)
m<ruleName><if(ruleDescriptor.parameterScope)<ruleDescriptor.parameterScope:parameterScope(scope=it)><endif> {
  <if(trace)>NSLog("enter <ruleName> %C line=%d:%d failed=%@ backtracking=%d", [input LA:1], [self line], [self charPositionInLine], [_state isFailed] ? "YES" : "NO", [_state backtracking]);<endif>
  <sharedStateLocalVarDefinition()>
  <ruleDeclarations()>
  <ruleLabelDefs()>
  <ruleMemoization(name=ruleName)>
  @try {
  <ruleDescriptor.actions.init>
  <if(nakedBlock)>
    <block>\n  <else>
    int _type = <name>_<ruleName>;
    <block>
    [_state setTokenType:_type];\n  <endif>
  }
  @finally {
  <if(trace)>NSLog("exit <ruleName> %C line=%d:%d failed=%@ backtracking=%d", [input LA:1], [self line], [self charPositionInLine], [_state isFailed] ? "YES" : "NO", [_state backtracking]);<endif>
  // rule cleanup
}}
<ruleCleanUp()>
<ruleDescriptor.actions.finally):execAction()>
}
return;
// $ANTLR end <ruleName>
>>

/** How to generate code for the implicitly-defined lexer grammar rule
* that chooses between lexer rules.
*/
tokensRule(ruleName,nakedBlock, args, block, ruleDescriptor) ::= <<
- (void) mTokens
{
  <block>\n
}
>>

// SUBRULES

/** A (...) subrule with multiple alternatives */
block(alts, decls, decision, enclosingBlockLevel, blockLevel, decisionNumber, maxK, maxAlt, description) ::= <<
// <fileName>:<description> // block
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
<@prebranch()>
switch (alt<decisionNumber>) {
<alts:altSwitchCase()>
}
<@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts, decls, decision, enclosingBlockLevel, blockLevel, decisionNumber, maxK, maxAlt, description) ::= <<
// <fileName>:<description> //ruleblock
int alt<decisionNumber>=<maxAlt>;
<decls>
<@predecision()>
<decision>
<@postdecision()>
switch (alt<decisionNumber>) {
<alts:altSwitchCase()>
}
>>
ruleBlockSingleAlt(alt,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // ruleBlockSingleAlt
<decls>
<@prealt()>
<alt>
<@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alt,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
// <fileName>:<description> // blockSingleAlt
<decls>
<@prealt()>
<alt>
<@postalt()>
>>

/** A (...)+ block with 0 or more alternatives */
positiveClosureBlock(alt,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description> // positiveClosureBlock
int cnt<decisionNumber>=0;
<decls>
<@preloop()>

do {
    int alt<decisionNumber>=<maxAlt>;
    <@predecision()>
    <decision>
    <@postdecision()>
    switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
    default :
        if (cnt<decisionNumber> >= 1) goto loop<decisionNumber>;
        <if(backtracking)>
        <ruleBacktrackFailure()>
        <endif>
        ANTLEarlyExitException *eee = [ANTLRREarlyExitException exceptionWithStream:input
decisionNumber:<decisionNumber>] ;
        <@earlyExitException()>
        @throw eee;
    }   
    cnt<decisionNumber>++;  
} while (YES); loop<decisionNumber>:
<@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock
/** A (..)* block with 0 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
decls>
@@preloop()>
do {
    int alt<decisionNumber>=<maxAlt>;
    @@predecision()>
    <decision>
    @@postdecision()>
    switch (alt<decisionNumber>) {
        @altSwitchCase>
        default :
            goto loop<decisionNumber>;
    }
} while (YES); loop<decisionNumber>: ;
@@postloop()>
>>
closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
* so we can just use the normal block template
*/
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
* number. A DFA predicts the alternative and then a simple switch
* does the jump to the code that actually matches that alternative.
*/
altSwitchCase() ::= <<
case <i> :
    @@prealt()>
    <it>
    break;<ln>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel) ::= <<
    // <fileName>:<description> // alt
    { 
    @@declarations()>
    <elements:element()>
    @@cleanup()>
    }
/** What to emit when there is no rewrite. For auto build
* mode, does nothing.
*/
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// ELEMENTS

/** Dump the elements one per line */
element() ::= <<
  #@prematch()
  <it.el><\n>
>>

/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
  if(label)
    _<label>=(<labelType>)[input LT:1]<\n
  endif
  [self match:input tokenType:<token> follow:FOLLOW_<token>_in_<ruleName><elementIndex>];
  <checkRuleBacktrackFailure()>;
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRef(>)
  <listLabel(elem=label,..)>;
>>

listLabel(label,elem) ::= <<
  if (_list_<label> == nil)
    _list_<label> = [[NSMutableArray alloc] init];
    [_list_<label> addObject:_<elem>];
>>

/** match a character */
charRef(char,label) ::= <<
  if(label)
    int _<label> = [input LA:1]<\n
  endif
  [self matchChar:<char>];
  <checkRuleBacktrackFailure()>;
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
  if(label)

>>
/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
@if(label)
  _<label> = (labelType)[input LT:1];
@endif
@if(!LEXER)
  [self matchRangeFromChar:<a> to:<b>];
@endif
<checkRuleBacktrackFailure()>
>>

/** Match a string literal */
lexerStringRef(string,label) ::= <<
@if(label)
  int _<label>Start = [self charIndex];
  [self matchString:<string>];
  @checkRuleBacktrackFailure()
  _<label> = [[ANTLRCommonToken alloc] initWithInput:input tokenType:ANTLRTokenTypeInvalid channel:ANTLRTokenChannelDefault start:_<label>Start stop:[self charIndex]];
@endif
@if(!LEXER)
  @checkRuleBacktrackFailure()
@endif
>>

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
  <matchSet(...)}
  <listLabel(...)}
>>
wildcard(label,elementIndex) ::= <<
<if(label)>
_<label> = (<labelType>)[input LT:1];
<endif>
[self matchAny:input];
<checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(...)
>>

/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
<if(label)>
int _<label> = [input LA:1];
<endif>
[self matchAny];
<checkRuleBacktrackFailure()>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
<wildcardChar(...)>
<listLabel(...)>
>>

/** Match a rule reference by invoking it possibly with arguments
* and a return value or values.
* */
ruleRef(rule,label,elementIndex,args,scope) ::= <<
[[_state following] addObject:FOLLOW_<rule.name>_in_<ruleName><elementIndex>];
<if(label)>
_<label> = [self <rule.name><if(args)>:<args; separator=" :"><endif>];
<else>
[self <rule.name><if(args)>:<args; separator=" :"><endif>];
<endif>
[[_state following] removeLastObject];
<checkRuleBacktrackFailure()>
>>

/** ids+=r */
ruleRefAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRef(...)>
<listLabel(...)>
>>
/** A lexer rule reference */
lexerRuleRef(rule,label,args,elementIndex,scope) ::= <<
  <if(label)>
  int _<label>Start<elementIndex> = [self charIndex];
  [self m<rule.name><if(args)>:<args; separator=" ":><endif>];
  <checkRuleBacktrackFailure>()<\n
  _<label> = [[ANTLRCommonToken alloc] initWithInput:input tokenType:ANTLRTokenTypeInvalid
  channel:ANTLRTokenChannelDefault start:_<label>Start<elementIndex> stop:[self charIndex]-1];
  [_<label> setLine:[self line]];
  <else>
  [self m<rule.name><if(args)>:<args; separator=" ":><endif>];
  <checkRuleBacktrackFailure()><\n
  <endif>
>>

/** i+=INT in lexer */
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
  <lexerRuleRef(...)>
  <listLabel(elem=label,...)>>
>>

/** EOF in the lexer */
lexerMatchEOF(label,elementIndex) ::= <<
  <if(label)>
  int _<label>Start<elementIndex> = [self charIndex];
  [self matchChar:ANTLRCharStreamEOF];
  <checkRuleBacktrackFailure>()<\n
  _<labelType> _<label> = [[ANTLRCommonToken alloc] initWithInput:input tokenType:ANTLRTokenTypeEOF
  channel:ANTLRTokenChannelDefault start:_<label>Start<elementIndex> stop:[self charIndex]-1];
  [_<label> setLine:[self line]];
  <else>
  [self matchChar:ANTLRCharStreamEOF];
  <checkRuleBacktrackFailure()><\n
  <endif>
>>

/** match ^(root children) in tree parser */
tree(root, actionsAfterRoot, children, nullableChildList,
      enclosingTreeLevel, treeLevel) ::= <<
  <root:element()>
  <actionsAfterRoot:element()>
  <if(nullableChildList)>
  if ( [input LA:1] == ANTLRTokenTypeDOWN ) {
    [self match:input tokenType:ANTLRTokenTypeDOWN follow:nil]; <checkRuleBacktrackFailure()>
    [children:element()]
    [self match:input tokenType:ANTLRTokenTypeUP follow:nil]; <checkRuleBacktrackFailure()>
  }
  <else>

/** Every predicate is used as a validating predicate (even when it is
  * also hoisted into a prediction expression).
  */
validateSemanticPredicate(pred, description) ::= <<
if ( !(<evalPredicate(....)>)) {
  <ruleBacktrackFailure()>
  @throw [ANTLRFailedPredicateException exceptionWithRuleName:@"<ruleName>"
predicate:@"<description>" stream:input];
}
>>

// Fixed DFA (if-then-else)
dfaState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
{
  int LA<decisionNumber>_<stateNumber> = [input LA:<k>];
  <edges; separator="\nelse ">
  else {
    <if(eotPredictsAlt)>
    alt<decisionNumber> = <eotPredictsAlt>;
    <else>
    <ruleBacktrackFailure()>
    ANTLRNoViableAltException *nvae = [ANTLRNoViableAltException exceptionWithDecision:<decisionNumber> state:<stateNumber> stream:input];
    <@noViableAltException()> @throw nvae;\n
    <endif>
    }
  }
}>

/** Same as a normal DFA state except that we don't examine lookahead
  * for the bypass alternative. It delays error detection but this
  * is faster, smaller, and more what people expect. For (X)? people
  * expect "if ( LA(1)==X ) match(X);" and that's it.
  */
dfaOptionalBlockState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<
{
  int LA<decisionNumber>_<stateNumber> = [input LA:<k>];
  <edges; separator="\nelse ">
}>>
/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for (a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */

dfaLoopbackState(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<

    int LA<decisionNumber>_<stateNumber> = [input LA:<k>];

    <edges; separator="\nelse ">

    <if(eotPredictsAlt)>

    else {

        alt<decisionNumber> = <eotPredictsAlt>;

    } \n
    <endif>

} >>

/** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber> = <alt>;"

/** A simple edge with an expression. If the expression is satisfied,
 * enter to the target state. To handle gated productions, we may
 * have to evaluate some predicates for this edge.
 */
dfaEdge(labelExpr, targetState, predicates) ::= <<

    if ( <labelExpr> <if(predicates)>&& <predicates><endif>) {

        <targetState>

    } 

>>

// F i x e d  D F A  (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
 * decides if this is possible: CodeGenerator.canGenerateSwitch().
 */
dfaStateSwitch(k, edges, eotPredictsAlt, description, stateNumber, semPredState) ::= <<

    switch ([input LA:<k>]) {

    <edges; separator="\n">

    default:

        <if(eotPredictsAlt)>

        alt<decisionNumber> = <eotPredictsAlt>;

        <else> 

            <ruleBacktrackFailure()>

            ANTLRNoViableAltException *nva = [ANTLRNoViableAltException exceptionWithDecision:<decisionNumber> state:<stateNumber> stream:input];

            <@noViableAltException()>

    }}

    ANTLRNoViableAltException *nva = [ANTLRNoViableAltException exceptionWithDecision:<decisionNumber> state:<stateNumber> stream:input];

    <@noViableAltException()>

}}
dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>]) {
<edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ([input LA:<k>]) {
<edges; separator="\n">
<if(eotPredictsAlt)>
default:
alt<decisionNumber> = <eotPredictsAlt>
brea<\n>
<endif>
}<\n>
>>

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{case <it>:}; separator="\n">
<targetState>
brea<\n>
>>

// Cyclic DFA

/** The code to initiate execution of a cyclic DFA; this is used 
* in the rule to predict an alt just like the fixed DFA case.
* The <name> attribute is inherited via the parser, lexer, ...
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = [dfa<decisionNumber> predict];
>>

/** Used in headerFile */
cyclicDFAInterface(dfa) ::= <<
#pragma mark Cyclic DFA interface start <name>DFA<dfa.decisionNumber>
@interface <name>DFA<dfa.decisionNumber> : ANTLR DFA {} @end
#pragma mark Cyclic DFA interface end <name>DFA<dfa.decisionNumber>
>>

/** Used in lexer/parser implementation files */
cyclicDFA(dfa) ::= <<
#pragma mark Cyclic DFA implementation start <name>DFA<dfa.decisionNumber> @implementation <name>DFA<dfa.decisionNumber> const static int <name>dfa<dfa.decisionNumber>_eot[<dfa.numberOfStates>] = 
    {<dfa.eot; wrap="\n    ", separator="\", null="-1">};
const static int <name>dfa<dfa.decisionNumber>_eof[<dfa.numberOfStates>] = 
    {<dfa.eof; wrap="\n    ", separator="\", null="-1">};
const static unichar <name>dfa<dfa.decisionNumber>_min[<dfa.numberOfStates>] = 
    {<dfa.min; wrap="\n    ", separator="\", null="0">};
const static unichar <name>dfa<dfa.decisionNumber>_max[<dfa.numberOfStates>] = 
    {<dfa.max; wrap="\n    ", separator="\", null="0">};
const static int <name>dfa<dfa.decisionNumber>_accept[<dfa.numberOfStates>] = 
    {<dfa.accept; wrap="\n    ", separator="\", null="-1">};
const static int <name>dfa<dfa.decisionNumber>_special[<dfa.numberOfStates>] = 
    {<dfa.special; wrap="\n    ", separator="\", null="-1">};
const static int <name>dfa<dfa.decisionNumber>_transition[] = {};
<dfa.edgeTransitionClassMap.keys:{ table |
    const static int <name>dfa<dfa.decisionNumber>_transition<i0>[] = {<table; separator="\n    ", null="-1">};
};

- (id) initWithRecognizer:(ANTLRBaseRecognizer *) theRecognizer
    
    if ((self = [super initWithRecognizer:theRecognizer]) != nil) {
eot = <name>dfa<dfa.decisionNumber>_eot;
eof = <name>dfa<dfa.decisionNumber>_eof;
min = <name>dfa<dfa.decisionNumber>_min;
max = <name>dfa<dfa.decisionNumber>_max;
accept = <name>dfa<dfa.decisionNumber>_accept;
special = <name>dfa<dfa.decisionNumber>_special;
if (!transition = calloc(<dfa.numberOfStates>, sizeof(void*)))) {
    [self release];
    return nil;
}
<dfa.transitionEdgeTables:{whichTable}transition[i0][] = 
    <name>dfa<dfa.decisionNumber>_transition<whichTable>[:];
    separator="\n", null="">
}
return self;

<br if(dfa.specialStateSTs)> - (int) specialStateTransition:(int) s
    
    int _s = s;
    switch ( s ) {
    <dfa.specialStateSTs:{ state |
    case <i0> : <! compressed special state numbers 0..n-1 !>
    <state> ]; separator="\n">
ANTLRNoViableAltException *nvae = [ANTLRNoViableAltException exceptionWithDecision:<dfa.decisionNumber> state:_s stream:[recognizer input]]; 
<! [self error:nvae]; !> <! for debugger - do later !>
@throw nvae;

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}@errorMethod()>
An edge pointing at end-of-token; essentially matches any char;  
* always jump to the target. 
*/
eotDFAEdge(targetStateNumber, edgeNumber, predicates) ::= << 
s = targetStateNumber; <in>
>>

// D F A E X P R E S S I O N S

andPredicates(left, right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "((first(operands)<rest(operands): [o | ||<o> ]>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred, description) ::= "<pred>"

/** synpreds are broken in cyclic DFA special states  
* Damn! For now, work around using the selectors directly, and by providing a trampoline evalSynPred  
* method in  
* ANTLRDFA  
*/
evalSynPredicate(pred, description) ::= "[self evaluateSyntacticPredicate:<pred>SyntacticPredicate stream:input]"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable  
* somewhere. Must ask for the lookahead directly. 
*/
isolatedLookaheadTest(atom, k, atomAsInt) ::= "[input LA:<k>]==<atom>"

lookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= << 
(LA<decisionNumber>_<stateNumber>\>=<lower> && LA<decisionNumber>_<stateNumber>\=<<upper>)
>>

isolatedLookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= "([input LA:<k>]<=<lower>  
&& [input LA:<k>]<=<upper>)"

setTest(ranges) ::= "<ranges; separator="||">"
ruleAttributeScopeDealoc(scope) ::= <<
  [<name>_<scope.name>_stack release];
>>

returnTypeName() ::= <<
  <if(!ruleDescriptor.isSynPred)>
  <if(ruleDescriptor.hasMultipleReturnValues)>
  <className()>_<ruleDescriptor.name>_return
  <else>
  <if(ruleDescriptor.hasSingleReturnValue)>
  <ruleDescriptor.singleValueReturnType>
  <else>
  void
  </else>
  <endif>
  <else>
  void!* for synpreds this is always void!*
  </else>
  <endif>
>>

returnType() ::= <<
  <returnTypeName()><if(!ruleDescriptor.isSynPred)><if(ruleDescriptor.hasMultipleReturnValues)>*
  <endif><endif>
>>

/** Generate the Objective-C type associated with a single or multiple return
 *  values.
 */
ruleLabelType(referencedRule) ::= <<
  <if(referencedRule.hasMultipleReturnValues)>
  <className()>_<referencedRule.name>_return *
  <else>
  <if(referencedRule.hasSingleReturnValue)>
  <referencedRule.singleValueReturnType>
  <else>
  void
  </else>
  <endif>
  <else>
  <referencedRule.singleValueReturnType>
  <endif>
>>

/** Using a type to init value map, try to init a type; if not in table
 *  must be an object, default value is "null".
 */
initValue(typeName) ::= <<
  <objcTypeInitMap.(typeName)>
>>
/** Define a rule label including default value */
ruleLabelDef(label) ::= <<
<ruleLabelType(referencedRule=label.referencedRule)> _<label.label.text> =
<initValue(typeName=ruleLabelType(referencedRule=label.referencedRule))>;<
>>

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.
*/
returnScopeInterface(scope) ::= <<
@if(!ruleDescriptor.isSynPred)
@if(ruleDescriptor.hasMultipleReturnValues)
@interface <returnTypeName()> : ANTLR<TREE_PARSER>TreeParserRuleReturnScope {
    <scope.attributes:{<it.decl>;}; separator="\n">
    <@ivars()>
    <actions.(actionScope).ruleReturnIvars>
}
    <@methods()>
    <actions.(actionScope).ruleReturnMethodsDecl>
@end
@if(!ruleDescriptor.isSynPred)
@if(ruleDescriptor.hasMultipleReturnValues)
@implementation <returnTypeName()>
    <@methods()>
    <actions.(actionScope).ruleReturnMethods>
@end
@if(!ruleDescriptor.isSynPred)
@if(ruleDescriptor.hasMultipleReturnValues)
returnScope(scope) ::= <<
@if(!ruleDescriptor.isSynPred)
@if(ruleDescriptor.hasMultipleReturnValues)
@interface <returnTypeName()> : ANTLR<TREE_PARSER>TreeParserRuleReturnScope {
    <scope.attributes:{<it.decl>;}; separator="\n">
    <@ivars()>
    <actions.(actionScope).ruleReturnIvars>
}
    <@methods()>
    <actions.(actionScope).ruleReturnMethodsDecl>
@end
@if(!ruleDescriptor.isSynPred)
@if(ruleDescriptor.hasMultipleReturnValues)
@implementation <returnTypeName()>
    <@methods()>
    <actions.(actionScope).ruleReturnMethods>
@end
@if(!ruleDescriptor.isSynPred)
@if(ruleDescriptor.hasMultipleReturnValues)
parameterScope(scope) ::= <<
    <scope.attributes:{:<it.type>"<it.name>; separator="\t"}
>>

parameterAttributeRef(attr) ::= "<attr.name>
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
    [{<scopeAttributeRefStack()> valueForKey:"<attr.name>"}
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<

[<scopeAttributeRefStack()> setValue:<expr> forKey:@"<attr.name>"];

scopeAttributeRefStack() ::= <<
<if(negIndex)>
[<name>_<scope>_stack objectAtIndex:[<name>_<scope>_stack count]-<negIndex>-1]
<else>
<if(index)>
[<name>_<scope>_stack objectAtIndex:<index>]
<else>
[<name>_<scope>_stack lastObject]
<endif>
<endif>
<endif>
>>

/** $x is either global scope or $x is rule with dynamic scope; refers
* to stack itself not top of stack.  This is useful for predicates
* like {$function.size()>0 && $function::name.equals("foo")}? */
isolatedDynamicScopeRef(scope) ::= "<name>_<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
[<scope> valueForKey:@"<attr.name>"]
<else>
_<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
[_retval setValue: forKey:@"<attr.name>"];
<else>
_<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
[_retval setValue:<expr> forKey:@"<attr.name>"];
<else>
_<attr.name> =<expr>;
<if(LEXER)>
// double check this after beta release!
[_<attr.name> retain];
<endif>
<endif>
/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "_<label>"

/** ids+=ID {Sids} or e+=expr {Se} */
listLabelRef(label) ::= "_list_<label>"

// not sure the next are the right approach; and they are evaluated early;
// they cannot see TREE_PARSER or PARSER attributes for example. :(

tokenLabelPropertyRef_text(scope,attr) ::= "[_<scope> text]"
tokenLabelPropertyRef_type(scope,attr) ::= "[_<scope> type]"
tokenLabelPropertyRef_line(scope,attr) ::= "[_<scope> line]"
tokenLabelPropertyRef_pos(scope,attr) ::= "[_<scope> charPositionInLine]"
tokenLabelPropertyRef_channel(scope,attr) ::= "[_<scope> channel]"
tokenLabelPropertyRef_index(scope,attr) ::= "[_<scope> tokenIndex]"
tokenLabelPropertyRef_tree(scope,attr) ::= "<_scope>_tree"

ruleLabelPropertyRef_start(scope,attr) ::= "[_<scope> start]"
ruleLabelPropertyRef_stop(scope,attr) ::= "[_<scope> stop]"
ruleLabelPropertyRef_tree(scope,attr) ::= "[_<scope> tree]"
ruleLabelPropertyRef_text(scope,attr) ::= "<<
  <if(TREE_PARSER)>
    [input textForNode:[_<scope> start]]
  [input substringWithRange:NSMakeRange([[input treeAdaptor] startIndex:[_<scope> start]], [[input treeAdaptor] stopIndex:[_<scope> start]])]
  <else>
    [input substringWithRange:NSMakeRange([_<scope> start], [_<scope> stop]-[_<scope> start])]
  <endif>
>>
ruleLabelPropertyRef_st(scope,attr) ::= "[_<scope> st]"

/** Isolated $RULE ref ok in lexer as it’s a Token */
lexerRuleLabel(label) ::= "_<label>"

lexerRuleLabelPropertyRef_type(scope,attr) ::= "[_<scope> type]"
lexerRuleLabelPropertyRef_line(scope,attr) ::= "[_<scope> line]"
lexerRuleLabelPropertyRef_pos(scope,attr) ::= "[_<scope> charPositionInLine]"
lexerRuleLabelPropertyRef_channel(scope,attr) ::= "[_<scope> channel]"
lexerRuleLabelPropertyRef_index(scope,attr) ::= "[_<scope> tokenIndex]"
lexerRuleLabelPropertyRef_text(scope,attr) ::= "[_<scope> text]"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "[retval start]"
rulePropertyRef_stop(scope,attr) ::= "[retval stop]"
rulePropertyRef_tree(scope,attr) ::= "[retval tree]"
rulePropertyRef_text(scope,attr) ::= "[input substringWithRange:NSMakeRange(_start, [input index]-_start)]"
rulePropertyRef_st(scope,attr) ::= "[_retval st]"
ruleSetPropertyRef_tree(scope,attr,expr) ::= "[_retval setValue:<expr> forKey:@\"tree\"]"
ruleSetPropertyRef_st(scope,attr,expr) ::= "<\n>#error StringTemplates are unsupported<\n>"
/* hideous: find a way to cut down on the number of templates to support read/write access */
/* TODO: also, which ones are valid to write to? ask Ter */
lexerRuleSetPropertyRef_text(scope,attr,expr) ::= "[_state setText:<expr>];"
lexerRuleSetPropertyRef_type(scope,attr,expr) ::= "_type"
lexerRuleSetPropertyRef_line(scope,attr,expr) ::= "[_state tokenStartLine]"
lexerRuleSetPropertyRef_pos(scope,attr,expr) ::= "[_state tokenCharPositionInLine]"
lexerRuleSetPropertyRef_index(scope,attr,expr) ::= "-1" // undefined token index in lexer
lexerRuleSetPropertyRef_channel(scope,attr,expr) ::= "[_state setChannel:<expr>];"
lexerRuleSetPropertyRef_start(scope,attr,expr) ::= "[_state tokenStartCharIndex]"
lexerRuleSetPropertyRef_stop(scope,attr,expr) ::= "([self charIndex]-1)"

lexerRulePropertyRef_text(scope,attr) ::= "[self text]"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "[_state tokenStartLine]"
lexerRulePropertyRef_pos(scope,attr) ::= "[_state tokenCharPositionInLine]"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "[_state channel]"
lexerRulePropertyRef_start(scope,attr) ::= "[_state tokenStartCharIndex]"
lexerRulePropertyRef_stop(scope,attr) ::= "([self charIndex]-1)"
/** How to execute an action */
execAction(action) ::= <<
<if(backtracking)>
<if(actions.(actionScope).synpredgate)>
if ( <actions.(actionScope).synpredgate> ) {
<action>
}
<else>
if ( ![_state isBacktracking] ) {
<action>
}
<endif>
<else>
<action>
<endif>
>>

// M I S C (properties, etc...)
bitset(name, words64) ::= <<
const static unsigned long long <name>_data[] = {<words64:{<it>LL};separator=",">};

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static ANTLRBitSet *<name>;
</! ANTLRBitSet *<name> = [[ANTLRBitSet alloc] initWithBits:<name>_data count:<length(words64)>];</n> !>
>>

bitsetInit(name, words64) ::= <<
<name> = [[ANTLRBitSet alloc] initWithBits:<name>_data count:<length(words64)>];</n>
>>
codeFileExtension() ::= ".m"
headerFileExtension() ::= ".h"
true() ::= "YES"
false() ::= "NO"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/ObjC/ObjC.stg
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/** Template overrides to add debugging to normal Java output;
 * If ASTs are built, then you'll also get ASTDbg.stg loaded.
 */
group Dbg:

@outputFile.debugPreprocessor() ::= "#define ANTLR_DEBUG"

@outputFile.imports() ::= <<
@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members() ::= <<
@if(grammar.grammarIsRoot)>
public static readonly string[] ruleNames = new string[] {
    "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}>; wrap="\n   ", separator=",">
};
</if>
@if(grammar.grammarIsRoot) <> grammar imports other grammar(s) !>
    private int ruleLevel = 0;
    public int RuleLevel {
        get { return ruleLevel; }
    }
    public void IncRuleLevel() { ruleLevel++; }
    public void DecRuleLevel() { ruleLevel--; }
@if(profile)>
    <ctorForProfilingRootGrammar()>
    <else> <! imported grammar !>
        public int RuleLevel {
            get { return <grammar.delegators:{g| <g:delegateName()}>}.RuleLevel; }
        }
        public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()}>.IncRuleLevel(); }
        public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()}>.DecRuleLevel(); }
    <ctorForDelegateGrammar()>
    <if(profile)>
        override public bool AlreadyParsedRule(IIntStream input, int ruleIndex)
        {
            ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex,
            <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
            return base.AlreadyParsedRule(input, ruleIndex);
        }<\n>
override public void Memoize(IIntStream input,
        int ruleIndex,
        int ruleStartIndex)
    {
        ((Profiler)dbg).Memoize(input, ruleIndex, ruleStartIndex,
        <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
        base.Memoize(input, ruleIndex, ruleStartIndex);
    }

protected bool EvalPredicate(bool result, string predicate)
    {
        dbg.SemanticPredicate(result, predicate);
        return result;
    }

ctorForRootGrammar() ::= <<
<! bug: can't use '@super.members()' cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
public <name>(<inputStreamType> input)
    : this(input, DebugEventSocketProxy.DEFAULT_DEBUGGER_PORT, new RecognizerSharedState()) {
}

public <name>(<inputStreamType> input, int port, RecognizerSharedState state)
    : base(input, state) {
        <parserCtorBody()>
        <createListenerAndHandshake()>
        <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
            <@finally()>
        }\n
ctorForProfilingRootGrammar() ::= <<
<! bug: can't use '@super.members()' cut-n-paste instead !>
public <name>(<inputStreamType> input) {
    this(input, new Profiler(null), new RecognizerSharedState());
}

public <name>(<inputStreamType> input, IDebugEventListener dbg, RecognizerSharedState state)
    : base(input, dbg, state) {
        Profiler p = (Profiler)dbg;
        p.setParser(this);
        <parserCtorBody()>
    }
ctorForDelegateGrammar() ::= <<
public <name>(<inputStreamType> input, IDebugEventListener dbg, RecognizerSharedState state<grammar.delegators:{g|<g.recognizerName> <g:delegateName()> }>)
 : base(input, dbg, state) {
 <parserCtorBody()>
 <grammar.directDelegates:
 {g|<g:delegateName()> = new <g.recognizerName>(input, this, this.state<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n"
 } <@finally()> 
} <\n>
>>

ctorForPredefinedListener() ::= <<
public <name>(<inputStreamType> input, IDebugEventListener dbg)
 : <@superClassRef>base(input, dbg, new RecognizerSharedState())<@end> {
<if(profile)>
 Profiler p = (Profiler)dbg;
p.setParser(this);
<endif>
 <parserCtorBody()>
 <grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, this, this.state<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n"
 } <@finally()> 
} <\n>
>>

createListenerAndHandshake() ::= <<
<if(TREE_PARSER)>
DebugEventSocketProxy proxy = new DebugEventSocketProxy(this, port, input.TreeAdaptor);
<else>
DebugEventSocketProxy proxy = new DebugEventSocketProxy(this, port, null);
<endif>
DebugListener = proxy;
try {
 proxy.Handshake();
} catch (IOException ioe) {
}
ReportError(ioe);
}
>
@genericParser.superClassName() ::= "Debug<@super.superClassName()>">

@rule.preamble() ::= <<
try {
  dbg.EnterRule(GrammarFileName, "<ruleName>");
  if ( RuleLevel==0 ) {dbg.Commerce();}
  IncRuleLevel();
  dbg.Location(<ruleDescriptor.tree.line>, <ruleDescriptor.tree.column>);<
>
@genericParser.debugInitializeCyclicDFAs() ::= "IDebugEventListener dbg"

@lexer.debugAddition() ::= ", dbg"

@genericParser.debugInitializeCyclicDFAs() ::= "IDebugEventListener dbg"

@genericParser.debugAddition() ::= "dbg"

@rule.postamble() ::= <<
  dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.column>);<
>
finally {
  dbg.ExitRule(GrammarFileName, "<ruleName>");
  DecRuleLevel();
  if ( RuleLevel==0 ) {dbg.Terminate();}
}<
>
>
@synpred.start() ::= "dbg.BeginBacktrack(state.backtracking);"

@synpred.stop() ::= "dbg.EndBacktrack(state.backtracking, success);"

// Common debug event triggers used by region overrides below

enterSubRule() ::= 
  "try { dbg.EnterSubRule(<decisionNumber>);<\n>"

exitSubRule() ::= 
  "} finally { dbg.ExitSubRule(<decisionNumber>); }<\n>"

enterDecision() ::= 
  "try { dbg.EnterDecision(<decisionNumber>);<\n>"

exitDecision() ::= 

"} finally { dbg.ExitDecision(<decisionNumber>); }<
>
enterAlt(n) ::= "dbg.EnterAlt(<n>);<
>"

// Region overrides that tell various constructs to add debugging triggers
@block.predecision() ::= "<enterSubRule()><enterDecision()>
"  
@block.postdecision() ::= "<exitDecision()>
"  
@block.postbranch() ::= "<exitSubRule()>
"

@ruleBlock.predecision() ::= "<enterDecision()>
"  
@ruleBlock.postdecision() ::= "<exitDecision()>
"  
@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n="1")>
"  
@blockSingleAlt.prealt() ::= "<enterAlt(n="1")>
"  

@positiveClosureBlock.preloop() ::= "<enterSubRule()>
"  
@positiveClosureBlock.postloop() ::= "<exitSubRule()>
"  
@positiveClosureBlock.predecision() ::= "<enterDecision()>
"  
@positiveClosureBlock.postdecision() ::= "<exitDecision()>
"  
@positiveClosureBlock.earlyExitException() ::=  
  "dbg.RecognitionException(eee<decisionNumber>);<
>"

@closureBlock.preloop() ::= "<enterSubRule()>
"  
@closureBlock.postloop() ::= "<exitSubRule()>
"  
@closureBlock.predecision() ::= "<enterDecision()>
"  
@closureBlock.postdecision() ::= "<exitDecision()>
"  
@altSwitchCase.prealt() ::= "<enterAlt(n=i)>"

@element.prematch() ::=  
  "dbg.Location(<it.line>,<it.pos>);"

@matchSet.mismatchedSetException() ::=  
  "dbg.RecognitionException(mse);"

@dfaState.noViableAltException() ::=  
  "dbg.RecognitionException(nvae_d<decisionNumber>s<stateNumber>);"
@dfaStateSwitch.noViableAltException() ::= 
"dbg.RecognitionException(nvae_d<decisionNumber>s<stateNumber>);"

dfaDecision(decisionNumber,description) ::= <<
try
{
    isCyclicDecision = true;
    <super.dfaDecision(...)>
}
catch (NoViableAltException nvae)
{
    dbg.RecognitionException(nvae);
    throw nvae;
}
>>

@cyclicDFA.dbgCtor() ::= <<
    public DFA<dfa.decisionNumber>(BaseRecognizer recognizer, IDebugEventListener dbg) : this(recognizer)
    {
        this.dbg = dbg;
    }
>>

@cyclicDFA.debugMember() ::= <<
IDebugEventListener dbg;

>>

@cyclicDFA.errorMethod() ::= <<
public override void Error(NoViableAltException nvae)
{
    dbg.RecognitionException(nvae);
}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
    EvalPredicate(<pred>,"<description>")
>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targ-
gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr_3.2-
sources/org/antlr/codegen/templates/CSharp/Dbg.stg
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*/

group AST;

@outputFile.imports() ::= <<
  @super.imports()
  <if(!TREE_PARSER)><! tree parser would already have imported !>
  import org.antlr.runtime.tree.*;<\n>
  </endif>
>>

@genericParser.members() ::= <<
  @super.members()
  <parserMembers()>
>>

/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
protected var adaptor:TreeAdaptor = new CommonTreeAdaptor();<\n>
override public function set treeAdaptor(adaptor:TreeAdaptor):void {
  this.adaptor = adaptor;
  <grammar.directDelegates:{g|<g:delegateName()>.treeAdaptor = this.adaptor;}>}
}
override public function get treeAdaptor():TreeAdaptor {
return adaptor;
}

@returnScope.ruleReturnMembers() ::= <<
<ASTLabelType> tree;
public function get tree():Object { return tree; }
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
var root_0:<ASTLabelType> = null;<
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<r[uleDescriptor.tokenLabels,ruleDescriptor.wildcardTreeLabels,
ruleDescriptor.wildcardTreeListLabels]:{var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<r[uleDescriptor.tokenListLabels:{var <it.label.text>_tree:<ASTLabelType>=null;}; separator="\n">
<r[uleDescriptor.allTokenRefsInAltsWithRewrites
 :{var stream_<it>:RewriteRule<rewriteElementType>Stream=new
 RewriteRule<rewriteElementType>Stream(adaptor,"token <it>");}; separator="\n">
<r[uleDescriptor.allRuleRefsInAltsWithRewrites
 :{var stream_<it>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule <it>");}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables;
*  These should be turned off if doing rewrites. This must be a "mode"
*  as a rule could have both rewrite and AST within the same alternative
*  block.
*/
@alt.declarations() ::= <<
@if(autoAST)>
@if(outerAlt)>
@if(!rewriteMode)>
root_0 = <ASTLabelType>(adaptor.nil());<
@endif>
@endif>
@endif>
>>

// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)> <! Track implies no auto AST construction!>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and*
* to the tracking list stream_ID for use in the rewrite.
*/
tokenRefTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefTrack(...)>
<listLabel(elem=label,...)>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<token>.add(<label>);<\n>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRootTrack(...)> <listLabel(elem=label,...)>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule.name>.add(<label>.tree);

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(...)>
<listLabel(elem=label".tree"...,...)>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>stream_<rule>.add(<label>.tree);

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label".tree"...,...)>

// Re w r i t e
rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<
// AST REWRITE
// elements: <referencedElementsDeep; separator=", ">
// token labels: <referencedTokenLabels; separator=", ">
// rule labels: <referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if ( <actions.(actionScope).synpredgate> ) {<\n>
<endif>
<prevRuleRootRef()>.tree = root_0;
<rewriteCodeLabels()>
root_0 = <ASTLabelType>(adaptor.nil());
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.tree = <ASTLabelType>(adaptor.rulePostProcessing(root_0));
input.replaceChildren(adaptor.getParent(retval.start),
adaptor.getChildIndex(retval.start),
adaptor.getChildIndex(_last),
retval.tree);
<endif>
<endif>
<! if parser or tree-parser && rewrite!=true, we need to set result !>
<if(!TREE_PARSER)>
<prevRuleRootRef()>.tree = root_0;
<else>
<if(!rewriteMode)>
<prevRuleRootRef()>.tree = root_0;
<endif>
<endif>
<if(backtracking)>
}
<endif>
>>

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rewrittenCodeLabels() ::= \<
<br>
<referencedTokenLabels
  ::={var stream_<el>:RewriteRule<rewriteElementType>Stream=new
  RewriteRule<rewriteElementType>Stream(adaptor,"token <el>".,<el>);};
  separator="\n"
>\n<referencedTokenListLabels
  ::={var stream_<el>:RewriteRule<rewriteElementType>Stream=new
  RewriteRule<rewriteElementType>Stream(adaptor,"token <el>"., list_<el>);};
  separator="\n"
>\n<referencedWildcardLabels
  ::={var stream_<el>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard <el>".,<el>);};
  separator="\n"
>\n<referencedWildcardListLabels
  ::={var stream_<el>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"wildcard <el>"., list_<el>);};
  separator="\n"
>\n<referencedRuleLabels
  ::={var stream_<el>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule <el>".,<el>!-null?<el>.tree: null);};
  separator="\n"
>\n<referencedRuleListLabels
  ::={var stream_<el>:RewriteRuleSubtreeStream=new RewriteRuleSubtreeStream(adaptor,"rule <el>"., list_<el>);};
  separator="\n"
>\n
/** Generate code for an optional rewrite block; note it uses the deep ref’d element
 * list rather shallow like other blocks.
 */
rewrittenOptionalBlock(
alt, rewrittenBlockLevel,
referencedElementsDeep, // all nested refs
referencedElements, // elements in immediately block; no nested blocks
description) ::= \<
<br>
// <fileName>:<description>
if ( <referencedElementsDeep:{el | stream_<el>.hasNext}; separator="\n"> ) { \n  <alt>
} \n<referencedElementsDeep:{el | stream_<el>.reset();\n}>}
>
rewriteClosureBlock(
    alt, rewriteBlockLevel,
    referencedElementsDeep, // all nested refs
    referencedElements, // elements in immediately block; no nested blocks
description) ::= <<
    //= fileName: description //
    while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
    <alt>
    }
    <referencedElements:{el | stream_<el>.reset();\n}> >>

rewritePositiveClosureBlock(
    alt, rewriteBlockLevel,
    referencedElementsDeep, // all nested refs
    referencedElements, // elements in immediately block; no nested blocks
description) ::= <<
    //= fileName: description //
    if ( !(<referencedElements:{el | stream_<el>.hasNext}; separator="||">) ) {
        throw new RewriteEarlyExitException();
    }
    while ( <referencedElements:{el | stream_<el>.hasNext}; separator="||"> ) {
    <alt>
    }
    <referencedElements:{el | stream_<el>.reset();\n}> >>

rewriteAlt(a) ::= <<
    //= a.description //
    if(a.pred) {
        <a.alt>
    } else {
        <a.alt>
    } endif
    >>

/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "root_0 = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
      //= fileName: description //
      { 
      var root_.<treeLevel>:<ASTLabelType> = <ASTLabelType>(adaptor.nil());
<root:rewriteElement()>
<children:rewriteElement()>
adaptor.addChild(root_<enclosingTreeLevel>, root_<treeLevel>);
} \</
>

rewriteElementList(elements) ::= "<elements:rewriteElement()>

rewriteElement(e) ::= <<
<@pregen()>
<e.el>
>>

/** Gen ID or ID[...[args]] */
rewriteTokenRef(token,elementIndex,hetero,args) ::= <<
adaptor.addChild(root_<treeLevel>, <createRewriteNodeFromElement(...)>);
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextNode());
>>

/** Gen ^(label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));
>>

/** Gen ^(label ... where label+=... */
rewriteTokenListLabelRefRoot ::= rewriteTokenLabelRefRoot

/** Gen ^ID ... or ^(ID[...][args] ...) */
rewriteTokenRefRoot(token,elementIndex,hetero,ARGS) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createRewriteNodeFromElement(...)>,
root_<treeLevel>));
>>

rewriteImaginaryTokenRef(args,token,hetero,elementIndex) ::= <<
adaptor.addChild(root_<treeLevel>, <createImaginaryNode(tokenType=token, ...)>);
>>

rewriteImaginaryTokenRefRoot(args,token,hetero,elementIndex) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<createImaginaryNode(tokenType=token, ...)>),
...);
root_<treeLevel>>(<nl>
  >>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
  root_0 = <action>;<nl>
  >>

/** What is the name of the previous value of this rule's root tree? This
 * let's us refer to $rule to mean previous value. I am reusing the
 * variable 'tree' sitting in retval struct to hold the value of root_0 right
 * before I set it during rewrites. The assign will be to retval.tree.
 */
prevRuleRootRef() ::= "retval"
rewriteRuleRef(rule) ::= <<
  adaptor.addChild(root_<treeLevel>, stream_<rule>.nextTree());<nl>
  >>
rewriteRuleRefRoot(rule) ::= <<
  root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<rule>.nextNode(), root_<treeLevel>));<nl>
  >>
rewriteNodeAction(action) ::= <<
  adaptor.addChild(root_<treeLevel>, <action>);<nl>
  >>
rewriteNodeActionRoot(action) ::= <<
  root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(<action>, root_<treeLevel>));<nl>
  >>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
  adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<nl>
  >>
/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
  adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<nl>
  >>
/** Gen ^($ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
  adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());<nl>
  >>
/** Gen ^($ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
root_<treeLevel> = <ASTLabelType>(adaptor.becomeRoot(stream_<label>.nextNode(), root_<treeLevel>));

rewriteWildcardLabelRef(label) ::= <<
adaptor.addChild(root_<treeLevel>, stream_<label>.nextTree());
>>

createImaginaryNode(tokenType,hetero,args) ::= <<
  <if(hetero)>
  <! new MethodNode(IDLabel, args) !>
  new <hetero>(<tokenType><if(args)> <args; separator="","><endif>)
  </if>
  <ASTLabelType>(adaptor.create(<tokenType>, <args; separator="","><if(!args)"<tokenType>"<endif>))
  </if>
>>

createRewriteNodeFromElement(token,hetero,args) ::= <<
  <if(hetero)>
  new <hetero>(stream_<token>.nextToken()<if(args)> <args; separator="","><endif>)
  </if>
  <if(args)> <! must create new node from old !>
adaptor.create(<token>, <args; separator="",">)
  </if>
  stream_<token>.nextNode()
  <endif>
  <endif>
>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/ActionScript/AST.stg
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/** Templates for building ASTs during tree parsing. */

* Deal with many combinations. Dimensions are:
  * Auto build or rewrite
  * no label, label, list label (label/no-label handled together)
  * child, root
  * token, set, rule, wildcard

* Each combination has its own template except that label/no label is combined into tokenRef, ruleRef, ...

/** Add a variable to track last element matched */

ruleDeclarations() ::= <<
  <super.ruleDeclarations()>
  <ASTLabelType> _first_0 = null;
  <ASTLabelType> _last = null;<\n>
>>

/** What to emit when there is no rewrite rule. For auto build
  * mode, does nothing. */

noRewrite(rewriteBlockLevel, treeLevel) ::= <<
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
  <if(rewriteMode>)
    retval.tree = (<ASTLabelType>)_first_0;
    if ( adaptor.GetParent(retval.tree) == null && adaptor.IsNil( adaptor.getParent(retval.tree) ) )
      retval.tree = (<ASTLabelType>)adaptor.GetParent(retval.tree);
  <endif>
  <\n>
>>
// TOKEN AST STUFF

/** ID! and output=AST (same as plain tokenRef) `cept add
 * setting of _last
 */

/* match ^(root children) in tree parser; override here to
 * add tree construction actions.
*/
tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
    _last = (<ASTLabelType>)input.LT(1);
    {
        <ASTLabelType> _save_last_<treeLevel> = _last;
        <ASTLabelType> _first_<treeLevel> = null;
        <if(!rewriteMode)>
            <ASTLabelType> root_<treeLevel> = (<ASTLabelType>)adaptor.Nil();
        <endif>
        <root:element()>
            <if(rewriteMode)>
                <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
                <if(root.el.rule)>
                    if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>.tree;
                <else>
                    if ( _first_<enclosingTreeLevel>==null ) _first_<enclosingTreeLevel> = <root.el.label>;
                <endif>
            <endif>
            <actionsAfterRoot:element()>
        <if(nullableChildList)>
            if ( input.LA(1)==TokenTypes.Down ) {
                Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
                <children:element()>
                    Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
            }<else>
                Match(input, TokenTypes.Down, null); <checkRuleBacktrackFailure()>
                <children:element()>
                Match(input, TokenTypes.Up, null); <checkRuleBacktrackFailure()>
            <endif>
            <if(!rewriteMode)>
                adaptor.AddChild(root_<enclosingTreeLevel>, root_<treeLevel>);
            <endif>
            _last = _save_last_<treeLevel>;
        }<\n>
    }<\n>
>>

// TOKEN AST STUFF
/** ID auto construct */
tokenRef(token,label,elementIndex,hetero) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)> 
  <<
  <if(!rewriteMode)> 
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif> 
  <if(hetero)> 
  <label>_tree = new <hetero>(<label>); 
  <endif>
  <else> 
  <label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>); 
  <endif> 
  <if(backtracking)>}
  <endif> 
  <else> 
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> )
  if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>; 
  <endif>
  <endif>
  >>
/** label+=TOKEN auto construct */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
  <tokenRef(...)> 
  <listLabel(elem=label,...)> 
  >>
/** ^(ID ...) auto construct */
tokenRefRuleRoot(token,label,elementIndex,hetero) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.tokenRef(...)> 
  <<
  <if(!rewriteMode)> 
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif> 
  <if(hetero)> 
  <label>_tree = new <hetero>(<label>);
  <else> 
  <label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>);
  <endif> 
  <if(backtracking)>}
  <endif> 
  <else> 
  <if(backtracking)>if ( <actions.(actionScope).synpredgate> )
  if ( _first_<treeLevel>=null ) _first_<treeLevel> = <label>;
  <endif>
  <endif>
  >>
/** Match ^(label+=TOKEN ...) auto construct */
tokenRefRuleRootAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRoot(...)>

<listLabel(elem=label,...)>

/** Match . wildcard and auto dup the node/subtree */
wildcard(token, label, elementIndex, hetero) ::= <<
  _last = (<ASTLabelType>) input.LT(1);
  <super.wildcard(...)>
  <if(!rewriteMode)>
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
      <if(hetero)>
        <label>_tree = new <hetero>(<label>);
      <else>
        <label>_tree = (<ASTLabelType>) adaptor.DupNode(<label>);
      </if><
>  }<endif>
  <if(backtracking)> }<endif>
  <else> <!-- rewrite mode -->
    <if(backtracking)>if ( <actions.(actionScope).synpredgate> )<endif>
    if (_first_<treeLevel>==null) _first_<treeLevel> = <label>;
  <endif>
  >>

// SET AST

matchSet(s, label, hetero, elementIndex, postmatchCode) ::= <<
  _last = (<ASTLabelType>) input.LT(1);
  <super.matchSet(...., postmatchCode={
    <if(!rewriteMode)>
      <if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
        <if(hetero)>
          <label>_tree = new <hetero>(<label>);
        <else>
          <label>_tree = (<ASTLabelType>) adaptor.DupNode(<label>);
        </if><
    }<endif>
    adaptor.AddChild(root_<treeLevel>, <label>_tree);
  }<endif>
  >>

matchRuleBlockSet(s, label, hetero, elementIndex, postmatchCode, treeLevel="0") ::= <<
  <matchSet(...)>
  <noRewrite()> <!-- set return tree -->
  >>

matchSetBang(s, label, elementIndex, postmatchCode) ::= <<
  _last = (<ASTLabelType>) input.LT(1);
  <super.matchSet(...)>
  >>
matchSetRuleRoot(s, label, hetero, elementIndex, debug) ::= <<
<super.matchSet(..., postmatchCode={
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) {<endif>
<if(hetero)>
<label>_tree = new <hetero>(<label>);
<else>
<label>_tree = (<ASTLabelType>)adaptor.DupNode(<label>);
<endif><\n>
root_<treeLevel> = (<ASTLabelType>)adaptor.BecomeRoot(<label>_tree, root_<treeLevel>);
<if(backtracking)>}<endif>
<endif>
}
})
>>

// RULE REF AST

/** rule auto construct */
ruleRef(rule, label, elementIndex, args, scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) <endif>
<if(!rewriteMode)>
adaptor.AddChild(root_<treeLevel>, <label>.Tree);
<else> <! rewrite mode !>
if ( _first_<treeLevel>==null ) _first_<treeLevel> = <label>.tree;
<endif>
<endif>
>>

/** x+=rule auto construct */
ruleRefAndListLabel(rule, label, elementIndex, args, scope) ::= <<
<ruleRef(...)>
<listLabel(elem=label+.Tree, ...)> 
>>

/** ^(rule ...) auto construct */
ruleRefRuleRoot(rule, label, elementIndex, args, scope) ::= <<
_last = (<ASTLabelType>)input.LT(1);
<super.ruleRef(...)>
<if(!rewriteMode)>
<if(backtracking)>if ( <actions.(actionScope).synpredgate> ) root_<treeLevel> =
(<ASTLabelType>)adaptor.BecomeRoot(<label>.Tree, root_<treeLevel>);
<endif>
<endif>
>>

/** ^(x+=rule ...) auto construct */
ruleRefRuleRootAndListLabel(rule, label, elementIndex, args, scope) ::= <<
/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefTrack(...)>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefTrackAndListLabel(...)>
>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefRuleRootTrack(...)>
>>

/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
  _last = (<ASTLabelType>)input.LT(1);
  <super.ruleRefRuleRootTrackAndListLabel(...)>
>>

/** Streams for token refs are tree nodes now; override to
 * change NextToken to NextNode.
 */
createRewriteNodeFromElement(token,hetero,scope) ::= <<
  <if(hetero)>
  new <hetero>(stream_<token>.NextNode())
  <else>
  stream_<token>.NextNode()
  <endif>
>>

ruleCleanUp() ::= <<
  <super.ruleCleanUp()>
  <if(!rewriteMode)>
  <if(backtracking)>
  if ( <actions.(actionScope).synpredgate> ) { <un> <endif>
  retval.tree = (<ASTLabelType>)adaptor.RulePostProcessing(root_0);
  <if(backtracking)> } <endif>
  <endif>
>>

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 */

group AST;

@outputFile.imports() ::= <<
<@super.imports()><if(!TREE_PARSER)><! tree parser would already have imported !>
Antlr.Runtime.Tree,\n</if>TREE_PARSER></@
@end

@genericParser.members() ::= <<
<@super.members()>
<parserMembers()>
@end

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/** Add an adaptor property that knows how to build trees */
parserMembers() ::= <<
     strict protected
       FAdaptor: ITreeAdaptor;
       procedure SetAdaptor(const Value: ITreeAdaptor);
       property Adaptor: ITreeAdaptor read FAdaptor;
     public
       property TreeAdaptor: ITreeAdaptor read FAdaptor write SetAdaptor;
>>

parserMembersConstructor() ::= <<
     FAdaptor := TCommonTreeAdaptor.Create;
>>

parserMembersImplementation() ::= <<
     procedure T<grammar.recognizerName>.SetAdaptor(const Value: ITreeAdaptor);
     begin
       FAdaptor := Value;
       <grammar.directDelegates:{g|<g:delegateName()>.TreeAdaptor := FAdaptor;}>.TreeAdaptor := FAdaptor;
     end;
>>

@returnScope.ruleReturnMembers() ::= <<
   function T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.GetTree: IANTLRInterface;
   begin
     Result := FTree;
   end;
   procedure T<grammar.recognizerName>.T<ruleDescriptor:returnStructName()>.SetTree(const Value: IANTLRInterface);
   begin
     FTree := Value as I<ASTLabelType>;
   end;
>>

@returnScopeDeclaration.ruleReturnMembers() ::= <<
   strict private
FTree: I<ASTLabelType>; protected
{ IRuleReturnScope }
function GetTree: IANTLRInterface; override;
procedure SetTree(const Value: IANTLRInterface); override;
>>

/** Add a variable to track rule's return AST */
ruleDeclarations() ::= <<
<super.ruleDeclarations()>
Root[0] := nil;<\n>
>>

ruleDeclarationVars() ::= <<
<super.ruleDeclarationVars()>
Root: array [0..63] of I<ASTLabelType>;
>>

ruleLabelDefs() ::= <<
<super.ruleLabelDefs()>
<ruleDescriptor.tokenLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree := nil;}; separator="\n">
<ruleDescriptor.allTokenRefsInAltsWithRewrites:{Locals['Stream_<it>'] := TRewriteRule<rewriteElementType>Stream.Create(Adaptor,'token <it>');}; separator="\n">
<ruleDescriptor.allRuleRefsInAltsWithRewrites:{Locals['Stream_<it>'] := TRewriteRuleSubtreeStream.Create(Adaptor,'rule <it>');}; separator="\n">
>>

ruleLabelDefVars() ::= <<
<super.ruleLabelDefVars()>
<ruleDescriptor.tokenLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
<ruleDescriptor.tokenListLabels:{<it.label.text>_tree: I<ASTLabelType>;}; separator="\n">
>>

/** When doing auto AST construction, we must define some variables; */
* These should be turned off if doing rewrites. This must be a "mode"
* as a rule could have both rewrite and AST within the same alternative
* block.
*/
@alt.declarations() ::= <<
<if(autoAST)>
<if(outerAlt)>
<if(!rewriteMode)>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<endif>
<endif>
<endif>
>>
// Tracking Rule Elements

/** ID and track it for use in a rewrite rule */
tokenRefTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(,...)> ! Track implies no auto AST construction!
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as IRewriteRuleElementStream).Add(<label>);<n>
>>

/** ids+=ID and track it for use in a rewrite rule; adds to ids *and* *
to the tracking list stream_ID for use in the rewrite. */
tokenRefTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefTrack(,...)>
<listLabel(elem=label,...)>>

/** ^(ID ...) track for rewrite */
tokenRefRuleRootTrack(token,label,elementIndex,hetero) ::= <<
<tokenRefBang(,...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<token>'] as IRewriteRuleElementStream).Add(<label>.Tree);<n>
>>

/** Match ^(label+=TOKEN ...) track for rewrite */
tokenRefRuleRootTrackAndListLabel(token,label,elementIndex,hetero) ::= <<
<tokenRefRuleRootTrack(,...)>
<listLabel(elem=label,...)>>

wildcardTrack(label,elementIndex) ::= <<
<super.wildcard(,...)>>

/** rule when output=AST and tracking for rewrite */
ruleRefTrack(rule,label,elementIndex,args,scope) ::= <<
<super.ruleRef(,...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule.name>'] as IRewriteRuleElementStream).Add(<label>.Tree);<n>
>>

/** x+=rule when output=AST and tracking for rewrite */
ruleRefTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefTrack(,...)>
<listLabel(elem=label+".Tree",...)>>

/** ^(rule ...) rewrite */
ruleRefRuleRootTrack(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRoot(...)>
<if(backtracking)>if (State.Backtracking = 0) then <endif>(Locals['Stream_<rule>'] as
IRewriteRuleElementStream).Add(<label>.Tree);
>>
/** ^(x+=rule ...) rewrite */
ruleRefRuleRootTrackAndListLabel(rule,label,elementIndex,args,scope) ::= <<
<ruleRefRuleRootTrack(...)>
<listLabel(elem=label+".Tree",...)>
>>
// R e w r i t e
rewriteCode(
alts, description,
referencedElementsDeep, // ALL referenced elements to right of ->
referencedTokenLabels,
referencedTokenListLabels,
referencedRuleLabels,
referencedRuleListLabels,
referencedWildcardLabels,
referencedWildcardListLabels,
rewriteBlockLevel, enclosingTreeLevel, treeLevel) ::=
<<
// AST REWRITE
// elements:
<referencedElementsDeep; separator=", ">
// token labels:
<referencedTokenLabels; separator=", ">
// rule labels:
<referencedRuleLabels; separator=", ">
// token list labels: <referencedTokenListLabels; separator=", ">
// rule list labels: <referencedRuleListLabels; separator=", ">
<if(backtracking)>
if (State.Backtracking = 0) then
begin<\n>
<endif>
<prevRuleRootRef()>.Tree := Root[0];
<rewriteCodeLabels()>
Root[0] := Adaptor.GetNilNode as I<ASTLabelType>;
<alts:rewriteAlt(); separator="else ">
<! if tree parser and rewrite=true !>
<if(TREE_PARSER)>
<if(rewriteMode)>
<prevRuleRootRef()>.Tree = (<ASTLabelType>)adaptor.rulePostProcessing(root[0]);
input.ReplaceChildren(adaptor.GetParent(retval.Start),
adaptor.GetChildIndex(retval.Start),
adaptor.GetChildIndex(_last),
retval.Tree);

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/** Generate code for an optional rewrite block; note it uses the deep ref'd element
* list rather shallow like other blocks.
*/
rewriteOptionalBlock(
  alt, rewriteBlockLevel,
  referencedElementsDeep, // all nested refs
  referencedElements, // elements in immediately block; no nested blocks
  description)
  ::= <<
    (* <fileName>:<description> *)
    if (!<referencedElementsDeep>{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator="or") then
      begin
        <alt>
       
      end;
    <endif>
>>
end;
<referencedElementsDeep: [el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset;<\n>]>  

rewriteClosureBlock(  
alt,rewriteBlockLevel,  
referencedElementsDeep, // all nested refs  
referencedElements,     // elements in immediately block; no nested blocks  
description) ::=  
<<  (* <fileName>:<description> *)  while (<<<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or ">>) do  
begin  
<alt>  
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset;<\n>}>  

rewritePositiveClosureBlock(  
alt,rewriteBlockLevel,  
referencedElementsDeep, // all nested refs  
referencedElements,     // elements in immediately block; no nested blocks  
description) ::=  
<<  if (not (<<<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or ">>)) then  
raise ERewriteEarlyExitException.Create('');  
while (<<<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).HasNext}; separator=" or ">>) do  
begin  
<alt>  
end;
<referencedElements:{el | (Locals['Stream_<el>'] as IRewriteRuleElementStream).Reset;<\n>}>  

rewriteAlt(a) ::= <<  (* <a.description> *)  <if(a.pred)>  
if (<a.pred>) then  
begin  
<a.alt>  
end<\n>  
<else>  
begin  
<a.alt>  
end<\n>
/** For empty rewrites: "r : ... -> ;" */
rewriteEmptyAlt() ::= "Root[0] = null;"

rewriteTree(root,children,description,enclosingTreeLevel,treeLevel) ::= <<
(* <fileName>:<description> *)
begin
  Root[<treeLevel>] := Adaptor.GetNilNode as I<ASTLabelType>;
  <root:rewriteElement()>
  <children:rewriteElement()>
  Adaptor.AddChild(Root[<enclosingTreeLevel>], Root[<treeLevel>]);
end;<
>>

rewriteElementList(elements) ::= "<elements:rewriteElement()>

rewriteElement(e) ::= <<
  <@pregen()>
  <e.el>
>>

/** Gen ID or ID[args] */
rewriteTokenRef(token,elementIndex,hetero,args) ::= <<
  Adaptor.AddChild(Root[<treeLevel>], <createRewriteNodeFromElement(...)>);<
>>

/** Gen $label ... where defined via label=ID */
rewriteTokenLabelRef(label,elementIndex) ::= <<
  Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode());<
>>

/** Gen $label ... where defined via label+=ID */
rewriteTokenListLabelRef(label,elementIndex) ::= <<
  Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode());<
>>

/** Gen ^($label ...) */
rewriteTokenLabelRefRoot(label,elementIndex) ::= <<
  Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode(), Root[<treeLevel>] as I<ASTLabelType>);<
>>

/** Gen ^($label ...) where label+=... */
rewriteTokenListLabelRefRoot := rewriteTokenLabelRefRoot
/** Gen ^(ID ...) or ^(ID[ARGS] ...) */
rewriteTokenRefRoot(token, elementIndex, hetero, args) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createRewriteNodeFromElement(...)>, Root[<treeLevel>]) as I<ASTLabelType>;<
>>

rewriteImaginaryTokenRef(args, token, hetero, elementIndex) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <createImaginaryNode(tokenType=token, ...)>);<
>>

rewriteImaginaryTokenRefRoot(args, token, hetero, elementIndex) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<createImaginaryNode(tokenType=token, ...>), Root[<treeLevel>]) as I<ASTLabelType>;<
>>

/** plain -> {foo} action */
rewriteAction(action) ::= <<
Root[0] = <action>;<
>>

/** What is the name of the previous value of this rule's root tree? This
* let's us refer to $rule to mean previous value. I am reusing the
* variable 'tree' sitting in retval struct to hold the value of Root[0] right
* before I set it during rewrites. The assign will be to retval.Tree.
*/
prevRuleRootRef() ::= "RetVal"

rewriteRuleRef(rule) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextTree());<
>>

rewriteRuleRefRoot(rule) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<rule>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;<
>>

rewriteNodeAction(action) ::= <<
Adaptor.AddChild(Root[<treeLevel>], <action>);<
>>

rewriteNodeActionRoot(action) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot(<action>, Root[<treeLevel>]) as I<ASTLabelType>;<
>>

/** Gen $ruleLabel ... where defined via ruleLabel=rule */
rewriteRuleLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());<
>>
/** Gen $ruleLabel ... where defined via ruleLabel+=rule */
rewriteRuleListLabelRef(label) ::= <<
Adaptor.AddChild(Root[<treeLevel>], (Locals['Stream_<label>'] as IRewriteRuleElementStream).NextTree());
>>

/** Gen ^(ruleLabel ...) where ruleLabel=rule */
rewriteRuleLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;</n>
>>

/** Gen ^(ruleLabel ...) where ruleLabel+=rule */
rewriteRuleListLabelRefRoot(label) ::= <<
Root[<treeLevel>] := Adaptor.BecomeRoot((Locals['Stream_<label>'] as IRewriteRuleElementStream).NextNode,
Root[<treeLevel>]) as I<ASTLabelType>;</n>
>>

createImaginaryNode(tokenType,hetero,args) ::= <<
<if(hetero)>
<! new MethodNode(IDLabel, args) !>
T<hetero>.Create(<tokenType><if(args)>, <args; separator=", "><endif>)
<else>
Adaptor.CreateNode(<tokenType>, <args; separator=", "><if(!args)>"<tokenType>'<endif>) as I<ASTLabelType>
<endif>
>>

createRewriteNodeFromElement(token,hetero,args) ::= <<
<if(hetero)>
T<hetero>.Create((Locals['Stream_<token>'] as IRewriteRuleElementStream).NextToken<if(args)>, <args;
separator=", "><endif>)
<else>
<if(args)><! must create new node from old !>
Adaptor.Create(<token>, <args; separator=", ">)
<else>
(Locals['Stream_<token>'] as IRewriteRuleElementStream).NextNode
<endif>
<endif>
>>

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Delphi/AST.stg
No license file was found, but licenses were detected in source scan.

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0-wso2v1/antlr-3.2-sources/org/antlr/codegen/CPPTarget.java
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0-wso2v1/antlr-3.2-sources/org/antlr/misc/Utils.java
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0-wso2v1/antlr-3.2-sources/org/antlr/analysis/RuleClosureTransition.java
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-targz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/ST.stg
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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
group Java implements ANTLRCore;

javaTypeInitMap ::= [
  "int":"0",
  "long":"0",
  "float":"0.0f",
  "double":"0.0",
  "boolean":"false",
  "byte":"0",
  "short":"0",
  "char":"0",
  default:"null" // anything other than an atomic type
]

/** The overall file structure of a recognizer; stores methods for rules
 * and cyclic DFAs plus support code.
 */
 outputFile(LEXER,PARSER,TREE_PARSER, actionScope, actions,
docComment, recognizer,
name, tokens, tokenNames, rules, cyclicDFAs,
bitsets, buildTemplate, buildAST, rewriteMode, profile,
backtracking, synpreds, memoize, numRules,
fileName, ANTLRVersion, generatedTimestamp, trace,
scopes, superClass, literals) ::= <<
// $ANTLR <ANTLRVersion> <fileName> <generatedTimestamp>
<actions.(actionScope).header>

<@imports>
import org.antlr.runtime.*;
<if(TREE_PARSER)>
import org.antlr.runtime.tree.*;
<endif>
import java.util.Stack;
import java.util.List;
import java.util.ArrayList;
<if(backtracking)>
import java.util.Map;
import java.util.HashMap;
<endif>
<@end>
<docComment>
<recognizer>
>>

lexer(grammar, name, tokens, scopes, rules, numRules, labelType="CommonToken",
filterMode, superClass="Lexer") ::= <<
public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
<tokens:{public static final int <it.name>=<it.type>;}; separator="\n">
<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}
<actions.lexer.members>

// delegates
<grammar.delegates:
    {g|public <g.recognizerName> <g:delegateName()> ;}; separator="\n”}
// delegators
<grammar.delegators:
    {g|public <g.recognizerName> <g:delegateName()> ;}; separator="\n”}
<last(grammar.delegators):{g|public <g.recognizerName> gParent;}>}

public <grammar.recognizerName>() {}  // needed by subclasses !
public <grammar.recognizerName>(CharStream input<grammar.delegators:{g|, <g.recognizerName>
<g:delegateName()>}>)
    {this(input, new RecognizerSharedState<grammar.delegators:{g|, <g:delegateName()>}>);}
public <grammar.recognizerName>({CharStream input, RecognizerSharedState state} <grammar.delegators:{g,<g.recognizerName> <g:delegateName()> }>) {  
  super(input, state);
  
  <if(memoize)>  
  <if(grammar.grammarIsRoot)>  
    state.ruleMemo = new HashMap[size(numRules)+1];  
  </if>  
  </if>  
  <grammar.directDelegates: {g|<g:delegateName()> = new <g.recognizerName>(input, state<trunc(g.delegators):{p, <p:delegateName()>}>, this);}; separator="\n">  
  <grammar.delegators: {g|this.<g:delegateName()> = <g:delegateName()>;}; separator="\n">  
  <last(grammar.delegators):{g|gParent = <g:delegateName>();}>  
}  

public String getGrammarFileName() { return "<fileName>"; }  

<if(filterMode)>  
<filteringNextToken()>  
</if>  

<rules; separator="\n\n">  

<synpreds:{p | <lexerSynpred(p)>}>  

<cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new DFA<dfa.decisionNumber>(this);}; separator="\n">  
  <cyclicDFAs:cyclicDFA()> <!-- dump tables for all DFA !-->  
}</cyclicDFAs>  

/** A override of Lexer.nextToken() that backtracks over mTokens() looking  
* for matches. No error can be generated upon error; just rewind, consume  
* a token and then try again. backtracking needs to be set as well.  
* Make rule memoization happen only at levels above 1 as we start mTokens  
* at backtracking==1.  
*/  
filteringNextToken() ::= <<  
public Token nextToken() {  
  while (true) {  
    if ( input.LA(1)==CharStream.EOF ) {  
      return Token.EOF_TOKEN;  
    }  
    state.token = null;  
    state.channel = Token.DEFAULT_CHANNEL;  
    state.tokenStartCharIndex = input.index();  
    state.tokenStartCharPositionInLine = input.getLine();  
    state.tokenStartLine = input.getLine();  
  }  
}  
>>
state.text = null;
    try {
        int m = input.mark();
        state.backtracking=1; <! means we won't throw slow exception !>
        state.failed=false;
        mTokens();
        state.backtracking=0;
        <! mTokens backtracks with synpred at backtracking==2
        and we set the synpredgate to allow actions at level 1. !>
        if ( state.failed ) {
            input.rewind(m);
            input.consume(); <! advance one char and try again !>
        }
        else {
            emit();
            return state.token;
        }
    }
    catch (RecognitionException re) {
        // shouldn't happen in backtracking mode, but...
        reportError(re);
        recover(re);
    }
}

genericParser(grammar, name, scopes, tokens, tokenNames, rules, numRules,
    bitsets, inputStreamType, superClass,
    ASTLabelType="Object", labelType, members, rewriteElementType,
    filterMode) ::= <<

actionGate() ::= "state.backtracking==0"
filteringActionGate() ::= "state.backtracking==1"

/** How to generate a parser */

public class <grammar.recognizerName> extends <@superClassName><superClass><@end> {
<if(grammar.grammarIsRoot>)
public static final String[] tokenNames = new String[] {
    "<invalid>", "<EOR>", "<DOWN>", "<UP>", <tokenNames; separator=", ”
};
</endif>
	<tokens:{public static final int <it.name>=<it.type>;}; separator="\n">

// delegates
<grammar.delegates:
	{glpublic <g.recognizerName> <g:delegateName()>;}; separator="\n">
// delegators
<grammar.delegators:
	{glpublic <g.recognizerName> <g:delegateName()>;}; separator="\n">
<last(grammar.delegators):{g|public <g.recognizerName> gParent;}>}

<scopes:{<if(it.isDynamicGlobalScope)><globalAttributeScope(scope=it)><endif>}>}
@media
<! WARNING. bug in ST: this is cut-n-paste into Dbg.stg !>
public <grammar.recognizerName>(<inputStreamType> input<grammar.delegators:{g|, <g.recognizerName><g:delegateName()>}>) {
    this(input, new RecognizerSharedState<grammar.delegators:{g|, <g.recognizerName><g:delegateName()>}>);
}
public <grammar.recognizerName>(<inputStreamType> input, RecognizerSharedState state<grammar.delegators:{g|, <g.recognizerName><g:delegateName()>}>) {
    super(input, state);
    <grammar.directDelegates:
        {g|<g:delegateName()>=new <g.recognizerName>(input, state<trunc(g.delegators):{p|, <p:delegateName()>}>, this);}; separator="\n">
    <grammar.indirectDelegates:{g | <g:delegateName()>=<g.delegator:delegateName>().<g:delegateName()>;} separator="\n">
    <last(grammar.delegators):{g|gParent= <g:delegateName()>;}>}
</media>

public String[] getTokenNames() { return <grammar.composite.rootGrammar.recognizerName>.tokenNames; }
public String getGrammarFileName() { return "<fileName>"; }

<members>

<rules; separator="\n\n">

<! generate rule/method definitions for imported rules so they
appear to be defined in this recognizer. !>
// Delegated rules
<grammar.delegatedRules:{ruleDescriptor}
public <returnType()> <ruleDescriptor.name>({<ruleDescriptor.parameterScope:parameterScope(scope=it)>})
throws RecognitionException \{ <if(ruleDescriptor.hasReturnValue)>return
<endif><ruleDescriptor.grammar:delegateName()>.<ruleDescriptor.name>(<ruleDescriptor.parameterScope.attribut es:{a|<a.name>}; separator="","\}); separator="n">

<synpreds:{p | <synpred(p)>}> 

<cyclicDFAs:{dfa | protected DFA<dfa.decisionNumber> dfa<dfa.decisionNumber> = new 
DFA<dfa.decisionNumber>(this); separator="\n"> 
<cyclicDFAs:cyclicDFA()> <! dump tables for all DFA !> 

<bitsets:bitset(name={FOLLOW_<it.name>_in_<it.inName><it.tokenIndex>}, 
words64=it.bits)> 
}

>>

parserCtorBody() ::= <<
<if(memoize)>
<if(grammar.grammarIsRoot)>
this.state.ruleMemo = new HashMap[length(grammar.allImportedRules)]+1];<\n> <! index from 1..n !>
<endif>
<endif>
<grammar.delegators: 
{g|this.<g:delegateName()> = <g:delegateName>();}; separator="\n"> 
>>

parser(grammar, name, scopes, tokens, tokenNames, rules, numRules, bitsets, 
ASTLabelType="Object", superClass="Parser", labelType="Token", 
members={<actions.parser.members>}) ::= <<
<genericParser(inputStreamType="TokenStream", rewriteElementType="Token", ...)> 
>>

/** How to generate a tree parser; same as parser except the input 
* stream is a different type. 
*/
treeParser(grammar, name, scopes, tokens, tokenNames, globalAction, rules, 
numRules, bitsets, labelType={<ASTLabelType>}, ASTLabelType="Object", 
superClass={<if(filterMode)><if(buildAST)>TreeRewriter<else>TreeFilter<endif><else>TreeParser<endif>, 
members={<actions.treeparser.members>}, 
filterMode) ::= <<
<genericParser(inputStreamType="TreeNodeStream", rewriteElementType="Node", ...)> 
>>

/** A simpler version of a rule template that is specific to the imaginary 
* rules created for syntactic predicates. As they never have return values 
* nor parameters etc..., just give simplest possible method. Don't do 
* any of the normal memoization stuff in here either; it's a waste. 
* As predicates cannot be inlined into the invoking rule, they need to 
* be in a rule by themselves. 
*/
/*

synpredRule(ruleName, ruleDescriptor, block, description, nakedBlock) ::= 
   <<
   // $ANTLR start <ruleName>
   public final void <ruleName>_fragment(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) throws RecognitionException {
      <ruleLabelDefs()>
      <if(trace)>
         traceIn("<ruleName>_fragment", <ruleDescriptor.index>);
         try {
            <block>
         } finally {
            traceOut("<ruleName>_fragment", <ruleDescriptor.index>);
         }
      <else>
         <block>
      <endif>
   }
   // $ANTLR end <ruleName>
   >>

synpred(name) ::= <<
   public final boolean <name>() {
      state.backtracking++; 
      <@start()>
      int start = input.mark();
      try {
      <name>_fragment(); // can never throw exception
      } catch (RecognitionException re) {
         System.err.println("impossible: "+re);
      } 
      boolean success = !state.failed;
      input.rewind(start);
      <@stop()>
      state.backtracking--; 
      state.failed=false;
      return success;
   }<\n>
   >>

lexerSynpred(name) ::= <<
   <synpred(name)>
   >>

ruleMemoization(name) ::= <<
   <if(memoize)>
   if ( state.backtracking>0 && alreadyParsedRule(input, <ruleDescriptor.index>) ) { return <ruleReturnValue>(); } 
   <<
   */
/** How to test for failure and return from rule */
checkRuleBacktrackFailure() ::= <<
<if(backtracking)>if (state.failed) return <ruleReturnValue>();<endif>
>>

/** This rule has failed, exit indicating failure during backtrack */
ruleBacktrackFailure() ::= <<
<if(backtracking)>if (state.backtracking>0) { state.failed=true; return <ruleReturnValue>(); }<endif>
>>

/** How to generate code for a rule. This includes any return type *
* data aggregates required for multiple return values.
*/
rule(ruleName,ruleDescriptor,block,emptyRule,description,exceptions,finally,memoize) ::= <<
<ruleAttributeScope(scope=ruleDescriptor.ruleScope)>
<returnScope(scope=ruleDescriptor.returnScope)>
// $ANTLR start "<ruleName>"  
// <fileName>:<description>
public final <returnType()> <ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) throws RecognitionException {
<if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
<ruleScopeSetUp()>
<ruleDeclarations()>
<ruleLabelDefs()>
<ruleDescriptor.actions.init>
<@preamble()>
try {
<ruleMemoization(name=ruleName)>
[block>
<ruleCleanUp()>
<@setErrorReturnValue()>((ruleDescriptor.actions.after):execAction())
}
<if(exceptions)>
<exceptions:{e|<catch(decl=e.decl,action=e.action)><
>}></exceptions:>{e|<catch(decl=e.decl,action=e.action)><
>}></if(!emptyRule)>
<if(!emptyRule)>
<if(actions.(actionScope).rulecatch)>
<actions.(actionScope).rulecatch>
<else>
catch (RecognitionException re) {
    reportError(re);
    recover(input,re);
    <setErrorReturnValue()>
} <in>

// $ANTLR start "$<ruleName>"
finally {
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <memoize()>
    <ruleScopeCleanUp()>
    <finally>
    </if>}
@endpostamble()  
return <ruleReturnValue>();
}
// $ANTLR end "<ruleName>"

>catch(decl,action) ::= <<
catch (<e.decl>) {
    <e.action>
}
>>

ruleDeclarations() ::= <<
@if(ruleDescriptor.hasMultipleReturnValues)
$returnType()$ retval = new <returnType()>();
retval.start = input.LT(1);<newline>
@else
<ruleDescriptor.returnScope.attributes:{ a |
<a.type> a.name = <if(a.initValue)><a.initValue><else><initValue(a.type)<<endif>;}
}}><endif>
@if(memoize)
int <ruleDescriptor.name>_StartIndex = input.index();<newline>
@endif
>

ruleScopeSetUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.push(new <it>_scope());}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.push(new <it.name>_scope());}; separator="\n">
>>

ruleScopeCleanUp() ::= <<
<ruleDescriptor.useScopes:{<it>_stack.pop();}; separator="\n">
<ruleDescriptor.ruleScope:{<it.name>_stack.pop();}; separator="\n">
>>

ruleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,ruleDescriptor.tokenListLabels,
ruleDescriptor.wildcardTreeLabels,ruleDescriptor.wildcardTreeListLabels]  
  :(labelType) <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.tokenListLabels,ruleDescriptor.ruleListLabels,ruleDescriptor.wildcardTreeListLabels]  
  :(List list_<it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.ruleLabels:ruleLabelDef(label=it); separator="\n">
<ruleDescriptor.ruleListLabels:{ll|RuleReturnScope <ll.label.text> = null;}; separator="\n">
>
> lexerRuleLabelDefs() ::= <<
<ruleDescriptor.tokenLabels,  
ruleDescriptor.tokenListLabels,  
ruleDescriptor.ruleLabels]  
  :(labelType) <it.label.text>=null;}; separator="\n"
>
<ruleDescriptor.charLabels:{int <it.label.text>;}; separator="\n">
<ruleDescriptor.tokenListLabels,  
ruleDescriptor.ruleListLabels]  
  :(List list_<it.label.text>=null;}; separator="\n"
>
>
> ruleReturnValue() ::= <<
<if(!ruleDescriptor.isSynPred)>  
<if(ruleDescriptor.hasReturnValue)>  
<if(ruleDescriptor.hasSingleReturnValue)>  
<ruleDescriptor.singleValueReturnName>
<else>
  retval  
<endif>
<endif>
<endif>
>
> ruleCleanUp() ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>  
<if(!TREE_PARSER)>  
  retval.stop = input.LT(-1);\n>
<endif>
<endif>
>
> memoize() ::= <<
<if(memoize)>  
<if(backtracking)>  
if ( state.backtracking>0 ) { memoize(input, <ruleDescriptor.index>, <ruleDescriptor.name>_StartIndex); }  
<endif>
/** How to generate a rule in the lexer; naked blocks are used for
 * fragment rules.
 */
lexerRule(ruleName,nakedBlock,ruleDescriptor,block,memoize) ::= <<
  // $ANTLR start "<ruleName>"
  public final void m<ruleName>(<ruleDescriptor.parameterScope:parameterScope(scope=it)>) throws RecognitionException {
    <if(trace)>traceIn("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeSetUp()>
    <ruleDeclarations()>
    try {
      <if(nakedBlock)>
        <ruleMemoization(name=ruleName)>
        <lexerRuleLabelDefs()>
        <ruleDescriptor.actions.init>
        <block>
      </if>
      int _type = <ruleName>;
      int _channel = DEFAULT_TOKEN_CHANNEL;
      <ruleMemoization(name=ruleName)>
      <lexerRuleLabelDefs()>
      <ruleDescriptor.actions.init>
      <block>
      <ruleCleanUp()>
      state.type = _type;
      state.channel = _channel;
      <if(ruleDescriptor.actions.after):execAction()>
      <endif>
    } finally {
      <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
      <ruleScopeCleanUp()>
      <memoize()>
    }
  } finally {
    <if(trace)>traceOut("<ruleName>", <ruleDescriptor.index>);<endif>
    <ruleScopeCleanUp()>
    <memoize()>
  }
  // $ANTLR end "<ruleName>"
>>

/** How to generate code for the implicitly-defined lexer grammar rule
 * that chooses between lexer rules.
 */
tokensRule(ruleName,nakedBlock,args,block,ruleDescriptor) ::= <<
  public void mTokens() throws RecognitionException {
    <block>
  }
>>

/****
// SUBRULES

/** A (...) subrule with multiple alternatives */
block(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  // <fileName>:<description>
  int alt<decisionNumber>==maxAlt;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  <@prebranch()>
  switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
  }
  <@postbranch()>
>>

/** A rule block with multiple alternatives */
ruleBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
  // <fileName>:<description>
  int alt<decisionNumber>==maxAlt;
  <decls>
  <@predecision()>
  <decision>
  <@postdecision()>
  switch (alt<decisionNumber>) {
    <alts:altSwitchCase()>
  }
>>

ruleBlockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  // <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>

/** A special case of a (...) subrule with a single alternative */
blockSingleAlt(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,description) ::= <<
  // <fileName>:<description>
  <decls>
  <@prealt()>
  <alts>
  <@postalt()>
>>
/** A (...) block with 1 or more alternatives */
positiveClosureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
int cnt<decisionNumber>=0;
<decls>
@@preloop()>
loop<decisionNumber>:
do {
  int alt<decisionNumber>=<maxAlt>;
  @@predecision()
  <decision>
  @@postdecision()>
  switch (alt<decisionNumber>) {
  <alts:altSwitchCase()>
  default :
    if ( cnt<decisionNumber> >= 1 ) break loop<decisionNumber>;
  @@ruleBacktrackFailure()>
    EarlyExitException eee =
      new EarlyExitException(<decisionNumber>, input);
  @@@earlyExitException()>
    throw eee;
  }
  cnt<decisionNumber>++;
} while (true);
@@@postloop()>
>>

positiveClosureBlockSingleAlt ::= positiveClosureBlock

/** A (...) block with 1 or more alternatives */
closureBlock(alts,decls,decision,enclosingBlockLevel,blockLevel,decisionNumber,maxK,maxAlt,description) ::= <<
// <fileName>:<description>
<decls>
@@preloop()>
loop<decisionNumber>:
do {
  int alt<decisionNumber>=<maxAlt>;
  @@predecision()
  <decision>
  @@postdecision()>
  switch (alt<decisionNumber>) {
  <alts:altSwitchCase()>
  default :
    break loop<decisionNumber>;
  }
} while (true);
<@postloop()>
>>

closureBlockSingleAlt ::= closureBlock

/** Optional blocks (x)? are translated to (x|) by before code generation
 * so we can just use the normal block template
 */
optionalBlock ::= block

optionalBlockSingleAlt ::= block

/** A case in a switch that jumps to an alternative given the alternative
 * number. A DFA predicts the alternative and then a simple switch
 * does the jump to the code that actually matches that alternative.
 */
altSwitchCase() ::= <<
case <i> :
    <@prealt()>
    <it>
    break;<\n>
>>

/** An alternative is just a list of elements; at outermost level */
alt(elements,altNum,description,autoAST,outerAlt,treeLevel,rew) ::= <<
// <fileName>::<description>
{
    <@declarations()>
    <elements:element()>
    <rew>
    <@cleanup()>
}
>>

/** What to emit when there is no rewrite. For auto build
 * mode, does nothing.
 */
noRewrite(rewriteBlockLevel, treeLevel) ::= ""

// E L E M E N T S

/** Dump the elements one per line */
element() ::= <<
    <@prematch()>
    <it.el><\n>
>>
/** match a token optionally with a label in front */
tokenRef(token,label,elementIndex,hetero) ::= <<
    <if(label)><label>=(<labelType>)<endif>match(input,<token>,FOLLOW_<token>_in_<ruleName><elementIndex>);
    <checkRuleBacktrackFailure()>
>>

/** ids+=ID */
tokenRefAndListLabel(token,label,elementIndex,hetero) ::= <<
    <tokenRef(...)>
    <listLabel(elem=label,...)>
>>

listLabel(label,elem) ::= <<
    if (list_<label>==null) list_<label>=new ArrayList();
    list_<label>.add(<elem>);
>>

/** match a character */
charRef(char,label) ::= <<
    <if(label)>
    <label> = input.LA(1);
    <endif>
    match(<char>); <checkRuleBacktrackFailure()>
>>

/** match a character range */
charRangeRef(a,b,label) ::= <<
    <if(label)>
    <label> = input.LA(1);
    <endif>
    matchRange(<a>,<b>); <checkRuleBacktrackFailure()>
>>

/** For now, sets are interval tests and must be tested inline */
matchSet(s,label,elementIndex,postmatchCode="") ::= <<
    <if(label)>
    <if(LEXER)>
    <label> = input.LA(1);
    <else>
    <label>=(<labelType>)input.LT(1);
    <endif>
    <endif>
    <if(!LEXER)>
    state.errorRecovery=false;
    <endif>
    if ( <s> ) {
        input.consume();
        <postmatchCode>
        <if(LEXER)>
        state.errorRecovery=false;
    <endif>
<if(backtracking)>state.failed=false;<endif>
}
else {
<ruleBacktrackFailure()>
MismatchedSetException mse = new MismatchedSetException(null,input);
<@mismatchedSetException()><if(LEXER)>
recover(mse);
throw mse;
<else>
throw mse;
<! use following code to make it recover inline; remove throw mse:
recoverFromMismatchedSet(input,mse,FOLLOW_set_in_<ruleName><elementIndex>);!
</endif>
}</n>
>>

matchRuleBlockSet ::= matchSet

matchSetAndListLabel(s,label,elementIndex,postmatchCode) ::= <<
<matchSet(...)>
<listLabel(elem=label,...)>>>

/** Match a string literal */
lexerStringRef(string,label) ::= <<
<if(label)>
int <label>Start = getCharIndex();
match(<string>); <checkRuleBacktrackFailure()>
<label> = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL, <label>Start, getCharIndex()-1);
<else>
match(<string>); <checkRuleBacktrackFailure()><n>
<endif>
>>

wildcard(label,elementIndex) ::= <<
<if(label)>
<label>=(<labelType>)input.LT(1);<
>endif>
matchAny(input); <checkRuleBacktrackFailure()>
>>

wildcardAndListLabel(label,elementIndex) ::= <<
<wildcard(...)>
<listLabel(elem=label,...)>>>
/** Match . wildcard in lexer */
wildcardChar(label, elementIndex) ::= <<
  if(label)
  label = input.LA(1);
  endif
_matchAny(); <checkRuleBacktrackFailure();>
>>

wildcardCharListLabel(label, elementIndex) ::= <<
  wildcardChar(...);
  listLabel(elem=label,...)
>>

/** Match a rule reference by invoking it possibly with arguments
  * and a return value or values. The 'rule' argument was the
  * target rule name, but now is type Rule, whose toString is
  * same: the rule name. Now though you can access full rule
  * descriptor stuff.
  */
ruleRef(rule, label, elementIndex, args, scope) ::= <<
  pushFollow(FOLLOW_<rule.name> in_<ruleName><elementIndex>);
  if(label) label = <endif>
  if(scope) scope:delegateName() . <endif>
  rule.name((args; separator=" ");<
  state._fsp--;
  <checkRuleBacktrackFailure();>
>>

/** ids+=r */
ruleRefAndListLabel(rule, label, elementIndex, args, scope) ::= <<
  ruleRef(...);
  listLabel(elem=label,...)
>>

/** A lexer rule reference.
  *
  * The 'rule' argument was the target rule name, but now
  * is type Rule, whose toString is same: the rule name.
  * Now though you can access full rule descriptor stuff.
  */
lexerRuleRef(rule, label, args, elementIndex, scope) ::= <<
  if(label)
  int <label>Start<elementIndex> = getCharIndex();
  if(scope) scope:delegateName() . <endif>
  m<rule.name>(<args; separator=" ");
  <checkRuleBacktrackFailure();>
  label = new <labelType>(input, Token.INVALID_TOKEN_TYPE, Token.DEFAULT_CHANNEL,
  <label>Start<elementIndex>, getCharIndex()-1);
  else
  if(scope) scope:delegateName() . <endif>
  m<rule.name>(<args; separator=" ");

---
lexerRuleRefAndListLabel(rule,label,args,elementIndex,scope) ::= <<
<lexerRuleRef(...)>
<listLabel(elem=label,...)>
>>

lexerMatchEOF(label,elementIndex) ::= <<
<int Start<elementIndex> = getCharIndex();
match(EOF); <checkRuleBacktrackFailure()>
<labelType> <label> = new <labelType>(input, EOF, Token.DEFAULT_CHANNEL, Start<elementIndex>,
getCharIndex()-1);
<else>
match(EOF); <checkRuleBacktrackFailure()>
<endif>
>>

tree(root, actionsAfterRoot, children, nullableChildList,
    enclosingTreeLevel, treeLevel) ::= <<
<root:element()>
<actionsAfterRoot:element()>
<if(nullableChildList)>
if ( input.LA(1)==Token.DOWN ) {
    match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
    <children:element()>
    match(input, Token.UP, null); <checkRuleBacktrackFailure()>
}
<else>
match(input, Token.DOWN, null); <checkRuleBacktrackFailure()>
<children:element()>
match(input, Token.UP, null); <checkRuleBacktrackFailure()>
<endif>
>>

validateSemanticPredicate(pred,description) ::= <<
if ( !(<evalPredicate(...)>) ) {
    throw new FailedPredicateException(input, "<ruleName>", "<description>");
}
// Fixed DFA (if-then-else)

dfaState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
><edges; separator="\nelse ">
else {
@if(eotPredictsAlt)
    alt<decisionNumber>=<eotPredictsAlt>;
@else
    @ruleBacktrackFailure()
    NoViableAltException nvae =
    new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
    @noViableAltException()
    throw nvae;<
><endif>
}
>>

/** Same as a normal DFA state except that we don't examine lookahead
 * for the bypass alternative. It delays error detection but this
 * is faster, smaller, and more what people expect. For (X)? people
 * expect "if ( LA(1)==X ) match(X);" and that's it.
 */
dfaOptionalBlockState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
><edges; separator="\nelse ">
@if(eotPredictsAlt)
    @if(!edges)
        alt<decisionNumber>=<eotPredictsAlt>;<
    @else
        else {
            alt<decisionNumber>=<eotPredictsAlt>;
        }
@endif
@endif
>>

/** A DFA state that is actually the loopback decision of a closure
 * loop. If end-of-token (EOT) predicts any of the targets then it
 * should act like a default clause (i.e., no error can be generated).
 * This is used only in the lexer so that for ('a')* on the end of a rule
 * anything other than 'a' predicts exiting.
 */
dfaLoopbackState(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(<k>);<
><edges; separator="\nelse ">
@if(!edges)
    alt<decisionNumber>=<eotPredictsAlt>;
@endif
@if(eotPredictsAlt)
    alt<decisionNumber>=<eotPredictsAlt>;<
@endif
@endif
@endif
** An accept state indicates a unique alternative has been predicted */
dfaAcceptState(alt) ::= "alt<decisionNumber>=<alt>;"

/** A simple edge with an expression. If the expression is satisfied,
* enter to the target state. To handle gated productions, we may
* have to evaluate some predicates for this edge.
*/
dfaEdge(labelExpr, targetState, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {
 <targetState>
}
>>

// Fixed DFA (switch case)

/** A DFA state where a SWITCH may be generated. The code generator
* decides if this is possible: CodeGenerator.canGenerateSwitch().
*/
dfaStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
default:
 <if(eotPredictsAlt)>
 alt<decisionNumber>=<eotPredictsAlt>;
<else>
 <ruleBacktrackFailure()>
 NoViableAltException nvae =
   new NoViableAltException("<description>", <decisionNumber>, <stateNumber>, input);
<@noViableAltException()>
 throw nvae;<\n>
<endif>
}
<\n>
>>

dfaOptionalBlockStateSwitch(k,edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
}<\n>
>>

dfaLoopbackStateSwitch(k, edges,eotPredictsAlt,description,stateNumber,semPredState) ::= <<
switch ( input.LA(<k>) ) {
<edges; separator="\n">
<if(eotPredictsAlt)>
 default:
 alt<decisionNumber>=<eotPredictsAlt>;
<endif>

```
break;
<endif>
} <ln>
>>&

dfaEdgeSwitch(labels, targetState) ::= <<
<labels:{case <it>:}; separator="\n"> 
{ 
<targetState> 
} 
break;
>>&

// Cyclic DFA

/** The code to initiate execution of a cyclic DFA; this is used 
* in the rule to predict an alt just like the fixed DFA case. 
* The <name> attribute is inherited via the parser, lexer, ... 
*/
dfaDecision(decisionNumber,description) ::= <<
alt<decisionNumber> = dfa<decisionNumber>.predict(input);
>>&

/* Dump DFA tables as run-length-encoded Strings of octal values. 
* Can't use hex as compiler translates them before compilation. 
* These strings are split into multiple, concatenated strings. 
* Java puts them back together at compile time thankfully. 
* Java cannot handle large static arrays, so we're stuck with this 
* encode/decode approach. See analysis and runtime DFA for 
* the encoding methods. 
*/
cyclicDFA(dfa) ::= <<
static final String DFA[dfa.decisionNumber]_eotS = 
"<dfa.javaCompressedEOT; wrap="\n"">;
static final String DFA[dfa.decisionNumber]_eofS = 
"<dfa.javaCompressedEOF; wrap="\n"">;
static final String DFA[dfa.decisionNumber]_minS = 
"<dfa.javaCompressedMin; wrap="\n"">;
static final String DFA[dfa.decisionNumber]_maxS = 
"<dfa.javaCompressedMax; wrap="\n"">;
static final String DFA[dfa.decisionNumber]_acceptS = 
"<dfa.javaCompressedAccept; wrap="\n"">;
static final String DFA[dfa.decisionNumber]_specialS = 
"<dfa.javaCompressedSpecial; wrap="\n"">;
static final String[] DFA[dfa.decisionNumber]_transitionS = {
    <dfa.javaCompressedTransition:{s}"<s; wrap="\n"">}: separator="\n"} 
};
static final short[] DFA<dfa.decisionNumber>_eot =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eotS);
static final short[] DFA<dfa.decisionNumber>_eof =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_eofS);
static final char[] DFA<dfa.decisionNumber>_min =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_minS);
static final char[] DFA<dfa.decisionNumber>_max =
DFA.unpackEncodedStringToUnsignedChars(DFA<dfa.decisionNumber>_maxS);
static final short[] DFA<dfa.decisionNumber>_accept =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_acceptS);
static final short[] DFA<dfa.decisionNumber>_special =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_specialS);
static final short[][] DFA<dfa.decisionNumber>_transition;
static {
    int numStates = DFA<dfa.decisionNumber>_transitionS.length;
    DFA<dfa.decisionNumber>_transition = new short[numStates][];
    for (int i=0; i<numStates; i++) {
        DFA<dfa.decisionNumber>_transition[i] =
DFA.unpackEncodedString(DFA<dfa.decisionNumber>_transitionS[i]);
    }
}

class DFA<dfa.decisionNumber> extends DFA {
    public DFA<dfa.decisionNumber>(BaseRecognizer recognizer) {
        this.recognizer = recognizer;
        this.decisionNumber = <dfa.decisionNumber>;
        this.eot = DFA<dfa.decisionNumber>_eot;
        this.eof = DFA<dfa.decisionNumber>_eof;
        this.min = DFA<dfa.decisionNumber>_min;
        this.max = DFA<dfa.decisionNumber>_max;
        this.accept = DFA<dfa.decisionNumber>_accept;
        this.special = DFA<dfa.decisionNumber>_special;
        this.transition = DFA<dfa.decisionNumber>_transition;
    }
    public String getDescription() {
        return "<dfa.description>";
    }
    <@errorMethod()>
    <if(dfa.specialStateSs)>
    public int specialStateTransition(int s, IntStream _input) throws NoViableAltException {
        <if(LEXER)>
        IntStream input = _input;
        <endif>
        <if(PARSER)>
        TokenStream input = (TokenStream)_input;
        <endif>
/** A state in a cyclic DFA; it's a special state and part of a big switch on * state.
 */
cyclicDFAState(decisionNumber, stateNumber, edges, needErrorClause, semPredState) ::= <<
int LA<decisionNumber>_<stateNumber> = input.LA(1);<\n>
<if(semPredState)> <! get next lookahead symbol to test edges, then rewind !>
int index<decisionNumber>_<stateNumber> = input.index();
input.rewind();<\n>
<endif>
<s = -1;
<edges; separator="\nelse ">
<if(semPredState)> <! return input cursor to state before we rewound !>
input.seek(index<decisionNumber>_<stateNumber>);<\n>
<endif>
if ( s>=0 ) return s;
break;
>>

/** Just like a fixed DFA edge, test the lookahead and indicate what * state to jump to next if successful.
 */
cyclicDFAEdge(labelExpr, targetStateNumber, edgeNumber, predicates) ::= <<
if ( (<labelExpr>) <if(predicates)>&& (<predicates>)<endif>) {s = <targetStateNumber>;}<\n>
>>

/** An edge pointing at end-of-token; essentially matches any char; * always jump to the target.
eotDFAEdge(targetStateNumber, edgeNumber, predicates) ::= <<
    s = <targetStateNumber>;<
>>

// DFA EXPRESSIONS

andPredicates(left, right) ::= "(<left>&&<right>)"

orPredicates(operands) ::= "(<first(operands)><rest(operands):{o | ||<o>}>)"

notPredicate(pred) ::= "!(<evalPredicate(...)>)"

evalPredicate(pred, description) ::= "(<pred>)"

evalSynPredicate(pred, description) ::= "<pred>()"

lookaheadTest(atom, k, atomAsInt) ::= "LA<decisionNumber>_<stateNumber>==<atom>"

/** Sometimes a lookahead test cannot assume that LA(k) is in a temp variable
   * somewhere. Must ask for the lookahead directly.
   */

isolatedLookaheadTest(atom, k, atomAsInt) ::= "input.LA(<k>)==<atom>"

lookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= <<
    (LA<decisionNumber>_<stateNumber>\>=<lower> && LA<decisionNumber>_<stateNumber>\=<upper>)
>>

isolatedLookaheadRangeTest(lower, upper, k, rangeNumber, lowerAsInt, upperAsInt) ::= "(input.LA(<k>)\>=<lower>
   && input.LA(<k>)\=<upper>)"

setTest(ranges) ::= "<ranges; separator="||">"

// ATTRIBUTES

globalAttributeScope(scope) ::= <<
    <if(scope.attributes)>
    protected static class <scope.name>_scope {
        <scope.attributes:{<it.decl>;}; separator="\n"    }
    protected Stack <scope.name>_stack = new Stack();
    <endif>
>>

ruleAttributeScope(scope) ::= <<
    <if(scope.attributes)>
    protected static class <scope.name>_scope {
        <scope.attributes:{<it.decl>;}; separator="\n"    }
    protected Stack <scope.name>_stack = new Stack();
    <endif>
>>
protected Stack _stack = new Stack();

returnStructName() := "_return"

returnType() ::= <<
  <if(ruleDescriptor.hasMultipleReturnValues)>
  <ruleDescriptor.grammar.recognizerName>.<ruleDescriptor:returnStructName()>
  <else>
  <if(ruleDescriptor.hasSingleReturnValue)>
  <ruleDescriptor.singleValueReturnType>
  <else>
  void
  <endif>
  <endif>
  <endif>
>>

/** Generate the Java type associated with a single or multiple return values. */
ruleLabelType(referencedRule) ::= <<
  <if(referencedRule.hasMultipleReturnValues)>
  <referencedRule.grammar.recognizerName>.<referencedRule.name>_return
  <else>
  <if(referencedRule.hasSingleReturnValue)>
  <referencedRule.singleValueReturnType>
  <else>
  void
  <endif>
  <endif>
  <endif>
>>

delegateName() ::= <<
  <if(it.label)><it.label><else>g<it.name><endif>
  <endif>
>>

/** Using a type to init value map, try to init a type; if not in table must be an object, default value is "null". */
initValue(typeName) ::= <<
  <javaTypeInitMap.(typeName)>
  <endif>
>>

/** Define a rule label including default value */
ruleLabelDef(label) ::= <<

/** Define a return struct for a rule if the code needs to access its
* start/stop tokens, tree stuff, attributes, ... Leave a hole for
* subgroups to stick in members.
*/
returnScope(scope) ::= <<
@if(ruleDescriptor.hasMoreReturnValues())
public static class <ruleDescriptor:returnStructName()> extends 
@if(TREE_PARSER)Tree<else>Parser<endif>RuleReturnScope {
    <scope.attributes:{public <it.decl>;}; separator="\n">
    @ruleReturnMembers()
};
@endif
>>

parameterScope(scope) ::= <<
<scope.attributes:{<it.decl>}; separator=" ">
>>

parameterAttributeRef(attr) ::= "<attr.name>"
parameterSetAttributeRef(attr,expr) ::= "<attr.name> =<expr>;"

scopeAttributeRef(scope,attr,index,negIndex) ::= <<
@if(negIndex)
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name>
@else
@if(index)
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name>
@else
((<scope>_scope)<scope>_stack.peek()).<attr.name>
@endif
@endif
>>

scopeSetAttributeRef(scope,attr,expr,index,negIndex) ::= <<
@if(negIndex)
((<scope>_scope)<scope>_stack.elementAt(<scope>_stack.size()-<negIndex>-1)).<attr.name> =<expr>
@else
@if(index)
((<scope>_scope)<scope>_stack.elementAt(<index>)).<attr.name> =<expr>
@else
((<scope>_scope)<scope>_stack.peek()).<attr.name> =<expr>
@endif
@endif
>>
/** $x is either global scope or x is rule with dynamic scope; refers
* to stack itself not top of stack. This is useful for predicates
* like \{function.size()\>0 && function::name.equals("foo")\}?
*/
isolatedDynamicScopeRef(scope) ::= "<scope>_stack"

/** reference an attribute of rule; might only have single return value */
ruleLabelRef(referencedRule,scope,attr) ::= <<
<if(referencedRule.hasMultipleReturnValues)>
(<scope>!null?<scope>.<attr.name>:<initValue(attr.type)>)
<else>
<scope>
<endif>
>>

returnAttributeRef(ruleDescriptor,attr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name>
<else>
<attr.name>
<endif>
>>

returnSetAttributeRef(ruleDescriptor,attr,expr) ::= <<
<if(ruleDescriptor.hasMultipleReturnValues)>
retval.<attr.name> =<expr>;
<else>
<attr.name> =<expr>;
<endif>
>>

/** How to translate $tokenLabel */
tokenLabelRef(label) ::= "<label>"

/** ids+=ID [$ids] or e+=expr [$e] */
listLabelRef(label) ::= "list_<label>"

// not sure the next are the right approach

tokenLabelPropertyRef_text(scope,attr) ::= "(<scope>!null?<scope>.getText():null)"
tokenLabelPropertyRef_type(scope,attr) ::= "(<scope>!null?<scope>.getType():0)"
tokenLabelPropertyRef_line(scope,attr) ::= "(<scope>!null?<scope>.getLine():0)"
tokenLabelPropertyRef_pos(scope,attr) ::= "(<scope>!null?<scope>.getCharPositionInLine():0)"
tokenLabelPropertyRef_channel(scope,attr) ::= "(<scope>!null?<scope>.getChannel():0)"
tokenLabelPropertyRef_index(scope,attr) ::= "(<scope>!null?<scope>.getTokenIndex():0)"
tokenLabelPropertyRef_tree(scope,attr) ::= "<scope>_tree"
tokenLabelPropertyRef_int(scope,attr) ::= "((<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

ruleLabelPropertyRef_start(scope,attr) ::= "((<scope>!=null?((<labelType>)<scope>.start):null)
ruleLabelPropertyRef_stop(scope,attr) ::= "((<scope>!=null?((<labelType>)<scope>.stop):null)
ruleLabelPropertyRef_tree(scope,attr) ::= "((<scope>!=null?((ASTLabelType)<scope>.tree):null)
ruleLabelPropertyRef_text(scope,attr) ::= <<
</if(TREE_PARSER>)
((<scope>!=null?(input.getTokenStream().toString(  
input.getTreeAdaptor().getTokenStartIndex(<scope>.start),  
input.getTreeAdaptor().getTokenStopIndex(<scope>.start)):null)  
</else>
((<scope>!=null?input.toString(<scope>.start,<scope>.stop):null)
</endif>
>>

ruleLabelPropertyRef_st(scope,attr) ::= "((<scope>!=null?<scope>.st:0)"

/** Isolated $RULE ref ok in lexer as it's a Token */
lexerRuleLabel(label) ::= "<label>

lexerRuleLabelPropertyRef_type(scope,attr) ::=  
"((<scope>!=null?<scope>.getType():0)"
lexerRuleLabelPropertyRef_line(scope,attr) ::=  
"((<scope>!=null?<scope>.getLine():0)"
lexerRuleLabelPropertyRef_pos(scope,attr) ::=  
"((<scope>!=null?<scope>.getCharPositionInLine():-1)"
lexerRuleLabelPropertyRef_channel(scope,attr) ::=  
"((<scope>!=null?<scope>.getChannel():0)"
lexerRuleLabelPropertyRef_index(scope,attr) ::=  
"((<scope>!=null?<scope>.getTokenIndex():0)"
lexerRuleLabelPropertyRef_text(scope,attr) ::=  
"((<scope>!=null?<scope>.getText():null)
lexerRuleLabelPropertyRef_int(scope,attr) ::=  
"((<scope>!=null?Integer.valueOf(<scope>.getText()):0)"

// Somebody may ref $template or $tree or $stop within a rule:
rulePropertyRef_start(scope,attr) ::= "((<labelType>)retval.start)"
rulePropertyRef_stop(scope,attr) ::= "((<labelType>)retval.stop)"
rulePropertyRef_tree(scope,attr) ::= "((ASTLabelType)retval.tree)"
rulePropertyRef_text(scope,attr) ::= <<
</if(TREE_PARSER>)
input.getTokenStream().toString(  
input.getTreeAdaptor().getTokenStartIndex(retval.start),  
input.getTreeAdaptor().getTokenStopIndex(retval.start))  
</else>
input.toString(retval.start,input.LT(-1))
</endif>
>>
rulePropertyRef_st(scope,attr) ::= "retval.st"

lexerRulePropertyRef_text(scope,attr) ::= "getText()"
lexerRulePropertyRef_type(scope,attr) ::= "_type"
lexerRulePropertyRef_line(scope,attr) ::= "state.tokenStartLine"
lexerRulePropertyRef_pos(scope,attr) ::= "state.tokenStartCharPositionInLine"
lexerRulePropertyRef_index(scope,attr) ::= "-1" // undefined token index in lexer
lexerRulePropertyRef_channel(scope,attr) ::= "_channel"
lexerRulePropertyRef_start(scope,attr) ::= "state.tokenStartCharIndex"
lexerRulePropertyRef_stop(scope,attr) ::= "(getCharIndex()-1)"
lexerRulePropertyRef_int(scope,attr) ::= "Integer.valueOf(<scope>.getText())"

// setting $st and $tree is allowed in local rule. everything else
// is flagged as error
ruleSetPropertyRef_tree(scope,attr,expr) ::= "retval.tree =<expr>;"
ruleSetPropertyRef_st(scope,attr,expr) ::= "retval.st =<expr>;"

/** How to execute an action (only when not backtracking) */
execAction(action) ::= <<
  <if(backtracking)>
  if ( <actions.(actionScope).synpredgate> ) {
    <action>
  }
  <else>
  <action>
  <endif>
>>

/** How to always execute an action even when backtracking */
execForcedAction(action) ::= "<action>"

// M I S C (properties, etc...)
bitset(name, words64) ::= <<
  public static final BitSet <name> = new BitSet(new long[]{<words64:{<it>L};separator=",">});<
>>

codeFileExtension() ::= ".java"

true() ::= "true"
false() ::= "false"

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* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3/2/0/antlr_3.2.0.wso2v1/antlr-3.2-sources/org/antlr/codegen/templates/Java/Java.stg

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*/

/** Template overrides to add debugging to AST stuff. Dynamic inheritance
* hierarchy is set up as ASTDbg : AST : Dbg : Java by code generator.
*/
group ASTDbg;

parserMembers() ::= <<
protected DebugTreeAdaptor adaptor;
public void setTreeAdaptor(TreeAdaptor adaptor) {
  <if(grammar.grammarIsRoot)>
    this.adaptor = new DebugTreeAdaptor(dbg,adaptor);
  <else>
    this.adaptor = (DebugTreeAdaptor)adaptor; // delegator sends dbg adaptor
  <endif>
  <grammar.directDelegates:{g|<g:delegateName()>.setTreeAdaptor(this.adaptor);}>}
}
public TreeAdaptor getTreeAdaptor() {
  return adaptor;
}
>>
parserCtorBody() ::= <<
<super.parserCtorBody()>
>>

createListenerAndHandshake() ::= <<
DebugEventSocketProxy proxy =
    new DebugEventSocketProxy(this, port, <if(TREE_PARSER)>input.getTreeAdaptor()<else>adaptor<endif>);
setDebugListener(proxy);
set<inputStreamType>(new Debug<inputStreamType>(input, proxy));
try {
    proxy.handshake();
} catch (IOException ioe) {
    reportError(ioe);
}
>>

@ctorForRootGrammar.finally() ::= <<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
proxy.setTreeAdaptor(adap);
>>

@ctorForProfilingRootGrammar.finally() ::=<<
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);
proxy.setTreeAdaptor(adap);
>>

@ctorForPredefinedListener.superClassRef() ::= "super(input, dbg);"

@ctorForPredefinedListener.finally() ::=<<
<if(grammar.grammarIsRoot)> <! don't create new adaptor for delegates !>
TreeAdaptor adap = new CommonTreeAdaptor();
setTreeAdaptor(adap);<\n>
<endif>
>>

@rewriteElement.pregen() ::= "dbg.location(<e.line>,<e.pos>);"

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sources/org/antlr/codegen/templates/Java/ASTDbg.stg
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*/
/*
New style messages. This file only contains the messages in English, but no
information about which file, line, or column it occurred in.
The location and message ids are taken out of the formats directory.
Kay Roepke
*/

// TOOL ERRORS
// file errors
CANNOT_WRITE_FILE(arg,exception,stackTrace) ::= <<
cannot write file <arg>: <exception>
<stackTrace; separator="\n">>
CANNOT_CLOSE_FILE(arg,exception,stackTrace) ::= "cannot close file <arg>: <exception>"
CANNOT_FIND_TOKENS_FILE(arg) ::= "cannot find tokens file <arg>"
ERROR_READING_TOKENS_FILE(arg,exception,stackTrace) ::= <<
problem reading token vocabulary file <arg>: <exception>
<stackTrace; separator="\n">>

DIR_NOT_FOUND(arg,exception,stackTrace) ::= "directory not found: <arg>"
OUTPUT_DIR_IS_FILE(arg,exception,stackTrace) ::= "output directory is a file: <arg>"
CANNOT_OPEN_FILE(arg,exception,stackTrace) ::= "cannot find or open file: <arg><if(exception)>; reason:
<exception><endif>"
CIRCULAR_DEPENDENCY() ::= "your grammars contain a circular dependency and cannot be sorted into a valid build order."

INTERNAL_ERROR(arg,exception,stackTrace) ::= <<
internal error: <arg> <arg2><if(exception)>: <exception><endif>
<stackTrace; separator="\n">>

INTERNAL_WARNING(arg) ::= "internal warning: <arg>"
ERROR_CREATING_ARTIFICIAL_RULE(arg,exception,stackTrace) ::= <<
problems creating lexer rule listing all tokens: <exception>
<stackTrace; separator="\n">>

TOKENS_FILE_SYNTAX_ERROR(arg,exception,stackTrace) ::= "problems parsing token vocabulary file <arg> on line <arg2>"
CANNOT_GEN_DOT_FILE(arg,exception,stackTrace) ::= "cannot write DFA DOT file <arg>: <exception>"
BAD_ACTION_AST_STRUCTURE(exception,stackTrace) ::= "bad internal tree structure for action '<arg>': <exception>"
BAD_AST_STRUCTURE(arg,exception,stackTrace) ::= <<
bad internal tree structure '<arg>': <exception>
<stackTrace; separator="\n">>

FILE_AND_GRAMMAR_NAME_DIFFER(arg,exception,stackTrace) ::= "file <arg2> contains grammar <arg>; names must be identical"
FILENAME_EXTENSION_ERROR(arg) ::=
"file <arg> must end in a file extension, normally .g"

// code gen errors
MISSING_CODE_GEN_TEMPLATES(arg) ::= 
"cannot find code generation templates <arg>.stg"
MISSING_CYCLIC_DFA_CODE_GEN_TEMPLATES() ::= 
"cannot find code generation cyclic DFA templates for language <arg>"
CODE_GEN_TEMPLATES_INCOMPLETE(arg) ::= 
"at least one code generation template missing for language <arg>"
CANNOT_CREATE_TARGET_GENERATOR(arg,exception,stackTrace) ::= 
"cannot create target <arg> code generator: <exception>"
CANNOT_COMPUTE_SAMPLE_INPUT_SEQ() ::= 
"cannot generate a sample input sequence from lookahead DFA"

// grammar interpretation errors
/*
NO_VIABLE_DFA_ALT(arg,arg2) ::= 
"no viable transition from state <arg> on <arg2> while interpreting DFA"
*/

// GRAMMAR ERRORS
SYNTAX_ERROR(arg) ::= "syntax error: <arg>"
RULE_REDEFINITION(arg) ::= 
"rule <arg> redefinition"
LEXER_RULES_NOT_ALLOWED(arg) ::= 
"lexer rule <arg> not allowed in parser"
PARSER_RULES_NOT_ALLOWED(arg) ::= 
"parser rule <arg> not allowed in lexer"
CANNOT_FIND_ATTRIBUTE_NAME_IN_DECL(arg) ::= 
"cannot find an attribute name in attribute declaration"
NO_TOKEN_DEFINITION(arg) ::= 
"no lexer rule corresponding to token: <arg>"
UNDEFINED_RULE_REF(arg) ::= 
"reference to undefined rule: <arg>"
LITERAL_NOT_ASSOCIATED_WITH_LEXER_RULE(arg) ::= 
"literal has no associated lexer rule: <arg>"
CANNOT_ALIAS_TOKENS_IN_LEXER(arg) ::= 
"literals are illegal in lexer tokens{} section: <arg>"
ATTRIBUTE_REF_NOT_IN_RULE(arg,arg2) ::= 
"reference to attribute outside of a rule: <arg><if(arg2)>.<arg2><endif>"
UNKNOWN_ATTRIBUTE_IN_SCOPE(arg,arg2) ::= 
"unknown attribute for <arg>: <arg2>"
UNKNOWN_ATTRIBUTE_IN_SCOPE(arg2) ::= 
"unknown attribute for rule <arg>: <arg2>"
UNKNOWN_SIMPLE_ATTRIBUTE(arg,args2) ::= 
"attribute is not a token, parameter, or return value: <arg>"
ISOLATED_RULE_SCOPE(arg) ::= 
"missing attribute access on rule scope: <arg>"
INVALID_RULE_PARAMETER_REF(arg, arg2) ::= "cannot access rule <arg>'s parameter: <arg2>"
INVALID_RULE_SCOPE_ATTRIBUTE_REF(arg, arg2) ::= "cannot access rule <arg>'s dynamically-scoped attribute: <arg2>"
SYMBOL_CONFLICTS_WITH_GLOBAL_SCOPE(arg) ::= "symbol <arg> conflicts with global dynamic scope with same name"
WRITE_TO_READONLY_ATTR(arg, arg2, arg3) ::= "cannot write to read only attribute: $<arg><if(arg2)>.<arg2><endif>"
LABEL_CONFLICTS_WITH_RULE(arg) ::= "label <arg> conflicts with rule with same name"
LABEL_CONFLICTS_WITH_TOKEN(arg) ::= "label <arg> conflicts with token with same name"
LABEL_CONFLICTS_WITH_RULE_SCOPE_ATTRIBUTE(arg, arg2) ::= "label <arg> conflicts with rule <arg2>'s dynamically-scoped attribute with same name"
LABEL_CONFLICTS_WITH_RULE_ARG_RETVAL(arg, arg2) ::= "label <arg> conflicts with rule <arg2>'s return value or parameter with same name"
ATTRIBUTE_CONFLICTS_WITH_RULE(arg, arg2) ::= "rule <arg2>'s dynamically-scoped attribute <arg> conflicts with the rule name"
ATTRIBUTE_CONFLICTS_WITH_RULE_ARG_RETVAL(arg, arg2) ::= "rule <arg2>'s dynamically-scoped attribute <arg> conflicts with <arg2>'s return value or parameter with same name"
LABEL_TYPE_CONFLICT(arg, arg2) ::= "label <arg> type mismatch with previous definition: <arg2>"
ARG_RETVAL_CONFLICT(arg, arg2) ::= "rule <arg2>'s argument <arg> conflicts a return value with same name"
NONUNIQUE_REF(arg) ::= "<arg> is a non-unique reference"
FORWARD_ELEMENT_REF(arg) ::= "illegal forward reference: <arg>"
MISSING_RULE_ARGS(arg) ::= "missing parameter(s) on rule reference: <arg>"
RULE_HAS_NO_ARGS(arg) ::= "rule <arg> has no defined parameters"
ARGS_ON_TOKEN_REF(arg) ::= "token reference <arg> may not have parameters"
/
NONCHAR_RANGE() ::= "range operator can only be used in the lexer"
*/
ILLEGAL_OPTION(arg) ::= "illegal option <arg>"
LIST_LABEL_INVALID_UNLESS_RETVAL_STRUCT(arg) ::= "rule '+=' list labels are not allowed w/o output option: <arg>"
UNDEFINED_TOKEN_REF_IN_REWRITE(arg) ::= "reference to undefined token in rewrite rule: <arg>"
REWRITE_ELEMENT_NOT_PRESENT_ON_LHS(arg) ::= "reference to rewrite element <arg> without reference on left of ->"
UNDEFINED_LABEL_REF_IN_REWRITE(arg) ::=
"reference to undefined label in rewrite rule: $<arg>"

NO_GRAMMAR_START_RULE (arg) ::= 
"grammar <arg>: no start rule (no rule can obviously be followed by EOF)"

EMPTY_COMPLEMENT(arg) ::= << 
<if(arg)>
set complement ~<arg> is empty
<else>
set complement is empty
<endif>
>>

UNKNOWN_DYNAMIC_SCOPE(arg) ::= 
"unknown dynamic scope: <arg>"

UNKNOWN_DYNAMIC_SCOPE_ATTRIBUTE(arg, arg2) ::= 
"unknown dynamically-scoped attribute for scope <arg>: <arg2>"

RULE_REF_AMBIG_WITH_RULE_IN_ALT(arg) ::= 
"reference $<arg> is ambiguous; rule <arg> is enclosing rule and referenced in the production (assuming enclosing rule)"

ISOLATED_RULE_ATTRIBUTE(arg) ::= 
"reference to locally-defined rule scope attribute without rule name: <arg>"

INVALID_ACTION_SCOPE(arg, arg2) ::= 
"unknown or invalid action scope for <arg2> grammar: <arg>"

ACTION_REDEFINITION(arg) ::= 
"redefinition of <arg> action"

DOUBLE_QUOTES_ILLEGAL(arg) ::= 
"string literals must use single quotes (such as \begin{): <arg>"

INVALID_TEMPLATE_ACTION(arg) ::= 
"invalid StringTemplate % shorthand syntax: '\<arg>"

MISSING_ATTRIBUTE_NAME() ::= 
"missing attribute name on $ reference"

ARG_INIT_VALUES_ILLEGAL(arg) ::= 
"rule parameters may not have init values: <arg>"

REWRITE_OR_OP_WITH_NO_OUTPUT_OPTION(arg) ::= 
"<if(arg)>rule <arg> uses <endif>rewrite syntax or operator with no output option; setting output=AST"

AST_OP_WITH_NON_AST_OUTPUT_OPTION(arg) ::= 
"AST operator with non-AST output option: <arg>"

NO_RULES(arg) ::= "grammar file <arg> has no rules"

MISSING_AST_TYPE_IN_TREE_GRAMMAR(arg) ::= 
"tree grammar <arg> has no ASTLabelType option"

REWRITE_FOR_MULTI_ELEMENT_ALT(arg) ::= 
"with rewrite=true, alt <arg> not simple node or obvious tree element; text attribute for rule not guaranteed to be correct"

RULE_INVALID_SET(arg) ::= 
"Cannot complement rule <arg>; not a simple set or element"

HETERO_ILLEGAL_IN_REWRITE_ALT(arg) ::= 
"alts with rewrites can't use heterogeneous types left of ->"

NO_SUCH_GRAMMAR_SCOPE(arg, arg2) ::= 
"reference to undefined grammar in rule reference: <arg>.<arg2>"

NO_SUCH_RULE_IN_SCOPE(arg, arg2) ::= 
"reference to undefined rule in rule reference: <arg>.<arg2>"
"rule <arg2> is not defined in grammar <arg>"

TOKEN_ALIAS_CONFLICT(arg,arg2) ::= "cannot alias <arg>; string already assigned to <arg2>"

TOKEN_ALIAS_REASSIGNMENT(arg,arg2) ::= "cannot alias <arg>; token name already assigned to <arg2>"

TOKEN_VOCAB_IN_DELEGATE(arg,arg2) ::= "tokenVocab option ignored in imported grammar <arg>"

INVALID_IMPORT(arg,arg2) ::= "<arg.grammarTypeString> grammar <arg.name> cannot import <arg2.grammarTypeString> grammar <arg2.name>"

IMPORTED_TOKENS_RULE_EMPTY(arg,arg2) ::= "no lexer rules contributed to <arg> from imported grammar <arg2>"

IMPORT_NAME_CLASH(arg,arg2) ::= "combined grammar <arg.name> and imported <arg2.grammarTypeString> grammar <arg2.name> both generate <arg2.recognizerName>; import ignored"

AST_OP_IN_ALT_WITH_REWRITE(arg,arg2) ::= "rule <arg> alt <arg2> uses rewrite syntax and also an AST operator"

WILDCARD_AS_ROOT(arg) ::= "Wildcard invalid as root; wildcard can itself be a tree"

CONFLICTING_OPTION_IN_TREE_FILTER(arg,arg2) ::= "option <arg>=<arg2> conflicts with tree grammar filter mode"

// GRAMMAR WARNINGS

GRAMMAR_NONDETERMINISM(input,conflictingAlts,paths,disabled,hasPredicateBlockedByAction) ::= <<
  <if(paths)>
  Decision can match input such as "<input>" using multiple alternatives:
  <paths:{ alt <it.alt> via NFA path <it.states; separator=","> <
  }>
  <else>
  Decision can match input such as "<input>" using multiple alternatives: <conflictingAlts; separator=","> <
  </endif>
  <if(disabled)><
  As a result, alternative(s) <disabled; separator=","> were disabled for that input<endif><
  <if(hasPredicateBlockedByAction)><
  Semantic predicates were present but were hidden by actions.<endif>
  >>

DANGLING_STATE(danglingAlts,input) ::= <<
  the decision cannot distinguish between alternative(s) <danglingAlts; separator=","> for input such as "<input>" >>

UNREACHABLE_ALTS(alts) ::= <<
  The following alternatives can never be matched: <alts; separator=","> <
  >>

INSUFFICIENT_PREDICATES(upon,altToLocations,hasPredicateBlockedByAction) ::= <<
  Input such as "<upon>" is insufficiently covered with predicates at locations: <altToLocations.keys:{alt|alt <alt>:
  <altToLocations.(alt):{loc| line <loc.line>:<loc.column> at <loc.text>}; separator=","> ; separator=",
  }"><if(hasPredicateBlockedByAction)><
  Semantic predicates were present but were hidden by actions.<endif>
  >>
DUPLICATE_SET_ENTRY(arg) ::= 
"duplicate token type \<arg\> when collapsing subrule into set"

ANALYSIS_ABORTED(enclosingRule) ::= "<<ANTLR could not analyze this decision in rule \<enclosingRule\>; often this is because of recursive rule references visible from the left edge of alternatives. ANTLR will re-analyze the decision with a fixed lookahead of k=1. Consider using "options \{k=1;\}" for that decision and possibly adding a syntactic predicate.""

RECURSION_OVERFLOW(alt,input,targetRules,callSiteStates) ::= "Alternative \<alt\>: after matching input such as \<input\> decision cannot predict what comes next due to recursion overflow \<targetRules,callSiteStates:{t,c|t\<o\>t}\> from \c\{s\<\<s.\enclosingRule.name\>\};separator="",">; separator="" and "">

LEFT_RECURSION(targetRules,alt,callSiteStates) ::= "Alternative \<alt\> discovers infinite left-recursion \<targetRules,callSiteStates:{t,c|t\<o\>t}\> from \c\{s\<\<s.\enclosingRule\>\};separator="",">; separator="" and "">

UNREACHABLE_TOKENS(tokens) ::= "The following token definitions can never be matched because prior tokens match the same input: \<tokens; separator=",">

TOKEN_NONDETERMINISM(input,conflictingTokens,paths,disabled,hasPredicateBlockedByAction) ::= "<<\<if(paths)\>Decision can match input such as \"\<input\>\" using multiple alternatives: \<paths:{ alt \<it.alt\> via NFA path \<it.states; separator=","\>\}<\n\>\<else\>Multiple token rules can match input such as \"\<input\>\": \<conflictingTokens; separator=","\>\<\n\><\endif\><\if(disabled)\>As a result, token(s) \<disabled; separator=","\> were disabled for that input\<endif\><\if(hasPredicateBlockedByAction)\>Semantic predicates were present but were hidden by actions.\<endif\>"

LEFT_RECURSION_CYCLES(listOfCycles) ::= "The following sets of rules are mutually left-recursive \<listOfCycles:{c| \<c|\<c.r.name\>}; separator="",">\}; separator="" and "">

NONREGULAR_DECISION(ruleName,alts) ::= "[fatal] rule \<ruleName\> has non-LL(*) decision due to recursive rule invocations reachable from alts \<alts; separator=","\>. Resolve by left-factoring or using syntactic predicates or using backtrack=true option."
/* l10n for message levels */
warning() ::= "warning"
error() ::= "error"

Found in path(s):
* /opt/cola/permits/1125728034_1615664205.55/0/antlr-3-2-0-wso2v1-source-tar-gz/antlr_3.2.0.wso2v1/repo/antlr_3.2.0/antlr_3.2.0/antlr-3.2-sources/org/antlr/tool/templates/messages/languages/en.stg

No license file was found, but licenses were detected in source scan.

/** Template overrides to add debugging to normal Java output; *
* If ASTs are built, then you'll also get ASTDbg.stg loaded. */
group Dbg:
@outputFile.imports() ::= <<
<stdio.@super.imports()>
using Antlr.Runtime.Debug;
using IOException = System.IO.IOException;
>>

@genericParser.members() ::= <<
@if(grammar.grammarIsRoot)>
public static readonly string[] ruleNames =
new string[]
{
    "invalidRule", <grammar.allImportedRules:{rST | "<rST.name>"}; wrap=\"\\n\", separator=\", ">
};<\n>
<endif>
@if(grammar.grammarIsRoot)><! grammar imports other grammar(s) !>
int ruleLevel = 0;
public virtual int RuleLevel { get { return ruleLevel; } }
public virtual void IncRuleLevel() { ruleLevel++; }
public virtual void DecRuleLevel() { ruleLevel--; }
@if(profile)>
<ctorForProfilingRootGrammar()>
<else>
<ctorForRootGrammar()>
<endif>
<ctorForPredefinedListener()>
<else><! imported grammar !>
public int RuleLevel { get { return <grammar.delegators:{g| <g:delegateName()>}>.RuleLevel; } }
public void IncRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.IncRuleLevel(); }
public void DecRuleLevel() { <grammar.delegators:{g| <g:delegateName()>}>.DecRuleLevel(); }
<ctorForDelegateGrammar()>
<endif>
@if(profile)>
public virtual bool AlreadyParsedRule( IIntStream input, int ruleIndex )
{
    ((Profiler)dbg).ExamineRuleMemoization(input, ruleIndex,
    <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    return super.AlreadyParsedRule(input, ruleIndex);
}<\n>
public virtual void Memoize( IIntStream input, int ruleIndex, int ruleStartIndex )
{
    ((Profiler)dbg).Memoize(input, ruleIndex,
    <grammar.composite.rootGrammar.recognizerName>.ruleNames[ruleIndex]);
    super.Memoize(input, ruleIndex, ruleStartIndex);
}<\n>
protected virtual bool EvalPredicate( bool result, string predicate )
{
    dbg.SemanticPredicate( result, predicate );
ctorForRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
<! Same except we add port number and profile stuff if root grammar !>
public <name>( <inputStreamType> input )
: this( input, DebugEventSocketProxy.DefaultDebuggerPort, new RecognizerSharedState() )
{
}
public <name>( <inputStreamType> input, int port, RecognizerSharedState state )
: base( input, state )
{
<parserCtorBody()>
<createListenerAndHandshake()>
<grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
<@finally()>
} \n
ctorForProfilingRootGrammar() ::= <<
<! bug: can't use <@super.members()> cut-n-paste instead !>
public <name>( <inputStreamType> input )
: this( input, new Profiler(null), new RecognizerSharedState() )
{
}
public <name>( <inputStreamType> input, IDebugEventListener dbg, RecognizerSharedState state )
: base( input, dbg, state )
{
Profiler p = (Profiler)dbg;
p.setParser(this);
<parserCtorBody()>
<grammar.directDelegates:
{g|<g:delegateName()> = new <g.recognizerName>( input, dbg, this.state, this<grammar.delegators:{g|, <g:delegateName()>}> );}; separator="\n">
<@finally()>
} \n
ctorForDelegateGrammar() ::= <<
/** Basically we don't want to set any dbg listeners are root will have it. */
public <name>( <inputStreamType> input, IDebugEventListener dbg, RecognizerSharedState state<grammar.delegators:{g|<g:delegateName()>}] )
: base( input, dbg, state )
{
ctorForPredefinedListener() ::= <<
public <name>( <inputStreamType> input, IDebugEventListener dbg )
{@superClassRef}: base( input, dbg, new RecognizerSharedState )</@end>
{
@if(profile)
Profiler p = (Profiler)dbg;
p.setParser(this);
@end}
<parserCtorBody()>
<grammar.directDelegates:{g|<g:delegateName()> = new <g.recognizerName>(input, dbg, this.state,
this<grammar.delegators:{g|, <g:delegateName()>}>);}; separator="\n">
{@finally()}
}<<
createListenerAndHandshake() ::= <<
@if(TREE_PARSER)
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, input.TreeAdaptor );
@end
DebugEventSocketProxy proxy = new DebugEventSocketProxy( this, port, null );
@end
DebugListener = proxy;
try
{
proxy.Handshake();
}
catch ( IOException ioe )
{
ReportError( ioe );
}
>>

@genericParser.superClassName() ::= "Debug {@super.superClassName()}>"

@rule.preamble() ::= <<
try
{
dbg.EnterRule( GrammarFileName, "<ruleName>" );
if ( RuleLevel == 0 )
{
dbg.Commence();
}>>
IncRuleLevel();
dbg.Location( <ruleDescriptor.tree.line>, <ruleDescriptor.tree.charPositionInLine> );
>>

@rule.postamble() ::= <<
dbg.Location(<ruleDescriptor.EORNode.line>, <ruleDescriptor.EORNode.charPositionInLine>);
}
finally
{
dbg.ExitRule( GrammarFileName, "<ruleName>" );
DecRuleLevel();
if ( RuleLevel == 0 )
{
dbg.Terminate();
}
}
>
>

@insertSynpreds.start() ::= "dbg.BeginBacktrack( state.backtracking );"

@insertSynpreds.stop() ::= "dbg.EndBacktrack( state.backtracking, success );"

// Common debug event triggers used by region overrides below

enterSubRule() ::= <<
try
{
dbg.EnterSubRule( <decisionNumber> );
}
>

exitSubRule() ::= <<
}
finally
{
dbg.ExitSubRule( <decisionNumber> );
}
>

enterDecision() ::= <<
try
{
dbg.EnterDecision( <decisionNumber> );
}
>

exitDecision() ::= <<
}
finally

{ 
    dbg.ExitDecision( <decisionNumber> );
} <n>
>>

enterAlt(n) ::= "dbg.EnterAlt( <n> );<n>"

// Region overrides that tell various constructs to add debugging triggers

@block.predecision() ::= "<enterSubRule()><enterDecision()>">

@block.postdecision() ::= "<exitDecision()>"

@block.postbranch() ::= "<exitSubRule()>">

@ruleBlock.predecision() ::= "<enterDecision()>"

@ruleBlock.postdecision() ::= "<exitDecision()>"

@ruleBlockSingleAlt.prealt() ::= "<enterAlt(n="1")>">

@blockSingleAlt.prealt() ::= "<enterAlt(n="1")>">

@positiveClosureBlock.preloop() ::= "<enterSubRule()>">

@positiveClosureBlock.postloop() ::= "<exitSubRule()>">

@positiveClosureBlock.predecision() ::= "<enterDecision()>"

@positiveClosureBlock.postdecision() ::= "<exitDecision()>"

@positiveClosureBlock.earlyExitException() ::= 
    "dbg.RecognitionException( eee<decisionNumber> );<n>"

@closureBlock.preloop() ::= "<enterSubRule()>">

@closureBlock.postloop() ::= "<exitSubRule()>">

@closureBlock.predecision() ::= "<enterDecision()>"

@closureBlock.postdecision() ::= "<exitDecision()>"

@altSwitchCase.prealt() ::= "<enterAlt(n=i)>">

@element.prematch() ::= 
    "dbg.Location( <it.line>, <it.pos> );"

@matchSet.mismatchedSetException() ::=
"dbg.RecognitionException( mse );"

@dfaState.noViableAltException() ::= "dbg.RecognitionException( nvae );"

@dfaStateSwitch.noViableAltException() ::= "dbg.RecognitionException( nvae );"

dfaDecision(decisionNumber,description) ::= <<
try
{
  isCyclicDecision = true;
  <super.dfaDecision(...)>
}
catch ( NoViableAltException nvae )
{
  dbg.RecognitionException( nvae );
  throw nvae;
}
>>

@cyclicDFA.errorMethod() ::= <<
public override void Error( NoViableAltException nvae )
{
  ((DebugParser)recognizer).dbg.RecognitionException( nvae );
}
>>

/** Force predicate validation to trigger an event */
evalPredicate(pred,description) ::= <<
EvalPredicate( <pred>, "<description>" )
>>

Found in path(s):

1.1101 plexus-interpolation 1.3

1.1102 httpcomponents-client 4.3.1.wso2v3

1.1102.1 Available under license:
Apache HttpComponents Client
Copyright 1999-2013 The Apache Software Foundation

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Installation
------------

Pre-requirements

This version of python-etcd will only work correctly with the etcd server version 2.0.x or later. If you are running an older version of etcd, please use python-etcd 0.3.3 or earlier.

This client is known to work with python 2.7 and with python 3.3 or above. It is not tested or expected to work in more outdated versions of python.

From source

.. code:: bash

   $ python setup.py install

Usage

The basic methods of the client have changed compared to previous versions, to reflect the new API structure; however a compatibility layer has been maintained so that you don't necessarily need to rewrite all your existing code.

Create a client object

.. code:: python

   import etcd

   client = etcd.Client()  # this will create a client against etcd server running on localhost on port 4001
   client = etcd.Client(port=4002)
   client = etcd.Client(host='127.0.0.1', port=4003)
client = etcd.Client(host=(('127.0.0.1', 4001), ('127.0.0.1', 4002), ('127.0.0.1', 4003)))
client = etcd.Client(host='127.0.0.1', port=4003, allow_redirect=False) # won't let you run sensitive commands on non-leader machines, default is True
# If you have defined a SRV record for _etcd._tcp.example.com pointing to the clients
client = etcd.Client(srv_domain='example.com', protocol='https')
# create a client against https://api.example.com:443/etcd
client = etcd.Client(host='api.example.com', protocol='https', port=443, version_prefix='/etcd')

Write a key
~~~~~~~~~~

.. code:: python

    client.write('/nodes/n1', 1)
    # with ttl
    client.write('/nodes/n2', 2, ttl=4)  # sets the ttl to 4 seconds
    client.set('/nodes/n2', 1) # Equivalent, for compatibility reasons.

Read a key
~~~~~~~~~~

.. code:: python

    client.read('/nodes/n2').value
    client.read('/nodes', recursive = True) #get all the values of a directory, recursively.
    client.get('/nodes/n2').value

    # raises etcd.EtcdKeyNotFound when key not found
try:
    client.read('/invalid/path')
except etcd.EtcdKeyNotFound:
    # do something
    print "error"

Delete a key
~~~~~~~~~~~

.. code:: python

    client.delete('/nodes/n1')

Atomic Compare and Swap
~~~~~~~~~~~~~~~~~~~~~~~

.. code:: python

    client.write('/nodes/n2', 2, prevValue = 4) # will set /nodes/n2 's value to 2 only if its previous value was 4
and

client.write('/nodes/n2', 2, prevExist = False) # will set /nodes/n2's value to 2 only if the key did not exist before
client.write('/nodes/n2', 2, prevIndex = 30) # will set /nodes/n2's value to 2 only if the key was last modified at index 30
client.test_and_set('/nodes/n2', 2, 4) # equivalent to client.write('/nodes/n2', 2, prevValue = 4)

You can also atomically update a result:

.. code:: python

    result = client.read('/foo')
    print(result.value) # bar
    result.value += u'bar'
    updated = client.update(result) # if any other client wrote '/foo' in the meantime this will fail
    print(updated.value) # barbar

Watch a key
~~~~~~~~~~~

.. code:: python

    client.read('/nodes/n1', wait = True) # will wait till the key is changed, and return once its changed
    client.read('/nodes/n1', wait = True, timeout=30) # will wait till the key is changed, and return once its changed, or exit with an exception after 30 seconds.
    client.read('/nodes/n1', wait = True, waitIndex = 10) # get all changes on this key starting from index 10
    client.watch('/nodes/n1') # equivalent to client.read('/nodes/n1', wait = True)
    client.watch('/nodes/n1', index = 10)

Refreshing key TTL
~~~~~~~~~~~~~~~~~~

(Since etcd 2.3.0) Keys in etcd can be refreshed without notifying current watchers.

This can be achieved by setting the refresh to true when updating a TTL.

You cannot update the value of a key when refreshing it.

.. code:: python

    client.write('/nodes/n1', 'value', ttl=30) # sets the ttl to 30 seconds
    client.refresh('/nodes/n1', ttl=600) # refresh ttl to 600 seconds, without notifying current watchers

Locking module
~~~~~~~~~~~~~~

.. code:: python
# Initialize the lock object:
# NOTE: this does not acquire a lock yet
client = etcd.Client()

# Or you can custom lock prefix, default is '/_locks/' if you are using HEAD
client = etcd.Client(lock_prefix='/my_etcd_root/_locks')
lock = etcd.Lock(client, 'my_lock_name')

# Use the lock object:
lock.acquire(blocking=True, # will block until the lock is acquired
    lock_ttl=None) # lock will live until we release it
lock.is_acquired # True
lock.acquire(lock_ttl=60) # renew a lock
lock.release() # release an existing lock
lock.is_acquired # False

# The lock object may also be used as a context manager:
client = etcd.Client()
with etcd.Lock(client, 'customer1') as my_lock:
    do_stuff()
    my_lock.is_acquired # True
    my_lock.acquire(lock_ttl=60)
    my_lock.is_acquired # False

Get machines in the cluster
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

.. code:: python

    client.machines

Get leader of the cluster
~~~~~~~~~~~~~~~~~~~~~~~~

.. code:: python

    client.leader

Generate a sequential key in a directory
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

.. code:: python

    x = client.write("/dir/name", "value", append=True)
    print("generated key: " + x.key)
    print("stored value: " + x.value)

List contents of a directory
.. code:: python

    #stick a couple values in the directory
    client.write("/dir/name", "value1", append=True)
    client.write("/dir/name", "value2", append=True)

    directory = client.get("/dir/name")

    # loop through directory children
    for result in directory.children:
        print(result.key + ": " + result.value)

    # or just get the first child value
    print(directory.children.next().value)

Development setup
-------------------

To create a buildout,

.. code:: bash

    $ python bootstrap.py
    $ bin/buildout

to test you should have etcd available in your system path:

.. code:: bash

    $ bin/test

to generate documentation,

.. code:: bash

    $ cd docs
    $ make

Release HOWTO
--------------

To make a release

1) Update release date/version in NEWS.txt and setup.py
2) Run `python setup.py sdist`
3) Test the generated source distribution in dist/
4) Upload to PyPI: 'python setup.py sdist register upload'

News
=====

0.4.5
-----
*Release date: 3-Mar-2017*

* Remove dnspython2/3 requirement
* Change property name setter in lock
* Fixed acl tests
* Added version/cluster_version properties to client
* Fixes in lock when used as context manager
* Fixed improper usage of urllib3 exceptions
* Minor fixes for error classes
* In lock return modifiedIndex to watch changes
* In lock fix context manager exception handling
* Improvements to the documentation
* Remove _base_uri only after refresh from cluster
* Avoid double update of _machines_cache

0.4.4
-----
*Release date: 10-Jan-2017*

* Fix some tests
* Use sys.version_info tuple, instead of named tuple
* Improve & fix documentation
* Fix python3 specific problem when blocking on contented lock
* Add refresh key method
* Add custom lock prefix support

0.4.3
-----
*Release date: 14-Dec-2015*

* Fix check for parameters in case of connection error
* Python 3.5 compatibility and general python3 cleanups
* Added authentication and module for managing ACLs
* Added srv record-based DNS discovery
* Fixed (again) logging of cluster id changes
* Fixed leader lookup
* Properly retry request on exception
* Client: clean up open connections when deleting
0.4.2
-----
*Release date: 8-Oct-2015*

* Fixed lock documentation
* Fixed lock sequences due to etcd 2.2 change
* Better exception management during response processing
* Fixed logging of cluster ID changes
* Fixed subtree results
* Do not check cluster ID if etcd responses don't contain the ID
* Added a cause to EtcdConnectionFailed

0.4.1
-----
*Release date: 1-Aug-2015*

* Added client-side leader election
* Added stats endpoints
* Added logging
* Better exception handling
* Check for cluster ID on each request
* Added etcd.Client.members and fixed etcd.Client.leader
* Removed locking and election etcd support
* Allow the use of etcd proxies with reconnections
* Implement pop: Remove key from etc and return the corresponding value.
* Eternal watcher can be now recursive
* Fix etcd.Client machines
* Do not send parameters with `None` value to etcd
* Support ttl=0 in write.
* Moved pyOpenSSL into test requirements.
* Always set certificate information so redirects from http to https work.

0.3.3
-----
*Release date: 12-Apr-2015*

* Forward leaves_only value in get_subtree() recursive calls
* Fix README prevExists->prevExist
* Added configurable version_prefix
* Added support for recursive watch
* Better error handling support (more detailed exceptions)
* Fixed some unreliable tests

0.3.2
-----
*Release date: 4-Aug-2014*

* Fixed generated documentation version.

0.3.1
-----

*Release date: 4-Aug-2014*

* Added consistsen read option
* Fixed timeout parameter in read()
* Added atomic delete parameter support
* Fixed delete behaviour
* Added update method that allows atomic updated on results
* Fixed checks on write()
* Added leaves generator to EtcdResult and get_subtree for recursive fetch
* Added etcd_index to EtcdResult
* Changed eternal -> eternal
* Updated urllib3 & pyOpenSSL libraries
* Several performance fixes
* Better parsing of etcd_index and raft_index
* Removed duplicated tests
* Added several integration and unit tests
* Use etcd v0.3.0 in travis
* Execute test using `python setup.py test` and nose

0.3.0
-----

*Release date: 18-Jan-2014*

* API v2 support
* Python 3.3 compatibility

0.2.1
-----

*Release data: 30-Nov-2013*

* SSL support
* Added support for subdirectories in results.
* Improve test
* Added support for reconnections, allowing death node tolerance.
0.2.0
-----
*Release date: 30-Sep-2013*
* Allow fetching of multiple keys (sub-nodes)

0.1
---

*Release date: 18-Sep-2013*
* Initial release

Keywords: etcd raft distributed log api client
Platform: UNKNOWN
Classifier: Topic :: System :: Distributed Computing
Classifier: Topic :: Software Development :: Libraries
Classifier: License :: OSI Approved :: MIT License
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 3
Classifier: Topic :: Database :: Front-Ends

Found in path(s):
* /opt/cola/permits/1112217808_1607049972.97/0/python-etcd-0-4-5-1-tar-gz/python-etcd-0.4.5/src/python_etcd.egg-info/PKG-INFO
* /opt/cola/permits/1112217808_1607049972.97/0/python-etcd-0-4-5-1-tar-gz/python-etcd-0.4.5/PKG-INFO
No license file was found, but licenses were detected in source scan.

from setuptools import setup, find_packages
import sys, os

here = os.path.abspath(os.path.dirname(__file__))
README = open(os.path.join(here, 'README.rst')).read()
NEWS = open(os.path.join(here, 'NEWS.txt')).read()

version = '0.4.5'

install_requires = [
    'urllib3>=1.7.1',
    'dnspython>=1.13.0'
]

test_requires = [
    'mock',
]
'nose',
'pyOpenSSL>=0.14'
]

setup(
    name='python-etcd',
    version=version,
    description="A python client for etcd",
    long_description=README + '

' + NEWS,
    classifiers=[
        "Topic :: System :: Distributed Computing",
        "Topic :: Software Development :: Libraries",
        "License :: OSI Approved :: MIT License",
        "Programming Language :: Python :: 2",
        "Programming Language :: Python :: 3",
        "Topic :: Database :: Front-Ends",
    ],
    keywords='etcd raft distributed log api client',
    author='Jose Plana',
    author_email='jplana@gmail.com',
    url='http://github.com/jplana/python-etcd',
    license='MIT',
    packages=find_packages('src'),
    package_dir = {'': 'src'},
    include_package_data=True,
    zip_safe=False,
    install_requires=install_requires,
    tests_require=testRequires,
    test_suite='nose.collector',
)

Found in path(s):
* /opt/cola/permits/1112217808_1607049972.97/0/python-etcd-0.4.5-1.tar.gz/python-etcd-0.4.5/setup.py

1.1106 cxf-tools-wsdlto-frontend-jaxws 2.7.16
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jQuery UI v1.12.1

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1.1120 jansi 1.17.1-
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1.1121 e2fsprogs 1.43.4-2+deb9u2

1.1121.1 Available under license:

This is the Debian GNU/Linux prepackaged version of the static EXT2
file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

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# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$ (BSDLIB_LIB)

$(BSDL_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSDL_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$ (BSD_LIB) .
$(RM) -f $(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-slibs install:: $(BSDLIB_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSDLIB_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSDLIB_LIB) $(BSD_LIB)
@-$(LDCONFIG)

install-slibs-strip:: install-slibs

uninstall-slibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSDLIB_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: tdbsa/tdb.c

--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
 Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
 */
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
- Copyright (C) Andrew Tridgell 2005
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Theodore Ts'o
23-June-2007

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That's all there is to it!
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the ss command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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This is the Debian GNU/Linux prepackaged version of the Common Error
Description library. It is currently distributed together with the EXT2 file
system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Gadi Oxman, August 1995

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1.1130 e2fsprogs 1.45.6-2.el8

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This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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# This is a Makefile stub which handles the creation of BSD shared libraries.
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#
all:: image

real-subdirs:: Makefile
@echo "$MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

text:

image:

$(BSD_LIB):

$(OBJS)

(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))

$(MV) pic/$(BSD_LIB) .

$(RM) -f $(BSD_LIB)

(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)

@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"

@$(INSTALL_PROGRAM) $(BSD_LIB) \ $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB) -$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall:: $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean:: $(RM) -rf pic

$(RM) -f $(BSD_LIB)

$(RM) -f $(BSD_LIB)

This package was added to the e2fsprogs debian source package by
Theodore T's'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
*/
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
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Theodore Ts'o
23-June-2007

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That's all there is to it!
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This package was put together by Yann Dirson <dirson@debian.org>,
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Gadi Oxman, August 1995

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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control compilation and installation of the executable. However, as a
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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.
We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy
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source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
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therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
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Otherwise, if the work is a derivative of the Library, you may
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   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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<div class="s" id="pageHeader">
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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  jar/io/netty/handler/traffic/package-info.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/traffic/TrafficCounter.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java

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* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
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* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-
  jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java

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* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
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* /opt/cola/permits/1262700007_1643433194.65/0/netty-handler-4-1-38-final-sources-jar/io/netty/handler/ssl/PemX509Certificate.java

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jar/io/netty/handler/ssl/Conscrypt.java
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jar/io/netty/handler/ssl/SslCompletionEvent.java
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* /opt/cola/permits/1136647730_1613845975.53/0/asm-7.0-sources-4-jar/org/objectweb/asm/SymbolTable.java
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set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
set style fill solid border -1
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* /opt/cola/permits/1226134069_1636506067.79/0/kubernetes-model-common-5-8-0-sources-jar/io/fabric8/kubernetes/model/annotation/LabelSelector.java
* /opt/cola/permits/1226134069_1636506067.79/0/kubernetes-model-common-5-8-0-sources-jar/io/fabric8/kubernetes/model/annotation/ShortNames.java
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* /opt/cola/permits/1226134069_1636506067.79/0/kubernetes-model-common-5-8-0-sources-jar/io/fabric8/kubernetes/model/annotation/SpecReplicas.java

1.1167 wso2-carbon-event-processor-manager-core 5.1.42

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* /opt/cola/permits/1266442808_1644246137.85/0/netty-resolver-4-1-43-final-sources-jar/io/netty/resolver/AddressResolver.java
* /opt/cola/permits/1266442808_1644246137.85/0/netty-resolver-4-1-43-final-sources-jar/io/netty/resolver/DefaultNameResolver.java
* /opt/cola/permits/1266442808_1644246137.85/0/netty-resolver-4-1-43-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
* /opt/cola/permits/1266442808_1644246137.85/0/netty-resolver-4-1-43-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java
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* /opt/cola/permits/1266442808_1644246137.85/0/netty-resolver-4-1-43-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java
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  jar/io/netty/resolver/NoopAddressResolver.java
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  info.java
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  jar/io/netty/resolver/SimpleNameResolver.java
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Julian Seward, jseward@acm.org
bzip2/libbzip2 version 1.0.8 of 13 July 2019

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file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or
link a "work that uses the Library" with the Library to produce a
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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

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* atf-c/ui.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5c9f2bb5b6.

Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and piostream classes and tests found in the Boost.Process library.

Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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1.1188 perl-digest 1.17-395.el8

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=head1 NAME

Digest - Modules that calculate message digests

=head1 SYNOPSIS

$md5  = Digest->new("MD5");
$sha1 = Digest->new("SHA-1");
$sha256 = Digest->new("SHA-256");
$sha384 = Digest->new("SHA-384");
$sha512 = Digest->new("SHA-512");
$hmac = Digest->HMAC_MD5($key);

=head1 DESCRIPTION

The C<Digest::> modules calculate digests, also called "fingerprints" or "hashes", of some data, called a message. The digest is (usually) some small/fixed size string. The actual size of the digest depend of the algorithm used. The message is simply a sequence of arbitrary bytes or bits.

An important property of the digest algorithms is that the digest is I<likely> to change if the message change in some way. Another property is that digest functions are one-way functions, that is it should be I<hard> to find a message that correspond to some given digest. Algorithms differ in how "likely" and how "hard", as well as how efficient they are to compute.

Note that the properties of the algorithms change over time, as the algorithms are analyzed and machines grow faster. If your application for instance depends on it being "impossible" to generate the same digest for a different message it is wise to make it easy to plug in stronger algorithms as the one used grow weaker. Using the interface documented here should make it easy to change algorithms later.

All C<Digest::> modules provide the same programming interface. A functional interface for simple use, as well as an object oriented interface that can handle messages of arbitrary length and which can read files directly.

The digest can be delivered in three formats:

=over 8

=item I<binary>

This is the most compact form, but it is not well suited for printing or embedding in places that can't handle arbitrary data.

=item I<hex>

A twice as long string of lowercase hexadecimal digits.

=item I<base64>

A string of portable printable characters. This is the base64 encoded representation of the digest with any trailing padding removed. The string will be about 30% longer than the binary version.
L<MIME::Base64> tells you more about this encoding.

=back

The functional interface is simply importable functions with the same name as the algorithm. The functions take the message as argument and return the digest. Example:

use Digest::MD5 qw(md5);
$digest = md5($message);

There are also versions of the functions with "_hex" or "_base64" appended to the name, which returns the digest in the indicated form.

=head1 OO INTERFACE

The following methods are available for all C<Digest::> modules:

=over 4

=item $ctx = Digest->XXX($arg,...)

=item $ctx = Digest->new(XXX => $arg,...)

=item $ctx = Digest::XXX->new($arg,...)

The constructor returns some object that encapsulate the state of the message-digest algorithm. You can add data to the object and finally ask for the digest. The "XXX" should of course be replaced by the proper name of the digest algorithm you want to use.

The two first forms are simply syntactic sugar which automatically load the right module on first use. The second form allow you to use algorithm names which contains letters which are not legal perl identifiers, e.g. "SHA-1". If no implementation for the given algorithm can be found, then an exception is raised.

If new() is called as an instance method (i.e. $ctx->new) it will just reset the state the object to the state of a newly created object. No new object is created in this case, and the return value is the reference to the object (i.e. $ctx).

=item $other_ctx = $ctx->clone

The clone method creates a copy of the digest state object and returns a reference to the copy.
=item $ctx->reset

This is just an alias for $ctx->new.

=item $ctx->add( $data )

=item $ctx->add( $chunk1, $chunk2, ... )

The string value of the $data provided as argument is appended to the message we calculate the digest for. The return value is the $ctx object itself.

If more arguments are provided then they are all appended to the message, thus all these lines will have the same effect on the state of the $ctx object:

$ctx->add("a"); $ctx->add("b"); $ctx->add("c");
$ctx->add("a")->add("b")->add("c");
$ctx->add("a", "b", "c");
$ctx->add("abc");

Most algorithms are only defined for strings of bytes and this method might therefore croak if the provided arguments contain chars with ordinal number above 255.

=item $ctx->addfile( $io_handle )

The $io_handle is read until EOF and the content is appended to the message we calculate the digest for. The return value is the $ctx object itself.

The addfile() method will croak() if it fails reading data for some reason. If it croaks it is unpredictable what the state of the $ctx object will be in. The addfile() method might have been able to read the file partially before it failed. It is probably wise to discard or reset the $ctx object if this occurs.

In most cases you want to make sure that the $io_handle is in "binmode" before you pass it as argument to the addfile() method.

=item $ctx->add_bits( $data, $nbits )

=item $ctx->add_bits( $bitstring )

The add_bits() method is an alternative to add() that allow partial bytes to be appended to the message. Most users should just ignore this method as partial bytes is very unlikely to be of any practical use.
The two argument form of `add_bits()` will add the first `$nbits` bits from `$data`. For the last potentially partial byte only the high order `C<< $nbits % 8 >>` bits are used. If `$nbits` is greater than `C<< length($data) * 8 >>`, then this method would do the same as `C<< $ctx->add($data) >>`.

The one argument form of `add_bits()` takes a `$bitstring` of "1" and "0" chars as argument. It's a shorthand for `C<< $ctx->add_bits(pack("B*", $bitstring), length($bitstring)) >>`.

The return value is the `$ctx` object itself.

This example shows two calls that should have the same effect:

```perl
$ctx->add_bits("111100001010");
$ctx->add_bits("xF0xA0", 12);
```

Most digest algorithms are byte based and for these it is not possible to add bits that are not a multiple of 8, and the `add_bits()` method will croak if you try.

=item $ctx->digest

Return the binary digest for the message.

Note that the `C<digest>` operation is effectively a destructive, read-once operation. Once it has been performed, the `$ctx` object is automatically `C<reset>` and can be used to calculate another digest value. Call `$ctx->clone->digest` if you want to calculate the digest without resetting the digest state.

=item $ctx->hexdigest

Same as `$ctx->digest`, but will return the digest in hexadecimal form.

=item $ctx->b64digest

Same as `$ctx->digest`, but will return the digest as a base64 encoded string.

=back

=head1 Digest speed

This table should give some indication on the relative speed of different algorithms. It is sorted by throughput based on a benchmark done with some implementations of this API:

---

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<table>
<thead>
<tr>
<th>Algorithm</th>
<th>Size</th>
<th>Implementation</th>
<th>MB/s</th>
</tr>
</thead>
<tbody>
<tr>
<td>MD4</td>
<td>128</td>
<td>Digest::MD4 v1.3</td>
<td>165.0</td>
</tr>
<tr>
<td>MD5</td>
<td>128</td>
<td>Digest::MD5 v2.33</td>
<td>98.8</td>
</tr>
<tr>
<td>SHA-256</td>
<td>256</td>
<td>Digest::SHA2 v1.1.0</td>
<td>66.7</td>
</tr>
<tr>
<td>SHA-1</td>
<td>160</td>
<td>Digest::SHA v4.3.1</td>
<td>58.9</td>
</tr>
<tr>
<td>SHA-256</td>
<td>256</td>
<td>Digest::SHA v4.3.1</td>
<td>41.3</td>
</tr>
<tr>
<td>Haval-256</td>
<td>256</td>
<td>Digest::Haval256 v1.0.4</td>
<td>39.8</td>
</tr>
<tr>
<td>SHA-384</td>
<td>384</td>
<td>Digest::SHA2 v1.1.0</td>
<td>19.6</td>
</tr>
<tr>
<td>SHA-512</td>
<td>512</td>
<td>Digest::SHA2 v1.1.0</td>
<td>19.3</td>
</tr>
<tr>
<td>SHA-384</td>
<td>384</td>
<td>Digest::SHA v4.3.1</td>
<td>19.2</td>
</tr>
<tr>
<td>SHA-512</td>
<td>512</td>
<td>Digest::SHA v4.3.1</td>
<td>19.2</td>
</tr>
<tr>
<td>Whirlpool</td>
<td>512</td>
<td>Digest::Whirlpool v1.0.2</td>
<td>13.0</td>
</tr>
<tr>
<td>MD2</td>
<td>128</td>
<td>Digest::MD2 v2.03</td>
<td>9.5</td>
</tr>
<tr>
<td>Adler-32</td>
<td>32</td>
<td>Digest::Adler32 v0.03</td>
<td>1.3</td>
</tr>
<tr>
<td>CRC-16</td>
<td>16</td>
<td>Digest::CRC v0.05</td>
<td>1.1</td>
</tr>
<tr>
<td>CRC-32</td>
<td>32</td>
<td>Digest::CRC v0.05</td>
<td>1.1</td>
</tr>
<tr>
<td>MD5</td>
<td>128</td>
<td>Digest::Perl::MD5 v1.5</td>
<td>1.0</td>
</tr>
<tr>
<td>CRC-CCTT</td>
<td>16</td>
<td>Digest::CRC v0.05</td>
<td>0.8</td>
</tr>
</tbody>
</table>

These numbers was achieved Apr 2004 with ActivePerl-5.8.3 running under Linux on a P4 2.8 GHz CPU. The last 5 entries differ by being pure perl implementations of the algorithms, which explains why they are so slow.

=head1 SEE ALSO

L<Digest::Adler32>, L<Digest::CRC>, L<Digest::Haval256>, L<Digest::HMAC>, L<Digest::MD2>, L<Digest::MD4>, L<Digest::MD5>, L<Digest::SHA>, L<Digest::SHA1>, L<Digest::SHA2>, L<Digest::Whirlpool>

New digest implementations should consider subclassing from L<Digest::base>.

L<MIME::Base64>

http://en.wikipedia.org/wiki/Cryptographic_hash_function

=head1 AUTHOR

Gisle Aas <gisle@aas.no>

The C<Digest::> interface is based on the interface originally developed by Neil Winton for his C<MD5> module.

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This is just a simple frontend module for autoloading of various Digest:: modules. It also provide documentation of the interface that all Digest:: modules should provide.

You will need perl version 5.004 or better to install this module.

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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 */
package java.security;

import java.io.Serializable;

/**
 * Legacy security code; do not use.
 */
public abstract class Permission implements Guard, Serializable {
    public Permission(String name) {
    }

    public final String getName() { return null; }

    public void checkGuard(Object obj) throws SecurityException {
    }

    public PermissionCollection newPermissionCollection() {
        return new AllPermissionCollection();
    }

    public abstract String getActions();

    public abstract boolean implies(Permission permission);
}

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<code>Replaceable</code> is an interface representing a
string of characters that supports the replacement of a range of
itself with a new string of characters. It is used by APIs that
change a piece of text while retaining metadata. Metadata is data
other than the Unicode characters returned by char32At(). One
example of metadata is style attributes; another is an edit
history, marking each character with an author and revision number.

<p>An implicit aspect of the <code>Replaceable</code> API is that
during a replace operation, new characters take on the metadata of
the old characters. For example, if the string "the <b>bold</b> font" has range (4, 8) replaced with "strong", then it becomes "the
<b>strong</b> font".

<p><code>Replaceable</code> specifies ranges using a start
offset and a limit offset. The range of characters thus specified
includes the characters at offset start..limit-1. That is, the
start offset is inclusive, and the limit offset is exclusive.

<p><code>Replaceable</code> also includes API to access characters
in the string: <code>length()</code>, <code>charAt()</code>,
<code>char32At()</code>, and <code>extractBetween()</code>.

<p>For a subclass to support metadata, typical behavior of
<code>replace()</code> is the following:
<ul>
<li>Set the metadata of the new text to the metadata of the first
character replaced</li>
<li>If no characters are replaced, use the metadata of the
previous character</li>

<li>If there is no previous character (i.e. start == 0), use the following character</li>
<li>If there is no following character (i.e. the replaceable was empty), use default metadata</li>
<li>If the code point U+FFFF is seen, it should be interpreted as a special marker having no metadata</li>

If this is not the behavior, the subclass should document any differences.

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@author Alan Liu
@stable ICU 2.0

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<code>ReplaceableString</code> is an adapter class that implements the <code>Replaceable</code> API around an ordinary <code>StringBuffer</code>.

<p><em>Note:</em> This class does not support attributes and is not intended for general use. Most clients will need to implement </p>

{@link Replaceable} in their text representation class.

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@see Replaceable
@author Alan Liu
@stable ICU 2.0

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* /opt/cola/permits/1141907560_1615229986.79/0/qdox-2-0-m9-sources-jar/com/thoughtworks/qdox/model/util/TagParser.java
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* /opt/cola/permits/1141907560_1615229986.79/0/qdox-2-0-m9-sources-jar/com/thoughtworks/qdox/library/AbstractClassLibrary.java
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1.1194 resteasy-jackson-provider 3.6.3.Final
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1.1195 lvm2 1.02.164-7.el7_8.1
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*  
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1.1200 wso2-carbon-relay-mediators-builder

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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org.apache.taglibs:taglibs-standard-impl
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org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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1.1216 jetty-util 7.6.13.v20130916

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* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/security/CertificateValidator.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/Utf8StringBuilder.java
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* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/thread/ThreadPool.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/DateCache.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/TypeUtil.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/ArrayQueue.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/preventers/AbstractLeakPreventer.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/preventers/GCThreadLeakPreventer.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/component/LifeCycle.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/Atomics.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/ssl/AliasedX509KeyManager.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/security/Credential.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/log/Logger.java
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/ReadLineInputStream.java
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/** *
 * @param c Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &
 * 2=DC_CONFIDENTIAL
 *
 */

/** *
 * @return Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &
 * 2=DC_CONFIDENTIAL
 *
 */

Found in path(s):
* /opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-
jar/org/eclipse/jetty/util/security/Constraint.java

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/** *
 * Utf8 Appendable abstract base class
 *
 * This abstract class wraps a standard [@link java.lang.Appendable] and provides methods to append UTF-8
 encoded bytes, that are converted into characters.
 *
 * This class is stateful and up to 4 calls to [@link #append(byte)] may be needed before state a character is
 appended to the string buffer.
 *
 * The UTF-8 decoding is done by this class and no additional buffers or Readers are used. The UTF-8 code was
 inspired by
 * http://bjoern.hoeohrmann.de/utf-8/decoder/dfa/
 *
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*/

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*/opt/cola/permits/1271134164_1644877923.82/0/jetty-util-7-6-13-v20130916-sources-jar/org/eclipse/jetty/util/Utf8Appendable.java

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/*
* @(#)UnixCrypt.java0.9 96/11/25
* 
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------
Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas
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1.1218 zlib 1.2.11

1.1218.1 Available under license:
/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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jloup@gzip.org      madler@alumni.caltech.edu

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* org.eclipse.jetty.orbit:javax.security.auth.message
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

MortBay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1237 wso2-carbon-identity-oauth-common

6.0.53

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1.1238 jackson-annotations 2.13.1

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1.1239 swagger-annotations 2.1.11

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Found in path(s):
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/security/OAuthFlow.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/servers/Server.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/callbacks/Callbacks.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
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* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/servers/Servers.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/OpenAPIDefinition.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
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* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
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* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/Operation.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/info/Info.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/Parameters.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/security/SecuritySchemes.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/responses/ApiResponse.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/media/Content.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/Hidden.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/info/Contact.java
* /opt/cola/permits/1236287386_1638499879.77/0/swagger-annotations-2-1-11-sources-
jar/io/swagger/v3/oas/annotations/servers/ServerVariable.java

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```
cmd/krb5/iprop/iprop.x
cmd/krb5/iprop/iprop_hdr.h
```
```
cmd/krb5/kadmin/server/ipropd_svc.c
```
```
cmd/krb5/kproplog/kproplog.c
```
```
cmd/krb5/slave/kpropd_rpc.c
```
```
lib/gss_mechs/mech_krb5/et/kdb5_err.c
```
```
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
```
```
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
```
```
lbin/krb5/kadm5/kadm_host_srv_names.c
```
```
lbin/krb5/kdb/kdb_convert.c
```
```
lbin/krb5/kdb/kdb_hdr.h
```
```
lbin/krb5/kdb/kdb_log.c
```
```
lbin/krb5/kdb/kdb_log.h
```
```
lbin/libgss/g_accept_sec_context.c
```
```
lbin/libgss/g_acquire_cred.c
```
```
lbin/libgss/g_canon_name.c
```
```
lbin/libgss/g_compare_name.c
```
```
lbin/libgss/g_context_time.c
```
```
lbin/libgss/g_delete_sec_context.c
```
```
lbin/libgss/g_dsp_name.c
```
```
lbin/libgss/g_dsp_status.c
```
```
lbin/libgss/g_dup_name.c
```
```
lbin/libgss/g_exp_sec_context.c
```
```
lbin/libgss/g_export_name.c
```
```
lbin/libgss/g_glue.c
```
```
lbin/libgss/g_imp_name.c
```
```
lbin/libgss/g_imp_sec_context.c
```
```
lbin/libgss/g_init_sec_context.c
```
```
lbin/libgss/g_initialize.c
```
```
lbin/libgss/g_inquire_context.c
```
```
lbin/libgss/g_inquire_cred.c
```
```
lbin/libgss/g_inquire_names.c
```
```
lbin/libgss/g_process_context.c
```
```
lbin/libgss/g_rel_buffer.c
```
```
lbin/libgss/g_rel_cred.c
```

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"src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadminserver/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/linux.kdb_convert.c
lib/kdb/linux.kdb_log.c
lib/kdb/linux.kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle
The following artifacts are CDDL + GPLv2 with classpath exception.  
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.  
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

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:dependencies [[ring/ring-core "1.3.0"]
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`*/

1.1248 hector-core 1.1.4.wso2v1

1.1248.1 Available under license:
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1.1249 pygpgme 0.3 9.el7

1.1249.1 Available under license:
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1.1250 jetty-security 9.2.22.v20170606
1.1251 jackson-xc 2.8.4
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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.1252 xz-java 1.9
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1.1253 uclibc 0.9.33.2

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Received: from mail.bridge.intra ([127.0.0.1])
    by localhost (lnx.bridge.intra [127.0.0.1]) (amavisd-new, port 10024)
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    Wed,  1 Mar 2006 20:30:42 +0100 (CET)
Received: from pop.gmx.net (localhost [127.0.0.1])
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On Wed, 1 Mar 2006 20:15:02 +0100 (CET) Peter S. Mazinger wrote:
> Hello Glenn!

> I would want to add testregex.c and the related *.dat files to the uClibc
testsuite. uClibc is licensed under LGPL v2.1. I haven't found any
> licensing related info on testregex.

> Is it allowed to use the code there, or should I accomodate the testsuite
to download the needed files from the original site each time it is ran?

> Thanks, Peter

> --
1.1254 wso2-carbon-webapp-list-ui 4.7.19

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### Pablo Pinhero

* Add a "lib" target to the build: jar with all dependencies builtin.

### Corey Sciuto

* Tests for date-time format attribute; date-time-millis format attribute (now superseded by date-time itself).

### Matt Bishop:

* Initial OSGi support for maven (now superseded by Gradle).

### Kelvin Pho

* Pointer collectors for draft v4 keywords (since then moved to -core).

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1.1272 bzip2 1.0.6 26.el8

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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1.1273 certifi 2018.8.24

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This package contains a modified version of ca-bundle.crt:

cablue.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.1274 grub-common 2.02-99.el8

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4.6.15

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1.1284 xz 5.2.4 3.el8
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/** The entry point into Scala runtime reflection.
 *
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  jar/scala/reflect/internal/ClassfileConstants.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-
  jar/scala/reflect/internal/InfoTransformers.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-
  jar/scala/reflect/internal/util/FileUtils.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-
  jar/scala/reflect/internal/TypeDebugging.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-
  jar/scala/reflect/runtime/SynchronizedSymbols.scala
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  jar/scala/reflect/runtime/SymbolLoaders.scala
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  jar/scala/reflect/internal/util/WeakHashSet.scala
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  jar/scala/reflect/macros/FrontEnds.scala
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* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-
  jar/scala/reflect/internal/MissingRequirementError.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-
  jar/scala/reflect/io/ZipArchive.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-
  jar/scala/reflect/api/TreeCreator.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-jar/scala/reflect/macros/package.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-jar/scala/reflect/runtime/SynchronizedOps.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-jar/scala/reflect/runtime/SymbolTable.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-jar/scala/reflect/io/OperationException.scala
* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-jar/scala/reflect/internal/util/ScalaClassLoader.scala
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* /opt/cola/permits/1136635797_1613819028.17/0/scala-reflect-2-12-8-sources-2-jar/scala/reflect/internal/tpe/CommonOwners.scala
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1.1296 platform-python-pip 9.0.3-19.el8

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* /opt/cola/permits/1001015223_1608021262.66/0/gson-2-6-2-sources-jar/com/google/gson/stream/JsonReader.java
* /opt/cola/permits/1001015223_1608021262.66/0/gson-2-6-2-sources-jar/com/google/gson/stream/MalformedJsonException.java
* /opt/cola/permits/1001015223_1608021262.66/0/gson-2-6-2-sources-jar/com/google/gson/stream/JsonScope.java
* /opt/cola/permits/1001015223_1608021262.66/0/gson-2-6-2-sources-jar/com/google/gson/stream/JsonToken.java
* /opt/cola/permits/1001015223_1608021262.66/0/gson-2-6-2-sources-jar/com/google/gson/stream/JsonWriter.java

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License.
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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That's all there is to it!

1.1319 slf4j-log4j 1.6.1
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2.1.23

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* /opt/cola/permits/1274566378_1645215190.24/0/connect-utils-0-4-164-sources-
  jar/com/github/jcustenborder/kafka/connect/utils/jackson/SinkRecordSerializationModule.java
* /opt/cola/permits/1274566378_1645215190.24/0/connect-utils-0-4-164-sources-
  jar/com/github/jcustenborder/kafka/connect/utils/config/recommenders/ValidValuesCallback.java
* /opt/cola/permits/1274566378_1645215190.24/0/connect-utils-0-4-164-sources-
  jar/com/github/jcustenborder/kafka/connect/utils/jackson/HeaderImpl.java
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  jar/com/github/jcustenborder/kafka/connect/utils/data/TopicPartitionCounter.java
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  jar/com/github/jcustenborder/kafka/connect/utils/config/ConfigKeyComparator.java
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  jar/com/github/jcustenborder/kafka/connect/utils/config/validators/filesystem/ValidFile.java
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  jar/com/github/jcustenborder/kafka/connect/utils/config/validators/filesystem/ValidDirectory.java
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  jar/com/github/jcustenborder/kafka/connect/utils/jackson/TimeSerializationModule.java
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  jar/com/github/jcustenborder/kafka/connect/utils/jackson/StructSerializationModule.java
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  jar/com/github/jcustenborder/kafka/connect/utils/data/AbstractConverter.java
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  jar/com/github/jcustenborder/kafka/connect/utils/config/ConfigKeyComparator.java
* /opt/cola/permits/1274566378_1645215190.24/0/connect-utils-0-4-164-sources-
  jar/com/github/jcustenborder/kafka/connect/utils/config/validators/filesystem/ValidFile.java
* /opt/cola/permits/1274566378_1645215190.24/0/connect-utils-0-4-164-sources-
  jar/com/github/jcustenborder/kafka/connect/utils/config/validators/filesystem/ValidDirectory.java
* /opt/cola/permits/1274566378_1645215190.24/0/connect-utils-0-4-164-sources-
  jar/com/github/jcustenborder/kafka/connect/utils/config/ValidPattern.java
* /opt/cola/permits/1274566378_1645215190.24/0/connect-utils-0-4-164-sources-
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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* /opt/cola/permits/1257259274_1642793180.98/0/hikaricp-3-4-5-sources-jar/com/zaxxer/hikari/HikariDataSource.java
* /opt/cola/permits/1257259274_1642793180.98/0/hikaricp-3-4-5-sources-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTracker.java
* /opt/cola/permits/1257259274_1642793180.98/0/hikaricp-3-4-5-sources-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java
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* /opt/cola/permits/1257259274_1642793180.98/0/hikaricp-3-4-5-sources-jar/com/zaxxer/hikari/HikariConfigMXBean.java

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#require unix-permissions no-root

$ hg init a
$ cd a
$ echo foo > b
$ hg add b
$ hg ci -m "b"

$ chmod -w .hg/store

$ cd ..

$ hg clone a b
requesting all changes
adding changesets
adding manifests
adding file changes
added 1 changesets with 1 changes to 1 files
updating to branch default
1 files updated, 0 files merged, 0 files removed, 0 files unresolved

$ chmod +w a/.hg/store # let test clean up

$ cd b
$ hg verify
checking changesets
checking manifests
crosschecking files in changesets and manifests
checking files
1 files, 1 changesets, 1 total revisions

$ cd ..

Greg Ward, author of the original bfiles extension
Na'Tosha Bard of Unity Technologies
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1.1357 basesystem 10.0-7.el7.centos

1.1357.1 Available under license:

No license file was found, but licenses were detected in source scan.

Summary: The skeleton package which defines a simple CentOS Linux system
Name: basesystem
Version: 10.0
Release: 7%{?dist}
License: Public Domain
Group: System Environment/Base
Requires(pre): setup filesystem
BuildRoot: %(_tmppath)/%{name}-%{version}-%{release}-XXXXXX
BuildArch: noarch

%description
Basystem defines the components of a basic CentOS Linux system (for example, the package installation order to use during bootstrapping). Basystem should be in every installation of a system, and it should never be removed.

%prep

%build

%install

%clean

%files
%defattr(-,root,root,-)

%changelog
* Fri Jun 27 2014 Johnny Hughes <johnny@centos.org> - 10.0-7.el7.centos
  - Roll in CentOS Branding

* Fri Dec 27 2013 Daniel Mach <dmach@redhat.com> - 10.0-7
  - Mass rebuild 2013-12-27

* Tue Mar 06 2012 Ondrej Vasik <ovasik@redhat.com> 10.0-6
  - remove again reference to Fedora after RHEL-7 import(#800464)

* Thu Jun 23 2011 Ondrej Vasik <ovasik@redhat.com> 10.0-5
  - fix FTBFS typo (#715640), add disttag

* Fri May 21 2010 Ondrej Vasik <ovasik@redhat.com> - 10.0-4
- remove reference to Fedora, add dist tag
Related: rhlz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.2
  - Rebuilt for RHEL 6
Related: rhlz#566527

* Mon Apr 26 2010 Dennis Gregorovic <dgregor@redhat.com> - 10.0-3.1
  - Rebuilt for RHEL 6
Related: rhlz#566527

* Fri Jul 24 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-3
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_12_Mass_Rebuild

* Mon Feb 23 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_11_Mass_Rebuild

* Mon Oct 20 2008 Phil Knirsch <pknirsch@redhat.com> 10.0-1
  - Bump version and rebuild for Fedora 10 (#451289)

* Fri Mar 02 2007 Phil Knirsch <pknirsch@redhat.com> - 8.1-1
  - Cleanup per package review (#225608)

* Wed Jul 12 2006 Jesse Keating <jkeating@redhat.com> - 8.0-5.1.1
  - rebuild

* Fri Dec 09 2005 Jesse Keating <jkeating@redhat.com>
  - rebuilt

* Wed Sep 22 2004 Bill Nottingham <notting@redhat.com>
  - rebuilt

* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
  - rebuilt

* Wed Jan 22 2003 Tim Powers <timp@redhat.com>
  - rebuilt

* Wed Aug 21 2002 Bill Nottingham <notting@redhat.com>
  - bump rev

* Fri Jun 21 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Thu May 23 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Wed Jan 09 2002 Tim Powers <timp@redhat.com>
- automated rebuild

* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
- automatic rebuild

* Tue Jun 6 2000 Bill Nottingham <notting@redhat.com>
- rebuild. Wheee.

* Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
- auto rebuild in the new build environment (release 4)

* Tue Mar 16 1999 Cristian Gafton <gafton@redhat.com>
- don’t require rpm (breaks dependency chain)

* Tue Mar 16 1999 Erik Troan <ewt@redhat.com>
- require rpm

* Wed Dec 30 1998 Cristian Gafton <gafton@redhat.com>
- build for 6.0

* Tue Aug 11 1998 Jeff Johnson <jbj@redhat.com>
- build root

* Mon Apr 27 1998 Prospector System <bugs@redhat.com>
- translations modified for de, fr, tr

* Tue Sep 23 1997 Erik Troan <ewt@redhat.com>
- made a noarch package

Found in path(s):
* /opt/cola/permits/1151233448_1617817524.04/0/basesystem-10.0-7.el7.centos.src.rpm-cosi-expand-archive-tqrt4Z0/basesystem.spec

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**1.1358 eclipse-osgi 3.10.2.v20150203-1939**

**1.1358.1 Available under license :**
No license file was found, but licenses were detected in source scan.

**BIRT Runtime**

**What is it?**

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  BIRT is an open source, Eclipse-based reporting system that integrates with your application to produce compelling reports for both web and PDF.
  BIRT Runtime includes the resource which is necessary to run BIRT engine and BIRT chart. It also includes a BIRT Sample Web Viewer.
  BIRT Engine is a report engine which generates report from defined report and
BIRT Chart is a 2 or 2.5 dimension data representation component. It can produce 24-bit images, 8-bit images, SWT graphics or SWING graphics. You can find more information about BIRT and related technology from http://www.eclipse.org/birt/faq/

The Website for BIRT.

You can find the manual, samples and other source from http://www.eclipse.org/birt.

Running the BIRT Engine in Console

In order to run the BIRT engine in command you should:

1. set BIRT_HOME to the directory where BIRT Report Runtime Package is extracted.
2. enter into $BIRT_HOME/ReportEngine folder.
2. generate the report by run
   genReport xxx.rptdesign
   xxx.rptdesign is the design file. if the design file is in the current directory, you have to specify it by \xxx.rptdesign

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JTidy R7
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BIRT Team
<http://www.eclipse.org/birt>

Found in path(s):
* /opt/cola/permits/1156673287_1619276263.41/0/org-eclipse-osgi-3-10-2-v20150203-1939-sources-2-jar/runtime_readme.txt

1.1359 jaggeryjs-jaggery-tools 0.12.6
1.1359.1 Available under license:

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 */
/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its { @link ChannelPipeline}. 
 *
 * <h3>Sub-types</h3>
 * <p>
 * { @link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
 * <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * </ul>
 * </p>
 * <p>
 * */
* Alternatively, the following adapter classes are provided for your convenience:
  * <ul>
  * <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,
  * <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and
  * <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
  * </ul>
* </p>
* </p>
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* 
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object. A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object. Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using {@link AttributeKey})s which is specific to the handler.
* 
* <h3>State management</h3>
* 
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* } 
* 
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}<Message> {
*     
*     private boolean loggedIn;
* 
*     @Override
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             loggedIn = true;
*         } else (message instanceof GetDataMessage) {
*             if (loggedIn) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
*     }
* }
* 
* </pre>
Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
can channel to avoid a race condition where a unauthenticated client can get
the confidential information:

// Create a new handler instance per channel.
// See {@link ChannelInitializer#initChannel(Channel)}.
public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {  
    {@code @Override}  
    public void initChannel({@link Channel} channel) {  
        channel.pipeline().addLast("handler", new DataServerHandler());  
    }  
}  

Using {@link AttributeKey}s

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use {@link AttributeKey}s which is provided by
{@link ChannelHandlerContext}:

public interface Message {
// your methods here
}  

public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {  
    private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =  
        {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};  
    {@code @Override}  
    public void channelRead({@link ChannelHandlerContext} ctx, Message message) {  
        {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);  
        if (message instanceof LoginMessage) {  
            authenticate((LoginMessage) o);  
            &lt;b&gt;attr.set(true)&lt;/b&gt;;  
        } else (message instanceof GetDataMessage) {  
            if (&lt;b&gt;Boolean.TRUE.equals(attr.get())&lt;/b&gt;) {  
                ctx.writeAndFlush(fetchSecret((GetDataMessage) o));  
            } else {  
                fail();  
            }  
        }  
    }  
}  
...
Now that the state of the handler is attached to the `ChannelHandlerContext`, you can add the same handler instance to different pipelines:

```java
public class DataServerInitializer extends ChannelInitializer<Channel> {

    private static final DataServerHandler SHARED = new DataServerHandler();

    @Override
    public void initChannel(Channel channel) {
        channel.pipeline().addLast("handler", SHARED);
    }
}
```

The `@Sharable` annotation

In the example above which used an `AttributeKey`, you might have noticed the `@Sharable` annotation.

If a `ChannelHandler` is annotated with the `@Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `ChannelPipeline`s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like the JCIP annotations.

Additional resources worth reading

Please refer to the `ChannelHandler`, and `ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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```
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```

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  jar/io/netty/channel/ChannelId.java
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1.1367 adduser 3.118

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Since 23 Oct 2005, it has been maintained by Joerg Hoh <joerg@joerghoh.de>

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1.1368 alpine-keys 2.1 r2

1.1369 libsemanage 2.8 2
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arch-tag: d4250e44-a0e0-4ee0-adb9-2bd74f6eeb27

1.1370 python 4.14.3-14.el8_4
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1.1372 jackson 2.9.5

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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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### 1.1373 postgresql-11-postgis-3-scripts

#### 3.1.1+dfsg-1.pgdg100+1

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1.1378 jaggeryjs-hostobjects-xslt 0.12.6

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gdal/frmts/gtiff/tif_float.c

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gdal/frmts/hdf4/hdf-eos/*

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gdal/frmts/pcraster/libcsf

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gdal/ogr/ogrsf_frmts/dxf/intronurbs.cpp

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gdal/alg/thinplatespline.cpp
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IEEE754 log() code derived from:
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and

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gdal/frmts/pdf/pdfdataset.cpp (method PDFiumRenderPageBitmap())

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gdal/frmts/mrf/* (apply when MRF driver included in build)

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LERC
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This software embodiment is an implementation of

United States Patent 9,002,126, Limited Error Raster Compression (LERC).
Assignee: Esri.
Assignors/Inventors: Maurer, Thomas (Redlands, CA); Gao, Peng (Redlands, CA); Becker, Peter (Redlands, CA).

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[This is the first released version of the library GPL. It is
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1.1390 smallrye-config 1.3.6

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1.1391 sisu-inject-bean 1.4.2

1.1392 ustr 1.0.4 16.el7

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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```#
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# Special Recognition #

One of the key reasons we got delayed on the CentOS-6 release was lack of suitable build resources, especially when we had to repeatedly build large chunks of code. Norwood S came forward and worked with me to setup a large build machine, then tune the build process and help improve the overall build, test and validate process we were using. This build machine he donated to the project was about 5 times more capable than the entire build system we had. And he did this out of his own pocket, from his own time, and has since upgraded the machine as well. It's now a 128GB, 48 core machine, with 4 SSD's and 4 sata disks : but the key metric is that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix, AZ, USA for his continued support for the project.

Contributors:
The Red Hat developers, without whom CentOS would look very different

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 *
 * If you want to have special exception handling for exceptions thrown by MessageBodyReaders, then write an exception
 * mapper for ReaderException.
 *
 * Also, you may extend this class and throw instances of it from your MessageBodyReaders (and interceptors)
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1.1406 libfreexl1 1.0.5-3
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1.1410 systemd 219 67.el7_7.1

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Whether this is true is especially significant if the work can be
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If such an object file uses only numerical parameters, data
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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer’s own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

   a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

   b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies,
or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients’ exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.
This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

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Google Cloud Platform Terms of Service

Last modified: May 20, 2015

If you are accessing the Google Cloud Platform Services as a customer of a Google Cloud Platform reseller, the
terms below do not apply to you, and your agreement with your reseller governs your use of the Google Cloud
Platform Services.

Google Cloud Platform License Agreement

This Google Cloud Platform License Agreement (the "Agreement") is made and entered into by and between
Google and the entity agreeing to these terms ("Customer"). "Google" means either (i) Google Ireland Limited, with
offices at Gordon House, Barrow Street, Dublin 4, Ireland, if Customer's billing address is in any country within
Europe, the Middle East, or Africa ("EMEA"), (ii) Google Asia Pacific Pte. Ltd., with offices at 8 Marina View Asia
Square 1 #30-01 Singapore 018960, if Customer's billing address is in any country within the Asia Pacific region
("APAC"), or (iii) Google Inc., with offices at 1600 Amphitheatre Parkway, Mountain View, California 94043, if
Customer's billing address is in any country in the world other than those in EMEA and APAC.

This Agreement is effective as of the date Customer clicks to accept the Agreement (the "Effective Date"). If you
are accepting on behalf of Customer, you represent and warrant that: (i) you have full legal authority to bind
Customer to this Agreement; (ii) you have read and understand this Agreement; and (iii) you agree, on behalf of
Customer, to this Agreement. If you do not have the legal authority to bind Customer, please do not click to accept.
This Agreement governs Customer's access to and use of the Service. For an offline variant of this Agreement, you
may contact Google for more information.

1. Provision of the Services.

1.1 Services Use. Subject to this Agreement, during the Term, Customer may: (a) use the Services, (b)
integrate the Services into any Application that has material value independent of the Services and provide the
Services, solely as integrated into that Application, to End Users, and (c) use any Software provided by Google as
part of the Services. Customer may not sublicense or transfer these rights except as permitted under the Assignment
section of the Agreement.

1.2 Console. Google will provide the Services to Customer. As part of receiving the Services, Customer will
have access to the Admin Console, through which Customer may administer the Services.

1.3 Facilities and Data Transfer. All facilities used to store and process an Application and Customer Data
will adhere to reasonable security standards no less protective than the security standards at facilities where Google
processes and stores its own information of a similar type. Google has implemented at least industry standard
systems and procedures to (i) ensure the security and confidentiality of an Application and Customer Data, (ii)
protect against anticipated threats or hazards to the security or integrity of an Application and Customer Data, and
(iii) protect against unauthorized access to or use of an Application and Customer Data. Except as set forth in the
Service Specific Terms, Google may process and store an Application and Customer Data in the United States or any other country in which Google or its agents maintain facilities. By using the Services, Customer consents to this processing and storage of an Application and Customer Data. Under this Agreement, Google is merely a data processor.

1.4 Accounts. Customer must have an Account and a Token (if applicable) to use the Services, and is responsible for the information it provides to create the Account, the security of the Token and its passwords for the Account, and for any use of its Account and the Token. If Customer becomes aware of any unauthorized use of its password, its Account or the Token, Customer will notify Google as promptly as possible. Google has no obligation to provide Customer multiple Tokens or Accounts.

1.5 Safe Harbor. Google is enrolled in the U.S. Department of Commerce Safe Harbor Program and will remain enrolled in this program or another replacement program (or will adopt a compliance solution which achieves compliance with the terms of Article 25 of Directive 95/46/EC) throughout the Term.

1.6 New Applications and Services. Google may: (i) make new applications, tools, features or functionality available from time to time through the Services and (ii) add new services to the "Services" definition from time to time (by adding them at the URL set forth under that definition), the use of which may be contingent upon Customers agreement to additional terms.

1.7 Modifications.

a. To the Services. Google may make commercially reasonable Updates to the Services from time to time. If Google makes a material change to the Services, Google will inform Customer, provided that Customer has subscribed with Google to be informed about such change.

b. To the Agreement. Google may make changes to this Agreement, including pricing (and any linked documents) from time to time. Unless otherwise noted by Google, material changes to the Agreement will become effective 30 days after they are posted, except if the changes apply to new functionality in which case they will be effective immediately. If Customer does not agree to the revised Agreement, please stop using the Services. Google will post any modification to this Agreement to the Terms URL.

1.8 Service Specific Terms and Data Processing and Security Terms. The Service Specific Terms and Data Processing and Security Terms are incorporated by this reference into the Agreement.

2. Payment Terms.

2.1 Free Quota. Certain Services are provided to Customer without charge up to the Fee Threshold, as applicable.

2.2 Online Billing. Google will issue an electronic bill to Customer for all charges accrued above the Fee Threshold based on (i) Customers use of the Services during the previous month (including, if any, the relevant Fee for TSS set forth in the Fees definition below); (ii) any Reserved Units selected; (iii) any Committed Purchases selected; and/or (iv) any Package Purchases selected. For use above the Fee Threshold, Customer will be responsible for all Fees up to the amount set in the Account and will pay all Fees in the currency set forth in the invoice. Customer will pay all Fees in accordance with the payment terms applicable to the Fees. Google's measurement of Customers use of the Services is final. Google has no obligation to provide multiple bills.
2.3 Taxes. Customer is responsible for any Taxes, and Customer will pay Google for the Services without any reduction for Taxes. If Google is obligated to collect or pay Taxes, the Taxes will be invoiced to Customer, unless Customer provides Google with a timely and valid tax exemption certificate authorized by the appropriate taxing authority. In some states the sales tax is due on the total purchase price at the time of sale and must be invoiced and collected at the time of the sale. If Customer is required by law to withhold any Taxes from its payments to Google, Customer must provide Google with an official tax receipt or other appropriate documentation to support such withholding.

2.4 Invoice Disputes & Refunds. To the fullest extent permitted by law, Customer waives all claims relating to Fees unless claimed within sixty days after charged (this does not affect any Customer rights with its credit card issuer). Refunds (if any) are at the discretion of Google and will only be in the form of credit for the Services. Nothing in this Agreement obligates Google to extend credit to any party.

2.5 Delinquent Payments. Late payments may bear interest at the rate of 1.5% per month (or the highest rate permitted by law, if less). Google reserves the right to suspend Customers Account, for any late payments.

3. Customer Obligations.

3.1 Compliance. Customer is solely responsible for its Applications, Projects, and Customer Data and for making sure its Applications, Projects, and Customer Data comply with the AUP. Google reserves the right to review the Application, Project, and Customer Data for compliance with the AUP. Customer is responsible for ensuring all End Users comply with Customers obligations under the AUP, the Service Specific Terms, and the restrictions in Sections 3.3 and 3.5 below.

3.2 Privacy. Customer will protect the privacy and legal rights of its End Users under all applicable laws and regulations, which includes a legally adequate privacy notice communicated from Customer. Customer may have the ability to access, monitor, use, or disclose Customer Data submitted by End Users through the Services. Customer will obtain and maintain any required consents from End Users to allow Customers access, monitoring, use and disclosure of Customer Data. Further, Customer will notify its End Users that any Customer Data provided as part of the Services will be made available to a third party (i.e. Google) as part of Google providing the Services.

3.3 Restrictions. Customer will not, and will not allow third parties under its control to: (a) copy, modify, create a derivative work of, reverse engineer, decompile, translate, disassemble, or otherwise attempt to extract any or all of the source code of the Services (subject to Section 3.4 below and except to the extent such restriction is expressly prohibited by applicable law); (b) use the Services for High Risk Activities; (c) sublicense, resell, or distribute any or all of the Services separate from any integrated Application; (d) create multiple Applications, Accounts, or Projects to simulate or act as a single Application, Account, or Project (respectively) or otherwise access the Services in a manner intended to avoid incurring Fees; (e) unless otherwise set forth in the Service Specific Terms, use the Services to operate or enable any telecommunications service or in connection with any Application that allows End Users to place calls or to receive calls from any public switched telephone network; or (f) process or store any Customer Data that is subject to the International Traffic in Arms Regulations maintained by the Department of State. Unless otherwise specified in writing by Google, Google does not intend uses of the Services to create obligations under HIPAA, and makes no representations that the Services satisfy HIPAA requirements. If Customer is (or becomes) a Covered Entity or Business Associate, as defined in HIPAA, Customer will not use the Services for any purpose or in any manner involving Protected Health Information (as defined in HIPAA) unless Customer has received prior written consent to such use from Google.

3.4 Third Party Components. Third party components (which may include open source software) of the
Services may be subject to separate license agreements. To the limited extent a third party license expressly supersedes this Agreement, that third party license governs Customers use of that third party component.

3.5 Documentation. Google may provide Documentation for Customers use of the Services. The Documentation may specify restrictions (e.g. attribution or HTML restrictions) on how the Applications may be built or the Services may be used and Customer will comply with any such restrictions specified.

3.6 DMCA Policy. Google provides information to help copyright holders manage their intellectual property online, but Google cannot determine whether something is being used legally or not without their input. Google responds to notices of alleged copyright infringement and terminates accounts of repeat infringers according to the process set out in the U.S. Digital Millennium Copyright Act. If Customer thinks somebody is violating Customers or its End Users copyrights and wants to notify Google, Customer can find information about submitting notices, and Google's policy about responding to notices at http://www.google.com/dmca.html.

4. Suspension and Removals.

4.1 Suspension/Removals. If Customer becomes aware that any Application, Project (including an End Users use of a Project), or Customer Data violates the AUP, Customer will immediately suspend the Application or Project (if applicable), remove the applicable Customer Data or suspend access to an End User (as may be applicable). If Customer fails to suspend or remove as noted in the prior sentence, Google may specifically request that Customer do so. If Customer fails to comply with Googles request to do so within twenty-four hours, then Google may suspend Google accounts of the applicable End Users, disable the Project or Application, and/or disable the Account (as may be applicable) until such violation is corrected.

4.2 Emergency Security Issues. Despite the foregoing, if there is an Emergency Security Issue, then Google may automatically suspend the offending, Application, Project, or End User Account. Suspension will be to the minimum extent required, and of the minimum duration, to prevent or resolve the Emergency Security Issue. If Google suspends an End User account, Application, Project, or the Customer Account, for any reason, without prior notice to Customer, at Customers request, Google will provide Customer the reason for the suspension as soon as is reasonably possible.

5. Intellectual Property Rights; Use of Customer Data; Feedback.

5.1 Intellectual Property Rights. Except as expressly set forth in this Agreement, this Agreement does not grant either party any rights, implied or otherwise, to the others content or any of the others intellectual property. As between the parties, Customer owns all Intellectual Property Rights in Customer Data and the Application or Project (if applicable), and Google owns all Intellectual Property Rights in the Services and Software.

5.2 Use of Customer Data. Google may use Customer Data and Applications only to provide the Services to Customer and its End Users and to help secure and improve the Services. For instance, this may include identifying and fixing problems in the Services, enhancing the Services to better protect against attacks and abuse, and making suggestions aimed at improving performance or reducing cost.

5.3 Customer Feedback. If Customer provides Google Feedback about the Services, then Google may use that information without obligation to Customer, and Customer hereby irrevocably assigns to Google all right, title, and interest in that Feedback.

6. Technical Support Services
6.1 By Customer. Customer is responsible for technical support of its Applications and Projects.

6.2 By Google. Subject to payment of applicable support Fees, Google will provide TSS to Customer during the Term in accordance with the TSS Guidelines. Certain TSS levels include a minimum recurring Fee as described in the "Fees" definition below. If Customer downgrades its TSS level during any calendar month, Google may continue to provide TSS at the same level and TSS Fees before the downgrade for the remainder of that month.

7. Deprecation of Services

7.1 Discontinuance of Services. Subject to Section 7.2, Google may discontinue any Services or any portion or feature for any reason at any time without liability to Customer.

7.2 Deprecation Policy. Google will announce if it intends to discontinue or make backwards incompatible changes to the Services specified at the URL in the next sentence. Google will use commercially reasonable efforts to continue to operate those Services versions and features identified at https://cloud.google.com/terms/deprecation without these changes for at least one year after that announcement, unless (as Google determines in its reasonable good faith judgment):

(i) required by law or third party relationship (including if there is a change in applicable law or relationship), or

(ii) doing so could create a security risk or substantial economic or material technical burden.

The above policy is the "Deprecation Policy."

8. Confidential Information.

8.1 Obligations. The recipient will not disclose the Confidential Information, except to Affiliates, employees, agents or professional advisors who need to know it and who have agreed in writing (or in the case of professional advisors are otherwise bound) to keep it confidential. The recipient will ensure that those people and entities use the received Confidential Information only to exercise rights and fulfill obligations under this Agreement, while using reasonable care to keep it confidential.

8.2 Required Disclosure. Notwithstanding any provision to the contrary in this Agreement, the recipient may also disclose Confidential Information to the extent required by applicable Legal Process; provided that the recipient uses commercially reasonable efforts to: (i) promptly notify the other party of such disclosure before disclosing; and (ii) comply with the other party's reasonable requests regarding its efforts to oppose the disclosure. Notwithstanding the foregoing, subsections (i) and (ii) above will not apply if the recipient determines that complying with (i) and (ii) could: (a) result in a violation of Legal Process; (b) obstruct a governmental investigation; and/or (c) lead to death or serious physical harm to an individual. As between the parties, Customer is responsible for responding to all third party requests concerning its use and its End Users use of the Services.

9. Term and Termination.

9.1 Agreement Term. The Term of this Agreement will begin on the Effective Date and continue until the Agreement is terminated as set forth in Section 9 of this Agreement.
9.2 Termination for Breach. Either party may terminate this Agreement for breach if: (i) the other party is in material breach of the Agreement and fails to cure that breach within thirty days after receipt of written notice; (ii) the other party ceases its business operations or becomes subject to insolvency proceedings and the proceedings are not dismissed within ninety days; or (iii) the other party is in material breach of this Agreement more than two times notwithstanding any cure of such breaches. In addition, Google may terminate any, all, or any portion of the Services or Projects, if Customer meets any of the conditions in Section 9.2(i), (ii), and/or (iii).

9.3 Termination for Inactivity. Google reserves the right to terminate the Services for inactivity, if, for a period exceeding 180 days, Customer: (a) has failed to access the Admin Console; (b) a Project has no active virtual machine or storage resources or an Application has not served any requests; and (c) no electronic bills are being generated.

9.4 Termination for Convenience. Customer may stop using the Services at any time. Customer may terminate this Agreement for its convenience at any time on prior written notice and upon termination, must cease use of the applicable Services. Google may terminate this Agreement for its convenience at any time without liability to Customer.

9.5 Effect of Termination. If the Agreement is terminated, then: (i) the rights granted by one party to the other will immediately cease; (ii) all Fees owed by Customer to Google are immediately due upon receipt of the final electronic bill; (iii) Customer will delete the Software, any Application, Instance, Project, and any Customer Data; and (iv) upon request, each party will use commercially reasonable efforts to return or destroy all Confidential Information of the other party.

10. Publicity. Customer is permitted to state publicly that it is a customer of the Services, consistent with the Trademark Guidelines. If Customer wants to display Google Brand Features in connection with its use of the Services, Customer must obtain written permission from Google through the process specified in the Trademark Guidelines. Google may include Customers name or Brand Features in a list of Google customers, online or in promotional materials. Google may also verbally reference Customer as a customer of the Services. Neither party needs approval if it is repeating a public statement that is substantially similar to a previously-approved public statement. Any use of a partys Brand Features will inure to the benefit of the party holding Intellectual Property Rights to those Brand Features. A party may revoke the other partys right to use its Brand Features under this Section with written notice to the other party and a reasonable period to stop the use.

11. Representations and Warranties. Each party represents and warrants that: (a) it has full power and authority to enter into the Agreement; and (b) it will comply with all laws and regulations applicable to its provision, or use, of the Services, as applicable. Google warrants that it will provide the Services in accordance with the applicable SLA (if any).

12. Disclaimer. EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS AGREEMENT, TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, GOOGLE AND ITS SUPPLIERS DO NOT MAKE ANY OTHER WARRANTY OF ANY KIND, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR USE AND NONINFRINGEMENT. GOOGLE AND ITS SUPPLIERS ARE NOT RESPONSIBLE OR LIABLE FOR THE DELETION OF OR FAILURE TO STORE ANY CUSTOMER DATA AND OTHER COMMUNICATIONS MAINTAINED OR TRANSMITTED THROUGH USE OF THE SERVICES. CUSTOMER IS SOLELY RESPONSIBLE FOR SECURING AND BACKING UP ITS APPLICATION, PROJECT, AND CUSTOMER DATA. NEITHER GOOGLE NOR ITS SUPPLIERS, WARRANTS THAT THE OPERATION OF THE SOFTWARE OR THE SERVICES WILL BE ERROR-FREE OR UNINTERRUPTED. NEITHER THE
SOFTWARE NOR THE SERVICES ARE DESIGNED, MANUFACTURED, OR INTENDED FOR HIGH RISK ACTIVITIES.

13. Limitation of Liability.

13.1 Limitation on Indirect Liability. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, NEITHER PARTY, NOR GOOGLE'S SUPPLIERS, WILL BE LIABLE UNDER THIS AGREEMENT FOR LOST REVENUES OR INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY, OR PUNITIVE DAMAGES, EVEN IF THE PARTY KNEW OR SHOULD HAVE KNOWN THAT SUCH DAMAGES WERE POSSIBLE AND EVEN IF DIRECT DAMAGES DO NOT SATISFY A REMEDY.

13.2 Limitation on Amount of Liability. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, NEITHER PARTY, NOR GOOGLE'S SUPPLIERS, MAY BE HELD LIABLE UNDER THIS AGREEMENT FOR MORE THAN THE AMOUNT PAID BY CUSTOMER TO GOOGLE UNDER THIS AGREEMENT DURING THE TWELVE MONTHS PRIOR TO THE EVENT GIVING RISE TO LIABILITY.

13.3 Exceptions to Limitations. These limitations of liability do not apply to breaches of confidentiality obligations, violations of a party's Intellectual Property Rights by the other party, or indemnification obligations.


14.1 By Customer. Unless prohibited by applicable law, Customer will defend and indemnify Google and its Affiliates against Indemnified Liabilities in any Third-Party Legal Proceeding to the extent arising from: (i) any Application, Project, Instance, Customer Data or Customer Brand Features; or (ii) Customers, or its End Users, use of the Services in violation of the AUP.

14.2 By Google. Google will defend and indemnify Customer and its Affiliates against Indemnified Liabilities in any Third-Party Legal Proceeding to the extent arising solely from an Allegation that use of (a) Google's technology used to provide the Services (excluding any open source software) or (b) any Google Brand Feature infringes or misappropriates the third party's patent, copyright, trade secret, or trademark.

14.3 Exclusions. This Section 14 will not apply to the extent the underlying Allegation arises from:

a. the indemnified party's breach of this Agreement;

b. modifications to the indemnifying party's technology or Brand Features by anyone other than the indemnifying party;

c. combination of the indemnifying party's technology or Brand Features with materials not provided by the indemnifying party; or

d. use of non-current or unsupported versions of the Services or Brand Features;

14.4 Conditions. Sections 14.1 and 14.2 will apply only to the extent:

a. The indemnified party has promptly notified the indemnifying party in writing of any Allegation(s) that preceded the Third-Party Legal Proceeding and cooperates reasonably with the indemnifying party to resolve the Allegation(s) and Third-Party Legal Proceeding. If breach of this Section 14.4(a) prejudices the defense of the
Third-Party Legal Proceeding, the indemnifying partys obligations under Section 14.1 or 14.2 (as applicable) will be reduced in proportion to the prejudice.

b. The indemnified party tenders sole control of the indemnified portion of the Third-Party Legal Proceeding to the indemnifying party, subject to the following: (i) the indemnified party may appoint its own non-controlling counsel, at its own expense; and (ii) any settlement requiring the indemnified party to admit liability, pay money, or take (or refrain from taking) any action, will require the indemnified partys prior written consent, not to be unreasonably withheld, conditioned, or delayed.

14.5 Remedies.

a. If Google reasonably believes the Services might infringe a third party's Intellectual Property Rights, then Google may, at its sole option and expense: (a) procure the right for Customer to continue using the Services; (b) modify the Services to make them non-infringing without materially reducing their functionality; or (c) replace the Services with a non-infringing, functionally equivalent alternative.

b. If Google does not believe the remedies in Section 14.5(a) are commercially reasonable, then Google may suspend or terminate Customers use of the impacted Services.

14.6 Sole Rights and Obligations. Without affecting either partys termination rights, this Section 14 states the parties only rights and obligations under this Agreement for any third party's Intellectual Property Rights Allegations and Third-Party Legal Proceedings.

15. U.S. Federal Agency Users. The Services were developed solely at private expense and are commercial computer software and related documentation within the meaning of the applicable Federal Acquisition Regulations and their agency supplements.


16.1 Notices. All notices must be in writing and addressed to the other partys legal department and primary point of contact. The email address for notices being sent to Googles Legal Department is legal-notices@google.com. Notice will be treated as given on receipt as verified by written or automated receipt or by electronic log (as applicable).

16.2 Assignment. Neither party may assign any part of this Agreement without the written consent of the other, except to an Affiliate where: (a) the assignee has agreed in writing to be bound by the terms of this Agreement; (b) the assigning party remains liable for obligations under the Agreement if the assignee defaults on them; and (c) the assigning party has notified the other party of the assignment. Any other attempt to assign is void.

16.3 Change of Control. If a party experiences a change of Control (for example, through a stock purchase or sale, merger, or other form of corporate transaction): (a) that party will give written notice to the other party within thirty days after the change of Control; and (b) the other party may immediately terminate this Agreement any time between the change of Control and thirty days after it receives that written notice.

16.4 Force Majeure. Neither party will be liable for failure or delay in performance to the extent caused by circumstances beyond its reasonable control.

16.5 No Agency. This Agreement does not create any agency, partnership or joint venture between the
16.6 No Waiver. Neither party will be treated as having waived any rights by not exercising (or delaying the exercise of) any rights under this Agreement.

16.7 Severability. If any term (or part of a term) of this Agreement is invalid, illegal, or unenforceable, the rest of the Agreement will remain in effect.

16.8 No Third-Party Beneficiaries. This Agreement does not confer any benefits on any third party unless it expressly states that it does.

16.9 Equitable Relief. Nothing in this Agreement will limit either party’s ability to seek equitable relief.

16.10 U.S. Governing Law.

a. For U.S. City, County, and State Government Entities. If Customer is a U.S. city, county or state government entity, then the Agreement will be silent regarding governing law and venue.

b. For U.S. Federal Government Entities. If Customer is a U.S. federal government entity then the following applies: ALL CLAIMS ARISING OUT OF OR RELATING TO THIS AGREEMENT OR THE SERVICES WILL BE GOVERNED BY THE LAWS OF THE UNITED STATES OF AMERICA, EXCLUDING ITS CONFLICT OF LAWS RULES. SOLELY TO THE EXTENT PERMITTED BY FEDERAL LAW: (I) THE LAWS OF THE STATE OF CALIFORNIA (EXCLUDING CALIFORNIA’S CONFLICT OF LAWS RULES) WILL APPLY IN THE ABSENCE OF APPLICABLE FEDERAL LAW; AND (II) FOR ALL CLAIMS ARISING OUT OF OR RELATING TO THIS AGREEMENT OR THE SERVICES, THE PARTIES CONSENT TO PERSONAL JURISDICTION IN, AND THE EXCLUSIVE VENUE OF, THE COURTS IN SANTA CLARA COUNTY, CALIFORNIA.

c. For All Other Entities. If Customer is any entity not set forth in Section 16.10(a) or (b) then the following applies: ALL CLAIMS ARISING OUT OF OR RELATING TO THIS AGREEMENT OR THE SERVICES WILL BE GOVERNED BY CALIFORNIA LAW, EXCLUDING THAT STATE’S CONFLICT OF LAWS RULES, AND WILL BE LITIGATED EXCLUSIVELY IN THE FEDERAL OR STATE COURTS OF SANTA CLARA COUNTY, CALIFORNIA, USA; THE PARTIES CONSENT TO PERSONAL JURISDICTION IN THOSE COURTS.

16.11 Amendments. Except as set forth in Section 1.7(b), any amendment must be in writing, signed by both parties, and expressly state that it is amending this Agreement.

16.12 Survival. The following Sections will survive expiration or termination of this Agreement: 5, 8, 9.5, 13, 14, and 16.

16.13 Entire Agreement. This Agreement sets out all terms agreed between the parties and supersedes all other agreements between the parties relating to its subject matter. In entering into this Agreement, neither party has relied on, and neither party will have any right or remedy based on, any statement, representation or warranty (whether made negligently or innocently), except those expressly set out in this Agreement. The terms located at a URL referenced in this Agreement and the Documentation are incorporated by reference into the Agreement. After the Effective Date, Google may provide an updated URL in place of any URL in this Agreement.
16.14 Conflicting Terms. If there is a conflict between the documents that make up this Agreement, the documents will control in the following order: the Agreement, and the terms at any URL.

16.15 Definitions.
"Account" means Customers Google Cloud Platform account.
"Admin Console" means the online console(s) and/or tool(s) provided by Google to Customer for administering the Services.
"Affiliate" means any entity that directly or indirectly Controls, is Controlled by, or is under common Control with a party.
"Allegation" means an unaffiliated third party's allegation.
"Application(s)" means any web or other application Customer creates using the Services, including any source code written by Customer to be used with the Services, or hosted in an Instance.
"AUP" means the acceptable use policy set forth here for the Services: http://cloud.google.com/terms/aup
"Brand Features" means the trade names, trademarks, service marks, logos, domain names, and other distinctive brand features of each party, respectively, as secured by such party from time to time.
"Committed Purchase(s)” have the meaning set forth in the Service Specific Terms.
"Confidential Information” means information that one party (or an Affiliate) discloses to the other party under this Agreement, and which is marked as confidential or would normally under the circumstances be considered confidential information. It does not include information that is independently developed by the recipient, is rightfully given to the recipient by a third party without confidentiality obligations, or becomes public through no fault of the recipient. Customer Data is considered Customers Confidential Information.
"Control" means control of greater than fifty percent of the voting rights or equity interests of a party.
"Customer Data" means content provided, transmitted, or displayed via the Services by Customer or its End Users; but excluding any data provided when Customer creates its general Google account (either under a gmail.com address or an email address provided under the "Google Apps" product line).
"Data Processing and Security Terms” means the terms set forth at: https://cloud.google.com/terms/data-processing-terms.
"Documentation” means the Google documentation (as may be updated from time to time) in the form generally made available by Google to its customers for use with the Services including the following: (a) Google App Engine, set forth here: https://cloud.google.com/appengine/; (b) Google Cloud SQL, set forth here: https://cloud.google.com/sql; (c) Google Cloud Storage, set forth here: https://cloud.google.com/storage; (d) Google Prediction API, set forth here: https://cloud.google.com/prediction; (e) Google BigQuery Service, set forth here: https://cloud.google.com/bigquery/; (f) Google Compute Engine, set forth here: https://cloud.google.com/compute/; and (g) Google Cloud Datastore, set forth here: https://cloud.google.com/datastore/.
"Emergency Security Issue” means either: (a) Customers or its End Users use of the Services in violation of the AUP, which could disrupt: (i) the Services; (ii) other Customers or its End Users use of the Services; or (iii) the Google network or servers used to provide the Services; or (b) unauthorized third party access to the Services.
"End Users” means the individuals Customer permits to use the Services, Application, or Project.
"Fee Threshold" means the threshold (as may be updated from time to time), as applicable for certain Services, as set forth here: https://cloud.google.com/pricing/.
"Feedback means feedback or suggestions about the Services provided to Google by Customer.
"Fees" means the applicable fees for each Service and any applicable Taxes. The Fees for each Service are set forth here: https://cloud.google.com/pricing/.
"High Risk Activities” means uses such as the operation of nuclear facilities, air traffic control, or life support systems, where the use or failure of the Services could lead to death, personal injury, or environmental damage.
"HIPAA” means the Health Insurance Portability and Accountability Act of 1996 as it may be amended from time to time, and any regulations issued under it.
"Indemnified Liabilities” means any (i) settlement amounts approved by the indemnifying party; and (ii)
damages and costs finally awarded against the indemnified party and its Affiliates by a court of competent jurisdiction.

"Instance" means a virtual machine instance, configured and managed by Customer, which runs on the Services. Instances are more fully described in the Documentation.

"Intellectual Property Rights" means current and future worldwide rights under patent, copyright, trade secret, trademark, and moral rights laws, and other similar rights.

"Legal Process" means a data disclosure request made under law, governmental regulation, court order, subpoena, warrant, governmental regulatory or agency request, or other valid legal authority, legal procedure, or similar process.

"Package Purchase" has the meaning set forth in the Service Specific Terms.

"Project" means a grouping of computing, storage, and API resources for Customer, and via which Customer may use the Services. Projects are more fully described in the Documentation.

"Reserved Capacity Units" have the meaning set forth in the Service Specific Terms.

"Reserved Unit Term" has the meaning set forth in the Service Specific Terms.

"Reserved Units" have the meaning set forth in the Service Specific Terms.

"Services" means the, services as set forth here: https://cloud.google.com/services (including any associated application programming interfaces); and TSS, but the Services do not include Google Translate API.

"Service Specific Terms" means the terms specific to one or more Services set forth here: https://cloud.google.com/terms/service-terms, except the terms relating to (a) Google Translate API; and (b) Fees for Google Cloud Datatstore set forth at that Service Specific Terms URL do not apply.


"Software" means any downloadable tools, software development kits or other such proprietary computer software provided by Google in connection with the Services, which may be downloaded by Customer, and any updates Google may make to such Software from time to time.

"Taxes" means any duties, customs fees, or taxes (other than Googles income tax) associated with the purchase of the Services, including any related penalties or interest.

"Term" has the meaning set forth in Section 9 of this Agreement.

"Terms URL" means the following URL set forth here: https://cloud.google.com/terms/.

"Third-Party Legal Proceeding" means any formal legal proceeding filed by an unaffiliated third party before a court or government tribunal (including any appellate proceeding).

"Token" means an alphanumeric key that is uniquely associated with Customers Account.


"TSS" means the technical support service provided by Google to the administrators under the TSS Guidelines.

"TSS Guidelines" means Googles technical support services guidelines then in effect for the Services. TSS Guidelines are at the following URL: http://support.google.com/enterprise/terms (under Google Cloud Platform Services).

"Updates" means the periodic software updates provided by Google to Customer from time to time. Updates are designed to improve, enhance and further develop the Services and may take the form of bug fixes, enhanced functions, new software modules and completely new versions.
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* ncat_main.c -- main function: option parsing and checking, dispatching *
* to mode-specific functions.                                       *
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1.1425 libepsilon 0.9.2+dfsg-4

1.1425.1 Available under license :

* Alessandro Furieri <a.furieri@lqt.it>
  - a lot of improvements to code portability
  - porting to Windows (MSVC, MinGW)
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  - fluff removal from the code
* Francesco P. Lovergine <frankie at debian dot org> from DebianGis project
  - Maintaining epsilon, libepsilon and GDAL epsilon driver for Debian
  - Adding versioning support to libepsilon

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DOCUMENTATION ROADMAP
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This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
               rdjgpcm, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log  Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.doc  How to use the JPEG library in your own programs.
example.c  Sample code for calling the JPEG library.
structure.doc  Overview of the JPEG library's internal structure.
filelist.doc  Road map of IJG files.
coderules.doc  Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or
colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf.
It is copyright by the Free Software Foundation but is freely distributable.
The same holds for its supporting scripts (config.guess, config.sub,
lconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by
patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot
legally be used without obtaining one or more licenses. For this reason,
support for arithmetic coding has been removed from the free JPEG software.
(Since arithmetic coding provides only a marginal gain over the unpatented
Huffman mode, it is unlikely that very many implementations will support it.)
So far as we are aware, there are no patent restrictions on the remaining
code.

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent, GIF reading support has
been removed altogether, and the GIF writer has been simplified to produce
"uncompressed GIFs". This technique does not use the LZW algorithm; the
resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that
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REFERENCES
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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...


The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212)
642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS

The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have
direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.

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send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE
================

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/.

Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from ftp://havefun.stanford.edu/pub/jpeg/. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)
FILE FORMAT WARS

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file
As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.1427 tomcat-servlet-api 7.0.85.wso2v1

1.1427.1 Available under license:

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- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
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- web-common_3_0.xsd
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- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
may be obtained from http://java.sun.com/xml/ns/javaee/

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Version 2, June 1991

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

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However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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Whether this is true is especially significant if the work can be
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If such an object file uses only numerical parameters, data
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<one line to give the library's name and a brief idea of what it does.>
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1.1440 jackson-dataformat-yaml 2.10.5

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1.1442 graphviz 2.38.0-17

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It was downloaded from http://www.graphviz.org/

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2006-2008, Cyril Brulebois <cyril.brulebois@enst-bretagne.fr>

1.1443 grep 2.20-3.el7
1.1443.1 Available under license :

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* /opt/cola/permits/1257893343_1643020044.21/0/jopt-simple-5-0-3-sources-jar/joptsimple/UnrecognizedOptionException.java
* /opt/cola/permits/1257893343_1643020044.21/0/jopt-simple-5-0-3-sources-jar/joptsimple/OptionDescriptor.java
* /opt/cola/permits/1257893343_1643020044.21/0/jopt-simple-5-0-3-sources-jar/joptsimple/HelpFormatter.java
* /opt/cola/permits/1257893343_1643020044.21/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/Columns.java
* /opt/cola/permits/1257893343_1643020044.21/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal.Classes.java
* /opt/cola/permits/1257893343_1643020044.21/0/jopt-simple-5-0-3-sources-jar/joptsimple/NonOptionArgumentSpec.java
No license file was found, but licenses were detected in source scan.

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*/

Found in path(s):
* /opt/cola/permits/1257893343_1643020044.21/0/jopt-simple-5-0-3-sources-jar/joptsimple/util/EnumConverter.java

1.1447 shadow-utils 4.6-12.el8

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* /opt/cola/permits/1130449954_1615183583.0/0/shadow-tar/shadow/Makefile
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 * $Id: port.c 1.11 Broadcom SDK $
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*
* File:    port.c
* Purpose: Manages untagged priority setting for port
*/

Found in path(s):
* /opt/cola/permits/1130449954_1615183583.0/0/shadow-tar/shadow/port.c

1.1448 cxf-rt-rs-extension-providers 2.7.16
1.1448.1 Available under license :

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1.1449 wso2-carbon-framework-exporter
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/ssl/OpenSslSession.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/logging/package-info.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/stream/ChunkedInput.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/timeout/ReadTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1.jar/io/netty/handler/logging/LoggingHandler.java
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  jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
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  jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
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  jar/io/netty/handler/ipfilter/RuleBasedIpFilter.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
  jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
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jar/io/netty/handler/ssl/JettyNpnSslEngine.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
jar/io/netty/handler/ssl/OpenSslEngineMap.java
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
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jar/io/netty/handler/ssl/PemReader.java
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jar/io/netty/handler/ssl/SslUtils.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
* /opt/ws_local/PERMITS_SQL/1068272003_1594337999.69/0/netty-handler-4-1-45-final-sources-1-
jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
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* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/tests.py
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/labels.py
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/__init__.py

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from setuptools import setup, find_packages
import io
import os
import re

VERSION = re.search("VERSION = '([^\']+)'", io.open(
    path.join(path.dirname(__file__), 'webencodings', '__init__.py'),
    encoding='utf-8').read()).group(1)

LONG_DESCRIPTION = io.open(
    path.join(path.dirname(__file__), 'README.rst'),
    encoding='utf-8').read()

setup(
    name='webencodings',
    version=VERSION,
    url='https://github.com/SimonSapin/python-webencodings',
    license='BSD',
    author='Simon Sapin',
    author_email='simon.sapin@exyr.org',
    maintainer='Geoffrey Sneddon',
    maintainer_email='me@gsnedders.com',
    description='Character encoding aliases for legacy web content',
    long_description=LONG_DESCRIPTION,
    classifiers=[
        'Development Status :: 4 - Beta',
        'Intended Audience :: Developers',
        'License :: OSI Approved :: BSD License',
    ]
)
'Programming Language :: Python',
'Programming Language :: Python :: 2',
'Programming Language :: Python :: 2.6',
'Programming Language :: Python :: 2.7',
'Programming Language :: Python :: 3',
'Programming Language :: Python :: 3.3',
'Programming Language :: Python :: 3.4',
'Programming Language :: Python :: 3.5',
'Programming Language :: Python :: 3.6',
'Programming Language :: Implementation :: CPython',
'Programming Language :: Implementation :: PyPy',
'Topic :: Internet :: WWW/HTTP',
],
packages=find_packages(),
)

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-tar-gz/webencodings-0.5.1/setup.py
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```python
webencodings.mklabels
~~~~~~~~~~~~~~~~~~~~~
Regenerate the webencodings.labels module.

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```

```python
import json
try:
    from urllib import urlopen
except ImportError:
    from urllib.request import urlopen

def assert_lower(string):
    assert string == string.lower()
    return string

def generate(url):
    parts = ['"'
```
Map encoding labels to their name.

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```python
# XXX Do not edit!
# This file is automatically generated by mklabels.py

LABELS = {
    
    labels = [
        (repr(assert_lower(label)).lstrip('u'),
         repr(encoding['name']).lstrip('u'))
        for category in json.loads(urlopen(url).read().decode('ascii'))
        for encoding in category['encodings']
        for label in encoding['labels']]

    max_len = max(len(label) for label, name in labels)
    parts.extend(
        '    %s:%s %s,
' % (label, ' ' * (max_len - len(label)), name)
        for label, name in labels)
    parts.append('}

    return ''.join(parts)

if __name__ == '__main__':
    print(generate('http://encoding.spec.whatwg.org/encodings.json'))
```

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0.5.1-1.tar-gz/webencodings-0.5.1/webencodings/mklabels.py
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Metadata-Version: 1.1
Name: webencodings
Version: 0.5.1
Summary: Character encoding aliases for legacy web content
Home-page: https://github.com/SimonSapin/python-webencodings
Author: Geoffrey Sneddon
Author-email: me@gsnedders.com
License: BSD
Description: python-webencodings

=============

---
This is a Python implementation of the `WHATWG Encoding standard <http://encoding.spec.whatwg.org/>`_.

* Latest documentation: http://packages.python.org/webencodings/
* Source code and issue tracker: https://github.com/gsnedders/python-webencodings
* PyPI releases: http://pypi.python.org/pypi/webencodings
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* Python 2.6+ and 3.3+

In order to be compatible with legacy web content when interpreting something like ``Content-Type: text/html; charset=latin1``, tools need to use a particular set of aliases for encoding labels as well as some overriding rules. For example, ``US-ASCII`` and ``iso-8859-1`` on the web are actually aliases for ``windows-1252``, and an UTF-8 or UTF-16 BOM takes precedence over any other encoding declaration. The Encoding standard defines all such details so that implementations do not have to reverse-engineer each other.

This module has encoding labels and BOM detection, but the actual implementation for encoders and decoders is Pythons.

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.6
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
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Classifier: Topic :: Internet :: WWW/HTTP

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0.5.1-1.tar.gz/webencodings-0.5.1/PKG-INFO
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python-webencodings

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1.1465 git 2.20.1-2+deb10u3

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/**
 * The method that makes the authorization decision.
 *
 * We assume authorize() is thread-safe in a sense that there will not be two concurrent threads
 * calling it at the same time for the same session.
 *
 * Should that not be the case, the side effect could be to make more calls to token endpoint than necessary.
 * Other than that it should not affect proper functioning of this authorizer.
 *
 * @param session Current session
 * @param operation Operation to authorize
 * @param resource Resource to authorize
 * @return true if permission is granted
 */

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
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6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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* /opt/cola/permits/1257282452_1642795688.49/0/netty-resolver-4.1.45-final-sources-jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
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jar/io/netty/resolver/AddressResolverGroup.java
* /opt/cola/permits/1257282452_1642795688.49/0/netty-resolver-4.1.45-final-sources-
jar/io/netty/resolver/SimpleNameResolver.java
* /opt/cola/permits/1257282452_1642795688.49/0/netty-resolver-4.1.45-final-sources-
jar/io/netty/resolver/NoopAddressResolver.java
* /opt/cola/permits/1257282452_1642795688.49/0/netty-resolver-4.1.45-final-sources-
jar/io/netty/resolver/NoopAddressResolverGroup.java
* /opt/cola/permits/1257282452_1642795688.49/0/netty-resolver-4.1.45-final-sources-
jar/io/netty/resolver/NameResolver.java
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* /opt/cola/permits/1258059292_1643027377.17/0/netty-resolver-4-1-33-final-sources-jar/io/netty/resolver/AddressResolverGroup.java
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* /opt/cola/permits/1258059292_1643027377.17/0/netty-resolver-4-1-33-final-sources-jar/io/netty/resolver/NoopAddressResolverGroup.java
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1.1475 coreutils 8.22 24.el7
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/* chown-core.c -- core functions for changing ownership.
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/* Extracted from chown.c/chgrp.c and librarified by Jim Meyering. */

#include <config.h>
#include <stdio.h>
#include <sys/types.h>
#include <pwd.h>
#include <grp.h>

#include "system.h"
#include "chown-core.h"
#include "error.h"
#include "ignore-value.h"
#include "quote.h"
#include "root-dev-ino.h"
#include "xfts.h"

#define FTSENT_IS_DIRECTORY(E) (((E)->fts_info == FTS_D)
                               || (E)->fts_info == FTS_DC
                               || (E)->fts_info == FTS_DP
                               || (E)->fts_info == FTS_DNR)

enum RCH_status
{
    /* we called fchown and close, and both succeeded */
    RC_ok = 2,

    /* required_uid and/or required_gid are specified, but don't match */
    RC_excluded,

    /* SAME_inode check failed */
    RC_inode_changed,

    /* open/fchown isn't needed, isn't safe, or doesn't work due to
     permissions problems; fall back on chown */
    RC_do_ordinary_chown,
/* open, fstat, fchown, or close failed */
RC_error
};

extern void
chopt_init (struct Chown_option *chopt)
{
  chopt->verbosity = V_off;
  chopt->root_dev_ino = NULL;
  chopt->affect_symlink_referent = true;
  chopt->recurse = false;
  chopt->force_silent = false;
  chopt->user_name = NULL;
  chopt->group_name = NULL;
}

extern void
chopt_free (struct Chown_option *chopt _GL_UNUSED)
{
  /* Deliberately do not free chopt->user_name or ->group_name.
     They're not always allocated. */
}

/* Convert the numeric group-id, GID, to a string stored in xmalloc'd memory, 
and return it. If there's no corresponding group name, use the decimal 
representation of the ID. */

extern char *
gid_to_name (gid_t gid)
{
  char buf[INT_BUFSIZE_BOUND (intmax_t)];
  struct group *grp = getgrgid (gid);
  return xstrdup (grp ? grp->gr_name
                   : TYPE_SIGNED (gid_t) ? imaxtostr (gid, buf)
                   : umaxtostr (gid, buf));
}

/* Convert the numeric user-id, UID, to a string stored in xmalloc'd memory, 
and return it. If there's no corresponding user name, use the decimal 
representation of the ID. */

extern char *
uid_to_name (uid_t uid)
{
  char buf[INT_BUFSIZE_BOUND (intmax_t)];
  struct passwd *pwd = getpwuid (uid);
  return xstrdup (pwd ? pwd->pw_name

: TYPE_SIGNED (uid_t) ? imaxtostr (uid, buf)
: umaxtostr (uid, buf));
}
/* Allocate a string representing USER and GROUP. */
static char *
user_group_str (char const *user, char const *group)
{
char *spec = NULL;
if (user)
{
if (group)
{
spec = xmalloc (strlen (user) + 1 + strlen (group) + 1);
stpcpy (stpcpy (stpcpy (spec, user), ":"), group);
}
else
{
spec = xstrdup (user);
}
}
else if (group)
{
spec = xstrdup (group);
}
return spec;
}
/* Tell the user how/if the user and group of FILE have been changed.
If USER is NULL, give the group-oriented messages.
CHANGED describes what (if anything) has happened. */
static void
describe_change (const char *file, enum Change_status changed,
char const *old_user, char const *old_group,
char const *user, char const *group)
{
const char *fmt;
char *old_spec;
char *spec;
if (changed == CH_NOT_APPLIED)
{
printf (_("neither symbolic link %s nor referent has been changed\n"),
quote (file));

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return;
}
spec = user_group_str (user, group);
old_spec = user_group_str (user ? old_user : NULL, group ? old_group : NULL);
switch (changed)
{
case CH_SUCCEEDED:
fmt = (user ? _("changed ownership of %s from %s to %s\n")
: group ? _("changed group of %s from %s to %s\n")
: _("no change to ownership of %s\n"));
break;
case CH_FAILED:
if (old_spec)
{
fmt = (user ? _("failed to change ownership of %s from %s to %s\n")
: group ? _("failed to change group of %s from %s to %s\n")
: _("failed to change ownership of %s\n"));
}
else
{
fmt = (user ? _("failed to change ownership of %s to %s\n")
: group ? _("failed to change group of %s to %s\n")
: _("failed to change ownership of %s\n"));
free (old_spec);
old_spec = spec;
spec = NULL;
}
break;
case CH_NO_CHANGE_REQUESTED:
fmt = (user ? _("ownership of %s retained as %s\n")
: group ? _("group of %s retained as %s\n")
: _("ownership of %s retained\n"));
break;
default:
abort ();
}
printf (fmt, quote (file), old_spec, spec);
free (old_spec);
free (spec);
}
/* Change the owner and/or group of the FILE to UID and/or GID (safely)
only if REQUIRED_UID and REQUIRED_GID match the owner and group IDs
of FILE. ORIG_ST must be the result of 'stat'ing FILE.

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The 'safely' part above means that we can't simply use chown(2), since FILE might be replaced with some other file between the time of the preceding stat/lstat and this chown call. So here we open FILE and do everything else via the resulting file descriptor. We first call lstat and verify that the dev/inode match those from the preceding stat call, and only then, if appropriate (given the required_uid and required_gid constraints) do we call fchown.

Return RC_do_ordinary_chown if we can't open FILE, or if FILE is a special file that might have undesirable side effects when opening. In this case the caller can use the less-safe ordinary chown.

Return one of the RCH_status values. */

static enum RCH_status
restricted_chown (int cwd_fd, char const *file,
    struct stat const *orig_st,
    uid_t uid, gid_t gid,
    uid_t required_uid, gid_t required_gid)
{
    enum RCH_status status = RC_ok;
    struct stat st;
    int open_flags = O_NONBLOCK | O_NOCTTY;
    int fd;

    if (required_uid == (uid_t) -1 && required_gid == (gid_t) -1)
        return RC_do_ordinary_chown;

    if (! S_ISREG (orig_st->st_mode))
    {
        if (S_ISDIR (orig_st->st_mode))
            open_flags |= O_DIRECTORY;
        else
            return RC_do_ordinary_chown;
    }

    fd = openat (cwd_fd, file, O_RDONLY | open_flags);
    if (! (0 <= fd
        || (errno == EACCES && S_ISREG (orig_st->st_mode)
            && 0 <= (fd = openat (cwd_fd, file, O_WRONLY | open_flags))))))
        return (errno == EACCES ? RC_do_ordinary_chown : RC_error);

    if (fstat (fd, &st) != 0)
        status = RC_error;
    else if (! SAME_INODE (*orig_st, st))
        status = RC_inode_changed;
    else if ((required_uid == (uid_t) -1 || required_uid == st.st_uid) || required_uid == st.st_uid)
&& (required_gid == (gid_t) -1 || required_gid == st.st_gid))
{
    if (fchown (fd, uid, gid) == 0)
    {
        status = (close (fd) == 0
            ? RC_ok : RC_error);
        return status;
    }
    else
    {
        status = RC_error;
    }
}

int saved_errno = errno;
close (fd);
errno = saved_errno;
return status;
}

/* Change the owner and/or group of the file specified by FTS and ENT
to UID and/or GID as appropriate.
If REQUIRED_UID is not -1, then skip files with any other user ID.
If REQUIRED_GID is not -1, then skip files with any other group ID.
CHOPT specifies additional options.
Return true if successful. */
static bool
change_file_owner (FTS *fts, FTSENT *ent,
    uid_t uid, gid_t gid,
    uid_t required_uid, gid_t required_gid,
    struct Chown_option const *chopt)
{
    char const *file_full_name = ent->fts_path;
    char const *file = ent->fts_accpath;
    struct stat const *file_stats;
    struct stat stat_buf;
    bool ok = true;
    bool do_chown;
    bool symlink_changed = true;

    switch (ent->fts_info)
    {
        case FTS_D:
            if (chopt->recurse)
            {
                if (ROOT_DEV_INO_CHECK (chopt->root_dev_ino, ent->fts_statp))
                {
                    /* This happens e.g., with "chown -R --preserve-root 0 /*"
and with "chown -RH --preserve-root 0 symlink-to-root". */
ROOT_DEV_INO_WARN (file_full_name);
/* Tell fts not to traverse into this hierarchy. */
fts_set (fts, ent, FTS_SKIP);
/* Ensure that we do not process "/" on the second visit. */
ignore_value (fts_read (fts));
return false;
}
return true;
}
break;

case FTS_DP:
    if (! chopt->recurse)
        return true;
    break;

case FTS_NS:
    /* For a top-level file or directory, this FTS_NS (stat failed)
       indicator is determined at the time of the initial fts_open call.
       With programs like chmod, chown, and chgrp, that modify
       permissions, it is possible that the file in question is
       accessible when control reaches this point. So, if this is
       the first time we've seen the FTS_NS for this file, tell
       fts_read to stat it "again". */
    if (ent->fts_level == 0 && ent->fts_number == 0)
    {
        ent->fts_number = 1;
        fts_set (fts, ent, FTS_AGAIN);
        return true;
    }
    if (! chopt->force_silent)
        error (0, ent->fts_errno, _("cannot access %s"),
        quote (file_full_name));
    ok = false;
    break;

case FTS_ERR:
    if (! chopt->force_silent)
        error (0, ent->fts_errno, "%s", quote (file_full_name));
    ok = false;
    break;

case FTS_DNR:
    if (! chopt->force_silent)
        error (0, ent->fts_errno, _("cannot read directory %s"),
        quote (file_full_name));
    ok = false;
break;

case FTS_DC:
/* directory that causes cycles */
if (cycle_warning_required (fts, ent))
{
    emit_cycle_warning (file_full_name);
    return false;
}
break;

default:
    break;
}

if (!ok)
{
    do_chown = false;
    file_stats = NULL;
}
else if (required_uid == (uid_t) -1 && required_gid == (gid_t) -1
    && chopt->verbosity == V_off
    && ! chopt->root_dev_ino
    && ! chopt->affect_symlink_referent)
{
    do_chown = true;
    file_stats = ent->fts_statp;
}
else
{
    file_stats = ent->fts_statp;

    /* If this is a symlink and we're dereferencing them,
      stat it to get info on the referent. */
    if (chopt->affect_symlink_referent && S_ISLNK (file_stats->st_mode))
    {
        if (fstatat (fts->fts_cwd_fd, file, &stat_buf, 0) != 0)
        {
            if (! chopt->force_silent)
                error (0, errno, _("cannot dereference %s"),
                quote (file_full_name));
            ok = false;
        }

        file_stats = &stat_buf;
    }

    do_chown = (ok
        && (required_uid == (uid_t) -1
        && (required_gid == (gid_t) -1

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/* This happens when chown -LR --preserve-root encounters a symlink-to-/ */
if (ok
   && FTSENT_IS_DIRECTORY (ent)
   && ROOT_DEV_INO_CHECK (chopt->root_dev_ino, file_stats))
{
   ROOT_DEV_INO_WARN (file_full_name);
   return false;
}

if (do_chown)
{
  if ( ! chopt->affect_symlink_referent)
  {
    ok = (lchownat (fts->fts_cwd_fd, file, uid, gid) == 0);
    /* Ignore any error due to lack of support; POSIX requires
       this behavior for top-level symbolic links with -h, and
       implies that it's required for all symbolic links. */
    if (!ok && errno == EOPNOTSUPP)
    {
      ok = true;
      symlink_changed = false;
    }
  }
  else
  {
    /* If possible, avoid a race condition with --from=O:G and without the
       (-h) --no-dereference option. If fts's stat call determined
       that the uid/gid of FILE matched the --from=O:G-selected
       owner and group IDs, blindly using chown(2) here could lead
       chown(1) or chgrp(1) mistakenly to dereference a *symlink*
       to an arbitrary file that an attacker had moved into the
       place of FILE during the window between the stat and
       chown(2) calls. If FILE is a regular file or a directory
       that can be opened, this race condition can be avoided safely. */

    enum RCH_status err
       = restricted_chown (fts->fts_cwd_fd, file, file_stats, uid, gid,
                          required_uid, required_gid);
    switch (err)
    {
    case RC_ok:
      break;
    }
case RC_do_ordinary_chown:
    ok = (chownat (fts->fts_cwd_fd, file, uid, gid) == 0);
    break;

case RC_error:
    ok = false;
    break;

case RC_inode_changed:
    /* FIXME: give a diagnostic in this case? */

case RC_excluded:
    do_chown = false;
    ok = false;
    break;

default:
    abort ();
}
}

/* On some systems (e.g., GNU/Linux 2.4.x),
the chown function resets the 'special' permission bits.
Do *not* restore those bits; doing so would open a window in
which a malicious user, M, could subvert a chown command run
by some other user and operating on files in a directory
where M has write access. */

if (do_chown && !ok && ! chopt->force_silent)
    error (0, errno, (uid != (uid_t) -1
        ? _("changing ownership of %s")
        : _("changing group of %s")),
    quote (file_full_name));

if (chopt->verbosity != V_off)
{
    bool changed =
        ((do_chown && ok && symlink_changed)
        && ! ((uid == (uid_t) -1 || uid == file_stats->st_uid)
            && (gid == (gid_t) -1 || gid == file_stats->st_gid));

    if (changed || chopt->verbosity == V_high)
    {
        enum Change_status ch_status =
            (!ok ? CH_FAILED
            : !symlink_changed ? CH_NOT_APPLIED
            : !changed ? CH_NO_CHANGE_REQUESTED
    

char *old_usr = file_stats ? uid_to_name (file_stats->st_uid) : NULL;
char *old_grp = file_stats ? gid_to_name (file_stats->st_gid) : NULL;
describe_change (file_full_name, ch_status,
    old_usr, old_grp,
    chopt->user_name, chopt->group_name);
free (old_usr);
free (old_grp);
}
}

if ( ! chopt->recurse)
    fts_set (fts, ent, FTS_SKIP);

return ok;
}

/* Change the owner and/or group of the specified FILES.
   BIT_FLAGS specifies how to treat each symlink-to-directory
   that is encountered during a recursive traversal.
   CHOPT specifies additional options.
   If UID is not -1, then change the owner id of each file to UID.
   If GID is not -1, then change the group id of each file to GID.
   If REQUIRED_UID and/or REQUIRED_GID is not -1, then change only
   files with user ID and group ID that match the non-(-1) value(s).
   Return true if successful. */
extern bool
chown_files (char **files, int bit_flags,
    uid_t uid, gid_t gid,
    uid_t required_uid, gid_t required_gid,
    struct Chown_option const *chopt)
{
    bool ok = true;

    /* Use lstat and stat only if they're needed. */
    int stat_flags = ((required_uid != (uid_t) -1 || required_gid != (gid_t) -1
        || chopt->affect_symlink_referent
        || chopt->verbosity != V_off)
        ? 0 : FTS_NOSTAT);

    FTS *fts = xfts_open (files, bit_flags | stat_flags, NULL);

    while (1)
    {
        FTSENT *ent;

        ent = fts_read (fts);

if (ent == NULL)
{
    if (errno != 0)
    {
        /* FIXME: try to give a better message */
        if (! chopt->force_silent)
            error (0, errno, _("fts_read failed");
        ok = false;
    }
    break;
}

ok &= change_file_owner (fts, ent, uid, gid,
                        required_uid, required_gid, chopt);
}

if (fts_close (fts) != 0)
{
    error (0, errno, _("fts_close failed");
    ok = false;
}

return ok;
}

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1.1476 msgpack 1.0.3

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%global distroname %((source /etc/os-release; echo ${REDHAT_SUPPORT_PRODUCT}))

Summary: The skeleton package which defines a simple %{distroname} system
Name: basesystem
Version: 11
Release: %?dist
License: Public Domain
Group: System Environment/Base
Requires(pre): setup filesystem
BuildArch: noarch

%description
Basesystem defines the components of a basic %{distroname} system
(for example, the package installation order to use during bootstrapping).
Basesystem should be in every installation of a system, and it
should never be removed.

%prep

%build

%install

%clean

%files
%defattr(-,root,root,-)

%changelog
* Tue May 07 2019 CentOS Sources <bugs@centos.org> - 11-5.el8.centos
  - adjust description
  - adjust summary

* Wed Feb 07 2018 Fedora Release Engineering <releng@fedoraproject.org> - 11-5
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_28_Mass_Rebuild

* Wed Jul 26 2017 Fedora Release Engineering <releng@fedoraproject.org> - 11-4
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_27_Mass_Rebuild

* Fri Feb 10 2017 Fedora Release Engineering <releng@fedoraproject.org> - 11-3
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_26_Mass_Rebuild

* Wed Feb 03 2016 Fedora Release Engineering <releng@fedoraproject.org> - 11-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_24_Mass_Rebuild
* Thu Jul 09 2015 Ondrej Vasik <ovasik@redhat.com> 11-1
  - automatically determine OS name at build time (#1195396)

* Wed Jun 17 2015 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-11
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_23_Mass_Rebuild

* Sat Jun 07 2014 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-10
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_21_Mass_Rebuild

* Sat Aug 03 2013 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-9
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_20_Mass_Rebuild

* Wed Feb 13 2013 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-8
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_19_Mass_Rebuild

* Wed Jul 18 2012 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-7
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_18_Mass_Rebuild

* Thu Jan 12 2012 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-6
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_17_Mass_Rebuild

* Thu Jun 23 2011 Ondrej Vasik <ovasik@redhat.com> 10.0-5
  - fix FTBFS typo (#715640), add disttag

* Mon Feb 07 2011 Fedora Release Engineering <rel-eng@lists.fedoraproject.org>
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_15_Mass_Rebuild

* Fri Jul 24 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-3
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_12_Mass_Rebuild

* Mon Feb 23 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 10.0-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_11_Mass_Rebuild

* Mon Oct 20 2008 Phil Knirsch <pknirsch@redhat.com> 10.0-1
  - Bump version and rebuild for Fedora 10 (#451289)

* Fri Mar 02 2007 Phil Knirsch <pknirsch@redhat.com> - 8.1-1
  - Cleanup per package review (#225608)

* Wed Jul 12 2006 Jesse Keating <jkeating@redhat.com> - 8.0-5.1.1
  - rebuild

* Fri Dec 09 2005 Jesse Keating <jkeating@redhat.com>
  - rebuilt

* Wed Sep 22 2004 Bill Nottingham <notting@redhat.com>
  - rebuilt
* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
  - rebuilt

* Wed Jan 22 2003 Tim Powers <timp@redhat.com>
  - rebuilt

* Wed Aug 21 2002 Bill Nottingham <notting@redhat.com>
  - bump rev

* Fri Jun 21 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Thu May 23 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Wed Jan 09 2002 Tim Powers <timp@redhat.com>
  - automated rebuild

* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
  - automatic rebuild

* Tue Jun 6 2000 Bill Nottingham <notting@redhat.com>
  - rebuild. Wheee.

* Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
  - auto rebuild in the new build environment (release 4)

* Tue Mar 16 1999 Cristian Gafton <gafton@redhat.com>
  - don’t require rpm (breaks dependency chain)

* Tue Mar 16 1999 Erik Troan <ewt@redhat.com>
  - require rpm

* Wed Dec 30 1998 Cristian Gafton <gafton@redhat.com>
  - build for 6.0

* Tue Aug 11 1998 Jeff Johnson <jbj@redhat.com>
  - build root

* Mon Apr 27 1998 Prospector System <bugs@redhat.com>
  - translations modified for de, fr, tr

* Tue Sep 23 1997 Erik Troan <ewt@redhat.com>
  - made a noarch package

Found in path(s):
* /opt/cola/permits/1110779314_1606853351.15/0/basesystem-11-5.el8-1.src.rpm-cosi-expand-archive-
  kvFRR2fn/basesystem.spec
1.1478 jetty-servlets 9.4.20.v20190813

1.1478.1 Available under license:

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

-----
MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

-----
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The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas
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1.1479 hashicorp-uuid 1.0.2

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1.1480 maven-shared-utils 3.2.1

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1.1481 copy-jdk-configs 3.3 10.el7_5

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1.1482 jackson-dataformat-csv 2.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1595302282882
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Support for reading and writing CSV-encoded data via Jackson abstractions.
Bundle-DocURL: https://github.com/FasterXML/jackson-dataformats-text
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson-dataformat-Csv
Bundle-SymbolicName: com.fasterxml.jackson.dataformat.jackson-dataformat-at-csv
Bundle-Vendor: FasterXML
Bundle-Version: 2.10.5
Created-By: Apache Maven Bundle Plugin
Export-Package: com.fasterxml.jackson.dataformat.csv;version="2.10.5";
uses:="com.fasterxml.jackson.core,com.fasterxml.jackson.core.base,com .fasternxml.jackson.core.format,com.fasterxml.jackson.core.io,com.fast
ernxml.jackson.core.jsong,com.fasterxml.jackson.core.type,com.fasternxml
.jackson.core.util,com.fasterxml.jackson.databind,com.fasterxml.jackson.jacks
on.databind.cfg,com.fasterxml.jackson.databind.util,com.fasternxml.jackson.dataformat.csv.impl",com.fasternxml.jackson.dataformat.csv.impl;v
ersion="2.10.5";uses:="com.fasterxml.jackson.core,com.fasterxml.jackson.core.format,com.fasterxml.jackson.core.io,com.fasternxml.jac
kson.core.jsong,com.fasternxml.jackson.databind,com.fasternxml.jackson.databind.cfg,com.fasternxml.jackson.databind.util,com.fasternxml.jac
kson.databind.introspect,com.fasternxml.jackson.databind.util,com.fasternxml.jac
kson.databind.dataformat.csv,com.fasternxml.jackson.databind.dataformat.csv.impl",
Implementation-Build-Date: 2020-07-21 03:31:04+0000
Implementation-Title: Jackson-dataformat-CSV
Implementation-Vendor: FasterXML
Implementation-Vendor-Id: com.fasterxml.jackson.dataformat
Implementation-Version: 2.10.5
Import-Package: com.fasterxml.jackson.core;version="[2.10,3)",com.fasternxml.jackson.core;version="[2.10,3)",com.fasternxml.jackson.core .format;version="[2.10,3)",com.fasternxml.jackson.core.io;version="[2.10,3)",com.fasternxml.jackson.core.jsong;version="[2.10,3)",com.fasternxml.jack
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on="[2.10,3)"
Private-Package: com.fasternxml.jackson.dataformat.csv.impl
Require-Capability: osgi.ee;filter:="(&amp;(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: Jackson-dataformat-CSV
Specification-Vendor: FasterXML
Specification-Version: 2.10.5
Tool: Bnd-4.2.0.201903051501
X-Compile-Source-JDK: 1.7
X-Compile-Target-JDK: 1.7

Found in path(s):
* /opt/cola/permits/1154615200_1618868383.1/0/jackson-dataformat-csv-2-10-5-5-jar/META-INF/MANIFEST.MF

1.1483 pkg-config 0.27.1 4.el7
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1.1487 reflectasm 1.11.3

1.1488 wso2-carbon-event-input-adapter-websocket-local 5.1.42
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1.1498 glib 2.50.3 2+deb9u1

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception,
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   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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1.1502 wso2-carbon-identity-oidc-session

6.0.53

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1.1503 vaadin-charts 4.0.5

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1.1505 wso2-carbon-registry-extensions-stub

4.6.3

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However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy
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Section 6 states terms for distribution of such executables.

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Whether this is true is especially significant if the work can be
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threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
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work. (Executables containing this object code plus portions of the
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changes were used in the work (which must be distributed under
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uses the Library", as object code and/or source code, so that the
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### Jdom-contrib version 1.1.3

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core/src/java/org/apache/lucene/util/compress/LZ4.java is a Java
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compression format for Lucene's DataInput/DataOutput abstractions.

LZ4 Library

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BUILD: 2016-02-13 19:37:50+01:00
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core
The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api  
* javax.annotation:javax.annotation-api  
* javax.transaction:javax.transaction-api  
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache
The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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sRC/base/fthash.c
src/base/md5.c
src/base/md5.h
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src/bdf/bdf.h
src/bdf/bdfdrivr.c
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6.4.50

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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procfs provides functions to retrieve system, kernel and process
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 */
/**
 * Creates a new {GeneratorAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 *
 * @param access
 * the method's access flags (see {Opcodes}).
 *
 * @param name
 * the method's name.
 *
 * @param desc
 * the method's descriptor (see {Type}).
 */

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 */
/**
 * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #ClassNode(int)}
 * version.
 */

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 */
/**
 * Constructs a new [ @link Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [ @link #Textifier(int)]
 * version.
 */

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*/
/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
 * version.
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined
 * method code to (use <code>null</code> for none).
 * @param access
 * the method's access flags (see {@link Opcodes}). This
 * parameter also indicates if the method is synthetic and/or
 * deprecated.
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see {@link Type}).
 * @param signature
 * the method's signature. May be <tt>null</tt>.
 * @param exceptions
 * the internal names of the method's exception classes (see
* (@link Type#getInternalName() getInternalName)). May be
* <tt>null</tt>.
*/

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/**
 * Creates a new [@link AnalyzerAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)]
 * version.
 *
 * @param owner
 * the owner's class name.
 *
 * @param access
 * the method's access flags (see [@link Opcodes]).
* @param name
*     the method's name.
* @param desc
*     the method's descriptor (see [@link Type Type]).
* @param mv
*     the method visitor to which this adapter delegates calls. May
*     be <tt>null</tt>.
*/

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* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/tree/TypeInsnNode.java
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* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/ByteVector.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/tree/IntInsnNode.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/tree/LocalVariableNode.java
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* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/AnnotationVisitor.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/signature/SignatureReader.java
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* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
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* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/xml/SAXClassAdapter.java
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* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /opt/cola/permits/1136703576_1613864943.01/0/asm-4-2-sources-1-jar/org/objectweb/asm/xml/SAXAdapter.java

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1.1559 postgresql-jdbc 42.2.12

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lib/gss_mechs/mech_krb5/.et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
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lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
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lib/libgss/g_initialize.c
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lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego мех.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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1.1562 jetty-jndi 9.4.11.v20180605

1.1563 binutils 2.28-5
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++++++++++++++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c,
input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn’t been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.
Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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@end iftex
@end appendixsubsec

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That's all there is to it!
This is the Debian GNU/Linux prepackaged version of the GNU assembler,
linker, and binary utilities.

This package was put together by me, James Troup <james@nocrew.org>,
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and:

cvs://pserver:anonevs@sources.redhat.com:/cvs/src

It was previously maintained by Christopher C. Chimelis <chris@debian.org>

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1.1564 ncurses 6.2_p20210612-r0

1.1564.1 Available under license :

Upstream source https://invisible-island.net/ncurses/ncurses-examples.html

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm
org.ow2.asm:asm-commons

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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1.1573 websocket-api 9.4.31.v20200723

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Whether this is true is especially significant if the work can be
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cpan/Locale-Maketext-Simple/t/po_with_i_default/fr.po
cpan/Locale-Maketext-Simple/t/po_with_i_default/en.po
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.5 of 10 December 2007

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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man/reallocarray.3
man/reallocf.3
man/setmode.3
man/strmode.3
man/strnstr.3
man/unvis.3
man/vis.3
man/wcslepy.3
src/getbsize.c
src/heapsort.c
src/merge.c
src/nlist.c
src/radixsort.c
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man/flopen.3
man/getpeereid.3
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man/strtonum.3
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src/arc4random_openbsd.h
src/arc4random_uniform.c
src/arc4random_unix.h
src/closefrom.c
src/getentropy_aix.c
src/getentropy_bsd.c
src/getentropy_hpux.c
src/getentropy_hurd.c
src/getentropy_linux.c
src/getentropy_osx.c
src/getentropy_solaris.c
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man/fgetln.3
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man/heapsort.3
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man/queue.3bsd
man/radixsort.3
man/reallocarray.3
man/reallocf.3
man/setmode.3
man/strmode.3
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man/unvis.3
man/vis.3
man/wcslepy.3
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK
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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions. http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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1.1591 alpine-keys 2.3-r1

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* /opt/cola/permits/1282478528_1646511395.06/0.vaadin-push-8-7-1-sources-jar/com/vaadin/osgi/push/PushResourcesContribution.java

1.1594 jcmtturner-gofork 1.0.0

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* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/LogUtil.java
* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/validator/TokenValidationException.java
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* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/Config.java
* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/TimeUtil.java
* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/JSONUtil.java
* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/OAuthAuthenticator.java
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* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/validator/TokenSignatureException.java
* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/ConfigUtil.java
* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/ConfigUtil.java
* /opt/cola/permits/1229306471_1646934362.38/0/kafka-oauth-common-0-2-0-sources-jar/io/strimzi/kafka/oauth/common/ConfigUtil.java
1.1597 e2fsprogs 2.1-1.43.4-2+deb9u1

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+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
@@ -4,11 +4,11 @@
 Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007) */
 /*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

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- 
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Theodore Ts'o
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

http://sourceforge.net/projects/e2fsprogs

Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the ss command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

From the original distribution:

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# This is a Makefile stub which handles the creation of BSD shared libraries.
# In order to use this stub, the following makefile variables must be defined.

# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) $(OBJS)$(BSD_LIB) .
$(RM) -r ./$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) $(BSDLIB_INSTALL_DIR)/$(BSD_LIB) $(BSD_LIB)
@-$(LDCONFIG)

install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ./$(BSD_LIB)

This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".
This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Gadi Oxman, August 1995

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```
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```
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cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_0.pod
cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_1.pod
cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_2.pod
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cpan/Locale-Maketext-Simple/t/po_with_i_default/fr.po
cpan/Locale-Maketext-Simple/t/po_with_i_default/en.po
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cpan/Locale-Maketext-Simple/t/po_without_i_default/fr.po
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cpan/podlators/t/docs/pod.t
cpan/podlators/t/docs/synopsis.t
cpan/podlators/t/lib/Test/RRA.pm
cpan/podlators/t/lib/Test/RRA/Config.pm
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Files:
cpan/bignum/*
cpan/Tie-RefHash/*
cpan/Win32API-File/*
dist/ExtUtils-Install/*
dist/Math-BigInt/*
dist/Math-BigInt-FastCalc/*
dist/Math-BigRat/*
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Files:
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  dist/Devel-SelfStubber/*
  dist/Dumpvalue/*
  dist/Env/*
  dist/ExtUtils-Command/*
  dist/ExtUtils-Manifest/*
  dist/I18N-Collate/*
  dist/Safe/*
  ext/Fcntl/*
  ext/FileCache/*
  ext/GDBM_File/*
  ext/IPC-Open2/*
  ext/IPC-Open3/*
  ext/NDBM_File/*
  ext/ODBM_File/*
  ext/Opcode/*
  ext/PerlIO-encoding/*
  ext/PerlIO-scalar/*
  ext/PerlIO-via/*
  ext/POSIX/*
  ext/re/*
  ext/Socket/*
  ext/Sys-Hostname/*
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.5 of 10 December 2007

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1.1618 libunistring 0.9.10 1

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1.1620 curl 7.52.1-5+deb9u9

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===============

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1.1621 libarchive 3.3.3-1.el8

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1.1624 go-runtime 1.11.1

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  jar/org/keycloak/representations/idm/EventRepresentation.java
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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/jose/jws/AlgorithmType.java
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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/representations/idm/IdentityProviderMapperRepresentation.java
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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources.jar/org/keycloak/representations/idm/ApplicationRepresentation.java

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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources.jar/org/keycloak/representations/idm/authorization/PolicyEvaluationResponse.java

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* /opt/ws_local/PERMITS_SQL/1080728095_1597680048.57/0/keycloak-core-10-0-0-sources-jar/org/keycloak/representations/adapters/config/PolicyEnforcerConfig.java

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1.1637 icu 57.1 6+deb9u3

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## -*-makefile-*-
## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPIONS = -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec \"$(GEN_DEPS.c) $< \$
| sed \"s/\($*$\)/\1.o $@ : /g\" > $@
[ -s $@ ] || rm -f $@

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec \"$(GEN_DEPS.cc) $< \$

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 19368
## Versioned libraries rules

```
%.S(SO).$(SO_TARGET_VERSION_MAJOR): %.S(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.S(SO): %.S(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s {*F}.S(SO).$(SO_TARGET_VERSION) $@
```

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

1.1638 wso2-carbon-apimgt-rest-api-publisher 6.4.50

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1.1639 okhttp 3.12.6

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* /opt/cola/permits/1131046724_1612892586.33/0/okhttp-3-12-6-sources-2-jar/okhttp3/internal/cache/CacheStrategy.java
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  jar/okhttp3/internal/connection/RealConnection.java
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// the proprietary classid attribute value (rather than the type
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This code should be minified before deployment.
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This file creates a global JSON object containing two methods: stringify
and parse.

JSON.stringify(value, replacer, space)

value any JavaScript value, usually an object or array.

replacer an optional parameter that determines how object
values are stringified for objects. It can be a
function or an array of strings.
space an optional parameter that specifies the indentation of nested structures. If it is omitted, the text will be packed without extra whitespace. If it is a number, it will specify the number of spaces to indent at each level. If it is a string (such as `'\t'` or `'<nbsp;'>`), it contains the characters used to indent at each level.

This method produces a JSON text from a JavaScript value.

When an object value is found, if the object contains a `toJSON` method, its `toJSON` method will be called and the result will be stringified. A `toJSON` method does not serialize: it returns the value represented by the name/value pair that should be serialized, or `undefined` if nothing should be serialized. The `toJSON` method will be passed the key associated with the value, and this will be bound to the value.

For example, this would serialize Dates as ISO strings.

```javascript
Date.prototype.toJSON = function (key) {
    function f(n) {
        // Format integers to have at least two digits.
        return n < 10 ? '0' + n : n;
    }

    return this.getUTCFullYear()   + '-' +
         f(this.getUTCMonth() + 1) + '-' +
         f(this.getUTCDate())      + 'T' +
         f(this.getUTCHours())     + ':' +
         f(this.getUTCMinutes())   + ':' +
         f(this.getUTCSeconds())   + 'Z';
};
```

You can provide an optional replacer method. It will be passed the key and value of each member, with this bound to the containing object. The value that is returned from your method will be serialized. If your method returns `undefined`, then the member will be excluded from the serialization.

If the replacer parameter is an array of strings, then it will be used to select the members to be serialized. It filters the results such that only members with keys listed in the replacer array are stringified.

Values that do not have JSON representations, such as `undefined` or functions, will not be serialized. Such values in objects will be dropped; in arrays they will be replaced with null. You can use a replacer function to replace those with JSON values.
JSON.stringify(undefined) returns undefined.

The optional space parameter produces a stringification of the value that is filled with line breaks and indentation to make it easier to read.

If the space parameter is a non-empty string, then that string will be used for indentation. If the space parameter is a number, then the indentation will be that many spaces.

Example:

```
text = JSON.stringify(['e', {pluribus: 'unum'}]);
// text is ['"e",{"pluribus":"unum"}]'
```

```
text = JSON.stringify(['e', {pluribus: 'unum'}], null, '  ');
// text is '[
  "e",
  {
    "pluribus": "unum"
  }
]
```

```
text = JSON.stringify([new Date()], function (key, value) {
  return this[key] instanceof Date ?
    'Date(' + this[key] + ')' : value;
});
// text is ['"Date(---current time---)"']
```

JSON.parse(text, reviver)

This method parses a JSON text to produce an object or array. It can throw a SyntaxError exception.

The optional reviver parameter is a function that can filter and transform the results. It receives each of the keys and values, and its return value is used instead of the original value. If it returns what it received, then the structure is not modified. If it returns undefined then the member is deleted.

Example:

```
// Parse the text. Values that look like ISO date strings will
// be converted to Date objects.

myData = JSON.parse(text, function (key, value) {
  var a;
  if (typeof value === 'string') {
    a = /^\d{4}-(\d{2})-(\d{2})T(\d{2}):\d{2}:\d{2}(?:\d{3})Z$/i.exec(value);
    if (a) {
      return new Date(Date.UTC(+a[1], +a[2] - 1, +a[3], +a[4], +a[5], +a[6]));
    }
  }
});
```
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* WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the
* License for the specific language governing permissions and limitations
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
  * its [@link ChannelPipeline].
  *
  * <h3>Sub-types</h3>
  * <p>
  * [@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its
    subtypes:
  * <ul>
  * <li>[@link ChannelInboundHandler] to handle inbound I/O events, and</li>
  * <li>[@link ChannelOutboundHandler] to handle outbound I/O operations.</li>
  * </ul>
  * </p>
  * <p>
  * Alternatively, the following adapter classes are provided for your convenience:
  * <ul>
  * <li>[@link ChannelInboundHandlerAdapter] to handle inbound I/O events,</li>
  * <li>[@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and</li>
  * <li>[@link ChannelDuplexHandler] to handle both inbound and outbound events</li>
  * </ul>
  * </p>
  * </p>
  * For more information, please refer to the documentation of each subtype.
  * </p>
  *
  * <h3>The context object</h3>
  * <p>
  * A [@link ChannelHandler] is provided with a [@link ChannelHandlerContext] object. A [@link ChannelHandler] is supposed to interact with the
  * [@link ChannelPipeline] it belongs to via a context object. Using the
  * context object, the [@link ChannelHandler] can pass events upstream or
  * downstream, modify the pipeline dynamically, or store the information
  * (using [@link AttributeKey]s) which is specific to the handler.
  * </p>
  *
  * <h3>State management</h3>
  *
  * A [@link ChannelHandler] often needs to store some stateful information.
  * The simplest and recommended approach is to use member variables:
  * <pre>
  * public interface Message {
  *     // your methods here
  * }
  *
  * public class DataServerHandler extends [@link SimpleChannelInboundHandler]&lt;Message&gt; {
  *
  *     private boolean loggedIn;
  * </pre>
* { @code @Override}
* public void channelRead0(@link ChannelHandlerContext) ctx, Message message) {
*   if (message instanceof LoginMessage) {
*     authenticate((LoginMessage) message);
*     loggedIn = true;</b>
*   } else (message instanceof GetDataMessage) {
*     if (<b>loggedIn</b>) {
*       ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*     } else {
*       fail();
*     }
*   }
* ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See @link ChannelInitializer#initChannel(Channel).
* public class DataServerInitializer extends @link ChannelInitializer<{@link Channel}> {
*   @code @Override
*   public void initChannel(@link Channel) channel) {
*     channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*   }
* }
* </pre>
*<h4>Using @link AttributeKey</h4>
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use @link AttributeKey which is provided by
* @link ChannelHandlerContext:
*<pre>
* public interface Message {
*   // your methods here
* }
* </pre>
* { @code @Sharable}
* public class DataServerHandler extends @link SimpleChannelInboundHandler#{@link Message} {
*   private final @link AttributeKey#{@link Boolean} auth =
*     { @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
* 

```java
* { @code @Override }
* public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*   { @link Attribute}&lt;{ @link Boolean}&gt; attr = ctx.attr(auth);
*   if (message instanceof LoginMessage) {
*     authenticate((LoginMessage) o);
*     &lt;b&gt;attr.set(true)&lt;/b&gt;:
*   } else (message instanceof GetDataMessage) {
*     if (&lt;b&gt;Boolean.TRUE.equals(attr.get())&lt;/b&gt;) {
*       ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*     } else {
*       fail();
*     }
*   }
*   ...;
* }  
* </pre>
* Now that the state of the handler is attached to the { @link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* &lt;pre&gt;
* public class DataServerInitializer extends { @link ChannelInitializer}&lt;{ @link Channel}&gt; { 
*   private static final DataServerHandler &lt;b&gt;SHARED&lt;/b&gt; = new DataServerHandler();
*   
*   { @code @Override}
*   public void initChannel({ @link Channel} channel) {
*     channel.pipeline().addLast(&quot;handler&quot;, &lt;b&gt;SHARED&lt;/b&gt;);
*   }
* }  
* </pre>
* <h4>The { @code @Sharable} annotation</h4>
* In the example above which used an { @link AttributeKey},
* you might have noticed the { @code @Sharable} annotation.
* &lt;p&gt;
* If a { @link ChannelHandler} is annotated with the { @code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more { @link ChannelPipeline}s multiple times without
* a race condition.
* &lt;p&gt;
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* &lt;p&gt;
* This annotation is provided for documentation purpose, just like
* 
* <h3>Additional resources worth reading</h3>
* 
* Please refer to the [@link ChannelHandler], and
* [@link ChannelPipeline] to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
* /

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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-
  jar/io/netty/channel/PreferHeapByteBufAllocator.java
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  jar/io/netty/channel/group/VoidChannelGroupFuture.java
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  jar/io/netty/channel/WriteBufferWaterMark.java
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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-
  jar/io/netty/channel/DefaultSelectStrategy.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-
  jar/io/netty/channel/socket/DuplexChannel.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-
  jar/io/netty/bootstrap/AbstractBootstrapConfig.java
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/AbstractCoalescingBufferQueue.java
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jar/io/netty/channel/AbstractEventLoop.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-
jar/io/netty/channel/embedded/EmbeddedChannelId.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-
jar/io/netty/channel/ReflectiveChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-
jar/io/netty/channel/socket/nio/NioChannelOption.java

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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/bootstrap/ChannelFactory.java

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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/EventLoopTaskQueueFactory.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/ExtendedClosedChannelException.java

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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/internal/ChannelUtils.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/PendingBytesTracker.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1.jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
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* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/package-info.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/ChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1068271564_1594338139.69/0/netty-transport-4-1-45-final-sources-1-jar/io/netty/channel/nio/NioEventLoop.java
1.1643 pyliblzma 0.5.3

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===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
/*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
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Theodore Ts'o
23-June-2007

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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the ss command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of: tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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# # This is a Makefile stub which handles the creation of BSD shared # libraries.
# # In order to use this stub, the following makefile variables must be defined.
# # BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

cd pic; ld -Bshareable -o $BSDLIB $LDFLAGS_SHLIB $(OBJS)

$(MV) pic/$BSDLIB .
$(RM) -f $(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
`echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$INSTALL_PROGRAM $(BSD_LIB) \
$(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@ -$(LDCONFIG)

install-strip: install

install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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@end enumerate

@end subheading

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@end smallexample

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`Frob' (a library for tweaking knobs) written by James Random Hacker.

@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
@end smallexample

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functions (ten lines or less in length), then the use of the object
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Otherwise, if the work is a derivative of the Library, you may
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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/PooledByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/ByteBufOutputStream.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/ByteBufInputStream.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/UnpooledByteBufAllocator.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/UnpooledDirectByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/ByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/DuplicatedByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/AbstractByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/UnpooledHeapByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/ByteBufAllocator.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/SlicedByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/UnpooledUnsafeDirectByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/CompositeByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/SwappedByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/ReadOnlyByteBuf.java
* /opt/cola/permits/1258059367_1643027231.71/0/netty-buffer-4-1-33-final-sources-
  jar/io/netty/buffer/ByteBufUtil.java
1.1654 maven-plugin-api 3.5.4

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Metadata-Version: 1.1
Name: asyncio
Version: 0.2.1
Summary: reference implementation of PEP 3156
Home-page: http://www.python.org/dev/peps/pep-3156/
Author: UNKNOWN
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Description: Tulip is the codename for my reference implementation of PEP 3156.

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Tests are in the 'tests' subdirectory.

To run tests:
- make test

To run coverage (coverage package is required):
- make coverage

On Windows, things are a little more complicated. Assume 'P' is your Python binary (for example C:\Python33\python.exe).

You must first build the _overlapped.pyd extension and have it placed in the asyncio directory, as follows:

    C> P setup.py build_ext --inplace

Then you can run the tests as follows:

    C> P runtests.py

And coverage as follows:

    C> P runtests.py --coverage

--Guido van Rossum <guido@python.org>
Tulip is the codename for my reference implementation of PEP 3156.

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Zstd-jni: JNI bindings to Zstd Library

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1.1659 idna 2.5
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Metadata-Version: 1.1
Name: idna
Version: 2.5
Summary: Internationalized Domain Names in Applications (IDNA)
Home-page: https://github.com/kjd/idna
Author: Kim Davies
Author-email: kim@cynosure.com.au
License: BSD-like
Description: Internationalized Domain Names in Applications (IDNA)

Support for the Internationalised Domain Names in Applications (IDNA) protocol as specified in `RFC 5891 <http://tools.ietf.org/html/rfc5891>`_. This is the latest version of the protocol and is sometimes referred to as “IDNA 2008”.

This library also provides support for Unicode Technical Standard 46, `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`_.

This acts as a suitable replacement for the “encodings.idna” module that comes with the Python standard library, but only supports the old, deprecated IDNA specification (`RFC 3490 <http://tools.ietf.org/html/rfc3490>`_).

Basic functions are simply executed:

```python
.. code-block:: pycon
```
# Python 3
>>> import idna
>>> idna.encode('.
) b'xn--eckwd4c7c.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.

# Python 2
>>> import idna
>>> idna.encode(u'.
) 'xn--eckwd4c7c.xn--zckzah'
>>> print idna.decode('xn--eckwd4c7c.xn--zckzah')
.

Packages
--------

The latest tagged release version is published in the PyPI repository:

.. image:: https://badge.fury.io/py/idna.svg
   :target: http://badge.fury.io/py/idna

Installation
------------

To install this library, you can use pip:

.. code-block:: bash

   $ pip install idna

Alternatively, you can install the package using the bundled setup script:

.. code-block:: bash

   $ python setup.py install

This library works with Python 2.6 or later, and Python 3.3 or later.

Usage
-----

For typical usage, the ``encode`` and ``decode`` functions will take a domain name argument and perform a conversion to A-labels or U-labels respectively.
You may use the codec encoding and decoding methods using the `idna.codec` module:

```python
# Python 3
>>> import idna
>>> idna.encode("")
'b'xn--eckwd4c7c.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.
```

Conversions can be applied at a per-label basis using the `ulabel` or `alabel` functions if necessary:

```python
# Python 2
>>> idna.alabel(u"")
'xn--0zwm56d'
```

Compatibility Mapping (UTS #46)

As described in RFC 5895 <http://tools.ietf.org/html/rfc5895>__, the IDNA specification no longer normalizes input from different potential ways a user may input a domain name. This functionality, known as a "mapping", is now considered by the specification to be a local user-interface issue distinct from IDNA conversion functionality.

This library provides one such mapping, that was developed by the Unicode Consortium. Known as `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`, it provides for both a regular mapping for typical applications, as well as a transitional mapping to help migrate from older IDNA 2003 applications.

For example, “Königsgäßchen” is not a permissible label as *LATIN CAPITAL LETTER K* is not allowed (nor are capital letters in general). UTS 46 will convert this into lower case prior to applying the IDNA conversion.
.. code-block:: python

    # Python 3
    >>> import idna
    >>> idna.encode(u'Königsgäßchen')
    ...
    idna.core.InvalidCodepoint: Codepoint U+004B at position 1 of 'Königsgäßchen' not allowed
    >>> idna.encode('Königsgäßchen', uts46=True)
    b'xn--knigsgchen-b4a3dun'
    >>> print(idna.decode('xn--knigsgchen-b4a3dun'))
    königsgäßchen

Transitional processing provides conversions to help transition from the older 2003 standard to the current standard. For example, in the original IDNA specification, the *LATIN SMALL LETTER SHARP S* (ß) was converted into two *LATIN SMALL LETTER S* (ss), whereas in the current IDNA specification this conversion is not performed.

.. code-block:: python

    # Python 2
    >>> idna.encode(u'Königsgäßchen', uts46=True, transitional=True)
    'xn--knigsschchen-lcb0w'

Implementors should use transitional processing with caution, only in rare cases where conversion from legacy labels to current labels must be performed (i.e. IDNA implementations that pre-date 2008). For typical applications that just need to convert labels, transitional processing is unlikely to be beneficial and could produce unexpected incompatible results.

``encodings.idna`` Compatibility

++++++++++++++++++++++++++++

Function calls from the Python built-in ``encodings.idna`` module are mapped to their IDNA 2008 equivalents using the ``idna.compat`` module. Simply substitute the ``import`` clause in your code to refer to the new module name.

Exceptions

--------

All errors raised during the conversion following the specification should raise an exception derived from the ``idna.IDNAError`` base class.

More specific exceptions that may be generated as ``idna.IDNABidiError`` when the error reflects an illegal combination of left-to-right and right-to-left characters in a label; ``idna.InvalidCodepoint`` when a specific codepoint is an illegal character in an IDN label (i.e. INVALID); and ``idna.InvalidCodepointContext``
when the codepoint is illegal based on its positional context (i.e. it is CONTEXTO or CONTEXTJ but the contextual requirements are not satisfied.)

Testing
-------

The library has a test suite based on each rule of the IDNA specification, as well as tests that are provided as part of the Unicode Technical Standard 46, `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`_.

The tests are run automatically on each commit at Travis CI:

.. image:: https://travis-ci.org/kjd/idna.svg?branch=master
   :target: https://travis-ci.org/kjd/idna

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
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-------

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```python
import io, sys
from setuptools import setup

version = "2.5"

def main():
    python_version = sys.version_info[:2]
    if python_version < (2,6):
        raise SystemExit("Sorry, Python 2.6 or newer required")

    arguments = {
        'name': 'idna',
```
@display
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[[contributing-to-docs]]

= Contributing to the documentation

The following guide walks you through contributing to the Strimzi documentation.

[[contribution-getting-started]]

== Getting started

Before you begin you need to:

. **xref:setting-up-git[Install and set up Git]**

[[contributing]]

== Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

. Procedure
  . Open your terminal
  . `cd` to the directory where your documentation resides
  . Checkout the master branch

+ [source]

----

$ git checkout master

```
Update your local repository and fork with the upstream content

```
$ git pull upstream master
$ git push origin master --force
```

Create a new branch for your work (using the issue number is helpful)

```
$ git checkout -b <branch-name>
```

Make your edits in the editor of your choice

Save your changes locally

Build your documentation to verify that there are no build errors and that everything looks right

This can be done with the `make-tooling` tooling

If you are creating new files, add the files to the repository

```
$ git status
$ git add <file-name>
```

Commit your changes

```
$ git commit -a -s -m "<message>"
```

Note that the project requires all commits to be signed off, indicating that you certify the changes with the developer certificate of origin (DCO).

Push your changes to your fork

```
$ git push origin HEAD
```

If the update is rejected because the commit is behind, merge your changes

```
$ git pull upstream master
$ git push -f origin HEAD
```
Visit your fork on GitHub
Click *Compare & pull request*
If a SME review is needed:
Add *SME Review Needed* label.
When SME review is complete, remove *SME Review Completed* label and go to step 16.
Add *Peer Review Needed* label and assign a Reviewer.
When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.
When *Peer Review Done* label has been added:
If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.
If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Ready for Merge* label.
If you want an additional review on the updated content, add the *Peer Review Needed* label and ask for another review in a comment.

1.1664 kafka-oauth-client 0.8.1
1.1664.1 Available under license :
No license file was found, but licenses were detected in source scan.

/*
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 */

Found in path(s):
*/opt/cola/permits/1274552210_1645214636.49/0/kafka-oauth-client-0-8-1-sources-jar/io/strimzi/kafka/oauth/client/ClientConfig.java
*/opt/cola/permits/1274552210_1645214636.49/0/kafka-oauth-client-0-8-1-sources-jar/io/strimzi/kafka/oauth/client/JaasClientOauthLoginCallbackHandler.java

1.1665 pcre 8.37
1.1665.1 Available under license :
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End
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---------

PCRE is a library of functions to support regular expressions whose syntax and semantics are as close as possible to those of the Perl 5 language.

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THE BASIC LIBRARY FUNCTIONS
----------------------------

Written by:       Philip Hazel
Email local part: ph10
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1.1666 publicsuffix-list-dafsa 20180723-1.el8

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1.1667 iconv 2.24

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1.1670 wso2-carbon-andes-event-core 3.2.44

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1.1675 libcap 2.22 10.el7

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1.1684 zlib 1.2.11-17.el8

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1.1685 postgresql-12-pgextwlist 1.11-4.pgdg100+1

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1.1687 file 5.11 35.el7

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1.1688 python3-policycoreutils 2.9-9.el8
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Yoyodyne, Inc., hereby disclaims all copyright interest in the library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
1.1692 libminizip1 1.1-8+b1

1.1692.1 Available under license:

No license file was found, but licenses were detected in source scan.

/*
   Additional tools for Minizip
   Code: Xavier Roche '2004
   License: Same as ZLIB (www.gzip.org)
*/

Found in path(s):
* /opt/cola/permits/1194147243_1646404891.23/0/minizip-1-1-orig-tar-xz/minizip/mztools.h
* /opt/cola/permits/1194147243_1646404891.23/0/minizip-1-1-orig-tar-xz/minizip/mztools.c

No license file was found, but licenses were detected in source scan.

/* zip.h -- IO on .zip files using zlib
   Version 1.1, February 14th, 2010
   part of the MiniZip project - ( http://www.winimage.com/zLibDll/minizip.html )

   Copyright (C) 1998-2010 Gilles Vollant (minizip) ( http://www.winimage.com/zLibDll/minizip.html )

   Modifications for Zip64 support
   Copyright (C) 2009-2010 Mathias Svensson ( http://result42.com )

   For more info read MiniZip_info.txt

   ***************************************************************************

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Changes

See header of zip.h

*/

Found in path(s):
* /opt/cola/permits/1194147243_1646404891.23/0/minizip-1-1-orig-tar-xz/minizip/zip.h
No license file was found, but licenses were detected in source scan.

MiniZip - Copyright (c) 1998-2010 - by Gilles Vollant - version 1.1 64 bits from Mathias Svensson

Introduction
--------------------
MiniZip 1.1 is built from MiniZip 1.0 by Gilles Vollant ( http://www.winimage.com/zLibDll/minizip.html )

When adding ZIP64 support into minizip it would result into risk of breaking compatibility with minizip 1.0.
All possible work was done for compatibility.

Background
--------------------
When adding ZIP64 support Mathias Svenssson found that Even Rouault have added ZIP64
support for unzip.c into minizip for a open source project called gdal ( http://www.gdal.org/ )

That was used as a starting point. And after that ZIP64 support was added to zip.c
some refactoring and code cleanup was also done.

Changed from MiniZip 1.0 to MiniZip 1.1
---------------------------------------
* Added ZIP64 support for unzip ( by Even Rouault )
* Added ZIP64 support for zip ( by Mathias Svensson )
* Reverted some changed that Even Rouault did.
* Bunch of patches received from Gulles Vollant that he received for MiniZip from various users.
* Added unzip patch for BZIP Compression method (patch create by Daniel Borca)
* Added BZIP Compress method for zip
* Did some refactoring and code cleanup

Credits

Gilles Vollant    - Original MiniZip author
Even Rouault      - ZIP64 unzip Support
Daniel Borca      - BZip Compression method support in unzip
Mathias Svensson - ZIP64 zip support
Mathias Svensson - BZip Compression method support in zip

Resources

ZipLayout  http://result42.com/projects/ZipFileLayout
          Command line tool for Windows that shows the layout and information of the headers in a zip archive.
          Used when debugging and validating the creation of zip files using MiniZip64

ZIP App Note  http://www.pkware.com/documents/casestudies/APPNOTE.TXT
          Zip File specification

Notes.
* To be able to use BZip compression method in zip64.c or unzip64.c the BZIP2 lib is needed and HAVE_BZIP2
  need to be defined.

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-----------------------------------------------

Found in path(s):
* /opt/cola/permits/1194147243_1646404891.23/0/minizip-1-1-orig-tar-xz/minizip/MiniZip64_info.txt
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/* unzip.c -- IO for uncompress .zip files using zlib
   Version 1.1, February 14th, 2010
   part of the MiniZip project - ( http://www.winimage.com/zLibDll/minizip.html )
Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

Modifications of Unzip for Zip64
Copyright (C) 2007-2008 Even Rouault

Modifications for Zip64 support on both zip and unzip
Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

For more info read MiniZip_info.txt

________________________________________________________________________

Decryption code comes from crypt.c by Info-ZIP but has been greatly reduced in terms of compatibility with older software. The following is from the original crypt.c.

Copyright (c) 1990-2000 Info-ZIP. All rights reserved.

See the accompanying file LICENSE, version 2000-Apr-09 or later (the contents of which are also included in zip.h) for terms of use. If, for some reason, all these files are missing, the Info-ZIP license also may be found at: ftp://ftp.info-zip.org/pub/infozip/license.html

crypt.c (full version) by Info-ZIP. Last revised: [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the non-echoing password parts) were originally written in Europe. The whole source package can be freely distributed, including from the USA. (Prior to January 2000, re-export from the US was a violation of US law.)

This encryption code is a direct transcription of the algorithm from Roger Schlafly, described by Phil Katz in the file appnote.txt. This file (appnote.txt) is distributed with the PKZIP program (even in the version without encryption capabilities).

________________________________________________________________________

Changes in unzip.c

  2007-2008 - Even Rouault - Addition of cpl_unzGetCurrentFileZStreamPos
  2007-2008 - Even Rouault - Decoration of symbol names unz* -> cpl_unz*
  2007-2008 - Even Rouault - Remove old C style function prototypes
  2007-2008 - Even Rouault - Add unzip support for ZIP64

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Oct-2009 - Mathias Svensson - Removed cpl_* from symbol names (Even Rouault added them but since this is
now moved to a new project (minizip64) I renamed them again).
Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G should only read the compressed/uncompressed size from the Zip64 format if the size from normal header was 0xFFFFFFFF
Oct-2009 - Mathias Svensson - Applied some bug fixes from patches received from Gilles Vollant
Oct-2009 - Mathias Svensson - Applied support to unzip files with compression method BZIP2 (bzip2 lib is required)

Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

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*/

Found in path(s):
* /opt/cola/permits/1194147243_1646404891.23/0/minizip-1-1-orig-tar-xz/minizip/unzip.c
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/* unzip.h -- IO for uncompress .zip files using zlib
Version 1.1, February 14th, 2010
part of the MiniZip project - ( http://www.winimage.com/zLibDll/minizip.html )

Copyright (C) 1998-2010 Gilles Vollant (minizip) ( http://www.winimage.com/zLibDll/minizip.html )

Modifications of Unzip for Zip64
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Modifications for Zip64 support on both zip and unzip
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Changes

See header of unzip64.c

*/

Found in path(s):
* /opt/cola/permits/1194147243_1646404891.23/0/minizip-1-1-orig-tar-xz/minizip/unzip.h

1.1693 jersey-guava 2.25

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 */

Found in path(s):
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/base/MoreObjects.java

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Found in path(s):
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableMapKeySet.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/EmptyImmutableBiMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/StandardTable.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/Serialization.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/Tables.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableSortedSet.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/base/Converter.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Longs.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/TreeBasedTable.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableMultiset.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/EmptyImmutableListMultimap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/ImmutableMapValues.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/HashBasedTable.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/PeevingIterator.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/EmptyImmutableSortedSet.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/ImmutableBiMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/base/Joiner.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/ImmutableListMultimap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/SerializingExecutor.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/StandardRowSortedTable.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/FluentIterable.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/UnmodifiableIterator.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/CheckedFuture.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/RegularImmutableBiMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Chars.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Floats.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/ImmutableMapEntrySet.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/ImmutableCollection.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/Range.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/ImmutableMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collections/ImmutableEntry.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/io/MultiReader.java

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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/escape/UnicodeEscaper.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/escape/Escaper.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableMultimap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/AbstractCheckedFuture.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/Collect Preconditions.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Ints.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/ForwardingNavigableMap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/Table.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/ComputingConcurrentHashMap.java
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*/opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
jar/jersey/repackaged/com/google/common/cache/Striped64.java
*/opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/UnsignedInts.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/SortedIterables.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/ImmutableSortedMultiset.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/SortedIterables.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/hash/Murmur3_128HashFunction.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/hash/Murmur3_32HashFunction.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/hash/ChecksumHashFunction.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/ImmutableRangeMap.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/io/GwtWorkarounds.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collection/FilteredKeyMultimap.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/MapMaker.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/SparseImmutableTable.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/DenseImmutableTable.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/HashBiMap.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/ListeningExecutorService.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/reflect/TypeToken.java

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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/AbstractListMultimap.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/base/Defaults.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/package-info.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/SingletonImmutableSet.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/base/Supplier.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-jar/jersey/repackaged/com/google/common/collect/ByFunctionOrdering.java
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jar/jersey/repackaged/com/google/common/collection/LexicographicalOrdering.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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jar/jersey/repackaged/com/google/common/io/Closeables.java
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
jar/jersey/repackaged/com/google/common/net/UrlEscapers.java
* /opt/cola/permits/1136415821_1613765783.23/0/jersey-guava-2-25-sources-4-
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* /opt/cola/permits/1260643617_1643189454.82/0/jline-terminal-jansi-3-12-1-sources-jar/org/jline/terminal/impl/jansi/solaris/SolarisNativePty.java
* /opt/cola/permits/1260643617_1643189454.82/0/jline-terminal-jansi-3-12-1-sources-jar/org/jline/terminal/impl/jansi/FreeBsdNativePty.java
* /opt/cola/permits/1260643617_1643189454.82/0/jline-terminal-jansi-3-12-1-sources-jar/org/jline/terminal/impl/jansi/FreeBsdNativePty.java
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* /opt/cola/permits/1260643617_1643189454.82/0/jline-terminal-jansi-3-12-1-sources-jar/org/jline/terminal/impl/jansi/win/JansiWinConsoleWriter.java
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* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/JSONParserMemory.java
* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/JSONParserByteArray.java
* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/JSONParserString.java
* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/JSONParserStream.java
* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/JSONParserReader.java
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* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/ParseException.java
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* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/JSONParserBase.java
* /opt/cola/permits/1209129301_1633010713.35/0/json-smart-2-3-sources-6-jar/net/minidev/json/parser/JSONParserMemory.java
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```
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CMAKE_INSTALL_DATADIR='share'
CMAKE_INSTALL_DATAROOTDIR='share'
CMAKE_INSTALL_DOCDIR='share/doc/UsrLocal'
CMAKE_INSTALL_INCLUDEDIR='include'
CMAKE_INSTALL_INFODIR='info'
CMAKE_INSTALL_LIBDIR=('lib'|'lib64')
CMAKE_INSTALL_LIBEXECDIR='libexec'
CMAKE_INSTALL_LOCALEDIR='share/locale'
CMAKE_INSTALL_LOCALSTATEDIR='var'
CMAKE_INSTALL_RUNSTATEDIR='var/run'
CMAKE_INSTALL_MANDIR='man'
CMAKE_INSTALL_SBINDIR='sbin'
CMAKE_INSTALL_SHAREDSTATEDIR='com'
CMAKE_INSTALL_SYSCONFDIR='etc'
CMAKE_INSTALL_FULL_BINDIR='/usr/local/bin'
CMAKE_INSTALL_FULL_DATADIR='/usr/local/share'
CMAKE_INSTALL_FULL_DATAROOTDIR='/usr/local/share'
CMAKE_INSTALL_FULL_DOCDIR='/usr/local/share/doc/UsrLocal'
CMAKE_INSTALL_FULL_INCLUDEDIR='/usr/local/include'
CMAKE_INSTALL_FULL_INFODIR='/usr/local/info'
CMAKE_INSTALL_FULL_LIBDIR='/usr/local/('lib'|'lib64')'
CMAKE_INSTALL_FULL_LIBEXECDIR='/usr/local/libexec'
CMAKE_INSTALL_FULL_LOCALEDIR='/usr/local/share/locale'
CMAKE_INSTALL_FULL_LOCALSTATEDIR='/usr/local/var'
CMAKE_INSTALL_FULL_RUNSTATEDIR='/usr/local/var/run'
```
CMAKE_INSTALL_FULL_MANDIR=/usr/local/man
CMAKE_INSTALL_FULL_SBINDIR=/usr/local/sbin
CMAKE_INSTALL_FULL_SHAREDSTATEDIR=/usr/local/com
CMAKE_INSTALL_FULL_SYSCONFDIR=/usr/local/etc$
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'zlib' general purpose compression library
version 1.2.3, July 18th, 2005

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.5 of 10 December 2007

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CMAKE_INSTALL_DATADIR='usr/share'
CMAKE_INSTALL_DATAROOTDIR='usr/share'
CMAKE_INSTALL_DOCDIR='usr/share/doc/Root'
CMAKE_INSTALL_INCLUDEDIR='usr/include'
CMAKE_INSTALL_INFODIR='usr/info'
CMAKE_INSTALL_LIBDIR='usr/lib/(lib|lib64)'
CMAKE_INSTALL_LIBEXECDIR='usr/libexec'
CMAKE_INSTALL_LOCaledIR='usr/share/locale'
CMAKE_INSTALL_LOCALSTATEDIR='var'
CMAKE_INSTALL_RUNSTATEDIR='var/run'
CMAKE_INSTALL_MANDIR='usr/man'
CMAKE_INSTALL_SBINDIR='usr/sbin'
CMAKE_INSTALL_SHAREDSTATEDIR='usr/com'
CMAKE_INSTALL_SYSCONFDIR='etc'
CMAKE_INSTALL_FULL_BINDIR='/usr/bin'
CMAKE_INSTALL_FULL_DATADIR='/usr/share'
CMAKE_INSTALL_FULL_DATAROOTDIR='/usr/share'
CMAKE_INSTALL_FULL_DOCDIR='/usr/share/doc/Root'
CMAKE_INSTALL_FULL_INCLUDEDIR='/usr/include'
CMAKE_INSTALL_FULL_INFODIR='/usr/info'
CMAKE_INSTALL_FULL_LIBDIR='/usr/lib/(lib|lib64)'
CMAKE_INSTALL_FULL_LIBEXECDIR='/usr/libexec'
CMAKE_INSTALL_FULL_LOCaledIR='/usr/share/locale'
CMAKE_INSTALL_FULL_LOCALSTATEDIR='/var'
CMAKE_INSTALL_FULL_RUNSTATEDIR='/var/run'
CMAKE_INSTALL_FULL_MANDIR='/usr/man'
CMAKE_INSTALL_FULL_SBINDIR='/usr/sbin'
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hello world
merhaba dnya

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Perch (Fish) Elevator!
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CMAKE_INSTALL_DATADIR='share'
CMAKE_INSTALL_DATAROOTDIR='share'
CMAKE_INSTALL_DOCDIR='share/doc/Opt'
CMAKE_INSTALL_INCLUDEDIR='include'
CMAKE_INSTALL_INFODIR='info'
CMAKE_INSTALL_LIBDIR=('lib'|'lib64')
CMAKE_INSTALL_LIBEXECDIR='libexec'
CMAKE_INSTALL_LOCALEDIR='share/locale'
CMAKE_INSTALL_LOCALSTATEDIR='var'
CMAKE_INSTALL_RUNSTATEDIR='var/run'
CMAKE_INSTALL_MANDIR='man'
CMAKE_INSTALL_SBINDIR='sbin'
CMAKE_INSTALL_SHAREDSTATEDIR='com'
CMAKE_INSTALL_SYSCONFDIR='etc'
CMAKE_INSTALL_FULL_BINDIR='/opt/Opt/bin'
CMAKE_INSTALL_FULL_DATADIR='/opt/Opt/share'
CMAKE_INSTALL_FULL_DATAROOTDIR='/opt/Opt/share'
CMAKE_INSTALL_FULL_DOCDIR='/opt/Opt/share/doc/Opt'
CMAKE_INSTALL_FULL_INCLUDEDIR='/opt/Opt/include'
CMAKE_INSTALL_FULL_INFODIR='/opt/Opt/info'
CMAKE_INSTALL_FULL_LIBDIR='/opt/Opt/(/lib)|lib64')
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* Set the [@code TCP_MD5SIG] option on the socket. See [@code linux/tcp.h] for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/
Set the `{@code TCP_MD5SIG}` option on the socket. See `{@code linux/tcp.h}` for more details.

Keys can only be set on, not read to prevent a potential leak, as they are confidential.

Allowing them being read would mean anyone with access to the channel could get them.

Set the `{@code TCP_QUICKACK}` option on the socket.
* See `<a href="https://linux.die.net/man/7/tcp">TCP_QUICKACK</a>` for more details.
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* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/Context.java
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/Edge.java
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/ModuleVisitor.java
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/Constants.java
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/ModuleWriter.java
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/MethodTooLargeException.java
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/SignatureVisitor.java
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/ClassTooLargeException.java
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Found in path(s):
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/package.html
* /opt/cola/permits/1137338535_1614061942.66/0/asm-8-0-sources-1-jar/org/objectweb/asm/signature/package.html

1.1702 libevent 2.0.21-stable-3  
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1.1703 libunwind 1.2.1-10~deb10u1

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1.1704 okio 1.8.0

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1.1705 wso2-carbon-metrics-view-ui 1.2.3

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1.1706 packaging 16.8

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1.1707 okio 2.2.2

1.1708 e2fsprogs 1.45.6 1.el8

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This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \ `echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \ $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

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written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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Index: tdbsa/tdb.c

--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
 Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
 /*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
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Theodore Ts'o
23-June-2007

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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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1.1714 microprofile-config-api 1.3

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1.1715 util-linux 2.23.2 61.el7_7.1

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#1: 32 7648 0x83
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#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)

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Initialize empty image
f1c9645dbc14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001
Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout-------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Create 2nd primary partition
1bebf87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
2d8e8ddf51a88a045db233418dd73fbe bsd.img

---layout-------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Create default BSD
2e1cee529cb59c9341afe0443f196a1 bsd.img

---layout-------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):
BSD disklabel command (m for help):
4 partitions:
#    start     end     size     fstype [fsize bsize cpg]
c:  4096    20479    16384     unused        0     0     0
d:    0    16064    16065     unused        0     0

BSD disklabel command (m for help):
Command (m for help):
--------------
b5c121c2091b2ff26b880551feac7112 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#    start     end     size     fstype [fsize bsize cpg]
a:  4096     6144     2049     4.2BSD        0     0     0
c:  4096    20479    16384     unused        0     0     0
d:    0    16064    16065     unused        0     0

BSD disklabel command (m for help):
Command (m for help):
--------------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0  unused           5  4.1BSD           9  4.4LFS           d  boot
1  swap             6  Eighth Edition   a  unknown          e  ADOS
2  Version 6        7  4.2BSD           b  HPFS             f  HFS
3  Version 7        8  MS-DOS           c  ISO-9660        10  AdvFS
4  System V

BSD disklabel command (m for help):
1.1716 d-bus 1.10.24-14.el7_8

1.1716.1 Available under license:

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined.
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Ali Dossen (dossen@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
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Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Ali Dossen provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@grouch.o.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)

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The header `<boost/mp11/mpl.hpp>`, when included, defines the
necessary support infrastructure for `mp_list` and `std::tuple`
to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

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* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/impl/PrometheusScrapingHandlerImpl.java

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* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/impl/VertxMetricsImpl.java
* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/impl/VertxMetricsFactoryImpl.java
* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/impl/VertxHttpClientMetrics.java
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io.vertx.micrometer.impl.VertxMetricsFactoryImpl

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* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/impl/meters/Timers.java
* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-
jar/io/vertx/micrometer/backends/InfluxDbBackendRegistry.java
* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/backends/NoopBackendRegistry.java
* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/impl/meters/Counters.java
* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/backends/PrometheusBackendRegistry.java
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* /opt/cola/permits/1255018839_1642495818.39/0/vertx-micrometer-metrics-4-2-1-sources-jar/io/vertx/micrometer/MetricsNaming.java
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That's all there is to it!
/* nicstar.c v0.22 Jawaid Bazyar (bazyar@hypermall.com) */
* nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)
* *
* Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.
* http://www.hypermall.com/
* 10/1/97 - commented out CFG_PHYIE bit - we don't care when the PHY interrupts us (except possibly for removal/insertion of the cable?)
* 10/4/97 - began heavy inline documentation of the code. Corrected typos and spelling mistakes.
* 10/5/97 - added code to handle PHY interrupts, disable PHY on loss of link, and correctly re-enable PHY when link is re-established. (put back CFG_PHYIE)
* Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.
* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997
* Linux driver for the IDT77201 NICStAR PCI ATM controller.
* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155; see init_nicstar() for PHY initialization to change this. This driver expects the Linux ATM stack to support scatter-gather lists
* (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.
* Implementing minimal-copy of received data:
* IDT always receives data into a small buffer, then large buffers as needed. This means that data must always be copied to create the linear buffer needed by most non-ATM protocol stacks (e.g. IP)
* Fix is simple: make large buffers large enough to hold entire SDU, and leave <small_buffer_data> bytes empty at the start. Then copy small buffer contents to head of large buffer.
* Trick is to avoid fragmenting Linux, due to need for a lot of large buffers. This is done by 2 things:
* 1) skb->destructor / skb->atm.recycle_buffer combined, allow nicstar_free_rx_skb to be called to recycle large data buffers
* 2) skb_clone of received buffers
* See nicstar_free_rx_skb and linearize_buffer for implementation details.
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M. Welsh, 6 July 1996

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -
Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn’t made it into the released version of the collector, yet.)

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
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application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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c) Accompany the work with a written offer, valid for at
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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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1.1747 memstrack 0.1.11 1.el8

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1.1755 wso2-carbon-mediation-startup

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# Jackson JSON processor

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The specification of DOM Level 2’s various parts is at:
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http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
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The specification of DOM Level 1’s various parts is at:

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.  
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.  
It is currently developed by a community of developers.

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class C {
  val x: ((Int, Int) => Int) = (((a, b)) => a)
  val y: ((Int, Int, Int) => Int) = (((a, !)) => a)
  val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
}

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\{ case (a, b) => ... }`
   val x: ((Int, Int) => Int) = (((a, b)) => a)
   ^

not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\{ case (param1, param2) => ... }`
   val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
   ^

not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

   Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: `\{ case (param1, ..., param3) => ... }`
   val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
   ^

three errors found
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DRuntime: Runtime Library for the D Programming Language

=====================================================================

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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1.1767 wso2-carbon-event-stream-admin

5.1.42

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The original code is FirewallControl.pas, released April 16, 2007.

The initial developer of the original code is Rainer Budde (http://www.speed-soft.de).

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* /opt/cola/permits/1268278143_1644387219.62/0/websocket-api-9-4-11-v20180605-sources-jar/org/eclipse/jetty/websocket/api/CloseException.java
* /opt/cola/permits/1268278143_1644387219.62/0/websocket-api-9-4-11-v20180605-sources-jar/org/eclipse/jetty/websocket/api/OnWebSocketConnect.java
* /opt/cola/permits/1268278143_1644387219.62/0/websocket-api-9-4-11-v20180605-sources-jar/org/eclipse/jetty/websocket/api/UpgradeException.java
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* /opt/cola/permits/1268278143_1644387219.62/0/websocket-api-9-4-11-v20180605-sources-jar/org/eclipse/jetty/websocket/api/extensions/IncomingFrames.java
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* /opt/cola/permits/1268278143_1644387219.62/0/websocket-api-9-4-11-v20180605-sources.jar/org/eclipse/jetty/websocket/api/extensions/ExtensionFactory.java
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* /opt/cola/permits/1268278143_1644387219.62/0/websocket-api-9-4-11-v20180605-sources.jar/org/eclipse/jetty/websocket/api/InvalidWebSocketException.java

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* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/resource/InputStreamResource.java
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* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/http/matching/ResponseWrapper.java
* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/route/HttpMethod.java
* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/Spark.java
* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/TemplateViewRouteImpl.java
* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/http/matching/MatcherFilter.java
* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/Request.java
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* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/route/SimpleRouteMatcher.java
* /opt/cola/permits/1270997486_1644867409.87/0/spark-core-2-9-3-sources-jar/spark/utils/SparkUtils.java
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 * Utf8 Appendable abstract base class
 * This abstract class wraps a standard {@link java.lang.Appendable} and provides methods to append UTF-8
 * encoded bytes, that are converted into characters.
 * This class is stateful and up to 4 calls to {@link #append(byte)} may be needed before state a character is
 * appended to the string buffer.
 * The UTF-8 decoding is done by this class and no additional buffers or Readers are used. The UTF-8 code was
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1.1782 jackson-jaxrs 2.8.4

1.1782.1 Available under license:

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.1783 vertx-sql-common 3.9.1

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```

Found in path(s):

* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-jar/io/vertx/ext/sql/HandlerUtil.java

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Found in path(s):
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/SQLOptions.java
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/SQLConnection.java
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/ResultSetType.java
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/ResultSetConcurrency.java
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/FetchDirection.java
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/TransactionIsolation.java
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/RuntimeSQLException.java
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/SQLClient.java
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Found in path(s):
* /opt/cola/permits/1274596132_1645218360.0/0/vertx-sql-common-3-9-1-sources-
  jar/io/vertx/ext/sql/impl/RowStreamWrapper.java

1.1784 perl-data-dumper 2.167-399.el8

1.1784.1 Available under license:
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From 9f38b6c605086a67f0d92591f8e8dc99bc1d9164 Mon Sep 17 00:00:00 2001
From: =?UTF-8?q?Petr=P=C3=ADsa=C5=99?= <ppisar@redhat.com>
Date: Thu, 11 May 2017 09:25:35 +0200
Subject: [PATCH] Upgrade to 2.167
MIME-Version: 1.0
Content-Type: text/plain; charset=UTF-8
Content-Transfer-Encoding: 8bit

Unbundled from perl-5.25.12.

Signed-off-by: Petr Písa <ppisar@redhat.com>
---
Changes | 14 +++++
Dumper.pm | 47 ++++++++---------
Dumper.xs  | 167 +++++++++++++++++++++++++++++++++++++++++++++---------------
t/bugs.t   | 37 ++++++++++++++++++
t/deparse.t | 22 ++++-
5 files changed, 207 insertions(+), 80 deletions(-)

diff --git a/Changes b/Changes
index f9ea53f..a5430d5 100644
--- a/Changes
+++ b/Changes
@@ -6,6 +6,20 @@ Changes - public release history for Data::Dumper

=over 8

+=item 2,166 (Nov 29 2016)
+  Reduce memory usage by not importing from Carp
+  Reduce memory usage by removing unused overload require.
+  +=item 2,165 (Nov 20 2016)
+  Remove impediment to compiling under C++11.

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 21010
Perl 5.12 fix/workaround until fixed PPPort release.

diff --git a/Dumper.pm b/Dumper.pm
index c71ad35..00f6326 100644
--- a/Dumper.pm
+++ b/Dumper.pm
@@ -10,16 +10,15 @@
 package Data::Dumper;
 BEGIN {
-    $VERSION = '2.161'; # Don't forget to set version and release
+    $VERSION = '2.167'; # Don't forget to set version and release
}               # date in POD below!

#S] = 1;

use 5.006_001;
require Exporter;
-require overload;

-use Carp;
+use Carp ();

BEGIN {
    @ISA = qw(Exporter);
@@ -70,7 +69,7 @@ $Maxrecurse = 1000      unless defined $Maxrecurse;
    sub new {
-      croak "Usage:  PACKAGE->new(ARRAYREF, [ARRAYREF])"
+      Carp::croak("Usage:  PACKAGE->new(ARRAYREF, [ARRAYREF])")
        unless (defined($v) && (ref($v) eq 'ARRAY'));
    $n = [] unless (defined($n) && (ref($n) eq 'ARRAY'));

    @ @ -170,11 +169,11 @@ sub Seen {
      $s->{seen}{[$id]} = [$sk, $v];
    }
    else {
-      carp "Only refs supported, ignoring non-ref item \$$k";
+      Carp::carp("Only refs supported, ignoring non-ref item \$$k");
    }
else {
-    carp "Value of ref must be defined; ignoring undefined item \$$k";
+    Carp::carp("Value of ref must be defined; ignoring undefined item \$$k");
}
}
return $s;
@@ -195,7 +194,7 @@ sub Values {
    return $s;
}
else {
-      croak "Argument to Values, if provided, must be array ref";
+      Carp::croak("Argument to Values, if provided, must be array ref");
    }
} else {
@@ -214,7 +213,7 @@ sub Names {
    return $s;
}
else {
-      croak "Argument to Names, if provided, must be array ref";
+      Carp::croak("Argument to Names, if provided, must be array ref");
    }
}
else {
@@ -227,7 +226,6 @@ sub DESTROY {}
$out  .=  $sub;
}  
else {
  $out  .=  'sub { "DUMMY" }';
  -      carp "Encountered CODE ref, using dummy placeholder" if $s->{purity};
  +      Carp::carp("Encountered CODE ref, using dummy placeholder") if $s->{purity};


}  
else {
  -    croak "Can't handle "$realtype" type";
  +    Carp::croak("Can't handle '$realtype' type");


}  

if ($realpack and !$no_bless) { # we have a blessed ref
  @ @ -1212,9 +1210,10 @ @ $Data::Dumper::Deparse  I<or>  $I<OBJ>-Deparse(I<[NEWVAL]>)

Can be set to a boolean value to control whether code references are
turned into perl source code. If set to a true value, C<B::Deparse>
will be used to get the source of the code reference. Using this option
will force using the Perl implementation of the dumper, since the fast
-XSUB implementation doesn't support it.
+will be used to get the source of the code reference. In older versions,
+using this option imposed a significant performance penalty when dumping
+parts of a data structure other than code references, but that is no
+longer the case.

Caution : use this option only if you know that your coderefs will be
properly reconstructed by C<B::Deparse>.
@@ -1435,15 +1434,13 @@ the C<Deparse> flag), an anonymous subroutine that
contains the string "DUMMY" will be inserted in its place, and a warning
will be printed if C<Purity> is set. You can C<eval> the result, but bear
in mind that the anonymous sub that gets created is just a placeholder.
-Someday, perl will have a switch to cache-on-demand the string
-representation of a compiled piece of code, I hope. If you have prior
-knowledge of all the code refs that your data structures are likely
-to have, you can use the C<Seen> method to pre-seed the internal reference
-table and make the dumped output point to them, instead. See L</EXAMPLES>
-above.
-
-   -The C<Deparse> flag makes Dump() run slower, since the XSUB
-implementation does not support it.
-+Even using the C<Deparse> flag will in some cases produce results that
-+behave differently after being passed to C<eval>; see the documentation
-+for L<B::Deparse>.

SCALAR objects have the weirdest looking C<bless> workaround.

@@ -1466,13 +1459,13 @@ be to use the C<Sortkeys> filter of Data::Dumper.
=head1 VERSION

- Version 2.161  (July 11 2016)
+ Version 2.167  (January 4 2017)

=head1 SEE ALSO

diff --git a/Dumper.xs b/Dumper.xs
index b22088f..0e7142e 100644
--- a/Dumper.xs
+++ b/Dumper.xs
@@ -63,6 +63,7 @@
    int deparse;
 } Style;

static STRLEN num_q (const char *s, STRLEN slen);
@@ -369,7 +370,7 @@
 UV k;

 if (do_utf8
 - & & ! isASCII(*(U8*)s)
+ & & ! isASCII(*s)
     /* Exclude non-ASCII low ordinal controls.  This should be
 * optimized out by the compiler on ASCII platforms; if not
 * could wrap it in a #ifdef EBCDIC, but better to avoid
@@ -387,11 +388,11 @@
 increment = (k == 0 && *s != '\0') ? UTF8SKIP(s);

#if PERL_VERSION < 10
-     sprintf(r, "\x{\%"UVxf"}", k);
+     sprintf(r, "\x{\%" UVxf "}" , k);
 r += strlen(r);
     /* my_sprintf is not supported by ppport.h */
#else
-     r = r + my_sprintf(r, "\x{\%"UVxf"} ", k);
+     r = r + my_sprintf(r, "\x{\%" UVxf "}" , k);
#endif
@@ -505,6 +506,53 @@ sv_x(pTHX_SV *sv, const char *str, STRLEN len, I32 n)
        return sv;
    }

+static SV *
+deparsed_output(pTHX_SV *val)
+{
+    SV *text;
+    int n;
+    dSP;
+    
+    /* This is passed to load_module(), which decrements its ref count and
+     * modifies it (so we also can't reuse it below) */
+    SV *pkg = newSVpvs("B::Deparse");
+    
+    load_module(PERL_LOADMOD_NOIMPORT, pkg, 0);
+    
+    SAVETMPS;
+    
+    PUSHMARK(SP);
+    mXPUSHs(newSVpvs("B::Deparse"));
+    PUTBACK;
+    
+    n = call_method("new", G_SCALAR);
+    SPAGAIN;
+    
+    if (n != 1) {
+        croak("B::Deparse->new returned %d items, but expected exactly 1", n);
+    }
+    
+    PUSHMARK(SP - n);
+    XPUSHs(val);
+    PUTBACK;
+    
+    n = call_method("coderef2text", G_SCALAR);
+    SPAGAIN;
+    
+    if (n != 1) {
+        croak("$b_deparse->coderef2text returned %d items, but expected exactly 1", n);
+    }
+    
+    text = POPs;
+    SvREFCNT_inc(text); /* the caller will mortalise this */
+    
+    FREETMPS;
+ PUTBACK;
+
+ return text;
+
/*
 * This ought to be split into smaller functions. (it is one long function since
 * it exactly parallels the perl version, which was one long thing for
@@ -565,14 +613,14 @@ DD_dump(pTHX_ SV *val, const char *name, STRLEN namelen, SV *retval, HV
 *seenhv,
     i = perl_call_method(SvPVX_const(style->freezer), G_EVAL|G_VOID|G_DISCARD);
 SPAGAIN;
 if (SvTRUE(ERRSV))
-  warn("WARNING(Freezer method call failed): %"SVf", ERRSV);
+  warn("WARNING(Freezer method call failed): %" SVf, ERRSV);
    PUTBACK; FREETMPS; LEAVE;
 }

ival = SvRV(val);
realtype = SvTYPE(ival);
#ifdef DD_USE_OLD_ID_FORMAT
       idlen = my_snprintf(id, sizeof(id), "0x"UVxf, PTR2UV(ival));
#else
       id_buffer = PTR2UV(ival);
       idlen = sizeof(id_buffer);
#endif
@@ -630,7 +678,7 @@ DD_dump(pTHX_ SV *val, const char *name, STRLEN namelen, SV *retval, HV
 *seenhv,
 #ifdef DD_USE_OLD_ID_FORMAT
 warn("ref name not found for %s", id);
#else
- warn("ref name not found for 0x"UVxf, PTR2UV(ival));
+ warn("ref name not found for 0x" UVxf, PTR2UV(ival));
#endif
    return 0;
 }
@@ -848,10 +896,10 @@ DD_dump(pTHX_ SV *val, const char *name, STRLEN namelen, SV *retval, HV
 *seenhv,
       ilen = inamelen;
       sv_setiv(ixsv, ix);
 #if PERL_VERSION < 10
- (void) sprintf(iname+ilen, "%"IVdf, (IV)ix);
+ (void) sprintf(iname+ilen, "%" IVdf, (IV)ix);
      ilen = strlen(iname);
#else
- ilen = ilen + my_sprintf(iname+ilen, "%"IVdf, (IV)ix);
+ ilen = ilen + my_sprintf(iname+ilen, "%" IVdf, (IV)ix);
#endif
iname[ilen++] = '\'; iname[ilen] = '\0';
    if (style->indent >= 3) {
@@ -886,7 +934,6 @@ DD_dump(pTHX_ SV *val, const char *name, STRLEN namelen, SV *retval, HV
                HE *entry = NULL;
            char *key;
            - STRLEN klen;
+            SV *hval;
            AV *keys = NULL;

@@ -976,6 +1023,7 @@ DD_dump(pTHX_ SV *val, const char *name, STRLEN namelen, SV *retval, HV
                char *nkey_buffer = NULL;
                STRLEN nticks = 0;
                SV* keysv;
+            STRLEN klen;
                STRLEN keylen;
                STRLEN nlen;
+                bool do_utf8 = FALSE;
@@ -1029,7 +1077,7 @@ DD_dump(pTHX_ SV *val, const char *name, STRLEN namelen, SV *retval, HV
                if (style->quotekeys || key_needs_quote(key,keylen)) {
                    if (do_utf8 || style->useqq) {
                        STRLEN ocur = SvCUR(retval);
-                        nlen = esc_q_utf8(aTHX_ retval, key, klen, do_utf8, style->useqq);
+                        klen = nlen = esc_q_utf8(aTHX_ retval, key, klen, do_utf8, style->useqq);
                        nkey = SvPVX(retval) + ocur;
                    }
+ sv_catsv(fullpad, style->xpad);
+
+
+ sv_catpvs(retval, "sub ");
+ p = SvPV(deparsed, plen);
+ while (plen > 0) {
+    const char *nl = (const char *) memchr(p, '\n', plen);
+    if (!nl) {
+        sv_catpvn(retval, p, plen);
+        break;
+    } else {
+        size_t n = nl - p;
+        sv_catpvn(retval, p, n);
+        sv_catsv(retval, fullpad);
+        p += n + 1;
+        plen -= n + 1;
+    }
+ }
+ else {
+    sv_catpvs(retval, "sub { "DUMMY" } ");
+    if (style->purity)
+        warn("Encountered CODE ref, using dummy placeholder");
+ }
+ }
+ else {
+    sv_catpvs(retval, "sub { "DUMMY\n" } ");
+    if (style->purity)
+        warn("Encountered CODE ref, using dummy placeholder");
+ }
+ } else {
+    warn("cannot handle ref type \%d", (int)realtype);
+}
+ if (namelen) {
+    #ifdef DD_USE_OLD_ID_FORMAT
-    idlen = my_snprintf(id, sizeof(id), "0x\%" UVxf, PTR2UV(val));
+    idlen = my_snprintf(id, sizeof(id), "0x\%" UVxf, PTR2UV(val));
+    #else
-    id_buffer = PTR2UV(val);
+    idlen = sizeof(id_buffer);
+    #endif
+    if (DD_is_integer(val)) {
+        STRLEN len;
+        if (SvIsUV(val))
-            len = my_snprintf(tmpbuf, sizeof(tmpbuf), \"\%UVuf, SvUV(val));
+            len = my_snprintf(tmpbuf, sizeof(tmpbuf), \"\%" UVuf, SvUV(val));
+        else
-            len = my_snprintf(tmpbuf, sizeof(tmpbuf), \"\%IVdf, SvIV(val));
+            len = my_snprintf(tmpbuf, sizeof(tmpbuf), \"\%" IVdf, SvIV(val));
+    }
+ }
if (SvPOK(val)) {
    /* Need to check to see if this is a string such as "0".
     * I'm assuming from sprintf isn't going to clash with utf8. */
}

if ((svp = hv_fetch(hv, "seen", 4, FALSE)) && SvROK(*svp))
    seenhv = (HV*)SvRV(*svp);
else
    style.use_sparse_seen_hash = 1;

if ((svp = hv_fetch(hv, "noseen", 6, FALSE))
    style.use_sparse_seen_hash = (SvOK(*svp) && SvIV(*svp) != 0);
if ((svp = hv_fetch(hv, "todump", 6, FALSE)) && SvROK(*svp))
    todumpav = (AV*)SvRV(*svp);
if ((svp = hv_fetch(hv, "names", 5, FALSE)) && SvROK(*svp))
    namesav = (AV*)SvRV(*svp);
if ((svp = hv_fetch(hv, "indent", 6, FALSE))
    style.indent = SvIV(*svp);
if ((svp = hv_fetch(hv, "purity", 6, FALSE))
    style.purity = SvIV(*svp);
if ((svp = hv_fetch(hv, "terse", 5, FALSE))
    terse = SvTRUE(*svp);
if ((svp = hv_fetch(hv, "useqq", 5, FALSE))
    style.useqq = SvTRUE(*svp);
if ((svp = hv_fetch(hv, "pad", 3, FALSE))
    style.pad = *svp;
if ((svp = hv_fetch(hv, "xpad", 4, FALSE))
    style.xpad = *svp;
if ((svp = hv_fetch(hv, "apad", 4, FALSE))
    apad = *svp;
if ((svp = hv_fetch(hv, "sep", 3, FALSE))
    style.sep = *svp;
if ((svp = hv_fetch(hv, "pair", 4, FALSE))
    style.pair = *svp;
-if ((svp = hv_fetch(hv, "varname", 7, FALSE)))
+if ((svp = hv_fetchs(hv, "varname", FALSE)))
    varname = *svp;
-if ((svp = hv_fetch(hv, "freezer", 7, FALSE)))
+if ((svp = hv_fetchs(hv, "freezer", FALSE)))
    style.freezer = *svp;
-if ((svp = hv_fetch(hv, "toaster", 7, FALSE)))
+if ((svp = hv_fetchs(hv, "toaster", FALSE)))
    style.toaster = *svp;
-if ((svp = hv_fetch(hv, "deepcopy", 8, FALSE)))
+if ((svp = hv_fetchs(hv, "deepcopy", FALSE)))
    style.deepcopy = SvTRUE(*svp);
-if ((svp = hv_fetch(hv, "quotekeys", 9, FALSE)))
+if ((svp = hv_fetchs(hv, "quotekeys", FALSE)))
    style.quotekeys = SvTRUE(*svp);
-                if ((svp = hv_fetch(hv, "trailingcomma", 13, FALSE)))
+                if ((svp = hv_fetchs(hv, "trailingcomma", FALSE)))
        style.trailingcomma = SvTRUE(*svp);
-                if ((svp = hv_fetch(hv, "bless", 5, FALSE)))
+                if ((svp = hv_fetchs(hv, "deparse", FALSE)))
                    style.deparse = SvTRUE(*svp);
+if ((svp = hv_fetchs(hv, "bless", FALSE)))
    style.bless = *svp;
-if ((svp = hv_fetch(hv, "maxdepth", 8, FALSE)))
+if ((svp = hv_fetchs(hv, "maxdepth", FALSE)))
    style.maxdepth = SvIV(*svp);
-if ((svp = hv_fetch(hv, "maxrecurse", 10, FALSE)))
+if ((svp = hv_fetchs(hv, "maxrecurse", FALSE)))
    style.maxrecurse = SvIV(*svp);
-if ((svp = hv_fetch(hv, "sortkeys", 8, FALSE))) { 
+if ((svp = hv_fetchs(hv, "sortkeys", FALSE))) { 
    SV *sv = *svp;
    if (! SvTRUE(sv))
        style.sortkeys = NULL;
} else {
    STRLEN nchars;
-sv_setpvn(name, "$", 1);
+sv_setpvs(name, "$");
    sv_catsv(name, varname);
    nchars = my_snprintf(tmpbuf, sizeof(tmpbuf), "%" IVdf, (IV)(i+1));
+nchars = my_snprintf(tmpbuf, sizeof(tmpbuf), "%" IVdf, 
+                                    (IV)(i+1));
    sv_catpvn(name, tmpbuf, nchars);
}
sv_catpvs(retval, ",");
    sv_catsv(retval, style.sep);
}
-    sv_setpvn(valstr, "", 0);
+    SvPVCLEAR(valstr);
    if (gimme == G_ARRAY) { XPUSHs(sv_2mortal(retval));
if (i < imax)/* not the last time thro ? */
diff --git a/t/bugs.t b/t/bugs.t
index a440b0a..5db82da 100644
--- a/t/bugs.t
+++ b/t/bugs.t
@@ -12,7 +12,7 @@ BEGIN {
 }

 use strict;
-use Test::More tests => 15;
+use Test::More tests => 24;
use Data::Dumper;

 { @@ -144,39 +144,39 @@ SKIP: {
         &$tests;
 }

+{ # https://rt.perl.org/Ticket/Display.html?id=128524
+    my $want;
+    my $runtime = "runtime";
+    my $requires = "requires";
+    utf8::upgrade(my $uruntime = $runtime);
+    utf8::upgrade(my $urequires = $requires);
+    for my $run ($runtime, $uruntime) {
+        for my $req ($requires, $urequires) {
+            my $data = { $run => { $req => { foo => "bar" } } };  
+            local $Data::Dumper::Useperl = 1;
+            # we want them all the same
+            defined $want or $want = Dumper($data);
+            is(Dumper( $data ), $want, "utf-8 indents");
+            SKIP:
+            {
+                defined &Data::Dumper::Dumpxs
+            or skip "No XS available", 1;
+            local $Data::Dumper::Useperl = 0;
+            is(Dumper( $data ), $want, "utf8-indents");
+            }
+        }
+    }
+}
diff --git a/t/deparse.t b/t/deparse.t
index c281fce..cddde8c 100644
--- a/t/deparse.t
+++ b/t/deparse.t
@@ -15,7 +15,7 @@ BEGIN {
     use strict;
     use Data::Dumper;
     -use Test::More tests =>  8;
     +use Test::More tests =>  16;
     use lib qw( ./t/lib );
     use Testing qw( _dumptostr );

@@ -24,7 +24,9 @@ note("\$Data::Dumper::Deparse and Deparse()");

     @{$@ -24,7 +24,9 @@ use Testing qw( _dumptostr );

     note("\$Data::Dumper::Deparse and Deparse()");

     @{$-
     +for my $useperl (0, 1) {
     +    local $Data::Dumper::Useperl = $useperl;
     +    my ($obj, %dumps, $deparse, $starting);
     +    use strict;
     +    my $struct = { foo => "bar'nbaz", quux => sub { "fleem" } };
"No previous setting and Deparse(0) are equivalent (useperl=$useperl");

  local $Data::Dumper::Deparse = 1;
  $obj = Data::Dumper->new( [ $struct ] );
@@ -62,19 +64,19 @@ note("$Data::Dumper::Deparse and Deparse()");

  $dumps{'objone'} = _dumptostr($obj);
  is($dumps{'dddtrue' }, $dumps{'objone'} ),
  - "$Data::Dumper::Deparse = 1 and Deparse(1) are equivalent";
  + "$Data::Dumper::Deparse = 1 and Deparse(1) are equivalent (useperl=$useperl")");

  isn't($dumps{'dddzero'}, $dumps{'dddtrue'} ),
  - "$Data::Dumper::Deparse = 0 differs from $Data::Dumper::Deparse = 1";
  + "$Data::Dumper::Deparse = 0 differs from $Data::Dumper::Deparse = 1 (useperl=$useperl")");

  like($dumps{'dddzero'},
    qr/quux.*?sub.*?DUMMY/,
  - "$Data::Dumper::Deparse = 0 reports DUMMY instead of deparsing coderef";
  + "$Data::Dumper::Deparse = 0 reports DUMMY instead of deparsing coderef (useperl=$useperl")");
    unlike($dumps{'dddtrue'},
    qr/quux.*?sub.*?DUMMY/,
  - "$Data::Dumper::Deparse = 1 does not report DUMMY";
  + "$Data::Dumper::Deparse = 1 does not report DUMMY (useperl=$useperl")");
    like($dumps{'dddtrue'},
    qr/quux.*?sub.*?use\strict.*?fleem/,
  - "$Data::Dumper::Deparse = 1 does not report DUMMY";
  + "$Data::Dumper::Deparse = 1 does not report DUMMY (useperl=$useperl")");

  }
license: unknown
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: Data-Dumper
no_index:
directory:
  - t
  - inc
requires: {}
resources:
  MailingList: http://lists.cpan.org/showlist.cgi?name=perl5-porters
  bugtracker: http://rt.perl.org/perlbug/
  repository: 'git://perl5.git.perl.org/perl.git perl-git'
version: '2.161'

Found in path(s):

No license file was found, but licenses were detected in source scan.

/*

ppport.h -- Perl/Pollution/Portability Version 3.31

  Automatically created by Devel::PPPort running under perl 5.022001.

  Do NOT edit this file directly! -- Edit PPPort_pm.PL and the
  includes in parts/inc/ instead.

  Use 'perldoc ppport.h' to view the documentation below.

  -----------------------------------

  SKIP

  =pod

  =head1 NAME

  ppport.h - Perl/Pollution/Portability version 3.31

  =head1 SYNOPSIS

  perl ppport.h [options] [source files]
Searches current directory for files if no [source files] are given

--help show short help

--version show version

--patch=file write one patch file with changes
--copy=suffix write changed copies with suffix
--diff=program use diff program and options

--compat-version=version provide compatibility with Perl version
--cplusplus accept C++ comments

--quiet don't output anything except fatal errors
--nodiag don't show diagnostics
--nohints don't show hints
--nochanges don't suggest changes
--nofilter don't filter input files

--strip strip all script and doc functionality from ppport.h

--list-provided list provided API
--list-unsupported list unsupported API
--api-info=name show Perl API portability information

=head1 COMPATIBILITY

This version of F<ppport.h> is designed to support operation with Perl installations back to 5.003, and has been tested up to 5.20.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.

=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=file

If this option is given, a single patch file will be created if any changes are suggested. This requires a working diff program to be installed on your system.
If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automatically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither C<--patch> or C<--copy> are given, the default is to simply print the diffs for each file. This requires either C<Text::Diff> or a C<diff> program to be installed.

=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet

Be quiet. Don't print anything except fatal errors.

=head2 --nodiag

Don't output any diagnostic messages. Only portability alerts will be printed.

=head2 --nohints

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.
Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.

=head2 --nofilter

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

=head2 --strip

Strip all script and documentation functionality from F<ppport.h>. This reduces the size of F<ppport.h> dramatically and may be useful if you want to include F<ppport.h> in smaller modules without increasing their distribution size too much.

The stripped F<ppport.h> will have a C<--unstrip> option that allows you to undo the stripping, but only if an appropriate C<Devel::PPPort> module is installed.

=head2 --list-provided

Lists the API elements for which compatibility is provided by F<ppport.h>. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.

=head2 --list-unsupported

Lists the API elements that are known not to be supported by F<ppport.h> and below which version of Perl they probably won't be available or work.

=head2 --api-info=I<name>

Show portability information for API elements matching I<name>. If I<name> is surrounded by slashes, it is interpreted as a regular expression.

=head1 DESCRIPTION

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

=over 4

=item *

Including this header is the first major one. This alone will give you
access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

```
perl ppport.h --list-provided
```

to see which API elements are provided by ppport.h.

You should avoid using deprecated parts of the API. For example, using global Perl variables without the C<PL_> prefix is deprecated. Also, some API functions used to have a C<perl_> prefix. Using this form is also deprecated. You can safely use the supported API, as F<ppport.h> will provide wrappers for older Perl versions.

If you use one of a few functions or variables that were not present in earlier versions of Perl, and that can't be provided using a macro, you have to explicitly request support for these functions by adding one or more C<#define>s in your source code before the inclusion of F<ppport.h>.

These functions or variables will be marked C<explicit> in the list shown by C<--list-provided>.

Depending on whether you module has a single or multiple files that use such functions or variables, you want either C<static> or global variants.

For a C<static> function or variable (used only in a single source file), use:

```
#define NEED_function
#define NEED_variable
```

For a global function or variable (used in multiple source files), use:

```
#define NEED_function_GLOBAL
#define NEED_variable_GLOBAL
```

Note that you mustn't have more than one global request for the same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_parser</td>
<td>NEED_PL_parser</td>
<td>NEED_PL_parser_GLOBAL</td>
</tr>
<tr>
<td>PL_signals</td>
<td>NEED_PL_signals</td>
<td>NEED_PL_signals_GLOBAL</td>
</tr>
</tbody>
</table>
To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C<DPPP_NAMESPACE> macro. Just C<#define> the macro before including C<ppport.h>:

```c
#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
```

The default namespace is C<DPPP_>

=back

The good thing is that most of the above can be checked by running F<ppport.h> on your source code. See the next section for details.
=head1 EXAMPLES

To verify whether `F<ppport.h>` is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, `F<ppport.h>` can be run as a Perl script to check your source code. Simply say:

    perl ppport.h

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in newer Perl releases, if you're aware that it uses C++ comments, and if you want all suggestions as a single patch file, you could use something like this:

    perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff

If you only want your code to be scanned without any suggestions for changes, use:

    perl ppport.h --nochanges

You can specify a different `C<diff>` program or options, using the `C<--diff>` option:

    perl ppport.h --diff='diff -C 10'

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

    perl ppport.h --copy=.new

To display portability information for the `C<newSVpvn>` function, use:

    perl ppport.h --api-info=newSVpvn

Since the argument to `C<--api-info>` can be a regular expression, you can use

    perl ppport.h --api-info=/_nomg$/

to display portability information for all `C<_nomg>` functions or
perl pppport.h --api-info=./

to display information for all known API elements.

=head1 BUGS

If this version of F<ppport.h> is causing failure during the compilation of this module, please check if newer versions of either this module or C<Devel::PPPort> are available on CPAN before sending a bug report.

If F<ppport.h> was generated using the latest version of C<Devel::PPPort> and is causing failure of this module, please file a bug report here: L<https://github.com/mhx/Devel-PPPort/issues/>

Please include the following information:

=over 4

=item 1.

The complete output from running "perl -V"

=item 2.

This file.

=item 3.

The name and version of the module you were trying to build.

=item 4.

A full log of the build that failed.

=item 5.

Any other information that you think could be relevant.

=back

For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

=head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2013, Marcus Holland-Moritz.
Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

=head1 SEE ALSO

See L<Devel::PPPort>.

=cut

use strict;

# Disable broken TRIE-optimization
BEGIN { eval '${^RE_TRIE_MAXBUF} = -1' if $] >= 5.009004 && $] <= 5.009005 }

my $VERSION = 3.31;

my %opt = (
    quiet => 0,
    diag  => 1,
    hints => 1,
    changes => 1,
    cplusplus => 0,
    filter  => 1,
    strip   => 0,
    version => 0,
);

my($ppport) = $0 =~ /\[(\w\.)]+\]/;
my $LF = '(?:\r\n|\[\r\n\])';   # line feed
my $HS = '[ \t\]';             # horizontal whitespace

# Never use C comments in this file!
my $ccs = '\/.*';
my $cce = '.*\/';
my $rccs = quotemeta $ccs;
my $rcce = quotemeta $cce;

eval {
    require Getopt::Long;
    Getopt::Long::GetOptions(\%opt, qw(
        help quiet diag! filter! hints! changes! cplusplus strip version
        patch=s copy=s diff=s compat-version=s
        list-provided list-unsupported api-info=s
    )) or usage();
}
if ($@ and grep /^-/, @ARGV) {
    usage() if "@ARGV" =~ /^--?h(?:elp)?$/;
    die "Getopt::Long not found. Please don't use any options.
    }

if ($opt{version}) {
    print "This is $0 $VERSION\n";
    exit 0;
    }

usage() if $opt{help};
strip() if $opt{strip};

if (exists $opt{compat-version}) {
    my($r,$v,$s) = eval 'parse_version($opt{compat-version})';
    if ($@) {
        die "Invalid version number format: $opt{compat-version}\n";
    }
    die "Only Perl 5 is supported\n" if $r !< 5;
    die "Invalid version number: $opt{compat-version}\n" if $v >= 1000 || $s >= 1000;
    $opt{compat-version} = sprintf "%d.%03d%03d", $r, $v, $s;
} else {
    $opt{compat-version} = 5;
    }

my %API = map { /^(\w+)\|([^\|]*)\|([^\|]*)\|([^\|]*)$/
    ? ( $1 => {
        ( $2 ? ( base => $2 ) : ( ) ),
        ( $3 ? ( todo => $3 ) : ( ) ),
        ( index($4, 'v') >= 0 ? ( varargs => 1 ) : ( ) ),
        ( index($4, 'p') >= 0 ? ( provided => 1 ) : ( ) ),
        ( index($4, 'n') >= 0 ? ( nothxarg => 1 ) : ( ) ),
    } )
    : die "invalid spec: $_" } qw(
ASCII_TO_NEED|5.007001|n
AvFILLp|5.004050||p
AvFILL||
BhkDISABLE|5.021008|
BhkENABLE|5.021008|
BhkENTRY_set|5.021008|
BhkENTRY||
BhkFLAGS||
CALL_BLOCK_HOOKS||
CLASS||n
CGERLscope|5.005000||p

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 21033
PERL_QUAD_MIN|5.003070]|p
PERL_REVISION|5.006000]|p
PERL_SCAN_ALLOW_UNDERSCORES|5.007003]|p
PERL_SCAN_DISALLOW_PREFIX|5.007003]|p
PERL_SCAN_GREATER_THAN_UV_MAX|5.007003]|p
PERL_SCAN_SILENT_ILLDIGIT|5.008001]|p
PERL_SHORT_MAX|5.003070]|p
PERL_SHORT_MIN|5.003070]|p
PERL_SIGNALS_UNSAFE_FLAG|5.008001]|p
PERL_SUBVERSION|5.006000]|p
PERL_SYS_INIT3|5.006000|
PERL_SYS_INIT3]
PERL_SYS_TERM|5.021008|
PERL_UCHAR_MAX|5.003070]|p
PERL_UCHAR_MIN|5.003070]|p
PERL_UINT_MAX|5.003070]|p
PERL_UINT_MIN|5.003070]|p
PERL_UULONG_MAX|5.003070]|p
PERL_UULONG_MIN|5.003070]|p
PERL_UNUSED_ARG|5.009003]|p
PERL_UNUSED_CONTEXT|5.009004]|p
PERL_UNUSED_DECL|5.007002]|p
PERL_UNUSED_VAR|5.007002]|p
PERL_UQUAD_MAX|5.003070]|p
PERL_UQUAD_MIN|5.003070]|p
PERL_USE_GCC_BRACE_GROUPS|5.009004]|p
PERL_USHORT_MAX|5.003070]|p
PERL_USHORT_MIN|5.003070]|p
PL_DBsignal|5.005000]|p
PL_DBsingle]|pn
PL_DBsub]|pn
PL_DBtrace]|pn
PL_Sv|5.005000]|p
PL_bufend|5.021008]|p
PL_bufptr|5.021008]|p
PL_check|5.006000|
PL_compiling|5.004050]|p
PL_comppad_name|5.017004|
PL_comppad|5.008001|
PL_copline|5.021008]|p
PL_curcop|5.004050]|p
PL_curpad|5.005000|
PL_curstash|5.004050]|p
PL_debstash|5.004050]|p
PL_diehook|5.004050]|p
PL_dirty|5.004050]|p
PTR2IV|5.006000||p
PTR2NV|5.006000||p
PTR2UV|5.006000||p
PTR2nat|5.009003||p
PTR2ul|5.007001||p
PTRV|5.006000||p
PUSHMARK|||
PUSH_MULTICALL|5.021008|
PUSHi|||
PUSHmortal|5.009002||p
PUSHn|||
PUSHp|||
PUSHs|||
PUSHu|5.004000||p
PUTBACK|||
PadARRAY|5.021008|
PadMAX|5.021008|
PadlistARRAY|5.021008|
PadlistMAX|5.021008|
PadlistNAMESARRAY|5.021008|
PadlistNAMESMAX|5.021008|
PadlistNAMES|5.021008|
PadlistREFCNT|5.017004|
PadnameIsOUR|||
PadnameIsSTATE|||
PadnameLEN|5.021008|
PadnameOURSTASH|||
PadnameOUTER|||
PadnamePV|5.021008|
PadnameREFCNT_dec|5.021008|
PadnameREFCNT|5.021008|
PadnameSV|5.021008|
PadnameTYPE|||
PadnameUTF8|5.021007|
PadnamelistARRAY|5.021008|
PadnamelistMAX|5.021008|
PadnamelistREFCNT_dec|5.021008|
PadnamelistREFCNT|5.021008|
PerlIO_clearerr|5.007003|
PerlIO_close|5.007003|
PerlIO_context_layers|5.009004|
PerlIO_eof|5.007003|
PerlIO_error|5.007003|
PerlIO_fileno|5.007003|
PerlIO_fill|5.007003|
PerlIO_flush|5.007003|
PerlIO_get_base|5.007003|
PerlIO_get_buffer|5.007003|
SVf_UTF8|5.006000|p
SVf|5.006000|p
SVt_INVLIST|5.019002|
SVt_IV||
SVt_NULL||
SVt_NV||
SVt_PVAV||
SVt_PVCV||
SVt_PVFM||
SVt_PVGV||
SVt_PVHV||
SVt_PVIO||
SVt_PVIV||
SVt_PVLV||
SVt_PVMG||
SVt_PVNV||
SVt_PV||
SVt_REGEXP|5.011000|
Safefree||
Slab_Alloc||
Slab_Free||
Slab_to_ro||
Slab_to_rw||
StructCopy||
SvCUR_set||
SvCUR||
SvEND||
SvGAMAGIC|5.006001|
SvGETMAGIC|5.004050|p
SvGROW||
SvIOK_UV|5.006000|
SvIOK_notUV|5.006000|
SvIOK_off||
SvIOK_only_UV|5.006000|
SvIOK_only||
SvIOK_on||
SvIOKp||
SvIOK||
SvIVX||
SvIV_nomg|5.009001|p
SvIV_set||
SvIVx||
SvIV||
SvIsCOW_shared_hash|5.008003|
SvIsCOW|5.008003|
SvLEN_set||
SvLEN||
SvLOCK|5.007003|
SvMAGIC_set
SvNIOK_off
SvNIOK
SvNIOKp
SvNOK
SvNOKp
SvNOK_only
SvNOK_on
SvNOK_only
SvNOK
SvNVX
SvNV_nomg
SvNV_set
SvNVx
SvNV
SvOK
SvOOK_offset
SvOOK
SvPOK_off
SvPOK_only_UTF8
SvPOK_only
SvPOK_on
SvPOK
SvPVX_const
SvPVX_mutable
SvPV_const
SvPV_flags_const_nolen
SvPV_flags_const
SvPV_flags_mutable
SvPV_force_flags_mutable
SvPV_force_flags_nolen
SvPV_force_nomg_nolen
SvPV_force
SvPV_force_force
SvPV_nolen
SvPV_nolen_const
SvPV_nomg
SvPV_nomg_const
SvPV_force_force
SvPV_renew
SvPV_set
SvPVbyte_force||5.009002|
SvPVbyte_nolen||5.006000|
SvPVbytex_force||5.006000|
SvPVbytex||5.006000|
SvPVbyte||5.006000|
SvPVutf8_force||5.006000|
SvPVutf8_nolen||5.006000|
SvPVutf8x_force||5.006000|
SvPVutf8x||5.006000|
SvPVutf8||5.006000|
SvPVx|||
SvPV||
SvREFCNT_dec_PP|5.017007|
SvREFCNT_dec|||
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_simple_PP|5.009004|
SvREFCNT_inc_simple_void_PP|5.009004|
SvREFCNT_inc_simple_void_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvREFCNT_inc_PP|5.009004|
SvR_OK_off|||
SvR_OK_on|||
SvR_OK|||
SvR>V_set|5.009003|
SvR|||
SvRXOK||5.009005|
SvRX||5.009005|
SvSETMAGIC|||
SvSHARED_HASH|5.009003|
SvSHARE|5.007003|
SvSTASH_set|5.009003|
SvSTASH|||
SvSetMagicSV_nosteal|5.004000|
SvSetMagicSV|5.004000|
SvSetSV_nosteal|5.004000|
SvSetSV|||
SvTainted_off|5.004000|
SvTainted_on|5.004000|
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if (exists $opt{'list-unsupported'}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        warn "$f
    }
}
next unless $API{$f}{todo};
print "$f ", '.'x(40-length($f)), " ", format_version($API{$f}{todo}), "\n";
}
exit 0;
}
# Scan for possible replacement candidates
my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";
}
}
else { undef $hint }
}
$hint = [$1, [split /,?\s+/, $2]]
if m{^\s*$rccs\s+(Hint|Warning):\s+(\w+(?:,?\s+\w+)*)\s*$};
if ($define) {
if ($define->[1] =~ /\\$/) {
$define->[1] .= $_;
}
else {
if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_\(/) {
my @n = find_api($define->[1]);
push @{$depends{$define->[0]}}, @n if @n
}
undef $define;
}

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$define = [$1, $2] if m{^\s*#s*define\s+(\w+)(?:\([^)]*\))?\s+(.*)};

if ($function) {
  if ($^f) {
    if (exists $API{$function->[0]}) {
      my @n = find_api($function->[1]);
      push @{$depends{$function->[0]}}, @n if @n;
    }
    undef $function;
  } else {
    $function->[1] .= $_;
  }
}

$function = [$1, ""] if m{^DPPP_\(my_(\w+)\)};

$replace = $1 if m{^\s*$rccs\s+Replace:\s+(\w*)$};
$replace{$2} = $1 if $replace and m{^\s*#s*define\s+(\w+)(?:\([^)]*\))?\s+(\w+).*$rccs\s+Replace\s+$rcce\s*$};
$replace{$1} = $2 if m{^\s*$rccs\s+Replace \(\w+\) with \(\w+\)$};

if (m{^\s*$rccs\s+(\w+(\s*,\w+)*\s+depends\s+on\s+(\w+(\s*,\w+)*\s+\w+)*\s+$rcce\s*$)}
  my @deps = map { s/\s+//g; $_ } split /,/, $3;
  my $d;
  for $d (map { s/\s+//g; $_ } split /,/, $1) {
    push @{$depends{$d}}, @deps;
  }
}

$need{$1} = 1 if m{^#if\s+defined\(\!NEED_\(\w+\)(?:_GLOBAL)\)?\!}$};

for (values %depends) {
  my %s;
  $_ = [sort grep !$s{$_}++, @$_];
}

if (exists $opt{'api-info'}) {
  my $f;
  my $count = 0;
  my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "^Q$opt{'api-info'}\E$";
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $f =~ /$match/;
    print "\n== $f ==\n";
    my $info = 0;
if ($API{$f}{base} || $API{$f}{todo}) {
    my $base = format_version($API{$f}{base} || $API{$f}{todo});
    print "Supported at least starting from perl-$base.
";
    $info++;
}
if ($API{$f}{provided}) {
    my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
    print "Support by $ppport provided back to perl-$todo.
";
    print "Support needs to be explicitly requested by NEED_$f
" if exists $need{$f};
    print "\n\nWARNING:\n\n$warnings{$f}") if exists $warnings{$f};
    $info++;
}
print "No portability information available.\n" unless $info;
$count++;}
if (exists $opt{list-provided}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{provided};
        my @flags;
        push @flags, 'explicit' if exists $need{$f};
        push @flags, 'depend'   if exists $depends{$f};
        push @flags, 'hint'     if exists $hints{$f};
        push @flags, 'warning'  if exists $warnings{$f};
        my $flags = @flags ? '  [' .join(', ', @flags) .']' : '';
        print "$f$flags
";
    };
    exit 0;
}
if (exists $opt{list-provided}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{provided};
        my @flags;
        push @flags, 'explicit' if exists $need{$f};
        push @flags, 'depend'   if exists $depends{$f};
        push @flags, 'hint'     if exists $hints{$f};
        push @flags, 'warning'  if exists $warnings{$f};
        my $flags = @flags ? '  [' .join(', ', @flags) .']' : '';
        print "$f$flags
";
    };
    exit 0;
}
my @files;
my @srcext = qw(.xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;
if (@ARGV) {
    my %seen;
    for (@ARGV) {
        if (-e) {
            push @files, $_ unless $seen{$_}++;
        }
    }
else { warn "'$_' is not a file.\n" }
}
else {
my @new = grep { -f } glob $_
or warn "'$_' does not exist.\n";
push @files, grep { !$seen{$_}++ } @new;
}
}
}
else {
eval {
require File::Find;
File::Find::find(sub {
$File::Find::name =~ /($srcext)$/i
and push @files, $File::Find::name;
}, '.');
};
if ($@) {
@files = map { glob "*$_" } @srcext;
}
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}
if (@ARGV && @out) {
warning("Skipping the following files (use --nofilter to avoid this):\n| ", join "\n| ", @out);
}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;
my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}

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info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);
# Temporarily remove C/XS comments and strings from the code
my @ccom;
$c =~ s{
( ^$HS*\#$HS*include\b[^\r\n]+\b(?:\Q$ppport\E|XSUB\.h)\b[^\r\n]*
| ^$HS*\#$HS*(?:define|elif|if(?:def)?)\b[^\r\n]* )
| ( ^$HS*\#[^\r\n]*
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*'
| / (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]* ) )
}{ defined $2 and push @ccom, $2;
defined $1 ? $1 : "$ccs$#ccom$cce" }mgsex;
$file{ccom} = \@ccom;
$file{code} = $c;
$file{has_inc_ppport} = $c =~ /^$HS*#$HS*include[^\r\n]+\b\Q$ppport\E\b/m;
my $func;
for $func (keys %API) {
my $match = $func;
$match .= "|$revreplace{$func}" if exists $revreplace{$func};
if ($c =~ /\b(?:Perl_)?($match)\b/) {
$file{uses_replace}{$1}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};
$file{uses_Perl}{$func}++ if $c =~ /\bPerl_$func\b/;
if (exists $API{$func}{provided}) {
$file{uses_provided}{$func}++;
if (!exists $API{$func}{base} || $API{$func}{base} > $opt{'compat-version'}) {
$file{uses}{$func}++;
my @deps = rec_depend($func);
if (@deps) {
$file{uses_deps}{$func} = \@deps;
for (@deps) {
$file{uses}{$_} = 0 unless exists $file{uses}{$_};
}
}
for ($func, @deps) {
$file{needs}{$_} = 'static' if exists $need{$_};
}
}
}

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if (exists $API{$func}{todo} && $API{$func}{todo} > $opt{'compat-version'}) {
if ($c =~ /\b$func\b/) {
$file{uses_todo}{$func}++;
}
}
}
}
while ($c =~ /^$HS*#$HS*define$HS+(NEED_(\w+?)(_GLOBAL)?)\b/mg) {
if (exists $need{$2}) {
$file{defined $3 ? 'needed_global' : 'needed_static'}{$2}++;
}
else { warning("Possibly wrong #define $1 in $filename") }
}
for (qw(uses needs uses_todo needed_global needed_static)) {
for $func (keys %{$file{$_}}) {
push @{$global{$_}{$func}}, $filename;
}
}
$files{$filename} = \%file;
}
# Globally resolve NEED_'s
my $need;
for $need (keys %{$global{needs}}) {
if (@{$global{needs}{$need}} > 1) {
my @targets = @{$global{needs}{$need}};
my @t = grep $files{$_}{needed_global}{$need}, @targets;
@targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;

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my $c = $file{code};
my $warnings = 0;

for $func (sort keys %{$file{uses_Perl}}) {
    if ($API{$func}{varargs}) {
        unless ($API{$func}{nothxarg}) {
            my $changes = ($c =~ s{\bPerl_$func\s*\(\s*(!aTHX_?)(?!aTHX_\()\(|[^\s}\)\)*\)}}{ $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_' ) . $2 }ge);  
            if ($changes) {
                warning("Doesn't pass interpreter argument aTHX to Perl_$func");
                $file{changes} += $changes;
            }  
        }  
        else {
            warning("Uses Perl_$func instead of $func");
            $file{changes} += ($c =~ s{\bPerl_$func\s*\(\s*\(?!aTHX_?)\)\))\(\(|[^\s}\)\)*\)}}{ $func$1(}g);  
        }  
    }  
    for $func (sort keys %{$file{uses_replace}}) {
        warning("Uses $func instead of $replace{$func}");
        $file{changes} += ($c =~ s/$func$1//g);  
    }  
    for $func (sort keys %{$file{uses_provided}}) {
        if ($file{uses}{$func}) {
            if (exists $file{uses_deps}{$func}) {
                diag("Uses $func, which depends on ", join(', ', @{$file{uses_deps}{$func}}));
            }  
            else {
                diag("Uses $func");
            }  
        }  
        $warnings += hint($func);
    }  
    unless ($opt{quiet}) {
        for $func (sort keys %{$file{uses_todo}}) {
            print "*** WARNING: Uses $func, which may not be portable below perl ",
                format_version($API{$func}{todo}), ", even with '$pppport'\n";
            $warnings++;
        }  
    }  

for $func (sort keys %{$file{needed_static}}) {
    my $message = ";

if (not exists $file{uses}{$func}) { 
    $message = "No need to define NEED_$func if $func is never used";
} 
elsif (exists $file{needs}{$func} && $file{needs}{$func} ne 'static') {
    $message = "No need to define NEED_$func when already needed globally";
} 
if ($message) {
    diag($message);
    $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_$func\b.*$LF//mg);
} 
}

for $func (sort keys %{$file{needed_global}}) {
    my $message = "";
    if (not exists $global{uses}{$func}) {
        $message = "No need to define NEED_${func}_GLOBAL if $func is never used";
    } 
    elsif (exists $file{needs}{$func}) {
        if ($file{needs}{$func} eq 'extern') {
            $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
        } elsif ($file{needs}{$func} eq 'static') {
            $message = "No need to define NEED_${func}_GLOBAL when only used in this file";
        } 
    } 
    if ($message) {
        diag($message);
        $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_${func}_GLOBAL\b.*$LF//mg);
    } 
}

$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
    my $pp = "";

    for $func (sort keys %{$file{needs}}) {
        my $type = $file{needs}{$func};
        next if $type eq 'extern';
        my $suffix = $type eq 'global' ? '_GLOBAL' : "";
        unless (exists $file{"needed_$type"}{$func}) {
            if ($type eq 'global') {
                diag("Files [@ {$global{needs}{$func}}] need $func, adding global request");
            } else {
                diag("File needs $func, adding static request");
            }
        } 
        $pp .= "#define NEED_$func$suffix\n";
    }

    $pp = "#define NEED_${func}$suffix\n";

    $file{inc}{'ppport'} = $pp;

    diag("Generating $file{inc}{'ppport'}");
    $pp = "";
}
if ($pp && ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+)/$pp/m)) {
    $pp = ";
    $file{changes}++;
}

unless ($file{has_inc_ppport}) {
    diag("Needs to include \$ppport\");
    $pp = qq(include "$ppport\n"
)
}

if ($pp) {
    $file{changes} += ($c =~ s/^($HS*#$HS*define$HS+NEED_\w+.*?)/$1$pp/ms)
                   || ($c =~ s/^($HS*#$HS*include.*\Q$ppport\E)/$pp/m)
                   || ($c =~ s/^($HS*#$HS*include.*XSUB.*s*/\Q$ppport\E.*?)/$1$pp/m)
                   || ($c =~ s/^/$pp/);  
}
else {
    if ($file{has_inc_ppport}) {
        diag("No need to include \$ppport\");
        $file{changes} += ($c =~ s/^$HS*?#$HS*include.*\Q$ppport\E.*?$LF//m);
    }
}

# put back in our C comments
my $ix;
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcce/$ccs$ccom[$ix] $cce/;
    } else {
        $c =~ s/$rccs$ix$rcce/$ccom[$ix]/;
    }
}

if ($cppc) {
    my $s = $cppc != 1 ? 's' : "";
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : "";
my $warn = $warnings ? " ($warnings warning$s)" : "";
info("Analysis completed\$warn");

if ($file{changes}) {
    if (exists $opt{copy}) {
        my $newfile = "$filename$opt{copy}"
        if (-e $newfile) {
            error("$newfile' already exists, refusing to write copy of '$filename'");
        }
        else {
            local *F;
            if (open F, ">$newfile") {
                info("Writing copy of '$filename' with changes to '$newfile'");
                print F $c;
                close F;
            }
            else {
                error("Cannot open '$newfile' for writing: $!");
            }
        }
    } else {
        mydiff(*STDOUT, $filename, $c);
    }
}

elsif (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {
        unless ($path_opened) {
            if (open PATCH, ">$opt{patch}") {
                $patch_opened = 1;
            }
            else {
                error("Cannot open '$opt{patch}' for writing: $!");
                delete $opt{patch};
                $opt{changes} = 1;
                goto fallback;
            }
        }
        mydiff(*PATCH, $filename, $c);
    }
    else {
        fallback:
        info("Suggested changes:");
        mydiff(*STDOUT, $filename, $c);
    }
} else if ($file{changes} == 1) {
    info("$file{changes} potentially required change\$s detected");
}
close PATCH if $patch_opened;

exit 0;

sub try_use { eval "use @_;"; return $@ eq ""
}

sub mydiff {
    local *F = shift;
    my($file, $str) = @_;;
    my $diff;

    if (exists $opt{diff}) {
        $diff = run_diff($opt{diff}, $file, $str);
    }

    if (!defined $diff and try_use('Text::Diff')) {
        $diff = Text::Diff::diff($file, $str, { STYLE => 'Unified' });
        $diff = <<HEADER . $diff;
        --- $file
        +++ $file.patched
        HEADER
    }

    if (!defined $diff) {
        $diff = run_diff('diff -u', $file, $str);
    }

    if (!defined $diff) {
        $diff = run_diff('diff', $file, $str);
    }

    if (!defined $diff) {
        error("Cannot generate a diff. Please install Text::Diff or use --copy.");
        return;
    }

    print F $diff;
}

sub run_diff {
    my($prog, $file, $str) = @_;;
    my $tmp = 'dppptemp';
my $suf = 'aaa';
my $diff = ''; 
local *F;

while (-e "$tmp.$suf") { $suf++ } 
$tmp = "$tmp.$suf";

if (open F, ">$tmp") {
  print F $str;
  close F;

  if (open F, "$prog $file $tmp |") {
    while (<F>) {
      s/\Q$tmp\E/$file.patched/;
      $diff .= $_;
    }
    close F;
    unlink $tmp;
    return $diff;
  }
  unlink $tmp;
} else {
  error("Cannot open 'tmp' for writing: $!");
}

return undef;

sub rec_depend
{
  my($func, $seen) = @_; 
  return () unless exists $depends{$func};
  $seen = {%{$seen||{}}};
  return () if $seen->{$func}++;
  my %s;
  grep !s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}};
}

sub parse_version
{
  my $ver = shift;

  if ($ver =~ /^\d+(\d+)(\d+)$/) {
    return ($1, $2, $3);
  } elsif ($ver !~ ^\d+\[\d\_]+$/) {
    return undef;
  } else {
    error("Invalid version format: $!");
  }
}

my $suf = 'aaa';
my $diff = ''; 
local *F;

while (-e "$tmp.$suf") { $suf++ } 
$tmp = "$tmp.$suf";

if (open F, ">$tmp") {
  print F $str;
  close F;

  if (open F, "$prog $file $tmp |") {
    while (<F>) {
      s/\Q$tmp\E/$file.patched/;
      $diff .= $_;
    }
    close F;
    unlink $tmp;
    return $diff;
  }
  unlink $tmp;
} else {
  error("Cannot open 'tmp' for writing: $!");
}

return undef;

sub rec_depend
{
  my($func, $seen) = @_; 
  return () unless exists $depends{$func};
  $seen = {%{$seen||{}}};
  return () if $seen->{$func}++;
  my %s;
  grep !s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}};
}

sub parse_version
{
  my $ver = shift;

  if ($ver =~ /^\d+(\d+)(\d+)$/) {
    return ($1, $2, $3);
  } elsif ($ver !~ ^\d+\[\d\_]+$/) {
    return undef;
  } else {
    error("Invalid version format: $!");
  }
}
die "cannot parse version '$ver\n";  
}

$ver =~ s/\._//g;  
$ver =~ s/$/000000/;

my($r,$v,$s) = $ver =~ /\(d+/\(d{3}\)\(d{3}\))/;  

$v = int $v;  
$s = int $s;

if ($r < 5 || ($r == 5 && $v < 6)) {  
  if ($s % 10) {  
    die "cannot parse version '$ver\n";  
  }  
}

return ($r, $v, $s);
}

sub format_version  
{  
  my $ver = shift;  

  $ver =~ s/$/000000/;
  my($r,$v,$s) = $ver =~ /\(d+/\(d{3}\)\(d{3}\))/;

  $v = int $v;  
  $s = int $s;

  if ($r < 5 || ($r == 5 && $v < 6)) {  
    if ($s % 10) {  
      die "invalid version '$ver\n";
    }  

    $s /= 10;
  }

  $ver = sprintf "%d.%03d", $r, $v;
  $s > 0 and $ver .= sprintf "%d", $s;

  return $ver;
}

return sprintf "%d.%d.%d\", $r, $v, $s;
}

sub info  
{  
  $opt{quiet} and return;


print @_, "\n";
}
sub diag
{
$opt{quiet} and return;
$opt{diag} and print @_, "\n";
}
sub warning
{
$opt{quiet} and return;
print "*** ", @_, "\n";
}
sub error
{
print "*** ERROR: ", @_, "\n";
}
my %given_hints;
my %given_warnings;
sub hint
{
$opt{quiet} and return;
my $func = shift;
my $rv = 0;
if (exists $warnings{$func} && !$given_warnings{$func}++) {
my $warn = $warnings{$func};
$warn =~ s!^!*** !mg;
print "*** WARNING: $func\n", $warn;
$rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
my $hint = $hints{$func};
$hint =~ s/^/ /mg;
print " --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/^\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;

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print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
exit 2;
}
sub strip
{
my $self = do { local(@ARGV,$/)=($0); <> };
my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*^(.*?)^=\w+/ms;
$copy =~ s/^(?=\S+)/ /gms;
$self =~ s/^$HS+Do NOT edit.*?(?=^-)/$copy/ms;
$self =~ s/^SKIP.*(?=^__DATA__)/SKIP
if (\@ARGV && \$ARGV[0] eq '--unstrip') {
eval { require Devel::PPPort };
\$@ and die "Cannot require Devel::PPPort, please install.\\n";
if (eval \$Devel::PPPort::VERSION < $VERSION) {
die "$0 was originally generated with Devel::PPPort $VERSION.\\n"
. "Your Devel::PPPort is only version \$Devel::PPPort::VERSION.\\n"
. "Please install a newer version, or --unstrip will not work.\\n";
}
Devel::PPPort::WriteFile(\$0);
exit 0;
}
print <<END;
Sorry, but this is a stripped version of \$0.
To be able to use its original script and doc functionality,
please try to regenerate this file using:
\$^X \$0 --unstrip
END
/ms;
my($pl, $c) = $self =~ /(.*^__DATA__)(.*)/ms;
$c =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| ( "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' )
| ($HS+) }{ defined $2 ? ' ' : ($1 || '') }gsex;
$c =~ s!\s+$!!mg;
$c =~ s!^$LF!!mg;

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open OUT, ">$0" or die "cannot strip $0: $!
";
print OUT "$pl$c
";
exit 0;
}

__DATA__
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548090_1591903283.05/0/perl-Data-Dumper-2.167-399.el8.src.rpm-cosi-
No license file was found, but licenses were detected in source scan.

=head1 NAME

Data::Dumper - stringified perl data structures, suitable for both printing and C<eval>

=head1 SYNOPSIS

use Data::Dumper;

# simple procedural interface
print Dumper($foo, $bar);

# extended usage with names
print Data::Dumper->Dump([$foo, $bar], [qw(foo *ary)]);

# configuration variables
{
  local $Data::Dumper::Purity = 1;
  eval Data::Dumper->Dump([$foo, $bar], [qw(foo *ary)]);
}

# OO usage
$dd = Data::Dumper->new([$foo, $bar], [qw(foo *ary)]);
... print $dd->Dump;
... $dd->Purity(1)->Terse(1)->Deepcopy(1);
  eval $dd->Dump;

=head1 DESCRIPTION
Given a list of scalars or reference variables, writes out their contents in Perl syntax. The references can also be objects. The content of each variable is output in a single Perl statement. Handles self-referential structures correctly.

The return value can be `eval`ed to get back an identical copy of the original reference structure. (Please do consider the security implications of eval'ing code from untrusted sources!)

Any references that are the same as one of those passed in will be named C<$VAR>n (where n is a numeric suffix), and other duplicate references to substructures within C<$VAR>n will be appropriately labeled using arrow notation. You can specify names for individual values to be dumped if you use the C<Dump()> method, or you can change the default C<$VAR> prefix to something else. See C<$Data::Dumper::Varname> and C<$Data::Dumper::Terse> below.

The default output of self-referential structures can be `eval`ed, but the nested references to C<$VAR>n will be undefined, since a recursive structure cannot be constructed using one Perl statement. You should set the C<Purity> flag to 1 to get additional statements that will correctly fill in these references. Moreover, if `eval`ed when strictures are in effect, you need to ensure that any variables it accesses are previously declared.

In the extended usage form, the references to be dumped can be given user-specified names. If a name begins with a C<*>, the output will describe the dereferenced type of the supplied reference for hashes and arrays, and coderefs. Output of names will be avoided where possible if the C<Terse> flag is set.

In many cases, methods that are used to set the internal state of the object will return the object itself, so method calls can be conveniently chained together.

Several styles of output are possible, all controlled by setting the C<Indent> flag. See L<Configuration Variables or Methods> below for details.

=head2 Methods

=over 4

=item I<PACKAGE>->new(I<ARRAYREF [, I<ARRAYREF]>)

Returns a newly created C<Data::Dumper> object. The first argument is an anonymous array of values to be dumped. The optional second argument is an anonymous array of names for the values. The names need not have a leading
C<$> sign, and must be comprised of alphanumeric characters. You can begin a name with a C<*> to specify that the dereferenced type must be dumped instead of the reference itself, for ARRAY and HASH references.

The prefix specified by C<$Data::Dumper::Varname> will be used with a numeric suffix if the name for a value is undefined.

Data::Dumper will catalog all references encountered while dumping the values. Cross-references (in the form of names of substructures in perl syntax) will be inserted at all possible points, preserving any structural interdependencies in the original set of values. Structure traversal is depth-first, and proceeds in order from the first supplied value to the last.

=item I<$OBJ>->Dump  I<or>  I<PACKAGE>->Dump(I<ARRAYREF [>, I<ARRAYREF]>)

Returns the stringified form of the values stored in the object (preserving the order in which they were supplied to C<new>), subject to the configuration options below. In a list context, it returns a list of strings corresponding to the supplied values.

The second form, for convenience, simply calls the C<new> method on its arguments before dumping the object immediately.

=item I<$OBJ>->Seen(I<[HASHREF]>)

Queries or adds to the internal table of already encountered references. You must use C<Reset> to explicitly clear the table if needed. Such references are not dumped; instead, their names are inserted wherever they are encountered subsequently. This is useful especially for properly dumping subroutine references.

Expects an anonymous hash of name => value pairs. Same rules apply for names as in C<new>. If no argument is supplied, will return the "seen" list of name => value pairs, in a list context. Otherwise, returns the object itself.

=item I<$OBJ>->Values(I<[ARRAYREF]>)

Queries or replaces the internal array of values that will be dumped. When called without arguments, returns the values as a list. When called with a reference to an array of replacement values, returns the object itself. When called with any other type of argument, dies.

=item I<$OBJ>->Names(I<[ARRAYREF]>)

Queries or replaces the internal array of user supplied names for the values that will be dumped. When called without arguments, returns the names. When
called with an array of replacement names, returns the object itself. If the number of replacement names exceeds the number of values to be named, the excess names will not be used. If the number of replacement names falls short of the number of values to be named, the list of replacement names will be exhausted and remaining values will not be renamed. When called with any other type of argument, dies.

=item I<$OBJ>->Reset

Clears the internal table of "seen" references and returns the object itself.

=back

=head2 Functions

=over 4

=item Dumper(I<List>)

Returns the stringified form of the values in the list, subject to the configuration options below. The values will be named C<$VAR>n in the output, where I<n> is a numeric suffix. Will return a list of strings in a list context.

=back

=head2 Configuration Variables or Methods

Several configuration variables can be used to control the kind of output generated when using the procedural interface. These variables are usually C<local>ized in a block so that other parts of the code are not affected by the change.

These variables determine the default state of the object created by calling the C<new> method, but cannot be used to alter the state of the object thereafter. The equivalent method names should be used instead to query or set the internal state of the object.

The method forms return the object itself when called with arguments, so that they can be chained together nicely.

=over 4

=item *

$Data::Dumper::Indent  I<or>  I<$OBJ>->Indent(I<NEWVAL>)
Controls the style of indentation. It can be set to 0, 1, 2 or 3. Style 0 spews output without any newlines, indentation, or spaces between list items. It is the most compact format possible that can still be called valid perl. Style 1 outputs a readable form with newlines but no fancy indentation (each level in the structure is simply indented by a fixed amount of whitespace). Style 2 (the default) outputs a very readable form which takes into account the length of hash keys (so the hash value lines up). Style 3 is like style 2, but also annotates the elements of arrays with their index (but the comment is on its own line, so array output consumes twice the number of lines). Style 2 is the default.

=item *

$Data::Dumper::Trailingcomma I<or> I<$OBJ>- >Trailingcomma(I<[NEWVAL]>)

Controls whether a comma is added after the last element of an array or hash. Even when true, no comma is added between the last element of an array or hash and a closing bracket when they appear on the same line. The default is false.

=item *

$Data::Dumper::Purity I<or> I<$OBJ>- >Purity(I<[NEWVAL]>)

Controls the degree to which the output can be C<eval>ed to recreate the supplied reference structures. Setting it to 1 will output additional perl statements that will correctly recreate nested references. The default is 0.

=item *

$Data::Dumper::Pad I<or> I<$OBJ>- >Pad(I<[NEWVAL]>)

Specifies the string that will be prefixed to every line of the output. Empty string by default.

=item *

$Data::Dumper::Varname I<or> I<$OBJ>- >Varname(I<[NEWVAL]>)

Contains the prefix to use for tagging variable names in the output. The default is "VAR".

=item *

$Data::Dumper::Useqq I<or> I<$OBJ>- >Useqq(I<[NEWVAL]>)

When set, enables the use of double quotes for representing string values.
Whitespace other than space will be represented as C<&lt;\n\t\r&gt;>, "unsafe" characters will be backslashed, and unprintable characters will be output as quoted octal integers. The default is 0.

=item *

$Data::Dumper::Terse I<or>  I<$OBJ>-&gt;Terse(I<[NEWVAL]>)

When set, Data::Dumper will emit single, non-self-referential values as atoms/terms rather than statements. This means that the C<&lt;$VAR>&gt; names will be avoided where possible, but be advised that such output may not always be parseable by C&lt;eval&gt;.

=item *

$Data::Dumper::Freezer I<or>  $I<OBJ>-&gt;Freezer(I<[NEWVAL]>)

Can be set to a method name, or to an empty string to disable the feature. Data::Dumper will invoke that method via the object before attempting to stringify it. This method can alter the contents of the object (if, for instance, it contains data allocated from C), and even rebless it in a different package. The client is responsible for making sure the specified method can be called via the object, and that the object ends up containing only perl data types after the method has been called. Defaults to an empty string.

If an object does not support the method specified (determined using UNIVERSAL::can()) then the call will be skipped. If the method dies a warning will be generated.

=item *

$Data::Dumper::Toaster I<or>  $I<OBJ>-&gt;Toaster(I<[NEWVAL]>)

Can be set to a method name, or to an empty string to disable the feature. Data::Dumper will emit a method call for any objects that are to be dumped using the syntax C<bless(DATA, CLASS)-&gt;METHOD()>. Note that this means that the method specified will have to perform any modifications required on the object (like creating new state within it, and/or reblessing it in a different package) and then return it. The client is responsible for making sure the method can be called via the object, and that it returns a valid object. Defaults to an empty string.

=item *

$Data::Dumper::Deepcopy I<or>  $I<OBJ>-&gt;Deepcopy(I<[NEWVAL]>)

Can be set to a boolean value to enable deep copies of structures.
Cross-referencing will then only be done when absolutely essential (i.e., to break reference cycles). Default is 0.

=item *

$Data::Dumper::Quotekeys  I<or>  $I<OBJ>-&gt;Quotekeys(I&lt;\[NEWVAL\]&gt;)

Can be set to a boolean value to control whether hash keys are quoted. A defined false value will avoid quoting hash keys when it looks like a simple string. Default is 1, which will always enclose hash keys in quotes.

=item *

$Data::Dumper::Bless  I<or>  $I<OBJ>-&gt;Bless(I&lt;\[NEWVAL\]&gt;)

Can be set to a string that specifies an alternative to the C<bless> builtin operator used to create objects. A function with the specified name should exist, and should accept the same arguments as the builtin. Default is C<bless>.

=item *

$Data::Dumper::Pair  I<or>  $I<OBJ>-&gt;Pair(I&lt;\[NEWVAL\]&gt;)

Can be set to a string that specifies the separator between hash keys and values. To dump nested hash, array and scalar values to JavaScript, use: C<$Data::Dumper::Pair = ": ">. Implementing C<bless> in JavaScript is left as an exercise for the reader. A function with the specified name exists, and accepts the same arguments as the builtin.

Default is: C&lt; =E&gt;gt; >.

=item *

$Data::Dumper::Maxdepth  I<or>  $I<OBJ>-&gt;Maxdepth(I&lt;\[NEWVAL\]&gt;)

Can be set to a positive integer that specifies the depth beyond which we don't venture into a structure. Has no effect when C<Data::Dumper::Purity> is set. (Useful in debugger when we often don't want to see more than enough). Default is 0, which means there is no maximum depth.

=item *

$Data::Dumper::Maxrecurse  I<or>  $I<OBJ>-&gt;Maxrecurse(I&lt;\[NEWVAL\]&gt;)

Can be set to a positive integer that specifies the depth beyond which
recursion into a structure will throw an exception. This is intended as a security measure to prevent perl running out of stack space when dumping an excessively deep structure. Can be set to 0 to remove the limit. Default is 1000.

=item *

$Data::Dumper::Useperl  I<or>  $I<OBJ>->Useperl(I<NEWVAL|>)

Can be set to a boolean value which controls whether the pure Perl implementation of C<Data::Dumper> is used. The C<Data::Dumper> module is a dual implementation, with almost all functionality written in both pure Perl and also in XS ('C'). Since the XS version is much faster, it will always be used if possible. This option lets you override the default behavior, usually for testing purposes only. Default is 0, which means the XS implementation will be used if possible.

=item *

$Data::Dumper::Sortkeys  I<or>  $I<OBJ>->Sortkeys(I<NEWVAL|>)

Can be set to a boolean value to control whether hash keys are dumped in sorted order. A true value will cause the keys of all hashes to be dumped in Perl's default sort order. Can also be set to a subroutine reference which will be called for each hash that is dumped. In this case C<Data::Dumper> will call the subroutine once for each hash, passing it the reference of the hash. The purpose of the subroutine is to return a reference to an array of the keys that will be dumped, in the order that they should be dumped. Using this feature, you can control both the order of the keys, and which keys are actually used. In other words, this subroutine acts as a filter by which you can exclude certain keys from being dumped. Default is 0, which means that hash keys are not sorted.

=item *

$Data::Dumper::Deparse  I<or>  $I<OBJ>->Deparse(I<NEWVAL|>)

Can be set to a boolean value to control whether code references are turned into perl source code. If set to a true value, C<B::Deparse> will be used to get the source of the code reference. Using this option will force using the Perl implementation of the dumper, since the fast XSUB implementation doesn't support it.

Caution: use this option only if you know that your coderefs will be properly reconstructed by C<B::Deparse>.

=item *
By default, Data::Dumper builds up the "seen" hash of scalars that it has encountered during serialization. This is very expensive. This seen hash is necessary to support and even just detect circular references. It is exposed to the user via the C<Seen()> call both for writing and reading.

If you, as a user, do not need explicit access to the "seen" hash, then you can set the C<Sparseseen> option to allow Data::Dumper to eschew building the "seen" hash for scalars that are known not to possess more than one reference. This speeds up serialization considerably if you use the XS implementation.

Note: If you turn on C<Sparseseen>, then you must not rely on the content of the seen hash since its contents will be an implementation detail!

EXAMPLES

Run these code snippets to get a quick feel for the behavior of this module. When you are through with these examples, you may want to add or change the various configuration variables described above, to see their behavior. (See the testsuite in the Data::Dumper distribution for more examples.)

```perl
use Data::Dumper;

package Foo;
sub new {bless {'a' => 1, 'b' => sub { return "foo" }}, $_[0];

package Fuz;                    # a weird REF-REF-SCALAR object
sub new {bless \($_ = \'fu\'z\), $_[0];

package main;
$foo = Foo->new;
```
$fuz = Fuz->new;
$boo = [ 1, [1, "abcd", "\"foo,
    { 1 => 'a', 023 => 'b', 0x45 => 'c'},
    \"plq\"r", $foo, $fuz];

########
# simple usage
########

$bar = eval(Dumper($boo));
print($@) if $@;
print Dumper($boo), Dumper($bar); # pretty print (no array indices)

$Data::Dumper::Terse = 1;       # don't output names where feasible
$Data::Dumper::Indent = 0;      # turn off all pretty print
print Dumper($boo), "\n";

$Data::Dumper::Indent = 1;      # mild pretty print
print Dumper($boo);

$Data::Dumper::Indent = 3;      # pretty print with array indices
print Dumper($boo);

$Data::Dumper::Useqq = 1;       # print strings in double quotes
print Dumper($boo);

$Data::Dumper::Pair = " : ";    # specify hash key/value separator
print Dumper($boo);

########
# recursive structures
########

@c = ('c');
$c = \@c;
$a = { };
$b = [1, $b, $c];
$b->{a} = $a;
$b->{b} = $a->{1};
$b->{c} = $a->{2};
print Data::Dumper->Dump([$a,$b,$c], [qw(a b c)]);

$Data::Dumper::Purity = 1;      # fill in the holes for eval
print Data::Dumper->Dump([$a, $b], [qw(*a b)]); # print as @a
print Data::Dumper->Dump([$b, $a], [qw(*b a)]); # print as %b
$Data::Dumper::Deepcopy = 1;  # avoid cross.refs
print Data::Dumper->Dump([$b, $a], [qw(*b a)]);

$Data::Dumper::Purity = 0;  # avoid cross.refs
print Data::Dumper->Dump([$b, $a], [qw(*b a)]);

########
# deep structures
########

$a = "pearl";
$b = [ $a ];
$c = { 'b' => $b };  
$d = [ $c ];
$e = { 'd' => $d };  
$f = { 'e' => $e };  
print Data::Dumper->Dump([$f], [qw(f)]);

$Data::Dumper::Maxdepth = 3;  # no deeper than 3 refs down
print Data::Dumper->Dump([$f], [qw(f)]);

########
# object-oriented usage
########

$d = Data::Dumper->new([$a,$b], [qw(a b)]);
$d->Seen({'*c' => $c});  # stash a ref without printing it
$d->Indent(3);
print $d->Dump;
$d->Reset->Purity(0);     # empty the seen cache
print join "----
", $d->Dump;

########
# persistence
########

package Foo;
sub new { bless { state => 'awake' }, shift }
sub Freeze {
  my $s = shift;
  print STDERR "preparing to sleep\n";
  $s->{state} = 'asleep';
  return bless $s, 'Foo::ZZZ';
}

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package Foo::ZZZ;
sub Thaw {
    my $s = shift;
    print STDERR "waking up\n";
    $s->{state} = 'awake';
    return bless $s, 'Foo';
}

package main;
use Data::Dumper;
$a = Foo->new;
$b = Data::Dumper->new([$a], ['c']);
$b->Freezer('Freeze');
$b->Toaster('Thaw');
$c = $b->Dump;
print $c;
$d = eval $c;
print Data::Dumper->Dump([$d], ['d']);

#######  
# symbol substitution (useful for recreating CODE refs)
#######  
sub foo { print "foo speaking\n" }
*other = \&foo;
$bar = [ \&other ];
$d = Data::Dumper->new([\&other,$bar],["other","bar"]);
$d->Seen({ "foo" => \&foo });
print $d->Dump;

#######  
# sorting and filtering hash keys
#######  
$Data::Dumper::Sortkeys = \&my_filter;
my $foo = { map { (ord, "$_$_$_") } 'I'..'Q'  };  
my $bar = { %$foo  };  
my $baz = { reverse %$foo  };  
print Dumper [ $foo, $bar, $baz ];

sub my_filter {
    my ($hash) = @_;  
    # return an array ref containing the hash keys to dump  
    # in the order that you want them to be dumped  
    return [  

# Sort the keys of %$foo in reverse numeric order
$hash eq $foo ? (sort {$b <=> $a} keys %$hash) :
# Only dump the odd number keys of %$bar
$hash eq $bar ? (grep {$_ % 2} keys %$hash) :
# Sort keys in default order for all other hashes
(sort keys %$hash)
];
}

=head1 BUGS

Due to limitations of Perl subroutine call semantics, you cannot pass an array or hash. Prepend it with a `<>` to pass its reference instead. This will be remedied in time, now that Perl has subroutine prototypes. For now, you need to use the extended usage form, and prepend the name with a `*>` to output it as a hash or array.

`Data::Dumper` cheats with CODE references. If a code reference is encountered in the structure being processed (and if you haven't set the `Deparse` flag), an anonymous subroutine that contains the string "DUMMY" will be inserted in its place, and a warning will be printed if `Purity` is set. You can `eval` the result, but bear in mind that the anonymous sub that gets created is just a placeholder. Someday, perl will have a switch to cache-on-demand the string representation of a compiled piece of code, I hope. If you have prior knowledge of all the code refs that your data structures are likely to have, you can use the `Seen` method to pre-seed the internal reference table and make the dumped output point to them, instead. See L</EXAMPLES> above.

The `Deparse` flag makes Dump() run slower, since the XSUB implementation does not support it.

SCALAR objects have the weirdest looking `bless` workaround.

Pure Perl version of `Data::Dumper` escapes UTF-8 strings correctly only in Perl 5.8.0 and later.

=head2 NOTE

Starting from Perl 5.8.1 different runs of Perl will have different ordering of hash keys. The change was done for greater security, see L<perlsec/"Algorithmic Complexity Attacks">. This means that different runs of Perl will have different Data::Dumper outputs if the data contains hashes. If you need to have identical Data::Dumper outputs from different runs of Perl, use the environment variable `PERL_HASH_SEED`, see L<perlrun/PERL_HASH_SEED>. Using this restores the old (platform-specific) ordering: an even prettier solution might
be to use the C<Sortkeys> filter of Data::Dumper.

=head1 AUTHOR

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=head1 VERSION

Version 2.161 (July 11 2016)

=head1 SEE ALSO

perl(1)

cut

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* /opt/ws_local/PERMITS_SQL/1009548090_1591903283.05/0/perl-Data-Dumper-2.167-399.el8.src.rpm-cosi-expand-archive-lxnDj2VA/perl-Data-Dumper.spec

1.1785 geronimo-stax-api 1.0.1.wso2v2

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A copy is also included with both the the downloadable source code package and jar that contains class bytecodes, as file "ASL 2.0". In both cases, that file should be located next to this file: in source distribution the location should be "release-notes/asl"; and in jar "META-INF/"

1.1786 jaggeryjs-jaggery-deployer 0.12.6

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ASN.1 library for Python
-----------------------

This is a free and open source implementation of ASN.1 types and codecs as a Python package. It has been first written to support particular protocol (SNMP) but then generalized to be suitable for a wide range of protocols based on [ASN.1 specification](https://www.itu.int/rec/dologin_pub.asp?lang=e&id=T-REC-X.208-198811-W!!PDF-E&type=items).

Features
--------

* Generic implementation of ASN.1 types (X.208)
* Standards compliant BER/CER/DER codecs
* Dumps/loads ASN.1 structures from Python types
* 100% Python, works with Python 2.4 up to Python 3.6
* MT-safe
* Contributed ASN.1 compiler [Asn1ate](https://github.com/kimgr/asn1ate)

Why using pyasn1
------------------

ASN.1 solves the data serialisation problem. This solution was designed long ago by the wise Ancients. Back then, they did not have the luxury of wasting bits. That is why ASN.1 is designed to serialise data structures of unbounded complexity into
something compact and efficient when it comes to processing the data.

That probably explains why many network protocols and file formats still rely on the 30+ years old technology. Including a number of high-profile Internet protocols and file formats.

Quite a number of books cover the topic of ASN.1. [Communication between heterogeneous systems](http://www.oss.com/asn1/dubuisson.html) by Olivier Dubuisson is one of those high quality books freely available on the Internet.

The pyasn1 package is designed to help Python programmers tackling network protocols and file formats at the comfort of their Python prompt. The tool struggles to capture all aspects of a rather complicated ASN.1 system and to represent it on the Python terms.

How to use pyasn1
-----------------

With pyasn1 you can build Python objects from ASN.1 data structures. For example, the following ASN.1 data structure:

```bash
Record ::= SEQUENCE {
  id        INTEGER,
  room  [0] INTEGER OPTIONAL,
  house [1] INTEGER DEFAULT 0
}
```

Could be expressed in pyasn1 like this:

```python
class Record(Sequence):
  componentType = NamedTypes(
    NamedType('id', Integer()),
    OptionalNamedType(
      'room', Integer().subtype(
        implicitTag=Tag(tagClassContext, tagFormatSimple, 0)
      ),
    ),
    DefaultedNamedType(
      'house', Integer(0).subtype(
        implicitTag=Tag(tagClassContext, tagFormatSimple, 1)
      ),
    ),
  )
```
It is in the spirit of ASN.1 to take abstract data description and turn it into a programming language specific form. Once you have your ASN.1 data structure expressed in Python, you can use it along the lines of similar Python type (e.g. ASN.1 `SET` is similar to Python `dict`, `SET OF` to `list`):

```python
>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
>>> str(record)
Record:
  id=123
  room=321
```

Part of the power of ASN.1 comes from its serialisation features. You can serialise your data structure and send it over the network.

```python
>>> from pyasn1.codec.der.encoder import encode
>>> substrate = encode(record)
>>> hexdump(substrate)
00000: 30 07 02 01 7B 80 02 01 41
```

Conversely, you can turn serialised ASN.1 content, as received from network or read from a file, into a Python object which you can introspect, modify, encode and send back.

```python
>>> from pyasn1.codec.der.decoder import decode
>>> received_record, rest_of_substrate = decode(substrate, asn1Spec=Record())
>>> for field in received_record:
...   print('{} is {}'.format(field, received_record[field]))
id is 123
room is 321
house is 0
```

Conversely, you can turn serialised ASN.1 content, as received from network or read from a file, into a Python object which you can introspect, modify, encode and send back.
The pyasn1 classes struggle to emulate their Python prototypes (e.g. int, list, dict etc.). But ASN.1 types exhibit more complicated behaviour. To make life easier for a Pythonista, they can turn their pyasn1 classes into Python built-ins:

```python
>>> from pyasn1.codec.native.encoder import encode
>>> encode(record)
{'id': 123, 'room': 321, 'house': 0}
```

Or vice-versa -- you can initialize an ASN.1 structure from a tree of Python objects:

```python
>>> from pyasn1.codec.native.decoder import decode
>>> record = decode({'id': 123, 'room': 321, 'house': 0}, asn1Spec=Record())
>>> str(record)
Record:
id=123
room=321
```

With ASN.1 design, serialisation codecs are decoupled from data objects, so you could turn every single ASN.1 object into many different serialised forms. As of this moment, pyasn1 supports BER, DER, CER and Python built-ins codecs. The extremely compact PER encoding is expected to be introduced in the upcoming pyasn1 release.

More information on pyasn1 APIs can be found in the [documentation](http://snmplabs.com/pyasn1/), compiled ASN.1 modules for different protocols and file formats could be found in the [repo](https://github.com/etingof/pyasn1-modules).

How to get pyasn1

-----------------

The pyasn1 package is distributed under terms and conditions of 2-clause BSD [license](http://snmplabs.com/pyasn1/license.html). Source code is freely available as a GitHub [repo](https://github.com/etingof/pyasn1).

You could `pip install pyasn1` or download it from [PyPI](https://pypi.python.org/pypi/pyasn1).
If something does not work as expected, [open an issue](https://github.com/etingof/pyasn1/issues) at GitHub or post your question [on Stack Overflow](http://stackoverflow.com/questions/ask) or try browsing pyasn1 mailing list archives[https://sourceforge.net/p/pyasn1/mailman/pyasn1-users/).

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ASN.1 library for Python

=================================

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Abstract Syntax Notation One (`ASN.1 <http://en.wikipedia.org/wiki/Abstract_Syntax_Notation_1x>`_) is a technology for exchanging structured data in a universally understood, hardware agnostic way. Many industrial, security and telephony applications heavily rely on ASN.1.

The `pyasn1 <https://pypi.python.org/pypi/pyasn1/>`_ library implements ASN.1 support in pure-Python.

What is ASN.1

---------------

ASN.1 is a large, arguably over-engineered and extremely old data modelling and serialisation tool. It is probably among the first serialisation protocols in the history of computer science and technology.
ASN.1 started its life over 30 years ago as a serialisation mechanism for the first electronic mail (known as X.400). Later on it was split off the e-mail application and become a stand-alone tech still being actively supported by its designers and widely used in industry and technology.

Since then ASN.1 is sort of haunted by its relations with the OSI model -- the first, unsuccessful, version of the Internet. You can read many interesting discussions on that topic.

In the following years, generations of software engineers tackled the serialisation problem many times. We can see that in Google’s ProtoBuffers or FlatBuffers, for example. Interestingly, many new takes on binary protocol design do not depart far from ASN.1 from technical perspective. It's more of a matter of striking a balance between processing overhead, wire format overhead and human readability.

Looking at what ASN.1 has to offer, it has three loosely coupled parts:

* Data types: the standard introduces a collection of basic data types (integers, bits, strings, arrays and records) that can be used for describing arbitrarily complex, nested data structures.

* Serialisation protocols: the above data structures could be converted into a series of octets for storage or transmission over the wire as well as recovered back into their structured form. The system is fully agnostic to hardware architectures differences.

* Schema language: ASN.1 data structures could be described in terms of a schema language for ASN.1 compiler to turn it into platform-specific implementation.

ASN.1 applications
------------------

Being an old and generally successful standard, ASN.1 is widely adopted for many uses. To give you an example, these technologies use ASN.1 for their data exchange needs:

* Signaling standards for the public switched telephone network (SS7 family)
* Network management standards (SNMP, CMIP)
* Directory standards (X.500 family, LDAP)
* Public Key Infrastructure standards (X.509, etc.)
* PBX control (CSTA)
* IP-based Videoconferencing (H.323 family)
* Biometrics (BIP, CBEFF, ACBio)
* Intelligent transportation (SAE J2735)
* Cellular telephony (GSM, GPRS/EDGE, UMTS, LTE)

ASN.1 gotchas

----------

Apparently, ASN.1 is hard to implement properly. Quality open-source
ASN.1 tools are rare, but ad-hoc implementations are numerous. Judging from the
`statistics <http://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=ASN.1>`_ on discovered
security vulnerabilities, many people have implemented ASN.1 parsers
and oftentimes fell victim to its edge cases.

On the bright side, ASN.1 has been around for a long time, it is well understood
and security reviewed.

Documentation

----------

.. toctree::
   :maxdepth: 2

/pyasn1/contents

Use case

-------

.. toctree::
   :maxdepth: 2

/example-use-case

Download & Install

----------

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/download

Changes

------

All changes and release history is maintained in changelog. There you
could also download the latest unreleased pyasn1 tarball containing
the latest fixes and improvements.

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License
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Getting help
------------


Books on ASN.1
--------------

The pyasn1 implementation is largely based on reading up the following awesome books:

* `ASN.1 - Communication between heterogeneous systems <http://www.oss.com/asn1/dubuisson.html>`_ by Olivier Dubuisson

Here you can get the official standards which is hard to read:


On the other end of the readability spectrum, here is a quick and sweet write up:


If you are working with ASN.1, we'd highly recommend reading a proper book on the subject.

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- `/opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/tests/codec/der/test_decoder.py`
- `/opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/compat/calling.py`
- `/opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/compat/string.py`
- `/opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/compat/dateandtime.py`
- `/opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/compat/calling.py`
- `/opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/compat/dateandtime.py`
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1.1798 asm-tree 8.0

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* /opt/cola/permits/1229376939_1641580557.79/0/asm-tree-8-0-sources-1-jar/org/objectweb/asm/tree/FieldNode.java
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* /opt/cola/permits/1229376939_1641580557.79/0/asm-tree-8-0-sources-1-jar/org/objectweb/asm/tree/EmptyNode.java
* /opt/cola/permits/1229376939_1641580557.79/0/asm-tree-8-0-sources-1-jar/org/objectweb/asm/tree/CodeSourceNode.java
* /opt/cola/permits/1229376939_1641580557.79/0/asm-tree-8-0-sources-1-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /opt/cola/permits/1229376939_1641580557.79/0/asm-tree-8-0-sources-1-jar/org/objectweb/asm/tree/Objec
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* /opt/cola/permits/1229376939_1641580557.79/0/asm-tree-8-0-sources-1-jar/org/objectweb/asm/tree/package.html

1.1799 bouncy-castle 1.62

1.1800 lz4 1.7.5 3.el7
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Upstream-Contact: Yann Collet <Cyan4973@github.com>
Source: https://github.com/lz4/lz4

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1.1801 pyasn1 0.4.2-3
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ASN.1 library for Python

This is a free and open source implementation of ASN.1 types and codecs
as a Python package. It has been first written to support particular
protocol (SNMP) but then generalized to be suitable for a wide range
of protocols based on

Features

* Generic implementation of ASN.1 types (X.208)
* Standards compliant BER/CER/DER codecs
* Dumps/loads ASN.1 structures from Python types
1. 100% Python, works with Python 2.4 up to Python 3.6
2. MT-safe
3. Contributed ASN.1 compiler [Asn1ate](https://github.com/kimgr/asn1ate)

Why using pyasn1

ASN.1 solves the data serialisation problem. This solution was designed long ago by the wise Ancients. Back then, they did not have the luxury of wasting bits. That is why ASN.1 is designed to serialise data structures of unbounded complexity into something compact and efficient when it comes to processing the data.

That probably explains why many network protocols and file formats still rely on the 30+ years old technology. Including a number of high-profile Internet protocols and file formats.

Quite a number of books cover the topic of ASN.1. [Communication between heterogeneous systems](http://www.oss.com/asn1/dubuisson.html) by Olivier Dubuisson is one of those high quality books freely available on the Internet.

The pyasn1 package is designed to help Python programmers tackling network protocols and file formats at the comfort of their Python prompt. The tool struggles to capture all aspects of a rather complicated ASN.1 system and to represent it on the Python terms.

How to use pyasn1

With pyasn1 you can build Python objects from ASN.1 data structures. For example, the following ASN.1 data structure:

```bash
Record ::= SEQUENCE {
  id        INTEGER,
  room  [0] INTEGER OPTIONAL,
  house [1] INTEGER DEFAULT 0
}
```

Could be expressed in pyasn1 like this:

```python
```bash
```
OptionalNamedType(
    'room', Integer().subtype(
        implicitTag=Tag(tagClassContext, tagFormatSimple, 0)
    ),
)
DefaultedNamedType(
    'house', Integer(0).subtype(
        implicitTag=Tag(tagClassContext, tagFormatSimple, 1)
    ),
)

It is in the spirit of ASN.1 to take abstract data description and turn it into a programming language specific form. Once you have your ASN.1 data structure expressed in Python, you can use it along the lines of similar Python type (e.g. ASN.1 `SET` is similar to Python `dict`, `SET OF` to `list`):

```python
>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
>>> str(record)
Record:
    id=123
    room=321
```

Part of the power of ASN.1 comes from its serialisation features. You can serialise your data structure and send it over the network.

```python
>>> from pyasn1.codec.der.encoder import encode
>>> substrate = encode(record)
>>> hexdump(substrate)
00000: 30 07 02 01 7B 80 02 01 41
```

Conversely, you can turn serialised ASN.1 content, as received from network or read from a file, into a Python object which you can introspect, modify, encode and send back.

```python
>>> from pyasn1.codec.der.decoder import decode
>>> received_record, rest_of_substrate = decode(substrate, asn1Spec=Record())
```
```python
>>> for field in received_record:
    print('{} is {}'.format(field, received_record[field]))
id is 123
room is 321
house is 0

>>> record == received_record
True

>>> received_record.update(room=123)
>>> substrate = encode(received_record)
>>> hexdump(substrate)
00000: 30 06 02 01 7B 80 01 7B

The pyasn1 classes struggle to emulate their Python prototypes (e.g. int, list, dict etc.). But ASN.1 types exhibit more complicated behaviour. To make life easier for a Pythonista, they can turn their pyasn1 classes into Python built-ins:

```python
>>> from pyasn1.codec.native.encoder import encode
>>> encode(record)
{'id': 123, 'room': 321, 'house': 0}
```

Or vice-versa -- you can initialize an ASN.1 structure from a tree of Python objects:

```python
>>> from pyasn1.codec.native.decoder import decode
>>> record = decode({'id': 123, 'room': 321, 'house': 0}, asn1Spec=Record())
>>> str(record)
Record:
id=123
room=321
```

With ASN.1 design, serialisation codecs are decoupled from data objects, so you could turn every single ASN.1 object into many different serialised forms. As of this moment, pyasn1 supports BER, DER, CER and Python built-ins codecs. The extremely compact PER encoding is expected to be introduced in the upcoming pyasn1 release.

More information on pyasn1 APIs can be found in the [documentation](http://snmplabs.com/pyasn1/), compiled ASN.1 modules for different protocols and file formats could be found in the pyasn1-modules
```
How to get pyasn1
-----------------

The pyasn1 package is distributed under terms and conditions of 2-clause BSD [license](http://snmplabs.com/pyasn1/license.html). Source code is freely available as a GitHub [repo](https://github.com/etingof/pyasn1).

You could `pip install pyasn1` or download it from [PyPI](https://pypi.python.org/pypi/pyasn1).

If something does not work as expected, open an issue at GitHub or post your question on Stack Overflow or try browsing pyasn1 [mailing list archives](https://sourceforge.net/p/pyasn1/mailman/pyasn1-users/).

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Found in path(s):
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=======

.. include:: ../../LICENSE.rst

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ASN.1 library for Python
========================

=====================

.. toctree::
:maxdepth: 1

Abstract Syntax Notation One (ASN.1) <http://en.wikipedia.org/wiki/Abstract_Syntax_Notation_1x> is a technology for exchanging structured data in a universally understood, hardware agnostic way. Many industrial, security and telephony applications heavily rely on ASN.1.

The pyasn1 <https://pypi.python.org/pypi/pyasn1/> library implements
ASN.1 support in pure-Python.

What is ASN.1
-------------

ASN.1 is a large, arguably over-engineered and extremely old data modelling and serialisation tool. It is probably among the first serialisation protocols in the history of computer science and technology.

ASN.1 started its life over 30 years ago as a serialisation mechanism for the first electronic mail (known as X.400). Later on it was split off the e-mail application and become a stand-alone tech still being actively supported by its designers and widely used in industry and technology.

Since then ASN.1 is sort of haunted by its relations with the OSI model -- the first, unsuccessful, version of the Internet. You can read many interesting discussions on that topic.

In the following years, generations of software engineers tackled the serialisation problem many times. We can see that in Google's ProtoBuffers or FlatBuffers, for example. Interestingly, many new takes on binary protocol design do not depart far from ASN.1 from technical perspective. It's more of a matter of striking a balance between processing overhead, wire format overhead and human readability.

Looking at what ASN.1 has to offer, it has three loosely coupled parts:

* Data types: the standard introduces a collection of basic data types (integers, bits, strings, arrays and records) that can be used for describing arbitrarily complex, nested data structures.

* Serialisation protocols: the above data structures could be converted into a series of octets for storage or transmission over the wire as well as recovered back into their structured form. The system is fully agnostic to hardware architectures differences.

* Schema language: ASN.1 data structures could be described in terms of a schema language for ASN.1 compiler to turn it into platform-specific implementation.

ASN.1 applications
-------------------

Being an old and generally successful standard, ASN.1 is widely adopted for many uses. To give you an example, these technologies use ASN.1 for their data exchange needs:
* Signaling standards for the public switched telephone network (SS7 family)
* Network management standards (SNMP, CMIP)
* Directory standards (X.500 family, LDAP)
* Public Key Infrastructure standards (X.509, etc.)
* PBX control (CSTA)
* IP-based Videoconferencing (H.323 family)
* Biometrics (BIP, CBEFF, ACBio)
* Intelligent transportation (SAE J2735)
* Cellular telephony (GSM, GPRS/EDGE, UMTS, LTE)

ASN.1 gotchas
-------------

Apparently, ASN.1 is hard to implement properly. Quality open-source
ASN.1 tools are rare, but ad-hoc implementations are numerous. Judging from the
'statistics <http://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=ASN.1>' on discovered
security vulnerabilities, many people have implemented ASN.1 parsers
and oftentimes fell victim to its edge cases.

On the bright side, ASN.1 has been around for a long time, it is well understood
and security reviewed.

Documentation
-------------

.. toctree::
:maxdepth: 2

/pyasn1/contents

Use case
--------

.. toctree::
:maxdepth: 2

/example-use-case

Download & Install
------------------

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/download

Changes
All changes and release history is maintained in changelog. There you could also download the latest unreleased pyasn1 tarball containing the latest fixes and improvements.

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-------

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Getting help
-------------


Books on ASN.1
---------------

The pyasn1 implementation is largely based on reading up the following awesome books:

* `ASN.1 - Communication between heterogeneous systems <http://www.oss.com/asn1/dubuisson.html>`_ by Olivier Dubuisson

Here you can get the official standards which is hard to read:


On the other end of the readability spectrum, here is a quick and sweet write up:

If you are working with ASN.1, we'd highly recommend reading a proper book on the subject.

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Metadata-Version: 1.1
Name: pyasn1
Version: 0.4.2
Summary: ASN.1 types and codecs
Home-page: https://github.com/etingof/pyasn1
Author: Ilya Etingof <etingof@gmail.com>
Author-email: etingof@gmail.com
License: BSD
Description: Pure-Python implementation of ASN.1 types and DER/BER/CER codecs (X.208)
Platform: any
Classifier: Development Status :: 5 - Production/ Stable
Classifier: Environment :: Console
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: Education
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Classifier: Programming Language :: Python :: 2.4
Classifier: Programming Language :: Python :: 2.5
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Classifier: Programming Language :: Python :: 2.7
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Classifier: Programming Language :: Python :: 3.2
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* /opt/cola/permits/1125512698_1614699302.25/0/pyasn1-0-4-2-orig-1-tar-gz/pyasn1-0.4.2/tests/compat/test_binary.py
* /opt/cola/permits/1125512698_1614699302.25/0/pyasn1-0-4-2-orig-1-tar-gz/pyasn1-0.4.2/pyasn1/type/opentype.py
* /opt/cola/permits/1125512698_1614699302.25/0/pyasn1-0-4-2-orig-1-tar-gz/pyasn1-0.4.2/pyasn1/codec/native/decoder.py
* /opt/cola/permits/1125512698_1614699302.25/0/pyasn1-0-4-2-orig-1-tar-gz/pyasn1-0.4.2/pyasn1/codec/ber/encoder.py
* /opt/cola/permits/1125512698_1614699302.25/0/pyasn1-0-4-2-orig-1-tar-gz/pyasn1-0.4.2/pyasn1/codec/der/encoder.py
* /opt/cola/permits/1125512698_1614699302.25/0/pyasn1-0-4-2-orig-1-tar-gz/pyasn1-0.4.2/pyasn1/codec/other/encoder.py
1.1802 slf4j 1.7.13

1.1802.1 Available under license:

<?!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

<meta http-equiv="content-type" content="text/html; charset=iso-8859-1" />

</head>

1.7.13 Merck Connected Pharma
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1.1807 wso2-carbon-apimgt-keymgt-stub

6.4.50

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1.1808 jackson-dataformat-yaml 2.10.2
1.1808.1 Available under license:

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1.1809 wso2-carbon-identity-idp-metadata-saml2 1.0.5

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  geometry
    box.hpp
    empty.hpp
    envelope.hpp
    for_each_point.hpp
    geometry.hpp
    line_string.hpp
    multi_line_string.hpp
    multi_point.hpp
    multi_polygon.hpp
    point_arithmetic.hpp
    point.hpp
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    geometry.hpp
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2 directories, 15 files

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include/
mapbox
geometry
wagyu
    active_bound_list.hpp
    bound.hpp
    bubble_sort.hpp
    build_edges.hpp
    build_local_minima_list.hpp
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    config.hpp
    edge.hpp
    interrupt.hpp
    intersect.hpp
    intersect_util.hpp
    local_minimum.hpp
    local_minimum_util.hpp
    point.hpp
    process_horizontal.hpp
    process_maxima.hpp
    quick_clip.hpp
    ring.hpp
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    scanbeam.hpp
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    topology_correction.hpp
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Author : Angus Johnson
Version : 6.4.0
Date : 2 July 2015
Website : http://www.angusj.com

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1.1813 jetty-util 9.2.22.v20170606

1.1814 zlib 1.2.11 r3
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1.1815 libstdc++ 4.8.5-39.el7
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HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.
Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazil@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson (jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D. Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks (age@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@roucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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* m4/ax_func_which_gethostbyname_r.m4

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<tr>
<th>Program</th>
<th>Directory</th>
</tr>
</thead>
<tbody>
<tr>
<td>mach_override</td>
<td>lib/interception/mach_override</td>
</tr>
<tr>
<td>@ignore</td>
<td></td>
</tr>
<tr>
<td>@c Set file name and title for man page.</td>
<td></td>
</tr>
<tr>
<td>@setfilename gfdl</td>
<td></td>
</tr>
<tr>
<td>@settitle GNU Free Documentation License</td>
<td></td>
</tr>
<tr>
<td>@c man begin SEEALSO</td>
<td></td>
</tr>
<tr>
<td>gpl(7), fsf-funding(7).</td>
<td></td>
</tr>
<tr>
<td>@c man end</td>
<td></td>
</tr>
<tr>
<td>@c man begin COPYRIGHT</td>
<td></td>
</tr>
<tr>
<td>@uref{<a href="http://fsf.org/%7D">http://fsf.org/}</a></td>
<td></td>
</tr>
</tbody>
</table>

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1.1824 wso2-carbon-um-ws-api 5.1.11

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## JSZip v3.1.5

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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/DnsQueryContext.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/package-info.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/DnsServerAddresses.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/DnsResolveContext.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/DnsNameResolver.java

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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/DefaultDnsCache.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/DnsCache.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/InflightNameResolver.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/NoopDnsCache.java

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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
  jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
  jar/io/netty/resolver/dns/DnsQueryLifecycleObserver.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/DirContextUtils.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
jar/io/netty/resolver/dns/NameServerComparator.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
jar/io/netty/resolver/dns/DnsAddressDecoder.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
jar/io/netty/resolver/dns/Cache.java
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jar/io/netty/resolver/dns/DnsRecordResolveContext.java
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jar/io/netty/resolver/dns/NoopDnsCnameCache.java
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jar/io/netty/resolver/dns/DnsAddressResolveContext.java
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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
jar/io/netty/resolver/dns/DnsNameResolverException.java
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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
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* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
  jar/io/netty/resolver/dns/DatagramDnsQueryContext.java
* /opt/cola/permits/1258617807_1643096348.73/0/netty-resolver-dns-4-1-71-final-sources-
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1.1830 python-pkg-resources 40.8.0-1

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1.1831 libevent 2.1.1

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1.1832 boost 1.67.0-13+deb10u1
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HOW TO GENERATE THE COPYRIGHT FILE

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The debian/copyright file for Boost is very complicated, because the
library has accumulated a huge number of files and contributors over
the years. It would be intractable to fill it by hand, and FTP masters
do not like the previous choice to just generically indicate the Boost
Software License and see each individual file for the differences.

Fortunately Boost itself already contains a small program, called bcp,
that searches for common regular expressions in each file to find the
file’s license and copyright holders. The program has some
deficiencies, but is overall a good foundation to automatically
generate a debian/copyright file.

A patched fork of the bcp program is maintained by Giovanni Mascellani
in the repository [1].

[1] https://salsa.debian.org/gio/boost-copyright

It can be compiled with qmake and make. Then you change dir to where
you have unpacked the Boost tarball and run something like:

    find -type f | grep -v ^./debian/ | grep -v ^./.pc/ | bcp --report-debian --read-from-stdin debian/copyright
This will erase and regenerate the debian/copyright file. The boost-copyright repository already contains a skeleton of the copyright file (called manual_copyright), which is automatically included at the beginning of the generated file.

Since bcp cannot identify the copyright status for each single file, because some of them do not actually contain such information, the manual_copyright file contains some blanket stanzas for the main Boost directories, so that the copyright for each not better identified file is (reasonably) assigned to the people responsible for that subdirectory. The subdirectories loosely correspond to the individual Boost libraries. Also, a public domain dedication is presumed for the few and very simple files that are neither recognized by the program, neither contained in one of the well-known subdirectories.

The script generator.py, in the boost-copyright repository, can be used to manually regenerate most of manual_copyright based on the meta/repositories.json files available in the Boost distribution. However it is recommended to carefully check its output, because there will be some inaccuracies.

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Upstream-Contact: https://www.boost.org/
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nlfs/log/include/boost/log/detail/cleanup_scope_guard.hpp
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libs/log/include/boost/log/utility/ipc/reliable_message_queue.hpp  
libs/log/include/boost/log/utility/permissions.hpp  
libs/log/src/posix/ipc_reliable_message_queue.cpp  
libs/log/src/windows/ipc_reliable_message_queue.cpp  
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libs/winapi/include/boost/winapi/condition_variable.hpp
libs/winapi/include/boost/winapi/critical_section.hpp
libs/winapi/include/boost/winapi/directory_management.hpp
libs/winapi/include/boost/winapi/event.hpp
libs/winapi/include/boost/winapi/get_current_process.hpp
libs/winapi/include/boost/winapi/get_current_thread.hpp
Files:
libs/optional/doc/00_optional.qbk
libs/optional/doc/01_quick_start.qbk
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libs/optional/doc/21_ref_none.qbk
libs/optional/doc/22_ref_bad_optional_access.qbk
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libs/optional/doc/24_ref_optional_fwd.qbk
libs/optional/doc/29_ref_optional_convenience.qbk
libs/optional/doc/html/index.html
libs/optional/include/boost/none.hpp
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libs/optional/include/boost/optional/detail/optional_aligned_storage.hpp
libs/optional/include/boost/optional/detail/optional_config.hpp
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libs/numeric/interval/include/boost/numeric/interval/arith3.hpp
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libs/numeric/interval/test/cmp.cpp
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libs/numeric/interval/include/boost/numeric/interval/arith2.hpp
libs/numeric/interval/include/boost/numeric/interval/checking.hpp
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libs/numeric/interval/include/boost/numeric/interval/consts.hpp
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libs/numeric/interval/include/boost/numeric/interval/detail/test_input.hpp
libs/numeric/interval/include/boost/numeric/interval/ext/x86/fast_rounding_control.hpp
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libs/spirit/example/karma/basic_facilities.cpp
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libs/wave/index.html
libs/wave/samples/advanced_hooks/advanced_hooks.cpp
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libs/wave/test/testwave/testwave_dll.cpp
libs/wave/tool/build/Jamfile.v2
libs/wave/tool/cpp.cpp
libs/wave/tool/cpp.hpp
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libs/compute/include/boost/compute/algorithm/detail/reduce_by_key.hpp
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libs/random/include/boost/random/detail/generator_seed_seq.hpp
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libs/random/include/boost/random/detail/uniform_int_float.hpp
libs/random/include/boost/random/discard_block.hpp
libs/random/include/boost/random/gamma_distribution.hpp
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libs/detail/include/boost/detail/named_template_params.hpp
libs/disjoint_sets/include/boost/pending/detail/disjoint_sets.hpp
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libs/dynamic_bitset/example/example1.cpp
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libs/graph/doc/adjacency_iterator.html
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libs/serialization/test/test_helper_support.cpp
libs/type_traits/include/boost/type_traits/detail/is_likely_lambda.hpp
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libs/fusion/test/sequence/conversion.hpp
libs/fusion/test/sequence(fixture.hpp
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libs/fusion/test/sequence/tuple_conversion.cpp
libs/fusion/test/sequence/tuple_traits.cpp
libs/fusion/test/sequence/vector_conversion.cpp
libs/fusion/test/sequence/vector_traits.cpp
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Files:
libs/program_options/test/exception_txt_test.cpp
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Files:
libs/graph/example/minimum_degree_ordering.cpp
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- libs/config/test/boost_no_tem_local_classes.ipp
- libs/contract/build/boost_contract_build.jam
- libs/contract/build/boost_contract_no-jam-gen.py
- libs/contract/build/boost_contract_no.jam
- libs/contract/build/Jamfile.v2
- libs/contract/doc/acknowledgments.qbk
- libs/contract/doc/advanced.qbk
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- libs/contract/doc/contract_programming_overview.qbk
- libs/contract/doc/examples.qbk
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- libs/contract/doc/full_table_of_contents.qbk
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libs/fusion/test/sequence/as_deque.cpp
libs/fusion/test/sequence/deque_is_constructible.cpp
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libs/property_tree/include/boost/property_tree/detail/file_parser_error.hpp
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libs/graph_parallel/include/boost/graph/parallel/detail/untracked_pair.hpp
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libs/python/src/object/pickle_support.cpp
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libs/pool/doc/html/boost/default_user_allocator_new_delete.html
libs/pool/doc/html/boost/fast_pool_allocator.html
libs/pool/doc/html/boost/fast_pool_allocator/rebind.html
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tools/build/test/toolset-mock/src/Jamroot.jam
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libs/iterator/doc/interoperability-revisited.rst  
libs/iterator/doc/Jamfile.v2  
libs/iterator/include/boost/iterator/detail/config_undef.hpp  
libs/iterator/test/interoperable_fail.cpp  
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libs/iterator/test/iter_archetype_default_ctor.cpp
libs/iterator/test/iterator_adaptor_test.cpp
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libs/assign/test/ptr_map_inserter.cpp
libs/assign/test/static_list_of.cpp
libs/assign/test/std.cpp
libs/assign/test/tuple_list_of.cpp
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libs/ptr_container/doc/comp.sh
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libs/lockfree/test/Jamfile.v2
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If such an object file uses only numerical parameters, data
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functions (ten lines or less in length), then the use of the object
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Otherwise, if the work is a derivative of the Library, you may
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1.1835 libsigsegv 2.11 5.el8

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Julian Seward, jseward@bzip.org

bzip2/libbzip2 version 1.0.6 of 6 September 2010

1.1840 lua 5.3.3

1.1841 maven-error-diagnostics 2.0.6

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1.1845 postgresql 9.6.15-0+deb9u1

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1.1846 docbook-xml 4.5-8

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<!-- .............................................................. -->
<!-- DocBook document hierarchy module V4.2 .................. -->
<!-- File dbhierx.mod .............................................. -->

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information, see http://www.oasis-open.org/docbook/.

<!-- .............................................................. -->

<!-- This module contains the definitions for the overall document
hierarchies of DocBook documents. It covers computer documentation
manuals and manual fragments, as well as reference entries (such as
man pages) and technical journals or anthologies containing
articles.

This module depends on the DocBook information pool module. All
elements and entities referenced but not defined here are assumed to be defined in the information pool module.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbhier PUBLIC
"-//OASIS//ELEMENTS DocBook Document Hierarchy V4.2//EN"
"dbhierx.mod">%dbhier;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

```xml
<!-- Entities for module inclusions ....................................... -->
<!ENTITY % dbhier.redecl.module "IGNORE">
<!ENTITY % dbhier.redecl2.module "IGNORE">

<!-- Entities for element classes ......................................... -->
<!ENTITY % local.appendix.class "">
<!ENTITY % appendix.class "appendix %local.appendix.class;">

<!ENTITY % local.article.class "">
<!ENTITY % article.class "article %local.article.class;">

<!ENTITY % local.book.class "">
<!ENTITY % book.class "book %local.book.class;">

<!ENTITY % local.chapter.class "">
<!ENTITY % chapter.class "chapter %local.chapter.class;">

<!ENTITY % local.index.class "">
<!ENTITY % index.class "index|setindex %local.index.class;">

<!ENTITY % local.refentry.class "">
<!ENTITY % refentry.class "refentry %local.refentry.class;">

<!ENTITY % local.section.class "">
<!ENTITY % section.class "section %local.section.class;">

<!ENTITY % local.nav.class "">
```
%ubiq.inclusion;"> 
<!--end of book.element-->]]>

<!-- FPI: SGML formal public identifier -->

<!ENTITY % book.attlist "INCLUDE"> 
<![%book.attlist;]
<!ATTLIST bookfpiCDATA#IMPLIED 
%label.attrib; 
%status.attrib; 
%common.attrib; 
%book.role.attrib; 
%local.book.attrib;>

<!ENTITY % bookinfo.module "INCLUDE"> 
<![%bookinfo.module;]
<!ENTITY % local.bookinfo.attrib ""> 
<!ENTITY % bookinfo.role.attrib "%role.attrib;"> 

<!ENTITY % bookinfo.element "INCLUDE"> 
<![%bookinfo.element;]
<!ELEMENT bookinfo %ho; ((%info.class;)+) 
%beginpage.exclusion;>

<!-- Contents: IDs of the ToC, LoTs, Prefaces, Parts, Chapters, 
Appendices, References, Glossary, Bibliography, and indexes 
comprising the Book, in the order of their appearance -->

<!ENTITY % bookinfo.attlist "INCLUDE"> 
<![%bookinfo.attlist;]
<!ATTLIST bookinfo 
contentsIDREFS#IMPLIED 
%common.attrib; 
%bookinfo.role.attrib; 
%local.bookinfo.attrib;>

<!-- Dedication, ToC, and LoT ............................................. -->

%!ubiq.inclusion;> 
<!--end of book.element-->]]>
<!ENTITY % sect1.module "INCLUDE">
<![%sect1.module:]
<!ENTITY % local.sect1.attrib "">
<!ENTITY % sect1.role.attrib "%role.attrib;">  

<!ENTITY % sect1.element "INCLUDE">
<![%sect1.element:]
<!ELEMENT sect1 %ho; (sect1info?, (%sect.title.content;), (%nav.class;)*, ((%divcomponent.mix;)+, ((%refentry.class;)* | sect2* | simplesect*) | (%refentry.class;)+ | sect2+ | simplesect+), (%nav.class;)*) %ubiq.inclusion;>  

<!ENTITY % sect1.attlist "INCLUDE">
<![%sect1.attlist:]>
<!ATTLIST sect1 renderas (sect2 | sect3 | sect4 | sect5) #IMPLIED %label.attrib; %status.attrib; %common.attrib; %sect1.role.attrib; %local.sect1.attrib; >  

<!ENTITY % sect2.module "INCLUDE">
<![%sect2.module:]
<!ENTITY % local.sect2.attrib "">
<!ENTITY % sect2.role.attrib "%role.attrib;">  

<!ENTITY % sect2.element "INCLUDE">
|sect2
|sect4
|sect5)#IMPLIED
%label.attrib;
%status.attrib;
%common.attrib;
%sect3.role.attrib;
%local.sect3.attrib;
>
<!--end of sect3.attlist-->]]>
<!--end of sect3.module-->]]>

<!ENTITY % sect4.module "INCLUDE">
<![%sect4.module;[
<!ENTITY % local.sect4.attrib ""
<!ENTITY % sect4.role.attrib "%role.attrib;">

<!ENTITY % sect4.element "INCLUDE">
<![%sect4.element;[
<!ELEMENT sect4 %ho; (sect4info?, (%sect.title.content;), (%nav.class;)*,
((%divcomponent.mix;)+,
((%referentry.class;)* | sect5* | simplesect*))
| (%referentry.class;)+ | sect5+ | simplesect+, (%nav.class;)*)>
<!--end of sect4.element-->]]>

<!-- Renderas: Indicates the format in which the heading should appear -->

<!ENTITY % sect4.attlist "INCLUDE">
<![%sect4.attlist;[
<!ATTLIST sect4 renderas(sect1
|sect2
|sect3
|sect5)#IMPLIED
%label.attrib;
%status.attrib;
%common.attrib;
%sect4.role.attrib;
%local.sect4.attrib;
>
<!--end of sect4.attlist-->]]>
<!--end of sect4.module-->]]>

<!ENTITY % sect5.module "INCLUDE">
<![%sect5.module;[
<!ENTITY % local.sect5.attrib ""
<!ATTLIST glossdiv
%status.attrib;
%common.attrib;
%glossdiv.role.attrib;
%local.glossdiv.attrib;
>
<!-- end of glossdiv.attlist-->
<!-- end of glossdiv.module-->
<!-- end of glossary.content.module-->

<!-- ................................................................. -->
<!-- Index and SetIndex ............................................. -->

<!ENTITY % index.content.module "INCLUDE">
<![%index.content.module:]]
<!ENTITY % indexes.module "INCLUDE">
<![%indexes.module:]]
<!ENTITY % local.indexes.attrib "">
<!ENTITY % indexes.role.attrib "%role.attrib;">

<!ENTITY % index.element "INCLUDE">
<![%index.element:]]
<!ELEMENT index %ho; (indexinfo?,
  (%bookcomponent.title.content;)?,
  (%component.mix;)*,
  (indexdiv* | indexentry*))
%ndxterm.exclusion;>
<!-- end of index.element-->

<!ENTITY % index.attlist "INCLUDE">
<![%index.attlist:]]
<!ATTLIST index
%common.attrib;
%indexes.role.attrib;
%local.indexes.attrib;
>
<!-- end of index.attlist-->

<!ENTITY % setindex.element "INCLUDE">
<![%setindex.element:]]
<!ELEMENT setindex %ho; (setindexinfo?,
  (%bookcomponent.title.content;)?,
  (%component.mix;)*,
  (indexdiv* | indexentry*))
%ndxterm.exclusion;>
<!-- end of setindex.element-->

<!ENTITY % setindex.attlist "INCLUDE">

<!ELEMENT tertiaryie %ho; (%ndxterm.char.mix;)*>
<!--end of tertiaryie.element-->]]>

<!-- to IndexTerms that these entries represent -->

<!ENTITY % tertiaryie.attlist "INCLUDE">
<![ tertiaryie.attlist;]
<!ATTLIST tertiaryie
%linkends.attrib;%common.attrib;
%primsecterie.role.attrib;
%local.primsecterie.attrib;
>
<![--end of tertiaryie.attlist-->]]>

<![--end of primsecterie.module-->]]>

<!ENTITY % seeie.module "INCLUDE">
<![ seeie.module;]
<!ENTITY % local.seeie.attrib "">
<!ENTITY % seeie.role.attrib "%role.attrib;">

<!ENTITY % seeie.element "INCLUDE">
<![ seeie.element;]
<!ELEMENT seeie %ho; (%ndxterm.char.mix;)*>
<![--end of seeie.element-->]]>

<![-- to IndexEntry to look up -->]

<!ENTITY % seeie.attlist "INCLUDE">
<![ seeie.attlist;]
<!ATTLIST seeie
%linkend.attrib;%common.attrib;
%seeie.role.attrib;
%local.seeie.attrib;
>
<![--end of seeie.attlist-->]]>

<![--end of seeie.module-->]]>

<!ENTITY % seealsoie.module "INCLUDE">
<![ seealsoie.module;]
<!ENTITY % local.seealsoie.attrib "">
<!ENTITY % seealsoie.role.attrib "%role.attrib;">

<!ENTITY % seealsoie.element "INCLUDE">
<![ seealsoie.element;]
<!ELEMENT seealsoie %ho; (%ndxterm.char.mix;)*>
<![--end of seealsoie.element-->]]>
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In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbnotn PUBLIC "-//OASIS//ENTITIES DocBook Notations V4.5//EN" "dbnotnx.mod">
%dbnotn;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.
<!NOTATION JPG SYSTEM "JPG">
<!NOTATION JEPSYSTEM "JPG">
<!NOTATION IGESPUBLIC
<!NOTATION PCXPUBLIC
"*/ISBN 0-7923-94.2-1::Graphic Notation//NOTATION ZSoft PCX bitmap//EN">
<!NOTATION PICSYSTEM "PIC">
<!NOTATION PNG SYSTEM "http://www.w3.org/TR/REC-png">
<!NOTATION PPSYSTEM "PS">
<!NOTATION SGMLPUBLIC
<!NOTATION TBLSYSTEM "TBL">
<!NOTATION TEXITPUBLIC
<!NOTATION TIFFSYSTEM "TIFF">
<!NOTATION WMFPUBLIC
"*/ISBN 0-7923-94.2-1::Graphic Notation//NOTATION Microsoft Windows Metafile//EN">
<!NOTATION WPGSYSTEM "WPG" > !--WordPerfect Graphic format-->
<!NOTATION SVGSYSTEM "http://www.w3.org/TR/SVG/" >
<!NOTATION PDFSYSTEM "http://www.adobe.com/products/acrobat/adobepdf.html">
<!NOTATION SWF SYSTEM "http://www.macromedia.com/software/flash">
<!NOTATION linespecificSYSTEM "linespecific">

<!-- End of DocBook notations module V4.5 ................................. -->
<!-- ...................................................................... -->

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.5/dbnotnx.mod
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<!-- ...................................................................... -->
<!-- DocBook XML HTML Table Module V4.3................................. -->
<!-- File htmltblx.mod ................................................... -->

<!-- Copyright 2003 ArborText, Inc., Norman Walsh, Sun Microsystems, Inc.,
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$Id: htmltblx.mod,v 1.12 2004/03/31 10:40:22 nwalsh Exp$

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<!-- This module contains the definitions for elements that are isomorphic to the HTML elements. One could argue we should instead have based ourselves on the XHTML Table Module, but the HTML one is more like what browsers are likely to accept today and users are likely to use.

This module has been developed for use with the DocBook V4.3 "union table model" in which elements and attlists common to both models are defined (as the union) in the CALS table module by setting various parameter entities appropriately in this file.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % htmltbl PUBLIC "-//OASIS//ELEMENTS DocBook XML HTML Tables V4.3//EN" "htmltblx.mod">

%htmltbl;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!-- Does not contain lang or dir because they are in %common.attribs -->
<table>
<thead>
<tr>
<th>Colgroup Attributes</th>
<th>Cell Halign</th>
<th>Cell Valign</th>
</tr>
</thead>
<tbody>
<tr>
<td>span: CDATA &quot;1&quot;</td>
<td>align: (left</td>
<td>center</td>
</tr>
<tr>
<td>width: CDATA #IMPLIED</td>
<td>char: CDATA #IMPLIED</td>
<td>#IMPLIED</td>
</tr>
<tr>
<td>%cellhalign;</td>
<td>charoff: CDATA #IMPLIED</td>
<td></td>
</tr>
<tr>
<td>%cellvalign;</td>
<td>#IMPLIED</td>
<td></td>
</tr>
<tr>
<td>&gt;</td>
<td>#IMPLIED</td>
<td></td>
</tr>
</tbody>
</table>

<!ATTLIST colgroup
%attrs;
span CDATA "1"
width CDATA #IMPLIED
%cellhalign;
%cellvalign;

<!ATTLIST col
%attrs;
span CDATA "1"
width CDATA #IMPLIED
%cellhalign;
<table>
<thead>
<tr>
<th>abbr</th>
<th>axis</th>
<th>headers</th>
<th>scope</th>
<th>rowspan</th>
<th>colspan</th>
</tr>
</thead>
</table>

<!-- Set up to read in the CALS model configured to merge with the XHTML table model -->

<!ENTITY % tables.role.attrib "%role.attrib;">
cellspacing CDATA #IMPLIED
cellpadding CDATA #IMPLIED
align (left|center|right) #IMPLIED
bgcolor CDATA #IMPLIED

<!ENTITY % tbl.frame.attval "void|above|below|hsides|lhs|rhs|vsides|box|border|
top|bottom|topbot|all|sides|none">

</!ENTITY % tbl.frame.attval>

<!ENTITY % tbl.entry.mdl "%para.char.mix; | %tabentry.mix;"> 

<br--thedef, tfoot, and tbody are defined in both table models, so we set up parameter entities to define union models for them-->

<!ENTITY % tbl.hdft.mdl "(tr+|(colspec*,row+))">
<!ENTITY % tbl.tbody.mdl "(tr+|row+)">
<!ENTITY % tbl.valign.attval "top|middle|bottom|baseline">

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.3/htmltblx.mod
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- DocBook XML character entities module V4.1.2 ...................... -->
<!-- File dbcentx.mod .................................................. -->


$Id: dbcentx.mod,v 1.10 2000/08/27 15:12:42 nwalsh Exp $

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<!--
<!- - ------------------------------------------ -->

<!- - This module contains the entity declarations for the standard ISO entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<ENTITY % dbcent PUBLIC
    "-//OASIS//ENTITIES DocBook XML Character Entities V4.1.2//EN"
    "dbcenx.mod">%dbcent;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!--
<!- - ------------------------------------------ -->

<!ENTITY % ISOamsa.module "INCLUDE">
<![%ISOamsa.module;[
<!ENTITY % ISOamsa PUBLIC
    "ent/iso-amsa.ent">%ISOamsa;
<!--end of ISOamsa.module-->]]>

<!ENTITY % ISOamsb.module "INCLUDE">
<![%ISOamsb.module;[
<!ENTITY % ISOamsb PUBLIC
    "ent/iso-amsb.ent">%ISOamsb;
<!--end of ISOamsb.module-->]]>

<!ENTITY % ISOamsc.module "INCLUDE">
<![%ISOamsc.module;[
<!ENTITY % ISOamsc PUBLIC
    "ent/iso-amsc.ent">%ISOamsc;
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.5/calstblx.dtd
No license file was found, but licenses were detected in source scan.

<!-- ...................................................................... -->
<!-- DocBook XML information pool module V4.2 ............................. -->
<!-- File dbpoolx.mod ..................................................... -->
<!-- !-- File dbpoolx.mod ..................................................... -->

O'Reilly & Associates, Inc., ArborText, Inc., Fujitsu Software Corporation, Norman Walsh, Sun Microsystems, Inc., and the
Organization for the Advancement of Structured Information Standards (OASIS).

$Id: dbpoolx.mod,v 1.46 2002/07/17 15:26:16 nwalsh Exp $

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-->
This module contains the definitions for the objects, inline elements, and so on that are available to be used as the main content of DocBook documents. Some elements are useful for general publishing, and others are useful specifically for computer documentation.

This module has the following dependencies on other modules:

- It assumes that a %notation.class; entity is defined by the driver file or other high-level module. This entity is referenced in the NOTATION attributes for the graphic-related and ModeSpec elements.

- It assumes that an appropriately parameterized table module is available for use with the table-related elements.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbpool PUBLIC
 "-//OASIS//ELEMENTS DocBook XML Information Pool V4.2//EN"
 "dbpoolx.mod">
%dbpool;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

```xml
<!ENTITY % yesorno.attvals"CDATA">
```

```xml
<!ENTITY % dbpool.redecl.module "IGNORE">
```

```xml
<!ENTITY % local.ndxterm.class "">
```
%ebnf.inline.hook;
%local.tech.char.class;

<!ENTITY % local.base.char.class "">
<!ENTITY % base.char.class
"anchor %local.base.char.class;">

<!ENTITY % local.docinfo.char.class "">
<!ENTITY % docinfo.char.class
"author|authorinitials|corpauthor|modespec|othercredit
|productname|productnumber|revhistory
%local.docinfo.char.class;">

<!ENTITY % local.other.char.class "">
<!ENTITY % other.char.class
"remark|subscript|superscript %local.other.char.class;">

<!ENTITY % local.inlineobj.char.class "">
<!ENTITY % inlineobj.char.class
"inlinegraphic|linenemediaobject|inlineequation %local.inlineobj.char.class;">

<!-- ............................................................... -->
<!-- Entities for content models .................................. -->

<!ENTITY % formalobject.title.content "title, titleabbrev?"/>

<!-- Redeclars placeholder ......................................... -->

<!-- For redeclaring entities that are declared after this point while
retaining their references to the entities that are declared before
this point -->

<!-- %dbpool.redecl.module:

<!- Defining rdbpool here makes some buggy XML parsers happy. -->
<!ENTITY % rdbpool ""%rdbpool;<!--end of dbpool.redecl.module-->]]>

<!-- Object-level mixtures ......................................... -->

list admn line synp para infm form cmpd gen desc
Component mixture   X   X   X   X   X   X   X   X   X

Sidebar mixture   X  X  X  X  X  X  X  a  X
Footnote mixture  X  X  X  X  X
Example mixture   X  X  X  X  X
Highlights mixture X  X  X  X
Paragraph mixture X  X  X  X
Admonition mixture X  X  X  X  X  X  b  c
Figure mixture    X  X  X
Table entry mixture X  X  X  X  d
Glossary def mixture X  X  X  X  X  e
Legal notice mixture X  X  X  X  f

a. Just Procedure; not Sidebar itself or MsgSet.
b. No MsgSet.
c. No Highlights.
d. Just Graphic; no other informal objects.
e. No Anchor, BridgeHead, or Highlights.
f. Just BlockQuote; no other informal objects.

-->

<!--[if !print]>
<!ENTITY % local.component.mix "">
<!ENTITY % component.mix
"%list.class;|%admon.class;
|%linespecific.class;|%synop.class;
|%para.class;|%informal.class;
|%formal.class;|%compound.class;
|%genobj.class;|%descobj.class;
|%ndxterm.class;   |beginpage
%local.component.mix;">  

<!--[if !print]>
<!ENTITY % local.sidebar.mix "">
<!ENTITY % sidebar.mix
"%list.class;|%admon.class;
|%linespecific.class;|%synop.class;
|%para.class;|%informal.class;
|%formal.class;procedure
|%genobj.class;
|%ndxterm.class;   |beginpage
%local.sidebar.mix;">  

<!--[if !print]>
<!ENTITY % local.qandaset.mix "">
<!ENTITY % qandaset.mix
"%list.class;   |%admon.class;
|%linespecific.class;|%synop.class;
|%para.class;|%informal.class;
|%formal.class;procedure
|%genobj.class;
|%ndxterm.class;   %local.qandaset.mix;">
<!ENTITY % links.exclusion "">
<!%- ]] not sgml.features -->

<!--
#PCD xref word link cptr base dnfo othr inob (synop)
para.char.mix     X  X  X  X  X  X  X  X  X  X
title.char.mix    X  X  X  X  X  X  X  X  X  X
ndxterm.char.mix  X  X  X  X  X  X  X  X  X  X  a
cptr.char.mix     X  X  X  X  X  a
smallcptr.char.mix X  b  a
word.char.mix     X  c  X  X  X  X  a
docinfo.char.mix  X  d  X  b  X  a

a. Just InlineGraphic; no InlineEquation.
b. Just Replaceable; no other computer terms.
c. Just Emphasis and Trademark; no other word elements.
d. Just Acronym, Emphasis, and Trademark; no other word elements.
--> 

<!-- The DocBook TC may produce an official forms module for DocBook. -->
<!-- This PE provides the hook by which it can be inserted into the DTD. -->
<!ENTITY % forminlines.hook "">
<!ENTITY % local.para.char.mix "">
<!ENTITY % para.char.mix "#PCDATA
  |%xref.char.class;|%gen.char.class;
 |%link.char.class;|%tech.char.class;
 |%base.char.class;|%docinfo.char.class;
 |%other.char.class;|%inlineobj.char.class;
 |%synop.class;
 |%ndxterm.class; |beginpage
       %forminlines.hook;
%local.para.char.mix;">

<!ENTITY % local.title.char.mix "">
<!ENTITY % title.char.mix "#PCDATA
  |%xref.char.class;|%gen.char.class;
 |%link.char.class;|%tech.char.class;
 |%base.char.class;|%docinfo.char.class;
 |%other.char.class;|%inlineobj.char.class;
 |%ndxterm.class;
%local.title.char.mix;">

<!ENTITY % local.ndxterm.char.mix "">
<!ENTITY % ndxterm.char.mix "#PCDATA
  |%xref.char.class;|%gen.char.class;
 |%link.char.class;|%tech.char.class;
 |%base.char.class;|%docinfo.char.class;
 |%other.char.class;|%inlineobj.char.class;
 |%ndxterm.class;
%local.ndxterm.char.mix;"->
<!ENTITY % local.cptr.char.mix "">  
<!ENTITY % cptr.char.mix "#PCDATA
|%link.char.class;|%tech.char.class;  
|%base.char.class;  
|%other.char.class;|inlinemediaobject  
|%ndxterm.class; |beginpage  
%local.cptr.char.mix;">  

<!ENTITY % local.smallcptr.char.mix "">  
<!ENTITY % smallcptr.char.mix "#PCDATA
|replaceable  
|inlinemediaobject  
|%ndxterm.class; |beginpage  
%local.smallcptr.char.mix;">  

<!ENTITY % local.word.char.mix "">  
<!ENTITY % word.char.mix "#PCDATA
|acronym|emphasis|trademark  
|%link.char.class;  
|%base.char.class;  
|%other.char.class;|inlinemediaobject  
|%ndxterm.class; |beginpage  
%local.word.char.mix;">  

<!ENTITY % local.docinfo.char.mix "">  
<!ENTITY % docinfo.char.mix "#PCDATA
|%link.char.class;  
|emphasis|trademark  
|replaceable  
|%other.char.class;|inlinemediaobject  
|%ndxterm.class;  
%local.docinfo.char.mix;">  

<!--ENTITY % bibliocomponent.mix (see Bibliographic section, below)-->
<!--ENTITY % person.ident.mix (see Bibliographic section, below)-->

<!-- ................................................................. -->

<!-- Entities for attributes and attribute components ............... -->
<!ENTITY % local.effectivity.attrib "">
<!ENTITY % effectivity.attrib
"%arch.attrib;
  %condition.attrib;
%conformance.attrib;
%os.attrib;
%revision.attrib;
  %security.attrib;
%userlevel.attrib;
%vendor.attrib;
%local.effectivity.attrib;" >

<!-- Common attributes .................................................... -->

<!-- Id: Unique identifier of element; no default -->

<!ENTITY % id.attrib
"id		ID		#IMPLIED" >

<!-- Id: Unique identifier of element; a value must be supplied; no default -->

<!ENTITY % idreq.attrib
"id		ID		#REQUIRED" >

<!-- Lang: Indicator of language in which element is written, for translation, character set management, etc.; no default -->

<!ENTITY % lang.attrib
"lang		CDATA		#IMPLIED" >

<!-- Remap: Previous role of element before conversion; no default -->

<!ENTITY % remap.attrib
"remapCDATA#IMPLIED" >

<!-- Role: New role of element in local environment; no default -->

<!ENTITY % role.attrib
"roleCDATA#IMPLIED" >
<!-- Label: Identifying number or string; default is usually the appropriate number or string autogenerated by a formatter -->

<!-- Format: whether element is assumed to contain significant white space -->

<!-- Linkend: link to related information; no default -->

<!-- Linkend: required link to related information -->

<!-- Linkends: link to one or more sets of related information; no default -->

<!-- Local mark: mark used for local information; no default -->

<!-- Mark: mark used for global information; no default -->
<!ENTITY % biblioset.module "INCLUDE">
<![%biblioset.module;]
<!ENTITY % local.biblioset.attrib "">
<!ENTITY % biblioset.role.attrib "%role.attrib;">

<!ENTITY % biblioset.element "INCLUDE">
<![%biblioset.element;]
<!ELEMENT biblioset %ho; ((%bibliocomponent.mix;)+)
     %ubiq.exclusion;>
<!!--end of biblioset.element-->

<!-- Relation: Relationship of elements contained within BiblioSet -->

<!ENTITY % biblioset.attlist "INCLUDE">
<![%biblioset.attlist;]
<!ATTLIST biblioset relationCDATA#IMPLIED
 %common.attrib;
 %biblioset.role.attrib;
 %local.biblioset.attrib;
 >
<!!--end of biblioset.attlist-->
<!!--end of biblioset.module-->

<!ENTITY % bibliomset.module "INCLUDE">
<![%bibliomset.module;]
<!ENTITY % bibliomset.role.attrib "%role.attrib;">
<!ENTITY % local.bibliomset.attrib "">

<!ENTITY % bibliomset.element "INCLUDE">
<![%bibliomset.element;]
<!ELEMENT bibliomset %ho; (#PCDATA | %bibliocomponent.mix; | bibliomset)*
     %ubiq.exclusion;>
<!!--end of bibliomset.element-->

<!-- Relation: Relationship of elements contained within BiblioMSet -->

<!ENTITY % bibliomset.attlist "INCLUDE">
<![%bibliomset.attlist;]
<!ATTLIST bibliomset relationCDATA#IMPLIED
 %common.attrib;
 %bibliomset.role.attrib;
 %local.bibliomset.attrib;
 >
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 22761
%common.attrib;
%msgmain.role.attrib;
%local.msgmain.attrib;
>
<!--end of msgmain.attlist-->
<!--end of msgmain.module-->
<!ENTITY % msgsub.module "INCLUDE">
<![%msgsub.module;[
<!ENTITY % local.msgsub "">
<!ENTITY % msgsub.role.attrib "%role.attrib;">

<!ENTITY % msgsub.element "INCLUDE">
<![%msgsub.element;[
<!ELEMENT msgsub %ho; (title?, msgtext)>
<!--end of msgsub.element-->

<!ENTITY % msgsub.attlist "INCLUDE">
<![%msgsub.attlist;[
<!ATTLIST msgsub %common.attrib;
%msgsub.role.attrib;
%local.msgsub.attrib;
>
<!--end of msgsub.attlist-->
<!--end of msgsub.module-->

<!ENTITY % msgrel.module "INCLUDE">
<![%msgrel.module;[
<!ENTITY % local.msgrel.attrib "">
<!ENTITY % msgrel.role.attrib "%role.attrib;">

<!ENTITY % msgrel.element "INCLUDE">
<![%msgrel.element;[
<!ELEMENT msgrel %ho; (title?, msgtext)>
<!--end of msgrel.element-->

<!ENTITY % msgrel.attlist "INCLUDE">
<![%msgrel.attlist;[
<!ATTLIST msgrel %common.attrib;
%msgrel.role.attrib;
%local.msgrel.attrib;
>
<!--end of msgrel.attlist-->
<!--end of msgrel.module-->

<!-- MsgText (defined in the Inlines section, below)-->

<!-- MsgText (defined in the Inlines section, below)-->

<!-- MsgText (defined in the Inlines section, below)-->

<!-- MsgText (defined in the Inlines section, below)-->

<!-- MsgText (defined in the Inlines section, below)-->

<!-- MsgText (defined in the Inlines section, below)-->
<!ENTITY % attribution.module "INCLUDE">
<![ %attribution.module:]
<!ENTITY % local.attribution.attrib "">
<!ENTITY % attribution.role.attrib "%role.attrib;">  

<!ENTITY % attribution.element "INCLUDE">
<![ %attribution.element:]
<!ELEMENT attribution %ho; (%para.char.mix;)*>
<![!--end of attribution.element--]]>

<!ENTITY % bridgehead.module "INCLUDE">
<![ %bridgehead.module:]
<!ENTITY % local.bridgehead.attrib "">
<!ENTITY % bridgehead.role.attrib "%role.attrib;">  

<!ENTITY % bridgehead.element "INCLUDE">
<![ %bridgehead.element:]
<!ELEMENT bridgehead %ho; (%title.char.mix;)*>
<![!--end of bridgehead.element--]]>

<!-- Renderas: Indicates the format in which the BridgeHead should appear -->

<!ENTITY % bridgehead.attlist "INCLUDE">
<![ %bridgehead.attlist:]
<!ATTLIST bridgehead renderas (other | sect1 | Default)>
<![!--end of bridgehead.attlist--]]>
<!ENTITY % glossseealso.attlist "INCLUDE">
<!ENTITY % glossseealso.module:[]
<!ENTITY % local.glossseealso.attrib """>
<!ENTITY % glossseealso.role.attrib "%role.attrib;">
<!ENTITY % glossseealso.element "INCLUDE">
<!ELEMENT glossseealso %ho; (%para.char.mix;)*>
<!--end of glossseealso.element-->

<!-- OtherTerm: Reference to the GlossEntry whose GlossTerm
should be displayed at the point of the GlossSeeAlso -->

<!-- ItemizedList and OrderedList ..... -->

<!ENTITY % itemizedlist.module "INCLUDE">
<!ENTITY % itemizedlist.module:[]
<!ENTITY % local.itemizedlist.attrib """>
<!ENTITY % itemizedlist.role.attrib "%role.attrib;">
<!ENTITY % itemizedlist.element "INCLUDE">
<!ELEMENT itemizedlist %ho; (blockinfo?, (%formalobject.title.content;)?,
(listpreamble.mix;)*, listitem+)>

<!ELEMENT itemizedlist %ho; (blockinfo?, (%formalobject.title.content;)?,
(listpreamble.mix;)*, listitem+)>

<![%glosssee.attlist;]
<!ATTLIST glosssee
othertermIDREF#IMPLIED
%common.attrib;
%glosssee.role.attrib;
%local.glosssee.attrib;
>
<![!--end of glosssee.attlist--]]>
<![!--end of glosssee.module--]]>

<![ENTITY % glossseealso.module "INCLUDE">
<!-- AreaRefs: IDs of one or more Areas or AreaSets described by this Callout -->

<!-- Objects .............................................................. -->
<!-- Examples etc. .................... -->

<!-- Examples etc. .................... -->

<!-- Examples etc. .................... -->
Units: global unit of measure in which coordinates in this spec are expressed:

- CALSPair "x1.y1 x2.y2": lower-left and upper-right coordinates in a rectangle describing repro area in which graphic is placed, where X and Y dimensions are each some number 0..10000 (taken from CALS graphic attributes)

- LineColumn "line column": line number and column number at which to start callout text in "linespecific" content

- LineRange "startline endline": whole lines from startline to endline in "linespecific" content

- LineColumnPair "line1 col1 line2 col2": starting and ending points of area in "linespecific" content that starts at first position and ends at second position (including the beginnings of any intervening lines)

- Other: directive to look at value of OtherUnits attribute to get implementation-specific keyword

The default is implementation-specific; usually dependent on the parent element (GraphicCO gets CALSPair, ProgramListingCO and ScreenCO get LineColumn) -->
<!- OtherUnits: User-defined units -->

<!ENTITY % areaspec.attlist "INCLUDE">  
<![%areaspec.attlist;]  
<!ATTLIST areaspec  
units(calspair
|linecolumn
|linerange
|linecolumnpair
|other)#IMPLIED  
otherunitsNMTOKEN#IMPLIED  
%common.attrib;
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 22797
<!-- Figures etc. ..................... -->

<!ENTITY % figure.module "INCLUDE">
<![endif]>%figure.module;[
<!ENTITY % local.figure.attrib "">
<!ENTITY % figure.role.attrib "%role.attrib;">

<!ENTITY % figure.element "INCLUDE">
<![endif]>%figure.element;[
<!ELEMENT figure %ho; (blockinfo?, (%formalobject.title.content;),
(%figure.mix; | %link.char.class;)+)
<!--end of figure.element-->
]]>

<!-- Float: Whether the Figure is supposed to be rendered
where convenient (yes (1) value) or at the place it occurs
in the text (no (0) value, the default) -->

<![endif]>%figure.attlist;[
<!DOCTYPE figure [
<!ATTLIST figure
float %yesorno.attvals; '0'
pgwide %yesorno.attvals; #IMPLIED
%label.attrib;
%common.attrib;
%figure.role.attrib;
%local.figure.attrib;]>

---
Graphical data can be the content of Graphic, or you can reference an external file either as an entity (Entitref) or a filename (Fileref). -->

ENTITY % graphic.module "INCLUDE">
[graphic.module;]
ENTITY % local.graphic.attrib "">
ENTITY % graphic.role.attrib "%role.attrib;">
ENTITY % graphic.element "INCLUDE">
[graphic.element;]
ELEMENT graphic %ho; EMPTY>
ENTITY % graphic.attlist "INCLUDE">
[graphic.attlist;]
ATTLIST graphic
%graphics.attrib;
%common.attrib;
%graphic.role.attrib;
%local.graphic.attrib;
ENTITY % inlinegraphic.module "INCLUDE">
[inlinegraphic.module;]
ENTITY % local.inlinegraphic.attrib "">
ENTITY % inlinegraphic.role.attrib "%role.attrib;">
ENTITY % inlinegraphic.element "INCLUDE">
[inlinegraphic.element;]
ELEMENT inlinegraphic %ho; EMPTY>
ENTITY % inlinegraphic.attlist "INCLUDE">
[inlinegraphic.attlist;]
ATTLIST inlinegraphic
%graphics.attrib;
%common.attrib;
%inlinegraphic.role.attrib;
%local.inlinegraphic.attrib;
>
<!-- Choose a table model. CALS or OASIS XML Exchange -->

<!-- Add common attributes to Table, TGroup, TBody, THead, TFoot, Row, EntryTbl, and Entry (and InformalTable element). -->

<!-- Allow either objects or inlines; beware of REs between elements. -->
<!-- Reference CALS Table Model -->
<!ENTITY % tablemodel
PUBLIC "-/OASIS//DTD DocBook CALS Table Model V4.2//EN"
"calstblx.dtd">
]]>

<!-- Add common attributes and the Label attribute to Table and -->
<!ENTITY % bodyatt
"%common.attrib;
%label.attrib;
%tables.role.attrib;">

<!ENTITY % common.table.attribs
"%bodyatt;">

<!-- Add common attributes to TGroup, ColSpec, TBody, THead, Row, Entry -->
<!ENTITY % tbl.tgroup.att       "%common.attrib;">
<!ENTITY % tbl.colspec.att      "%common.attrib;">
<!ENTITY % tbl.tbody.att        "%common.attrib;">
<!ENTITY % tbl.thead.att        "%common.attrib;">
<!ENTITY % tbl.row.att          "%common.attrib;">
<!ENTITY % tbl.entry.att        "%common.attrib;">

<!-- Content model for Table. -->
<!ENTITY % tbl.table.mdl
"(blockinfo?, (%formalobject.title.content;), (%ndxterm.class;)*, textobject*,
  (graphic+|mediaobject+|tgroup+ | [group+]))">

<!-- Allow either objects or inlines; beware of REs between elements. -->
<!ENTITY % tbl.entry.mdl "( %para.char.mix; | %tabentry.mix; )*"> 

<!-- Reference OASIS Exchange Table Model -->
<!ENTITY % tablemodel
PUBLIC "-/OASIS//DTD XML Exchange Table Model 19990315//EN"
"soextblx.dtd">
]]>

%tablemodel;

<!--end of table.module-->

<!ENTITY % informaltable.module "INCLUDE">
<![%informaltable.module:]
<![%synopsis.element;]
<!ELEMENT synopsis %ho; (%para.char.mix;|graphic|mediaobject|co|coref|textobject|lineannotation)*>
<!--end of synopsis.element-->]

<!ENTITY % synopsis.attlist "INCLUDE">
<![%synopsis.attlist;]
<!ATTLIST synopsis
%label.attrib;
%linespecific.attrib;
%common.attrib;
%synopsis.role.attrib;
%local.synopsis.attrib;
>
<!--end of synopsis.attlist-->
]

<!-- LineAnnotation (defined in the Inlines section, below)-->  
<!--end of synopsis.module-->]]>

<!-- CmdSynopsis ...................... -->

<!ENTITY % cmdsynopsis.content.module "INCLUDE">
<![%cmdsynopsis.content.module;]
<!ENTITY % cmdsynopsis.module "INCLUDE">
<![%cmdsynopsis.module;]
<!ENTITY % local.cmdsynopsis.attrib "">
<!ENTITY % cmdsynopsis.role.attrib "%role.attrib;">

<!ENTITY % cmdsynopsis.element "INCLUDE">
<![%cmdsynopsis.element;]
<!ELEMENT cmdsynopsis %ho; ((command | arg | group | sbr)+, synopfragment*)>
<!--end of cmdsynopsis.element-->]]>

<!-- Sepchar: Character that should separate command and all
top-level arguments; alternate value might be e.g., &Delta; -->

<!ENTITY % cmdsynopsis.attlist "INCLUDE">
<![%cmdsynopsis.attlist;]
<!ATTLIST cmdsynopsis
%label.attrib;
sepcharCDATA " "
cmdlengthCDATA="#IMPLIED
%common.attrib;
%cmdsynopsis.role.attrib;
%local.cmdsynopsis.attrib;
>
<!--end of cmdsynopsis.attlist-->
]

<!--end of cmdsynopsis.module-->
]>

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 22813
<!ENTITY % group.attlist "INCLUDE">
<![%group.attlist;[
<!ATTLIST group
choice(opt
|req
|plain) 'opt'
rep(norepeat
|repeat)'norepeat'
%common.attrib;
%group.role.attrib;
%local.group.attrib;
>}
<!--end of group.attlist-->
<!--end of group.module-->

<!ENTITY % sbr.module "INCLUDE">
<![%sbr.module;[
<!ENTITY % local.sbr.attrib "">
<!-- Synopsis break -->
<!ENTITY % sbr.role.attrib "%role.attrib;">

<!ENTITY % sbr.element "INCLUDE">
<![%sbr.element;[
<!ELEMENT sbr %ho; EMPTY>
<!--end of sbr.element-->

<!ENTITY % sbr.attlist "INCLUDE">
<![%sbr.attlist;[
<!ATTLIST sbr
%common.attrib;
%sbr.role.attrib;
%local.sbr.attrib;
>}
<!--end of sbr.attlist-->
<!--end of sbr.module-->

<!ENTITY % group.attlist "INCLUDE">
<![%group.attlist;[
<!ATTLIST group
choice(opt
|req
|plain) 'opt'
rep(norepeat
|repeat)'norepeat'
%common.attrib;
%group.role.attrib;
%local.group.attrib;
>}
<!--end of group.attlist-->
<!--end of group.module-->

<!-- Choice: Whether Group must be supplied: Opt (optional to supply, e.g. [g1|g2|g3]; the default), Req (required to supply, e.g. {g1|g2|g3}), Plain (required to supply, e.g. g1|g2|g3), OptMult (can supply zero or more, e.g. [[g1|g2|g3]], or ReqMult (must supply one or more, e.g. {g1|g2|g3}) -->

<!-- Rep: whether Group is repeatable: Norepeat (e.g. group without ellipsis; the default), or Repeat (e.g. group... -->

<!--end of group.element-->
]]>

<!--end of group.module-->
]]>

<!--end of group.attlist-->
<!--end of group.module-->
]]>

<!--end of sbr.element-->
]]>

<!--end of sbr.attlist-->
<!--end of sbr.module-->
]]>
<!-- Command (defined in the Inlines section, below)-->
<!-- Option (defined in the Inlines section, below)-->
<!-- Replaceable (defined in the Inlines section, below)-->

<!ENTITY % synopfragmentref.module "INCLUDE">
<![%synopfragmentref.module;[
<!ENTITY % local.synopfragmentref.attrib "">
<!ENTITY % synopfragmentref.role.attrib "%role.attrib;"> 

<!ENTITY % synopfragmentref.element "INCLUDE">
<![%synopfragmentref.element;[
<!ELEMENT synopfragmentref %ho; (#PCDATA)>
<!!---- end of synopfragmentref.element--->]]>

<!-- to SynopFragment of complex synopsis material for separate referencing -->

<!ENTITY % synopfragmentref.attlist "INCLUDE">
<![%synopfragmentref.attlist;[
<!ATTLIST synopfragmentref
%linkendreq.attrib;%common.attrib;
%synopfragmentref.role.attrib;
%local.synopfragmentref.attrib;
> 
<!!---- end of synopfragmentref.attlist-->]]>
<!!---- end of synopfragmentref.module-->]]>

<!ENTITY % synopfragment.module "INCLUDE">
<![%synopfragment.module;[
<!ENTITY % local.synopfragment.attrib "">
<!ENTITY % synopfragment.role.attrib "%role.attrib;"> 

<!ENTITY % synopfragment.element "INCLUDE">
<![%synopfragment.element;[
<!ELEMENT synopfragment %ho; ((arg | group)+)> 
<!!---- end of synopfragment.element--->]]>

<!ENTITY % synopfragment.attlist "INCLUDE">
<![%synopfragment.attlist;[
<!ATTLIST synopfragment
%idreq.common.attrib;
%synopfragment.role.attrib;
%local.synopfragment.attrib;
> 
<!!---- end of synopfragment.attlist-->]]>
<!!---- end of synopfragment.module-->]]>

<!-- Command (defined in the Inlines section, below)-->
<!-- Option (defined in the Inlines section, below)-->
<!-- Replaceable (defined in the Inlines section, below)-->

---

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<!ENTITY % funcprototype.module "INCLUDE">
<![funcprototype.module;]
<!ENTITY % local.funcprototype.attrib "">
<!ENTITY % funcprototype.role.attrib "%role.attrib;">

<!ENTITY % funcprototype.element "INCLUDE">
<![funcprototype.element;]
<!ELEMENT funcprototype %ho; (funcdef, (void | varargs | paramdef+))>
<!--end of funcprototype.element-->

<!ENTITY % funcprototype.attlist "INCLUDE">
<![funcprototype.attlist;]
<!ATTLIST funcprototype %common.attrib; 
%funcprototype.role.attrib; 
%local.funcprototype.attrib; >
<!--end of funcprototype.attlist-->
<!--end of funcprototype.module-->

<!ENTITY % funcdef.module "INCLUDE">
<![funcdef.module;]
<!ENTITY % local.funcdef.attrib "">
<!ENTITY % funcdef.role.attrib "%role.attrib;">

<!ENTITY % funcdef.element "INCLUDE">
<![funcdef.element;]
<!ELEMENT funcdef %ho; (#PCDATA 
| type 
| replaceable 
| function)*>
<!--end of funcdef.element-->

<!ENTITY % funcdef.attlist "INCLUDE">
<![funcdef.attlist;]
<!ATTLIST funcdef %common.attrib; 
%funcdef.role.attrib; 
%local.funcdef.attrib; >
<!--end of funcdef.attlist-->
<!--end of funcdef.module-->

<!ENTITY % void.module "INCLUDE">
<![void.module;]
<!ENTITY % local.void.attrib "">
<!ENTITY % void.role.attrib "%role.attrib;">
<ENTITY % void.element "INCLUDE">
<![void.element:]]>
<!ELEMENT void %ho; EMPTY>
<!-end of void.element-->]]>

<!ENTITY % void.attlist "INCLUDE">
<![void.attlist:]]>
<!ATTLIST void
%common.attrib;
%void.role.attrib;
%local.void.attrib;
>
<!-end of void.attlist-->]]>
<!-end of void.module-->>]

<!ENTITY % varargs.module "INCLUDE">
<![varargs.module:]]>
<!ENTITY % local.varargs.attrib "">
<!ENTITY % varargs.role.attrib "%role.attrib;"> 

<!ENTITY % varargs.element "INCLUDE">
<![varargs.element:]]>
<!ELEMENT varargs %ho; EMPTY>
<!-end of varargs.element-->]]>

<!ENTITY % varargs.attlist "INCLUDE">
<![varargs.attlist:]]>
<!ATTLIST varargs
%common.attrib;
%varargs.role.attrib;
%local.varargs.attrib;
>
<!-end of varargs.attlist-->]]>
<!-end of varargs.module-->>]

<!-- Processing assumes that only one Parameter will appear in a
   ParamDef, and that FuncParams will be used at most once, for
   providing information on the "inner parameters" for parameters that
   are pointers to functions. -->

<!ENTITY % paramdef.module "INCLUDE">
<![paramdef.module:]]>
<!ENTITY % local.paramdef.attrib "">
<!ENTITY % paramdef.role.attrib "%role.attrib;"> 

<!ENTITY % paramdef.element "INCLUDE">
<![paramdef.element:]
<!ENTITY % ooexception.attlist "INCLUDE">
<!ATTLIST ooexception
%common.attrib;
%ooexception.role.attrib;
%local.ooexception.attrib;
>
<!--end of ooexception.attlist-->]]>
<!--end of ooexception.module-->]]>

<!ENTITY % modifier.module "INCLUDE">
<![%modifier.module;[
<!ENTITY % local.modifier.attrib "">
<!ENTITY % modifier.role.attrib "%role.attrib;">

<!ENTITY % modifier.element "INCLUDE">
<![%modifier.element;[
<!ELEMENT modifier %ho; (%smallcptr.char.mix;)*>
<!--end of modifier.element-->
]]>

<!ENTITY % modifier.attlist "INCLUDE">
<![%modifier.attlist;[
<!ATTLIST modifier
%common.attrib;
%modifier.role.attrib;
%local.modifier.attrib;
>
<!--end of modifier.attlist-->]]>
<!--end of modifier.module-->]]>

<!ENTITY % interfacename.module "INCLUDE">
<![%interfacename.module;[
<!ENTITY % local.interfacename.attrib "">
<!ENTITY % interfacename.role.attrib "%role.attrib;">

<!ENTITY % interfacename.element "INCLUDE">
<![%interfacename.element;[
<!ELEMENT interfacename %ho; (%cptr.char.mix;)*>
<!--end of interfacename.element-->
]]>

<!ENTITY % interfacename.attlist "INCLUDE">
<![%interfacename.attlist;[
<!ATTLIST interfacename
%common.attrib;
%interfacename.role.attrib;
%local.interfacename.attrib;
>
<!--end of interfacename.attlist-->]]>
<!--end of interfacename.module-->]]>
The document information elements include some elements that are currently used only in the document hierarchy module. They are defined here so that they will be available for use in customized document hierarchies.
<!-- Email (defined in the Inlines section, below)-->
<!ATTLIST citebiblioid
%biblio.class.attrib;
%common.attrib;
%citebiblioid.role.attrib;
%local.citebiblioid.attrib;
>
<!--end of citebiblioid.attlist-->]
<!--end of citebiblioid.module-->]

<!-- BiblioSource .................. -->

<!ENTITY % bibliosource.module "INCLUDE">
<!--bibliosource.module;]
<!ENTITY % local.bibliosource.attrib """>
<!ENTITY % bibliosource.role.attrib "%role.attrib;">}

<!-- BiblioRelation ................. -->

<!ENTITY % bibliorelation.module "INCLUDE">
<!bibliorelation.module;]
<!ENTITY % local.bibliorelation.attrib "" }
<!ENTITY % local.bibliorelation.types "" }

<!ENTITY % bibliorelation.type.attrib "type (isversionof
|hasversion
|isreplacedby
|replaces
|isrequiredby
|requires
|ispartof
|haspart
<!ENTITY % action.role.attrib "%role.attrib;">
<!ENTITY % action.element "INCLUDE">
<![%action.element;[
<!ELEMENT action %ho; (%cptr.char.mix;)*>
<!--end of action.element--]]>}

<!ENTITY % action.attlist "INCLUDE">
<![%action.attlist;[
<!ATTLIST action
%moreinfo.attrib;
%common.attrib;
%action.role.attrib;
%local.action.attrib;
> 
<!--end of action.attlist--]]>}
<!--end of action.module--]]>}

<!ENTITY % application.module "INCLUDE">
<![%application.module;[
<!ENTITY % local.application.attrib ""-->
<!ENTITY % application.role.attrib "%role.attrib;">

<!ENTITY % application.element "INCLUDE">
<![%application.element;[
<!ELEMENT application %ho; (%para.char.mix;)*>
<!--end of application.element--]]>}

<!ENTITY % application.attlist "INCLUDE">
<![%application.attlist;[
<!ATTLIST application
class (hardware
|software)#IMPLIED
%moreinfo.attrib;
%common.attrib;
%application.role.attrib;
%local.application.attrib;
> 
<!--end of application.attlist--]]>}
<!--end of application.module--]]>}

<!ENTITY % classname.module "INCLUDE">
<![%classname.module;[
<!ENTITY % local.classname.attrib ""-->
<!ENTITY % classname.role.attrib "%role.attrib;">

<!ENTITY % classname.element "INCLUDE">
<![%classname.element;[

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<!ENTITY % email.element "INCLUDE">
<![%email.element;]
<!ELEMENT email %ho; (%docinfo.char.mix;)*>
<!!--end of email.element-->]]>

<!ENTITY % email.attlist "INCLUDE">
<![%email.attlist;]
<!ATTLIST email
%common.attrib;
%email.role.attrib;
%local.email.attrib;
>
<!!--end of email.attlist-->]]>
<!!--end of email.module-->]]>

<!ENTITY % envar.module "INCLUDE">
<![%envar.module;]
<!ENTITY % local.envar.attrib "">
<!ENTITY % envar.role.attrib "%role.attrib;">

<!ENTITY % envar.element "INCLUDE">
<![%envar.element;]
<!ELEMENT envar %ho; (%smallcptr.char.mix;)*>
<!!--end of envar.element-->

<!ENTITY % envar.attlist "INCLUDE">
<![%envar.attlist;]
<!ATTLIST envar
%common.attrib;
%envar.role.attrib;
%local.envar.attrib;
>
<!!--end of envar.attlist-->]]>
<!!--end of envar.module-->]]>

<!ENTITY % errorcode.module "INCLUDE">
<![%errorcode.module;]
<!ENTITY % local.errorcode.attrib "">
<!ENTITY % errorcode.role.attrib "%role.attrib;">

<!ENTITY % errorcode.element "INCLUDE">
<![%errorcode.element;]
<!ELEMENT errorcode %ho; (%smallcptr.char.mix;)*>
<!!--end of errorcode.element-->]]>

<!ENTITY % errorcode.attlist "INCLUDE">
<![%errorcode.attlist;]
If you modify the DocBook XML DTD in any way, except for declaring and referencing additional sets of general entities and declaring additional notations, label your DTD as a variant of DocBook. See the maintenance documentation for more information.

Please direct all questions, bug reports, or suggestions for changes to the docbook@lists.oasis-open.org mailing list. For more information, see http://www.oasis-open.org/docbook/.

<!-- ................................................................. -->

<!-- This module contains the definitions for the objects, inline elements, and so on that are available to be used as the main content of DocBook documents. Some elements are useful for general publishing, and others are useful specifically for computer documentation.

This module has the following dependencies on other modules:

- It assumes that a %notation.class; entity is defined by the driver file or other high-level module. This entity is referenced in the NOTATION attributes for the graphic-related and ModeSpec elements.

- It assumes that an appropriately parameterized table module is available for use with the table-related elements.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbpool PUBLIC
"-//OASIS//ELEMENTS DocBook XML Information Pool V4.5//EN"
"dbpoolx.mod">
%dbpool;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!-- ................................................................. -->

<!-- Forms entities ....................................................... -->

<!-- These PEs provide the hook by which the forms module can be inserted into the DTD. -->

<!ENTITY % forminlines.hook "">
<!ENTITY % forms.hook ""
<!-- The DocBook TC may produce an official EBNF module for DocBook. -->
<!-- This PE provides the hook by which it can be inserted into the DTD. -->
<!ENTITY % ebnf.block.hook "">

<!-- Character-level classes .............................................. -->
<!ENTITY % local.xref.char.class "">
<!ENTITY % xref.char.class "footnoteref|xref|biblioref %local.xref.char.class;">
<table>
<thead>
<tr>
<th>Component mixture</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sidebar mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Footnote mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Example mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Highlights mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paragraph mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Admonition mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>b</td>
<td>c</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Figure mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Table entry mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>d</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Glossary def mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>e</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Legal notice mixture</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>f</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

a. Just Procedure; not Sidebar itself or MsgSet.
b. No MsgSet.
c. No Highlights.
d. Just Graphic; no other informal objects.
e. No Anchor, BridgeHead, or Highlights.
f. Just BlockQuote; no other informal objects.
<table>
<thead>
<tr>
<th>para.char.mix</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
<th>X</th>
</tr>
</thead>
<tbody>
<tr>
<td>title.char.mix</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>ndxterm.char.mix</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>a</td>
<td></td>
</tr>
<tr>
<td>cptr.char.mix</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>a</td>
<td></td>
</tr>
<tr>
<td>smallecptr.char.mix</td>
<td>X</td>
<td>b</td>
<td>a</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>word.char.mix</td>
<td>X</td>
<td>c</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>a</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>docinfo.char.mix</td>
<td>X</td>
<td>d</td>
<td>X</td>
<td>b</td>
<td>X</td>
<td>a</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

a. Just InlineGraphic; no InlineEquation.
b. Just Replaceable; no other computer terms.
c. Just Emphasis and Trademark; no other word elements.
d. Just Acronym, Emphasis, and Trademark; no other word elements.

---

<!ENTITY % local.para.char.mix ""
<ENTITY % word.char.mix "#PCDATA
|acronym|emphasis|trademark
|%link.char.class;
|%base.char.class;
|%other.char.class;inlinegraphic|linemediaobject
|%ndxterm.class; |beginpage
%local.word.char.mix;">
<!-- Revision: Editorial revision to which element belongs; no default -->

<!ENTITY % revision.attrib
"revisionCDATA#IMPLIED">

<!-- Security: Security classification; no default -->

<!ENTITY % security.attrib
"securityCDATA#IMPLIED">

<!-- UserLevel: Level of user experience to which element applies; no default -->

<!ENTITY % userlevel.attrib
"userlevelCDATA#IMPLIED">

<!-- Vendor: Computer vendor to which element applies; no default -->

<!ENTITY % vendor.attrib
"vendorCDATA#IMPLIED">

<!-- Wordsize: Computer word size (32 bit, 64 bit, etc.); no default -->

<!ENTITY % wordsize.attrib
"wordsizeCDATA#IMPLIED">

<!ENTITY % local.effectivity.attrib "">
<!ENTITY % effectivity.attrib
"%arch.attrib;
  %condition.attrib;
%conformance.attrib;
%os.attrib;
%revision.attrib;
  %security.attrib;
%userlevel.attrib;
%vendor.attrib;
%wordsize.attrib;
%local.effectivity.attrib;">

<!-- Common attributes .................................................... -->

<!-- Id: Unique identifier of element; no default -->

<!ENTITY % id.attrib
<!ENTITY % label.attrib "labelCDATA#IMPLIED">

<!ENTITY % xml-space.attrib "xml:space(preserve)#IMPLIED">

<!ENTITY % linespecific.attrib "formatNOTATION(linespecific)'linespecific'
%xml-space.attrib;
  linenumbering(numbered|unnumbered)#IMPLIED
  continuation(continues|restarts)#IMPLIED
  startinglinenumberCDATA#IMPLIED
  languageCDATA#IMPLIED">

<!ENTITY % linkend.attrib "linkendIDREF#IMPLIED">

<!ENTITY % linkendreq.attrib "linkendIDREF#REQUIRED">

<!ENTITY % linkends.attrib "linkends: link to one or more sets of related information; no default -->
The bibliographic elements are typically used in the document hierarchy. They do not appear in content models of information pool elements. See also the document information elements, below.

"honorific|firstname|surname|lineage|othername|affiliation
|authorblurb|contrib %local.person.ident.mix;"

"abbrev|abstract|address|artpagenums|author
|authorgroup|authorinitials|bibliomisc|biblioset
|collab|confgroup|contractnum|contractsponsor
|copyright|corpauteur|corpname|corpcredit|date|edition
|editor|invpartnumber|isbn|issn|issuenum|orname
|biblioid|citebiblioid|bibliosource|bibliorelation|bibliocoverage
|othercredit|pagenums|printhistory|productname
|productnumber|pubdate|publisher|publishername
|pubsnumber|releaseinfo|revhistory|seriesvolnums
|subtitle|title|titleabbrev|volumenum|citetitle
|personname|%person.ident.mix;
|%ndxterm.class;
%local.bibliocomponent.mix;"
<!ENTITY % highlights.element "INCLUDE">
<![%highlights.element;]
<!--doc:A summary of the main points of the discussed component.-->
<!ELEMENT highlights %ho; ((%highlights.mix;)+)
 %highlights.exclusion;>
<!--end of highlights.element-->
]]>

<!ENTITY % highlights.attlist "INCLUDE">
<![%highlights.attlist;]
<!ATTLIST highlights
 %common.attrib;
 %highlights.role.attrib;
 %local.highlights.attrib;
> 
<!--end of highlights.attlist-->
]]>

<!ENTITY % formalpara.module "INCLUDE">
<![%formalpara.module;]
<!ENTITY % local.formalpara.attrib "">
<!ENTITY % formalpara.role.attrib "%role.attrib;">

<!ENTITY % formalpara.element "INCLUDE">
<![%formalpara.element;]
<!--doc:A paragraph with a title.-->
<!ELEMENT formalpara %ho; (title, (%ndxterm.class;)*, para)>
<!--end of formalpara.element-->
]]>

<!ENTITY % formalpara.attlist "INCLUDE">
<![%formalpara.attlist;]
<!ATTLIST formalpara
 %common.attrib;
 %formalpara.role.attrib;
 %local.formalpara.attrib;
> 
<!--end of formalpara.attlist-->
]]>

<!ENTITY % para.module "INCLUDE">
<![%para.module;]
<!ENTITY % local.para.attrib "">
<!ENTITY % para.role.attrib "%role.attrib;">

<!ENTITY % para.element "INCLUDE">
<![%para.element;]
<!--doc:A paragraph.-->
<!ELEMENT para %ho; (%para.char.mix; | %para.mix;)*>
<!--end of para.element-->
]]>
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%local.glosslist.attrib;
>
<!--end of glosslist.attlist-->

<!ENTITY % glossentry.content.module "INCLUDE">
<!--end of glosslist.module-->

<!ENTITY % glossentry.module "INCLUDE">
<!ENTITY % local.glossentry.attrib "">
<!ENTITY % glossentry.role.attrib "%role.attrib;"> 

<!ENTITY % glossentry.element "INCLUDE">
<!ATTLIST glossentry sortas CDATA #IMPLIED %common.attrib; 
%glossentry.role.attrib; %local.glossentry.attrib; 
>
<!--end of glossentry.module-->

<!-- GlossTerm (defined in the Inlines section, below)--> 
<!ENTITY % glossdef.module "INCLUDE">
<!ATTLIST glossdef sortasCDATA#IMPLIED %common.attrib; 
%glossdef.role.attrib; %local.glossdef.attrib; 
>
<!--end of glossdef.module-->

<!ENTITY % glossdef.element "INCLUDE">
<!-doc:A definition in a GlossEntry.-->
<!ELEMENT glossdef %ho; (glossterm, acronym?, abbrev?, 
(ndxterm.class;)*, 
revhistory?, (glosssee|glossdef+))>
<!--end of glossdef.element-->

<!-- Subject: List of subjects; keywords for the definition -->
<ENTITY % glossdef.attlist "INCLUDE">
<![glossdef.attlist:]
<!ATTLIST glossdef
subject CDATA #IMPLIED
%common.attrib;
%glossdef.role.attrib;
%local.glossdef.attrib;
>
<!--end of glossdef.attlist-->
<!--end of glossdef.module-->

</ENTITY % glosssee.module "INCLUDE">
<![glosssee.module:]
<!ENTITY % local.glosssee.attrib "">
<!ENTITY % glosssee.role.attrib "%role.attrib;"> 

<!ENTITY % glosssee.element "INCLUDE">
<![glosssee.element:]
<!--doc:A cross-reference from one GlossEntry to another.-->
<!ELEMENT glosssee %ho; (%para.char.mix;)*>
<!--end of glosssee.element-->

<!-- OtherTerm: Reference to the GlossEntry whose GlossTerm should be displayed at the point of the GlossSee -->

<!ENTITY % glosssee也开始.module "INCLUDE">
<![glosssee也开始.module:]
<!ENTITY % local.glosssee也开始.attrib "">
<!ENTITY % glosssee也开始.role.attrib "%role.attrib;"> 

<!ENTITY % glosssee也开始.element "INCLUDE">
<![glosssee也开始.element:]
<!--doc:A cross-reference from one GlossEntry to another.-->
<!ELEMENT glosssee也开始 %ho; (%para.char.mix;)*>
XML entity definitions for lists and segmented lists.

```
<!DOCTYPE listitem SYSTEM "listitem.dtd">

<!ENTITY % listitem.module "INCLUDE">
<![!%listitem.module;]

<!--end of listitem.module-->

<!ENTITY % listitem.role.attrib "%role.attrib;">

<!--end of listitem.role.attrib-->

<!ENTITY % listitem.attrib "INCLUDE">
<![!%listitem.attrib;]

<!--end of listitem.attrib-->

<!ENTITY % listitem.attlist "INCLUDE">
<![!%listitem.attlist;]

<!--end of listitem.attlist-->

<!-- Override: Indicates the mark to be used for this ListItem
instead of the default mark or the mark specified by
the Mark attribute on the enclosing ItemizedList -->

<!ENTITY % listitem.override "INCLUDE">
<![!%listitem.override;]

<!--end of listitem.override-->

<!-- SegmentedList .................... -->

<!ENTITY % segmentedlist.content.module "INCLUDE">
<![!%segmentedlist.content.module;]

<!--end of segmentedlist.content.module-->

<!ENTITY % segmentedlist.module "INCLUDE">
<![!%segmentedlist.module;]

<!--end of segmentedlist.module-->

<!ENTITY % segmentedlist.role.attrib "%role.attrib;">

<!--end of segmentedlist.role.attrib-->

<!ENTITY % segmentedlist.attrib "INCLUDE">
<![!%segmentedlist.attrib;]

<!--end of segmentedlist.attrib-->

<!-- SegmentedList: A segmented list, a list of sets of elements. -->

<!ENTITY % segmentedlist.element "INCLUDE">
<![!%segmentedlist.element;]

<!--end of segmentedlist.element-->

<!-- SegmentedList: A segmented list, a list of sets of elements. -->

<!ENTITY % segmentedlist.title.content "INCLUDE">
<![!%segmentedlist.title.content;]

<!--end of segmentedlist.title.content-->
```
<ENTITY % seg.module "INCLUDE">
<![%seg.module;[
<!--doc:An element of a list item in a segmented list.-->
<!--end of seg.element-->
]]>
<!ENTITY % seg.attlist "INCLUDE">
<![%seg.attlist;[
<!ATTLIST seg
%common.attrib;
%seg.role.attrib;
%local.seg.attrib;
>
<!--end of seg.attlist-->
]]>
<!-- SimpleList ....................... -->

<!-- Columns: The number of columns the array should contain -->
<!-- Type: How the Members of the SimpleList should be formatted: Inline (members separated with commas etc. inline), Vert (top to bottom in n Columns), or Horiz (in the direction of text flow) in n Columns. If Column is 1 or implied, Type=Vert and Type=Horiz give the same results. -->
<!-- TermLength: Length beyond which the presentation engine may consider the Term too long and select an alternate presentation of the Term and, or, its associated ListItem. -->

<ENTITY % variablelist.attlist "INCLUDE">
<![%variablelist.attlist;[
<!ATTLIST variablelist
termlengthCDATA#IMPLIED
spacing(normal |compact)#IMPLIED
%common.attrib;
%variablelist.role.attrib;
%local.variablelist.attrib;
>]
<!--end of variablelist.attlist-->
]
<!--end of variablelist.module-->
]

<!ENTITY % varlistentry.module "INCLUDE">
<![%varlistentry.module;[
<ENTITY % local.varlistentry.attrib "">
<ENTITY % varlistentry.role.attrib "%role.attrib;">
<ENTITY % varlistentry.element "INCLUDE">
<![%varlistentry.element;[
<!--doc:A wrapper for a set of terms and the associated description in a variable list.-->
<ENTITY % varlistentry.attlist "INCLUDE">
<![%varlistentry.attlist;[
<!ATTLIST varlistentry
%common.attrib;
%varlistentry.role.attrib;
%local.varlistentry.attrib;
>]
<!--end of varlistentry.attlist-->
]
<!--end of varlistentry.module-->
]

<!ENTITY % term.module "INCLUDE">
<![%term.module;[
<ENTITY % local.term.attrib "">
<ENTITY % term.role.attrib "%role.attrib;">

---

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- CALSPair "x1,y1 x2,y2": lower-left and upper-right coordinates in a rectangle describing repro area in which graphic is placed, where X and Y dimensions are each some number 0..10000 (taken from CALS graphic attributes)

- LineColumn "line column": line number and column number at which to start callout text in "linespecific" content

- LineRange "startline endline": whole lines from startline to endline in "linespecific" content

- LineColumnPair "line1 col1 line2 col2": starting and ending points of area in "linespecific" content that starts at first position and ends at second position (including the beginnings of any intervening lines)

- Other: directive to look at value of OtherUnits attribute to get implementation-specific keyword

The default is implementation-specific; usually dependent on the parent element (GraphicCO gets CALSPair, ProgramListingCO and ScreenCO get LineColumn) -->
<!!-- OtherUnits: User-defined units -->

<!ENTITY % areaspec.attlist "INCLUDE">
<![CDATA[
<!ATTLIST areaspec
 units (calspair | linecolumn)
]]>
where convenient (yes (1) value) or at the place it occurs in the text (no (0) value, the default) -->

<!--ENTITY % figure.attlist "INCLUDE">  
<!--[ figure.attlist:[  
<!ATTLIST figure  
float%yesorno.attvals;'0'  
floatstyleCDATA#IMPLIED  
pgwide %yesorno.attvals; #IMPLIED  
%label.attrib;  
%common.attrib;  
%figure.role.attrib;  
%local.figure.attrib;  
>  
<!--end of figure.attlist-->]]>

<!--end of figure.module-->

<!--ENTITY % informalfigure.module "INCLUDE">  
<!--[ informalfigure.module; [  
<!ENTITY % local.informalfigure.attrib "">  
<!ENTITY % informalfigure.role.attrib "%role.attrib;">  
<!ENTITY % informalfigure.element "INCLUDE">  
<!--doc:A untitled figure.-->  
<!ELEMENT informalfigure %ho; (blockinfo?, (%figure.mix; | %link.char.class;)+)>  
<!--end of informalfigure.element-->]]>

<!--ENTITY % informalfigure.attlist "INCLUDE">  
<!--[ informalfigure.attlist; [  
<!--  
Float: Whether the Figure is supposed to be rendered where convenient (yes (1) value) or at the place it occurs in the text (no (0) value, the default) -->

<!--ATTLIST informalfigure  
float%yesorno.attvals;"0"  
floatstyleCDATA#IMPLIED  
pgwide %yesorno.attvals; #IMPLIED  
%label.attrib;  
%common.attrib;  
%informalfigure.role.attrib;  
%local.informalfigure.attrib;  
>  
<!--end of informalfigure.attlist-->]]>

<!--end of informalfigure.module-->
<!ENTITY % inlinegraphic.module "INCLUDE">
<![%inlinegraphic.module;]
<!ENTITY % local.inlinegraphic.attrib "">
<!ENTITY % inlinegraphic.role.attrib "%role.attrib;">

<!ENTITY % inlinegraphic.element "INCLUDE">
<![%inlinegraphic.element;]
<!--doc: An object containing or pointing to graphical data that will be rendered inline.-->
<![<!ELEMENT inlinegraphic %ho; EMPTY>]]>
<![!--end of inlinegraphic.element--]>]]>

<!ENTITY % inlinegraphic.attlist "INCLUDE">
<![ %inlinegraphic.attlist; ]>
<!ATTLIST inlinegraphic
%graphics.attrib;
%common.attrib;
%inlinegraphic.role.attrib;
%local.inlinegraphic.attrib;
>
<![!--end of inlinegraphic.attlist-->]]>
<![!--end of inlinegraphic.module-->]]>

<!ENTITY % mediaobject.content.module "INCLUDE">
<![ %mediaobject.content.module; ]>

<!ENTITY % mediaobject.module "INCLUDE">
<![ %mediaobject.module; ]>
<!ENTITY % local.mediaobject.attrib "">
<!ENTITY % mediaobject.role.attrib "%role.attrib;">

<!ENTITY % mediaobject.element "INCLUDE">
<![ %mediaobject.element; ]>
<![--doc: A displayed media object (video, audio, image, etc.).-->
<![ELEMENT mediaobject %ho; (objectinfo?,

  (%mediaobject.mix;)+,

caption?)>]]>
<![!--end of mediaobject.element-->]]>

<!ENTITY % mediaobject.attlist "INCLUDE">
<![ %mediaobject.attlist; ]>
<!ATTLIST mediaobject
%common.attrib;
%mediaobject.role.attrib;
%local.mediaobject.attrib;
>
<![!--end of mediaobject.attlist-->]]>
<![!--end of mediaobject.module-->]]>
<!-- Tables ........................... -->

<!ENTITY % table.module "INCLUDE">
<![%table.module;[

<!-- Choose a table model. CALS or OASIS XML Exchange -->

<!ENTITY % cals.table.module "INCLUDE">
<![%cals.table.module;[%
<!ENTITY % exchange.table.module "IGNORE">
]]>
<![ENTITY % exchange.table.module "INCLUDE">

<!-- Do we allow the HTML table model as well? -->
<!ENTITY % allow.html.tables "INCLUDE">
<![%allow.html.tables;]
<!-=================================================================
<!%= allow.html.tables %=>
<!- xhtmltbl.mod defines HTML tables and sets parameter
 entities so that, when the CALS table module is read,
 we end up allowing any table to be CALS or HTML.
 i.e. This include must come first!
<!-=================================================================

<!ENTITY % htmltbl PUBLIC "-//OASIS//ELEMENTS DocBook XML HTML Tables V4.5//EN" "htmltblx.mod">
<![htmltbl;]]>

<!ENTITY % tables.role.attrib "%role.attrib;">  

<![%cals.table.module;[  
<!- Add label and role attributes to table and informaltable -->
<!ENTITY % bodyatt "  
floatstyleCDATA#IMPLIED  
rowheader(firstcol|norowheader)#IMPLIED  
%label.attrib;"  
>  

<!- Add common attributes to Table, TGroup, TBody, THead, TFoot, Row,
 EntryTbl, and Entry (and InformalTable element). -->
<!ENTITY % secur "%common.attrib;
%tables.role.attrib;">  


<!ATTLIST modifier
%common.attrib;
%modifier.role.attrib;
%local.modifier.attrib;
>
<!--end of modifier.attlist-->]]>
<!--end of modifier.module-->]]>

<!ENTITY % interfacename.module "INCLUDE">
<![%interfacename.module;[
<!ENTITY % local.interfacename.attrib "">
<!ENTITY % interfacename.role.attrib "%role.attrib;"> 

<!ENTITY % interfacename.element "INCLUDE">
<![%interfacename.element;[
<!DOC:The name of an interface.-->
<!ELEMENT interfacename %ho; (%cpt.char.mix;)*>
<!--end of interfacename.element-->]]>

<!ENTITY % interfacename.attlist "INCLUDE">
<![%interfacename.attlist;[
<!ATTLIST interfacename
%common.attrib;
%interfacename.role.attrib;
%local.interfacename.attrib;
>
<!--end of interfacename.attlist-->]]>
<!--end of interfacename.module-->]]>

<!ENTITY % exceptionname.module "INCLUDE">
<![%exceptionname.module;[
<!ENTITY % local.exceptionname.attrib "">
<!ENTITY % exceptionname.role.attrib "%role.attrib;"> 

<!ENTITY % exceptionname.element "INCLUDE">
<![%exceptionname.element;[
<!DOC:The name of an exception.-->
<!ELEMENT exceptionname %ho; (%smllcptr.char.mix;)*>
<!--end of exceptionname.element-->]]>

<!ENTITY % exceptionname.attlist "INCLUDE">
<![%exceptionname.attlist;[
<!ATTLIST exceptionname
%common.attrib;
%exceptionname.role.attrib;
%local.exceptionname.attrib;
>
<!--end of exceptionname.attlist-->]]>
<!ENTITY % fieldsynopsis.module "INCLUDE">
<!--%fieldsynopsis.module;
<!ENTITY % local.fieldsynopsis.attrib "">
<!ENTITY % fieldsynopsis.role.attrib "%role.attrib;">  

<!ENTITY % fieldsynopsis.element "INCLUDE">
<!--%fieldsynopsis.element;
<!--doc:The name of a field in a class definition.-->
<!ELEMENT fieldsynopsis %ho; (modifier*, type?, varname, initializer?)>
<!--end of fieldsynopsis.element-->
]

<!ENTITY % fieldsynopsis.attlist "INCLUDE">
<!--%fieldsynopsis.attlist;
<!ATTLIST fieldsynopsis languageCDATA#IMPLIED
%common.attrib;
%fieldsynopsis.role.attrib;
%local.fieldsynopsis.attrib;
> 
<!--end of fieldsynopsis.attlist-->
]>
</--end of fieldsynopsis.module-->]]>

<!ENTITY % initializer.module "INCLUDE">
<!--%initializer.module;
<!ENTITY % local.initializer.attrib "">
<!ENTITY % initializer.role.attrib "%role.attrib;">  

<!ENTITY % initializer.element "INCLUDE">
<!--%initializer.element;
<!--doc:The initializer for a FieldSynopsis.-->
<!ELEMENT initializer %ho; (%smallcptr.char.mix;)*>
<!--end of initializer.element-->
]

<!ENTITY % initializer.attlist "INCLUDE">
<!--%initializer.attlist;
<!ATTLIST initializer %common.attrib;
%initializer.role.attrib;
%local.initializer.attrib;
> 
<!--end of initializer.attlist-->
]>
</--end of initializer.module-->]]>

<!ENTITY % constructorsynopsis.module "INCLUDE">
<!--%constructorsynopsis.module;
<!ENTITY % local.constructorsynopsis.attrib "">

<--end of exceptionname.module-->]]>
<ENTITY % postcode.attlist "INCLUDE">
<![%postcode.attlist;]
<!ATTLIST postcode
%common.attrib;
%postcode.role.attrib;
%local.postcode.attrib;
>
<!--end of postcode.attlist-->]]>
<!--end of postcode.module-->]]>

<!ENTITY % city.module "INCLUDE">
<![%city.module;]
<!ENTITY % local.city.attrib "">
<!ENTITY % city.role.attrib "%role.attrib;">

<!ENTITY % city.element "INCLUDE">
<![%city.element;]
<!--doc:The name of a city in an address.-->
<!ELEMENT city %ho; (%docinfo.char.mix;)*>
<!--end of city.element-->]]>

<!ENTITY % city.attlist "INCLUDE">
<![%city.attlist;]
<!ATTLIST city
%common.attrib;
%city.role.attrib;
%local.city.attrib;
>
<!--end of city.attlist-->]]>
<!--end of city.module-->]]>

<!ENTITY % state.module "INCLUDE">
<![%state.module;]
<!ENTITY % local.state.attrib "">
<!ENTITY % state.role.attrib "%role.attrib;">

<!ENTITY % state.element "INCLUDE">
<![%state.element;]
<!--doc:A state or province in an address.-->
<!ELEMENT state %ho; (%docinfo.char.mix;)*>
<!--end of state.element-->]]>

<!ENTITY % state.attlist "INCLUDE">
<![%state.attlist;]
<!ATTLIST state
%common.attrib;
<!DOCTYPE html>
<html>
<head>
<title>Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 23015</title>
</head>
<body>

<!-- ContractSponsor .................. -->

<!-- Copyright ........................ -->

</body>
</html>
<!ENTITY % local.citebiblioid.attrib "">
<!ENTITY % citebiblioid.role.attrib "%role.attrib;">

<!ENTITY % citebiblioid.element "INCLUDE">
<![%citebiblioid.element;[ 
<!--doc:A citation of a bibliographic identifier.-->
<!ELEMENT citebiblioid %ho; (%docinfo.char.mix;)*> 
<!-end of citebiblioid.element-->]]>

<!ENTITY % citebiblioid.attlist "INCLUDE">
<![%citebiblioid.attlist;[ 
<!ATTLIST citebiblioid 
%biblio.class.attrib; 
%common.attrib; 
%citebiblioid.role.attrib; 
%local.citebiblioid.attrib; 
> 
<!-end of citebiblioid.attlist-->]]>
<!-end of citebiblioid.module-->]]>

<!-- Bibliosource .................. -->

<!ENTITY % bibliosource.module "INCLUDE">
<![%bibliosource.module;[ 
<!ENTITY % local.bibliosource.attrib "">
<!ENTITY % bibliosource.role.attrib "%role.attrib;">

<!ENTITY % bibliosource.element "INCLUDE">
<![%bibliosource.element;[ 
<!--doc:The source of a document.-->
<!ELEMENT bibliosource %ho; (%docinfo.char.mix;)*> 
<!-end of bibliosource.element-->]]>

<!ENTITY % bibliosource.attlist "INCLUDE">
<![%bibliosource.attlist;[ 
<!ATTLIST bibliosource 
%biblio.class.attrib; 
%common.attrib; 
%bibliosource.role.attrib; 
%local.bibliosource.attrib; 
> 
<!-end of bibliosource.attlist-->]]>
<!-end of bibliosource.module-->]]>

<!-- Bibliorelation ................ -->

<!ENTITY % bibliorelation.module "INCLUDE">
<![%bibliorelation.module;[ 
<!ENTITY % local.bibliorelation.attrib "">
<! ENTITY % bibliorelation.role.attrib "%role.attrib;">

<!ENTITY % bibliorelation.element "INCLUDE">
<![%bibliorelation.element;[ 
<!--doc:A relation between two bibliographic identifiers.-->
<!ELEMENT bibliorelation %ho; (%docinfo.char.mix;)*> 
<!-end of bibliorelation.element-->]]>

<!ENTITY % bibliorelation.attlist "INCLUDE">
<![%bibliorelation.attlist;[ 
<!ATTLIST bibliorelation 
%biblio.class.attrib; 
%common.attrib; 
%bibliorelation.role.attrib; 
%local.bibliorelation.attrib; 
> 
<!-end of bibliorelation.attlist-->]]>
<!-end of bibliorelation.module-->]]>
<!ENTITY % local.bibliorelation.attrib "">
<!ENTITY % local.bibliorelation.types "">

<!ENTITY % bibliorelation.type.attrib
  "type (isversionof | hasversion | isreplacedby | replaces | isrequiredby | requires | ispartof | haspart | isreferencedby | references | isformatof | hasformat | othertype %local.bibliorelation.types;) #IMPLIED
  othertypeCDATA#IMPLIED" >

<!ENTITY % bibliorelation.role.attrib "%role.attrib;"> 

<!ENTITY % bibliorelation.element "INCLUDE">
<!ELEMENT bibliorelation %ho; (%docinfo.char.mix;)*>
<!--end of bibliorelation.element-->

<!ENTITY % bibliorelation.attlist "INCLUDE">
<!ATTLIST bibliorelation %biblio.class.attrib;
 %bibliorelation.type.attrib;
 %common.attrib;
 %bibliorelation.role.attrib;
 %local.bibliorelation.attrib;
 >
<!--end of bibliorelation.attlist-->]
<!--end of bibliorelation.module-->]

<!-- BiblioCoverage ................. -->

<!ENTITY % bibliocoverage.module "INCLUDE">
<![%bibliocoverage.module;]

<!ENTITY % local.bibliocoverage.attrib "">
<!ENTITY % bibliocoverage.role.attrib "%role.attrib;">
<!ENTITY % othername.module "INCLUDE">
<![%othername.module;]
<!ENTITY % local.othername.attrib "">
<!ENTITY % othername.role.attrib "%role.attrib;">

<!ENTITY % othername.element "INCLUDE">
<![%othername.element;]
<!--doc:A component of a persons name that is not a first name, surname, or lineage.-->
<!ELEMENT othername %ho; (%docinfo.char.mix;)*>
<!--end of othername.element-->]]>

<!ENTITY % othername.attlist "INCLUDE">
<![%othername.attlist;]
<!ATTLIST othername
%common.attrib;
%othername.role.attrib;
%local.othername.attrib;
>
<!--end of othername.attlist-->]]>

<!ENTITY % surname.module "INCLUDE">
<![%surname.module;]
<!ENTITY % local.surname.attrib "">
<!ENTITY % surname.role.attrib "%role.attrib;">

<!ENTITY % surname.element "INCLUDE">
<![%surname.element;]
<!--doc:A family name; in western cultures the last name.-->
<!ELEMENT surname %ho; (%docinfo.char.mix;)*>
<!--end of surname.element-->]]>

<!ENTITY % surname.attlist "INCLUDE">
<![%surname.attlist;]
<!ATTLIST surname
%common.attrib;
%surname.role.attrib;
%local.surname.attrib;
>
<!--end of surname.attlist-->]]>

<!-- PrintHistory ..................... -->
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<body>

<!DOCTYPE database element "INCLUDE">
<!DOCTYPE database attlist "INCLUDE">
<!DOCTYPE email element "INCLUDE">
</body>
</html>
<!DOCTYPE html>
<html xmlns:xalan="http://www.w3.org/2001/XMLSchema-local"

<!ENTITY % errorcode.role.attrib; %local.errorcode.attrib; >
<!--end of errorcode.attlist-->
<!--end of errorcode.module-->

<!ENTITY % errorname.module "INCLUDE"> %errorname.module:[
<!ENTITY % local.errorname.attrib ""> %errorname.role.attrib "%role.attrib;"

<!ENTITY % errorname.element "INCLUDE"> %errorname.element:[
<!--doc:An error name.--> %element: %ho; (%smallcptr.char.mix;)*
<!--end of errorname.element-->
<!--end of errorname.module-->

<!ENTITY % errortext.module "INCLUDE"> %errortext.module:[
<!ENTITY % local.errortext.attrib ""> %errortext.role.attrib "%role.attrib;"

<!ENTITY % errortext.element "INCLUDE"> %errortext.element:[
<!--doc:An error message.--> %element: %ho; (%smallcptr.char.mix;)*
<!--end of errortext.element-->
<!--end of errortext.module-->

<!ENTITY % moreinfo.attrib "#IMPLIED">
<!ENTITY % common.attrib "#IMPLIED">
<!ENTITY % keycap.role.attrib "#IMPLIED">
<!ENTITY % local.keycap.attrib "#IMPLIED">
>
<!--end of keycap.attlist-->]]>
<!--end of keycap.module-->]]>

<!ENTITY % keycode.module "INCLUDE">  
<![%keycode.module;]
<!ENTITY % local.keycode.attrib "">  
<!ENTITY % keycode.role.attrib "%role.attrib;">  

<!ENTITY % keycode.element "INCLUDE">  
<![%keycode.element;>
<!--doc:The internal, frequently numeric, identifier for a key on a keyboard.-->
<!ELEMENT keycode %ho; (%smalleptr.char.mix;)*>  
<!--end of keycode.element-->]]>

<!ENTITY % keycode.attlist "INCLUDE">  
<![%keycode.attlist;[
<!ATTLIST keycode
%common.attrib;  
%keycode.role.attrib;  
%local.keycode.attrib;  
>
<!--end of keycode.attlist-->]]>
<!--end of keycode.module-->]]>

<!ENTITY % keycombo.module "INCLUDE">  
<![%keycombo.module;]
<!ENTITY % local.keycombo.attrib "">  
<!ENTITY % keycombo.role.attrib "%role.attrib;">  

<!ENTITY % keycombo.element "INCLUDE">  
<![%keycombo.element;>
<!--doc:A combination of input actions.-->
<!ELEMENT keycombo %ho; ((keycap|keycombo|keysym|mousebutton)+)>  
<!--end of keycombo.element-->]]>

<!ENTITY % keycombo.attlist "INCLUDE">  
<![%keycombo.attlist;]
<!doc:An option for a software command.-->  
<!ELEMENT option %ho; (%cptr.char.mix;)*>  
<!-end of option.element-->]

<!ENTITY % option.attlist "INCLUDE">  
<![%option.attlist;]  
<!ATTLIST option  
%common.attrib;  
%option.role.attrib;  
%local.option.attrib;  
>  
<!-end of option.attlist-->]

<!ENTITY % optional.module "INCLUDE">  
<![%optional.module;]  
<!ENTITY % local.optional.attrib """>  
<!ENTITY % optional.role.attrib "%role.attrib;">  

<!ENTITY % optional.element "INCLUDE">  
<![%optional.element;]  
<!doc:Optional information.-->  
<!ELEMENT optional %ho; (%cptr.char.mix;)*>  
<!-end of optional.element-->]

<!ENTITY % optional.attlist "INCLUDE">  
<![%optional.attlist;]  
<!ATTLIST optional  
%common.attrib;  
%optional.role.attrib;  
%local.optional.attrib;  
>  
<!-end of optional.attlist-->]

<!ENTITY % parameter.module "INCLUDE">  
<![%parameter.module;]  
<!ENTITY % local.parameter.attrib """>  
<!ENTITY % parameter.role.attrib "%role.attrib;">  

<!ENTITY % parameter.element "INCLUDE">  
<![%parameter.element;]  
<!doc:A value or a symbolic reference to a value.-->  
<!ELEMENT parameter %ho; (%cptr.char.mix;)*>  
<!-end of parameter.element-->]

<!- Class: Type of the Parameter; no default -->
<!ENTITY % property.attlist "INCLUDE">
<![ %property.attlist;[
<!ATTLIST property
%moreinfo.attrib;
%common.attrib;
%property.role.attrib;
%local.property.attrib;
> 
<!--end of property.attlist-->]]>
<!--end of property.module-->]]>

<!ENTITY % replaceable.module "INCLUDE">
<![ %replaceable.module;[
<!ENTITY % local.replaceable.attrib "">
<!ENTITY % replaceable.role.attrib "%role.attrib;">

<!ENTITY % replaceable.element "INCLUDE">
<![ %replaceable.element;[
<!doc:Content that may or must be replaced by the user.-->
<!ELEMENT replaceable %ho; (#PCDATA
 %link.char.class; | optional
 | %base.char.class;
 | %other.char.class;
 | inlinegraphic
 | inlinemediaobject
 | co)*>
<!--end of replaceable.element-->]]>

<!-- Class: Type of information the element represents; no default -->

<!ENTITY % replaceable.attlist "INCLUDE">
<![ %replaceable.attlist;[
<!ATTLIST replaceable class(command
 | function
 | option
 | parameter)#IMPLIED
%common.attrib;
%replaceable.role.attrib;
%local.replaceable.attrib;
> 
<!--end of replaceable.attlist-->]]>
<!--end of replaceable.module-->]]>

<!ENTITY % returnvalue.module "INCLUDE">
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 23062</title>
</head>
<body>

<!-- The value returned by a function. -->
<!ELEMENT returnvalue (%smallcptr.char.mix;)*>
<!-- end of returnvalue.element-->

<!-- Class: Type of SGML construct the element names; no default -->
<!ENTITY % sgmltag.element "INCLUDE">%
<![sgmltag.element;]
<!ELEMENT sgmltag (%smallcptr.char.mix;)*>
<!--end of sgmltag.element-->

</body>
</html>
<ENTITY % superscript.attlist "INCLUDE">
<ENTITY % superscript.attlist;[
<ATTLIST superscript
%common.attrib;
%ssscript.role.attrib;
%local.ssscript.attrib;
>
<!--end of superscript.attlist-->]]>
<ENTITY % superscript.attlist-->]]>
<ENTITY % tradmark.module "INCLUDE">
<ENTITY % tradmark.module;[
<ENTITY % local.tradmark.attrib "">
<ENTITY % tradmark.role.attrib "%role.attrib;">
<ENTITY % tradmark.element "INCLUDE">
<ENTITY % tradmark.element;[
<--doc:A trademark.-->
<ELEMENT trademark %ho; (#PCDATA
| %link.char.class;
| %tech.char.class;
| %base.char.class;
| %other.char.class;
| inlinegraphic
| inlinemediaobject
| emphasis)*>
<!--end of tradmark.element-->]]>
<!-- Class: More precisely identifies the item the element names -->
<ENTITY % tradmark.attlist "INCLUDE">
<ENTITY % tradmark.attlist;[
<ATTLIST tradmark
class(service
| trade
<ENTITY % wordsword.module "INCLUDE">
<![%wordsword.module;]
<!ENTITY % local.wordsword.attrib "">
<!ENTITY % wordsword.role.attrib "%role.attrib;">  

<!--doc:A word meant specifically as a word and not representing anything else.-->  
<!ELEMENT wordsword %ho; (%word.char.mix;)*>  
<!--end of wordsword.element-->]]>  
<!-- end of wordsword.element-->

<!ENTITY % wordsword.attlist "INCLUDE">
<![%wordsword.attlist;]
<!ATTLIST wordsword  
%common.attrib;  
%wordsword.role.attrib;  
%local.wordsword.attrib;  
>  
<!--end of wordsword.attlist-->

<!-- Links and cross-references ........................................... -->

<!ENTITY % link.module "INCLUDE">
<![%link.module;]
<!ENTITY % local.link.attrib "">
<!ENTITY % link.role.attrib "%role.attrib;">  

<!--doc:A hypertext link.-->  
<!ELEMENT link %ho; (%para.char.mix;)*  
%links.exclusion;>  
<!--end of link.element-->]]>  
<!-- end of link.element-->

<!-- Endterm: ID of element containing text that is to be  
fetched from elsewhere in the document to appear as  
the content of this element -->  
<!-- to linked-to object -->
<!ENTITY % indexterm.attlist "INCLUDE">
<![%indexterm.attlist;]
<!ATTLIST indexterm
%pagenum.attrib;
scope(all
|global
|local)#IMPLIED
significance(preferred
|normal)"normal"
class(singular
|startofrange
|endofrange)#IMPLIED
startrefIDREF#IMPLIED
zoneIDREFS#IMPLIED
typeCDATA#IMPLIED
%common.attrib;
%indexterm.role.attrib;
%local.indexterm.attrib;
>
<!--end of indexterm.attlist-->
</![--end of indexterm.module-->

<!ENTITY % primsecter.module "INCLUDE">
<![%primsecter.module;]
<!ENTITY % local.primsecter.attrib ">"
<!ENTITY % primsecter.role.attrib "%role.attrib;">

<!ENTITY % primary.element "INCLUDE">
<![%primary.element;]
<!--doc:The primary word or phrase under which an index term should be sorted.-->
<!ELEMENT primary %ho; (ndxterm.char.mix;)*
<!--end of primary.element-->
</![--end of primary.element-->

<!-- SortAs: Alternate sort string for index sorting, e.g.,
"fourteen" for an element containing "14" -->
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If you modify the DocBook XML DTD in any way, except for declaring and referencing additional sets of general entities and declaring additional notations, label your DTD as a variant of DocBook. See the maintenance documentation for more information.

Please direct all questions, bug reports, or suggestions for changes to the docbook@lists.oasis-open.org mailing list. For more information, see http://www.oasis-open.org/docbook/.

This module contains the definitions for the objects, inline elements, and so on that are available to be used as the main content of DocBook documents. Some elements are useful for general publishing, and others are useful specifically for computer documentation.

This module has the following dependencies on other modules:

- It assumes that a %notation.class; entity is defined by the driver file or other high-level module. This entity is referenced in the NOTATION attributes for the graphic-related and ModeSpec elements.

- It assumes that an appropriately parameterized table module is available for use with the table-related elements.
In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbpool PUBLIC
"-//OASIS//ELEMENTS DocBook XML Information Pool V4.3//EN"
"dbpoolx.mod">
%dbpool;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

`-->`

<!-- ...................................................................... -->

<!-- General-purpose semantics entities ................................... -->

```xml
<!ENTITY % yesorno.attvals "CDATA">
```

<!-- ...................................................................... -->

<!-- Entities for module inclusions ....................................... -->

```xml
<!ENTITY % dbpool.redecl.module "IGNORE">
```

<!-- ...................................................................... -->

<!-- Entities for element classes and mixtures ............................ -->

```xml
<!-- "Ubiquitous" classes: ndxterm.class and beginpage -->
```

```xml
<!ENTITY % local.ndxterm.class "">
<!ENTITY % ndxterm.class
"indexterm %local.ndxterm.class;">
```

<!-- Object-level classes ................................................. -->

```xml
<!ENTITY % local.list.class "">
<!ENTITY % list.class
"calloutlist|glosslist|itemizedlist|orderedlist|segmentedlist
|simplelist|variablelist %local.list.class;">
```

```xml
<!ENTITY % local.admon.class "">
<!ENTITY % admon.class
"caution|important|note|tip|warning %local.admon.class;">
```

```xml
<!ENTITY % local.linespecific.class "">
<!ENTITY % linespecific.class
"literallayout|programlisting|programlistingco|screen
|screenco|screenshot %local.linespecific.class;">
```
<ENTITY % local.other.char.class ""/>
<ENTITY % other.char.class
"remark|subscript|superscript %local.other.char.class;">

<ENTITY % local.inlineobj.char.class ""/>
<ENTITY % inlineobj.char.class
"inlinegraphic|linenamedialog|inlineequation %local.inlineobj.char.class;">

<!-- Entities for content models ------------------------------- -->
<ENTITY % formalobject.title.content "title, titleabbrev?"/>

<%!-- Redefinition placeholder ........................................ -->
<%!-- For redeclaring entities that are declared after this point while
retaining their references to the entities that are declared before
this point -->
<%!dbpool.redecl.module;]
<%!-- Defining dbpool here makes some buggy XML parsers happy. -->
<ENTITY % dbpool "">
%dbpool;
<%!--end of dbpool.redecl.module--->]]>

<%!-- Object-level mixtures ........................................ -->
<list admn line synp para infm form cmpd gen desc
Component mixture   X X X X X X X X X X X X
Sidebar mixture     X X X X X X X X X a X
Footnote mixture    X X X X X
Example mixture     X X X X X
Highlights mixture  X X X X
Paragraph mixture   X X X X
Admonition mixture  X X X X X X X b c
Figure mixture      X X X
Table entry mixture X X X X d
Glossary def mixture X X X X X X e
Legal notice mixture X X X X f

a. Just Procedure; not Sidebar itself or MsgSet.
b. No MsgSet.
c. No Highlights.
d. Just Graphic; no other informal objects.
e. No Anchor, BridgeHead, or Highlights.
f. Just BlockQuote; no other informal objects.
 -->
<!ENTITY % local.glossdef.mix "">
<!ENTITY % glossdef.mix
"|list.class; |linespecific.class; |synop.class; |para.class; |informal.class; |formal.class; |remark |
|ndxterm.class; |beginpage |
%local.glossdef.mix;">

<!ENTITY % local.legalnotice.mix "">
<!ENTITY % legalnotice.mix
"|list.class; |admon.class; |linespecific.class; |
|para.class; |blockquote |
|ndxterm.class; |beginpage |
%local.legalnotice.mix;">

<!ENTITY % local.textobject.mix "">
<!ENTITY % textobject.mix
"|list.class; |admon.class; |linespecific.class; |
|para.class; |blockquote |
%local.textobject.mix;">

<!ENTITY % local.mediaobject.mix "">
<!ENTITY % mediaobject.mix
"videoobject|audioobject|imageobject|textobject %local.mediaobject.mix;">

<!ENTITY % local.listpreamble.mix "">
<!ENTITY % listpreamble.mix
"admon.class; |linespecific.class; |synop.class; |
|para.class; |informal.class; |
|genobj.class; |descobj.class; |
|ndxterm.class; |beginpage |
%local.listpreamble.mix;">

<%-- Character-level mixtures ............................................. -->

<%sgml.features;>
<!ENTITY % local.ubiq.mix "">
<!ENTITY % ubiq.mix "|
|ndxterm.class; |beginpage %local.ubiq.mix;">

<!ENTITY % ubiq.exclusion "-(%ubiq.mix)">
<!ENTITY % ubiq.inclusion "+(%ubiq.mix)"
a. Just InlineGraphic; no InlineEquation.
b. Just Replaceable; no other computer terms.
c. Just Emphasis and Trademark; no other word elements.
d. Just Acronym, Emphasis, and Trademark; no other word elements.

-->
<!-- The DocBook TC may produce an official forms module for DocBook. -->
<!-- This PE provides the hook by which it can be inserted into the DTD. -->
<!ENTITY % forminlines.hook "">

<!ENTITY % local.para.char.mix "">
<!ENTITY % para.char.mix "#PCDATA
[%xref.char.class;%gen.char.class;
[%link.char.class;%tech.char.class;
[base.char.class;%docinfo.char.class;
[other.char.class;%inlineobj.char.class;
 [%synop.class;
 [%ndxterm.class; ]beginpage
  %forminlines.hook;
%local.para.char.mix;">

<!ENTITY % local.title.char.mix "">
<!ENTITY % title.char.mix "#PCDATA
[%xref.char.class;%gen.char.class;
[%link.char.class;%tech.char.class;
[base.char.class;%docinfo.char.class;
[other.char.class;%inlineobj.char.class;
 [%ndxterm.class;
%local.title.char.mix;">

<!ENTITY % local.ndxterm.char.mix "">
<!ENTITY % ndxterm.char.mix "#PCDATA
[%xref.char.class;%gen.char.class;
[%link.char.class;%tech.char.class;
[base.char.class;%docinfo.char.class;
[other.char.class;%inlineobj.char.class;
 [%ndxterm.class;
%local.ndxterm.char.mix;">

<!ENTITY % local.cptr.char.mix "">
<!ENTITY % cptr.char.mix "#PCDATA
[%xref.char.class;%gen.char.class;
[%link.char.class;%tech.char.class;
[base.char.class;%docinfo.char.class;
[other.char.class;]inlinegraphic]inlinemediaobject
%local.ndxterm.char.mix;">

<!ENTITY % local.smalleptr.char.mix "">
<!ENTITY % smalleptr.char.mix "#PCDATA
otheractionCDATA#IMPLIED
%local.key.action.attrib;"
>

<!-- Label: Identifying number or string; default is usually the
appropriate number or string autogenerated by a formatter -->

<!ENTITY % label.attrib
"labelCDATA#IMPLIED">

<!-- Format: whether element is assumed to contain significant white
space -->

<!ENTITY % linespecific.attrib
"formatNOTATION
(linespecific)'linespecific'
    linenumbering(numbered|unnumbered) #IMPLIED
    continuation(continues|restarts)#IMPLIED
    startinglinenumberCDATA#IMPLIED
    languageCDATA#IMPLIED">

<!-- Linkend: link to related information; no default -->

<!ENTITY % linkend.attrib
"linkendIDREF#IMPLIED">

<!-- Linkend: required link to related information -->

<!ENTITY % linkendreq.attrib
"linkendIDREF#REQUIRED">

<!-- Linkends: link to one or more sets of related information; no
default -->

<!ENTITY % linkends.attrib
"linkendsIDREFS#IMPLIED">

<!ENTITY % local.mark.attrib "">
<!ENTITY % mark.attrib
"markCDATA#IMPLIED
%local.mark.attrib;"
<!--end of bibliomset.attlist-->
<!--end of bibliomset.module-->

<!--end of bibliomisc.module "INCLUDE"-->
<![bibliomisc.module:]
<!--ENTITY % local.bibliomisc.attrib ""-->
<!--ENTITY % bibliomisc.role.attrib "%role.attrib;"-->

<!--end of bibliomisc.element "INCLUDE"-->
<![bibliomisc.element:]
<!--ELEMENT bibliomisc %ho; (%para.char.mix;)*-->
<!--end of bibliomisc.element-->

<!--end of bibliomisc.attlist "INCLUDE"-->
<![bibliomisc.attlist:]
<!--ATTLIST bibliomisc %common.attrib;
%bibliomisc.role.attrib;
%local.bibliomisc.attrib;
>
<!--end of bibliomisc.attlist-->

<!--end of bibliomisc.module-->

<!-- Subject, Keyword, and ITermSet elements ......................... -->

<!--end of subjectset.content.module "INCLUDE"-->
<![subjectset.content.module:]
<!--ENTITY % subjectset.module "INCLUDE"-->
<![subjectset.module:]
<!--ENTITY % local.subjectset.attrib ""-->
<!--ENTITY % subjectset.role.attrib "%role.attrib;"-->

<!--end of subjectset.module-->

<!-- Scheme: Controlled vocabulary employed in SubjectTerms -->

<!--end of subjectset.attlist "INCLUDE"-->
<![subjectset.attlist:]
<!--ATTLIST subjectset schemeNMTOKEN#IMPLIED
%common.attrib;
%subjectset.role.attrib;
%local.subjectset.attrib;
>  
<!--end of subjectset.attlist-->]]>
<!--end of subjectset.module-->]]>

<!ENTITY % subject.module "INCLUDE">
<![%subject.module;]
<!ENTITY % local.subject.attrib "">
<!ENTITY % subject.role.attrib "%role.attrib;">  

<!ENTITY % subject.element "INCLUDE">
<![%subject.element;]
<!ELEMENT subject %ho; (subjectterm+)>
<!--end of subject.element-->]]>

<!-- Weight: Ranking of this group of SubjectTerms relative to others, 0 is low, no highest value specified -->

<!ENTITY % subject.attlist "INCLUDE">
<![%subject.attlist;]
<!ATTLIST subject
weightCDATA#IMPLIED
%common.attrib;
%subject.role.attrib;
%local.subject.attrib;
>
<!--end of subject.attlist-->]]>
<!--end of subject.module-->]]>

<!ENTITY % subjectterm.module "INCLUDE">
<![%subjectterm.module;]
<!ENTITY % local.subjectterm.attrib "">
<!ENTITY % subjectterm.role.attrib "%role.attrib;">  

<!ENTITY % subjectterm.element "INCLUDE">
<![%subjectterm.element;]
<!ELEMENT subjectterm %ho; (#PCDATA)>
<!--end of subjectterm.element-->]]>

<!ENTITY % subjectterm.attlist "INCLUDE">
<![%subjectterm.attlist;]
<!ATTLIST subjectterm
%common.attrib;
%subjectterm.role.attrib;
%local.subjectterm.attrib;
>
<!--end of subjectterm.attlist-->]]>
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 23108
<!-- MsgText (defined in the Inlines section, below)-->

%common.attrib;
%msgmain.role.attrib;
%local.msgmain.attrib;
>
<!--end of msgmain.attlist-->]]>
<!--end of msgmain.module-->]]>

<!ENTITY % msgsub.module "INCLUDE">
<![%msgsub.module;[
<!ENTITY % local.msgsub ""
<!ENTITY % msgsub.role.attrib "%role.attrib;">

<!ENTITY % msgsub.element "INCLUDE">
<![%msgsub.element;[
<!ELEMENT msgsub %ho; (title?, msgtext)>]
<!--end of msgsub.element-->]]>
<!--end of msgsub.module-->]]>

<!ENTITY % msgsub.attlist "INCLUDE">
<![%msgsub.attlist;[
<!ATTLIST msgsub
%common.attrib;
%msgsub.role.attrib;
%local.msgsub.attrib;
>
<!--end of msgsub.attlist-->]]>
<!--end of msgsub.module-->]]>

<!ENTITY % msgrel.module "INCLUDE">
<![%msgrel.module;[
<!ENTITY % local.msgrel ""
<!ENTITY % msgrel.role.attrib "%role.attrib;">

<!ENTITY % msgrel.element "INCLUDE">
<![%msgrel.element;[
<!ELEMENT msgrel %ho; (title?, msgtext)>]
<!--end of msgrel.element-->]]>
<!--end of msgrel.module-->]]>

<!ENTITY % msgrel.attlist "INCLUDE">
<![%msgrel.attlist;[
<!ATTLIST msgrel
%common.attrib;
%msgrel.role.attrib;
%local.msgrel.attrib;
>
<!--end of msgrel.attlist-->]]>
<!--end of msgrel.module-->]]>

<!---- MsgText (defined in the Inlines section, below)-->

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 23112
<![%answer.element; [<!ELEMENT answer %ho; (label?, (%qandaset.mix;)*, qandaentry*)>]]>

<!ENTITY % answer.attlist "INCLUDE">  
<![ %answer.attlist; [<!ATTLIST answer %common.attrib; %answer.role.attrib; %local.answer.attrib; > <![!--end of answer.attlist-->]]>  
<![!--end of answer.module-->]]>

<!ENTITY % label.module "INCLUDE">  
<![ %label.module; [<!ENTITY % local.label.attrib "">  
<!ENTITY % label.role.attrib "%role.attrib;">  
<!ENTITY % label.element "INCLUDE">  
<![ %label.element; [<!ELEMENT label %ho; (%word.char.mix;)*> <![!--end of label.element-->]]>  
<![!--end of label.module-->]]>  
<![!--end of qandaset.content.module-->]]>

<![!-- Procedure ....................... -->]

<!ENTITY % procedure.content.module "INCLUDE">  
<![%procedure.content.module;]<!ENTITY % procedure.module "INCLUDE">  
<![%procedure.module;]<!ENTITY % local.procedure.attrib "">  
<!ENTITY % procedure.role.attrib "%role.attrib;">  
<!ENTITY % procedure.element "INCLUDE">  
<![%procedure.element;]<!ELEMENT procedure %ho; (blockinfo?, (%formalobject.title.content;)?, (%component.mix;)*, step+)>

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 23119
<!-- Performance: whether entire set of substeps must be performed -->
<!-- not #REQUIRED! -->

<!ENTITY % substeps.attlist "INCLUDE">
<![%substeps.attlist;[
<!ATTLIST substeps
performance(optional
|required)|required"
%common.attrib;
%substeps.role.attrib;
%local.substeps.attrib;
>]
<!--end of substeps.attlist-->
]
<!--end of substeps.module-->
]

<!ENTITY % stepalternatives.module "INCLUDE">
<![%stepalternatives.module;[
<!ENTITY % local.stepalternatives.attrib "">
<!ENTITY % stepalternatives.role.attrib "%role.attrib;">]

<!ENTITY % stepalternatives.element "INCLUDE">
<![%stepalternatives.element;[
<!ELEMENT stepalternatives %ho; (step+)>
<!--end of stepalternatives.element-->
]

<!ENTITY % stepalternatives.attlist "INCLUDE">
<![%stepalternatives.attlist;[
<!ATTLIST stepalternatives
performance(optional
|required)|required"
%common.attrib;
%stepalternatives.role.attrib;
%local.stepalternatives.attrib;
>]
<!--end of stepalternatives.attlist-->
]
<!--end of stepalternatives.module-->
]
<!--end of procedure.content.module-->
]

<!-- Sidebar .......................... -->

<!ENTITY % sidebar.content.model "INCLUDE">
<![ %sidebar.content.model; ]

<!ENTITY % sidebarinfo.module "INCLUDE"
<!-- ItemizedList and OrderedList ..... -->

<!ENTITY % itemizedlist.module "INCLUDE">
<!-- ![%itemizedlist.module;]-->
<!ENTITY % local.itemizedlist.attrib "">
<!ENTITY % itemizedlist.role.attrib "%role.attrib;">

<!ENTITY % itemizedlist.element "INCLUDE">
<!-- ![%itemizedlist.element;]-->
<!ELEMENT itemizedlist %ho; (blockinfo?, (%formalobject.title.content;)?, (
(listpreamble.mix;)*, listitem+)>}

<!-- Spacing: Whether the vertical space in the list should be compressed -->
<!-- Mark: Keyword, e.g., bullet, dash, checkbox, none; list of keywords and defaults are implementation specific -->

<!ENTITY % itemizedlist.attlist "INCLUDE">
<!-- ![%itemizedlist.attlist;]-->
<!ATTLIST itemizedlist		spacing	normal
compact)#IMPLIED
%mark.attrib;
%common.attrib;
%itemizedlist.role.attrib;
%local.itemizedlist.attrib;>
<!-- !--end of itemizedlist.attlist-->]]>
<!-- !--end of itemizedlist.module-->]]>

<!ENTITY % orderedlist.module "INCLUDE">
<!-- ![%orderedlist.module;]-->
<!ENTITY % local.orderedlist.attrib "">
<!ENTITY % orderedlist.role.attrib "%role.attrib;">

<!ENTITY % orderedlist.attlist "INCLUDE">
<!-- ![%orderedlist.attlist;]-->
<!ATTLIST orderedlist		numbering
1
2
3
4
5
6
7
8
9
A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z
%%#IMPLIED
%mark.attrib;
%common.attrib;
%orderedlist.role.attrib;
%local.orderedlist.attrib;>
<!-- !--end of orderedlist.attlist-->]]>
<!-- !--end of orderedlist.module-->]]>
<!ENTITY % orderedlist.element "INCLUDE">
<![%orderedlist.element:[
<%ELEMENT orderedlist %ho; (blockinfo?, (%formalobject.title.content;)?,
 (%listpreamble.mix;)*, listitem+)>]

<!--end of orderedlist.element-->]]>

<!-- Numeration: Style of ListItem numbered; default is expected
to be Arabic -->
<!-- InheritNum: Specifies for a nested list that the numbering
of ListItems should include the number of the item
within which they are nested (e.g., 1a and 1b within 1,
rather than a and b) -->
<!-- Continuation: Where list numbering begins afresh (Restarts,
the default) or continues that of the immediately preceding
list (Continues) -->
<!-- Spacing: Whether the vertical space in the list should be
compressed -->

<!ENTITY % orderedlist.attlist "INCLUDE">
<![%orderedlist.attlist:[
<!ATTLIST orderedlist
numeration(arabic | upperalpha | loweralpha | upperroman | lowerroman)#IMPLIED
inheritnum(inherit | ignore)"ignore"
continuation(continues | restarts)"restarts"
spacing(normal | compact)#IMPLIED
%common.attrib;
%orderedlist.role.attrib;
%local.orderedlist.attrib;
]>
<!--end of orderedlist.attlist-->

<!--end of orderedlist.module-->

<!ENTITY % listitem.module "INCLUDE">
<![%listitem.module:[
<!ENTITY % local.listitem.attrib "">
<!ENTITY % listitem.role.attrib "%role.attrib;">
<!ENTITY % listitem.element "INCLUDE">
<![%listitem.element:[

---

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<!--end of variablelist.module-->

<!ENTITY % varlistentry.module "INCLUDE">
<![CDATA[%varlistentry.module;
  <!ENTITY % local.varlistentry.attrib "";
  <!ENTITY % varlistentry.role.attrib "%role.attrib;">

<!ENTITY % varlistentry.element "INCLUDE">
<![CDATA[%varlistentry.element;
  <!ELEMENT varlistentry %ho; (term+, listitem)>]
  <!--end of varlistentry.element-->
]]>

<!ENTITY % varlistentry.attlist "INCLUDE">
<![CDATA[%varlistentry.attlist;
  <!ATTLIST varlistentry %common.attrib;
    %varlistentry.role.attrib;
    %local.varlistentry.attrib;
  >
  <!--end of varlistentry.attlist-->
]]>

<!ENTITY % term.module "INCLUDE">
<![CDATA[%term.module;
  <!ENTITY % local.term.attrib "";
  <!ENTITY % term.role.attrib "%role.attrib;">

<!ENTITY % term.element "INCLUDE">
<![CDATA[%term.element;
  <!ELEMENT term %ho; (%para.char.mix;)*>
  <!--end of term.element-->
]]>

<!ENTITY % term.attlist "INCLUDE">
<![CDATA[%term.attlist;
  <!ATTLIST term %common.attrib;
    %term.role.attrib;
    %local.term.attrib;
  >
  <!--end of term.attlist-->
]]>

<!-- ListItem (defined above)-->
<!--end of variablelist.content.module-->

<!-- CalloutList ...................... -->

<!ENTITY % calloutlist.content.module "INCLUDE">

<!--- CalloutList ...................... -->

<!ENTITY % calloutlist.content.module "INCLUDE"
<!-- Units: global unit of measure in which coordinates in this spec are expressed:

- CALSPair "x1,y1 x2,y2": lower-left and upper-right coordinates in a rectangle describing repro area in which graphic is placed, where X and Y dimensions are each some number 0..10000 (taken from CALS graphic attributes)

- LineColumn "line column": line number and column number at which to start callout text in "linespecific" content

- LineRange "startline endline": whole lines from startline to endline in "linespecific" content
- LineColumnPair "line1 col1 line2 col2": starting and ending points of area in "linespecific" content that starts at first position and ends at second position (including the beginnings of any intervening lines)

- Other: directive to look at value of OtherUnits attribute to get implementation-specific keyword

The default is implementation-specific; usually dependent on the parent element (GraphicCO gets CALSPair, ProgramListingCO and ScreenCO get LineColumn) -->
<!-- OtherUnits: User-defined units -->

<!ENTITY % areaspec.attlist "INCLUDE">
<![%areaspec.attlist;]
<!ATTLIST areaspec
units(calspair
|linecolumn
|linerange
|linecolumnpair
|other)#IMPLIED
otherunitsNMTOKEN#IMPLIED
%common.attrib;
%areaspec.role.attrib;
%local.areaspec.attrib;
>
<!--end of areaspec.attlist-->]]>
<!--end of areaspec.module-->]]>

<!ENTITY % area.module "INCLUDE">
<![%area.module;]
<!ENTITY % local.area.attrib ""></a>
<!ENTITY % area.role.attrib "%role.attrib;">​

<!ENTITY % area.element "INCLUDE">
<![%area.element;]
<!ELEMENT area %ho; EMPTY>
<!--end of area.element-->]]>

<!-- bug number/symbol override or initialization -->
<!-- to any related information -->
<!-- Units: unit of measure in which coordinates in this area are expressed; inherits from AreaSet and AreaSpec -->
<!-- OtherUnits: User-defined units -->
<!ENTITY % area.attlist "INCLUDE">
<![%area.attlist:]
<!ATTLIST area
%label.attrib;
%linkends.attrib;
units(calspair
|linecolumn
|linerange
|linecolumnpair
|other)#IMPLIED
otherunitsNMTOKEN#IMPLIED
coordsCDATA#REQUIRED
%idreq.common.attrib;
%area.role.attrib;
%local.area.attrib;
>
<!--end of area.attlist-->]]>
<!--end of area.module-->]]>

<!ENTITY % areaset.module "INCLUDE">
<![%areaset.module:]
<!ENTITY % local.areaset.attrib "">
<!ENTITY % areaset.role.attrib "%role.attrib;"> 

<!ENTITY % areaset.element "INCLUDE">
<![%areaset.element:]
<!ELEMENT areaset %ho; (area+)>
<!--end of areaset.element-->]]>

<!-- bug number/symbol override or initialization -->
<!- Units: unit of measure in which coordinates in this
area are expressed; inherits from AreaSpec -->

<!ENTITY % areaset.attlist "INCLUDE">
<![%areaset.attlist:]
<!ATTLIST areaset
%label.attrib;
units(calspair
|linecolumn
|linerange
|linecolumnpair
|other)#IMPLIED
otherunitsNMTOKEN#IMPLIED
coordsCDATA#REQUIRED
%idreq.common.attrib;
%areaset.role.attrib;
%local.areaset.attrib;
<!ATTLIST graphic
%graphics.attrib;
%common.attrib;
%graphic.role.attrib;
%local.graphic.attrib;
>
<!--end of graphic.attlist-->
<!--end of graphic.module-->

<!ENTITY % inlinegraphic.module "INCLUDE">
<![ %inlinegraphic.module; ]]
<!ENTITY % local.inlinegraphic.attrib "">
<!ENTITY % inlinegraphic.role.attrib "%role.attrib;">

<!ENTITY % inlinegraphic.element "INCLUDE">
<![ %inlinegraphic.element; ]]
<!ELEMENT inlinegraphic %ho; EMPTY>
<!--end of inlinegraphic.element-->

<!ENTITY % inlinegraphic.attlist "INCLUDE">
<![ %inlinegraphic.attlist; ]]
<!ATTLIST inlinegraphic
%graphics.attrib;
%common.attrib;
%inlinegraphic.role.attrib;
%local.inlinegraphic.attrib;
>
<!--end of inlinegraphic.attlist-->
<!--end of inlinegraphic.module-->

<!ENTITY % mediaobject.content.module "INCLUDE">
<![ %mediaobject.content.module; ]]

<!ENTITY % mediaobject.module "INCLUDE">
<![ %mediaobject.module; ]]
<!ENTITY % local.mediaobject.attrib "">
<!ENTITY % mediaobject.role.attrib "%role.attrib;">

<!ENTITY % mediaobject.element "INCLUDE">
<![ %mediaobject.element; ]]
<!ELEMENT mediaobject %ho; (objectinfo?,
    (%mediaobject.mix;)+,
caption?)>
<!--end of mediaobject.element-->

<!ENTITY % mediaobject.attlist "INCLUDE">
<![ %mediaobject.attlist; ]>
<!ATTLIST mediaobject
%graphics.attrib;
%common.attrib;
%mediaobject.role.attrib;
%local.mediaobject.attrib;
>
<!-- Tables ........................... -->

<!-- Choose a table model. CALS or OASIS XML Exchange -->

<!-- Do we allow the HTML table model as well? -->

<!-- xhtmltbl.mod defines HTML tables and sets parameter
entities so that, when the CALS table module is read,
we end up allowing any table to be CALS or HTML.
i.e. This include must come first! -->

<!ENTITY % htmltbl
PUBLIC "-//OASIS//ELEMENTS DocBook XML HTML Tables V4.3//EN"
"htmltblx.mod">
<htmltbl; <--
<!-- end of allow.html.tables--->]>
}
<!ENTITY % tables.role.attrib "%role.attrib;">

<![%cals.table.module;]
<!.-- Add label and role attributes to table and informalTable -->
<!ENTITY % bodyatt "
floatstyleCDATA#IMPLIED
%label.attrib;">

<!ENTITY % secur "%common.attrib;
%tables.role.attrib;">

<!ENTITY % common.table.attribs "%bodyatt;
%secur;">  

<!.-- Add common attributes to Table, TGroup, TBody, THead, TFoot, Row, EntryTbl, and Entry (and InformalTable element). -->
<!ENTITY % tbl.table.mdl "(blockinfo?, (%formalobject.title.content;), (%ndxterm.class;)*, textobject*,
   (graphic+|mediaobject+|tgroup+))">

<!.-- Allow either objects or inlines; beware of REs between elements. -->
<!ENTITY % tbl.entry.mdl "%para.char.mix; | %tabentry.mix;">

<!.-- Reference CALS Table Model -->
<!ENTITY % tablemodel PUBLIC "/OASIS//DTD DocBook CALS Table Model V4.3//EN"
"calstblx.dtd">
]]>

<![%exchange.table.module;]
<!.-- Add common attributes and the Label attribute to Table and -->
<!.-- InformalTable, -->
<!ENTITY % bodyatt "%common.attrib;
%label.attrib;
%tables.role.attrib;">

<!ENTITY % common.table.attribs "%bodyatt;">  

<!.-- Add common attributes to TGroup, ColSpec, TBody, THead, Row, Entry -->
The document information elements include some elements that are currently used only in the document hierarchy module. They are defined here so that they will be available for use in customized document hierarchies. -->

<ENTITY % docinfo.content.module "INCLUDE">
<![%docinfo.content.module;]

<!ENTITY % ackno.module "INCLUDE">
<![%ackno.module;]
<!ENTITY % local.ackno.attrib "">
<!ENTITY % ackno.role.attrib "%role.attrib;">

<!ENTITY % ackno.element "INCLUDE">
<![%ackno.element;]
<!ELEMENT ackno %ho; (%docinfo.char.mix;)*>
<![-end of ackno.element-->]]>

<!ENTITY % ackno.attlist "INCLUDE">
<![%ackno.attlist;]
<!ATTLIST ackno %common.attrib;>
<!-- Email (defined in the Inlines section, below)-->

<![ENTITY % otheraddr.module "INCLUDE">
<![/%otheraddr.module;]
<![ENTITY % local.otheraddr.attrib ">
<![ENTITY % otheraddr.role.attrib "%role.attrib;" ]>

<![ENTITY % otheraddr.element "INCLUDE">
<![/%otheraddr.element;]
<![ELEMENT otheraddr %ho; (%docinfo.char.mix;)*>
<![!--end of otheraddr.element-->]]>

<![ENTITY % otheraddr.attlist "INCLUDE">
<![/%otheraddr.attlist;]
<![ATTLIST otheraddr
%common.attrib;
%otheraddr.role.attrib;
%local.otheraddr.attrib;>
<![!--end of otheraddr.attlist-->]]>
<![!--end of otheraddr.module-->]]>
<![!--end of address.content.module-->]]>

<![!-- Affiliation ...................... -->

<![ENTITY % affiliation.content.module "INCLUDE">
<![/%affiliation.content.module;]
<![ENTITY % affiliation.module "INCLUDE">
<![/%affiliation.module;]
<![ENTITY % local.affiliation.attrib "">
<![ENTITY % affiliation.role.attrib "%role.attrib;" ]>

<![ENTITY % affiliation.element "INCLUDE">
<![/%affiliation.element;]
<![ELEMENT affiliation %ho; (shortaffil?, jobtitle*, orgname?, orgdiv*, address*)>
<![!--end of affiliation.element-->]]>

<![ENTITY % affiliation.attlist "INCLUDE">
<![/%affiliation.attlist;]
<![ATTLIST affiliation
%common.attrib;
%affiliation.role.attrib;
%local.affiliation.attrib;>
<![!--end of affiliation.attlist-->]]>
<![!--end of affiliation.module-->]]>
<!-- InvPartNumber .................... -->

<!-- IssueNum ......................... -->
<!ATTLIST issuenum
%common.attrib;
%issuenum.role.attrib;
%local.issuenum.attrib;
>
<!--end of issuenum.attlist-->]]>
<!--end of issuenum.module-->]]>

<!-- LegalNotice ...................... -->

<!ENTITY % legalnotice.module "INCLUDE">
<![%legalnotice.module;[
<!ENTITY % local.legalnotice.attrib "">
<!ENTITY % legalnotice.role.attrib "%role.attrib;">

<!--ENTITY % legalnotice.element "INCLUDE">
<![%legalnotice.element;[
<!ELEMENT legalnotice %ho; (blockinfo?, title?, (%legalnotice.mix;)+)
%formal.exclusion;>
<!--end of legalnotice.element-->]]>

<!ENTITY % legalnotice.attlist "INCLUDE">
<![%legalnotice.attlist;[
<!ATTLIST legalnotice
%common.attrib;
%legalnotice.role.attrib;
%local.legalnotice.attrib;
>
<!--end of legalnotice.attlist-->]]>
<!--end of legalnotice.module-->]]>

<!-- ModeSpec ......................... -->

<!ENTITY % modespec.module "INCLUDE">
<![%modespec.module;[
<!ENTITY % local.modespec.attrib "">
<!ENTITY % modespec.role.attrib "%role.attrib;">"%

<!--ENTITY % modespec.element "INCLUDE">
<![%modespec.element;[
<!ELEMENT modespec %ho; (%docinfo.char.mix;)*
%ubiq.exclusion;>
<!--end of modespec.element-->]]>

<!-- Application: Type of action required for completion
of the links to which the ModeSpec is relevant (e.g.,
retrieval query) -->
<!-- end of othercredit.element-->]]>

<!ENTITY % othercredit.attlist "INCLUDE">
<![%othercredit.attlist;]
<!ATTLIST othercredit
class(graphicdesigner
|productioneditor
|copyeditor
|technicaleditor
|translator
|other)#IMPLIED
%common.attrib;
%othercredit.role.attrib;
%local.othercredit.attrib;
>
<![end of othercredit.attlist-->]]>
<!-(see "Personal identity elements" for %person.ident.mix;)-->
<![end of othercredit.module-->]]>

<![-- PageNums ......................... -->

<!ENTITY % pagenums.module "INCLUDE">
<![ %pagenums.module;]
<!ENTITY % local.pagenums.attrib "">
<!ENTITY % pagenums.role.attrib "%role.attrib;">

<!ENTITY % pagenums.element "INCLUDE">
<![ %pagenums.element;]
<!ELEMENT pagenums %ho; (%docinfo.char.mix;)*>
<![end of pagenums.element-->]]>

<![-- Personal identity elements ........ -->

<![-- These elements are used only within Author, Editor, and
OtherCredit. -->

<![--end of person.ident.module-->]]>
<![--end of person.ident.module-->]>
<!ENTITY % filename.role.attrib "%role.attrib;">  

<!ENTITY % filename.element "INCLUDE">  
<![%filename.element;[  
<!ELEMENT filename %ho; (%cptr.char.mix;)*>  
<!--end of filename.element-->]]>  

<!-- Class: Type of filename the element names; no default -->  
<!-- Path: Search path (possibly system-specific) in which  
file can be found -->  

<!ENTITY % filename.attlist "INCLUDE">  
<![%filename.attlist;[  
<!ATTLIST filename  
class(headerfile |  
partition |  
devicefile |  
libraryfile |  
directory |  
extension |  
symlink)  
#IMPLIED  
pathCDATA#IMPLIED  
%moreinfo.attrib;  
%common.attrib;  
%filename.role.attrib;  
%local.filename.attrib;  
>  
<!--end of filename.attlist-->]]>  
<!--end of filename.module-->]]>  

<!ENTITY % function.module "INCLUDE">  
<![%function.module;[  
<!ENTITY % local.function.attrib "">  
<!ENTITY % function.role.attrib "%role.attrib;">  

<!ENTITY % function.element "INCLUDE">  
<![%function.element;[  
<!ELEMENT function %ho; (%cptr.char.mix;)*>  
<!--end of function.element-->]]>  

<!ENTITY % function.attlist "INCLUDE">  
<![%function.attlist;[  
<!ATTLIST function  
%moreinfo.attrib;  
%common.attrib;  
%function.role.attrib;  
%local.function.attrib;
<!- Class: Type of SGML construct the element names; no default -->

<!ENTITY % sgmltag.atlist "INCLUDE">
<![%sgmltag.atlist;]
<!ATTLIST sgmltag
class (attribute
tvalue
element
tenag
emptytag
genentity
numcharref
paramentity
pi
xmlpi
starttag
sgmlcomment
prefix
namespace
localname)#IMPLIED
namespaceCDATA#IMPLIED
%common.attrib;
%sgmltag.role.attrib;
%local.sgmltag.attrib;
>
<ENTITY % abbrev.module "INCLUDE">
<ENTITY % local.abbrev.attrib "">
<ENTITY % abbrev.role.attrib "%role.attrib;"> 

<ENTITY % abbrev.element "INCLUDE">
<ENTITY % abbrev.atlist "INCLUDE">
<ATTLIST abbrev
%common.attrib;
%abbrev.role.attrib;
%local.abbrev.attrib;
> 

<ENTITY % acronym.module "INCLUDE">
<ENTITY % local.acronym.attrib "">
<ENTITY % acronym.role.attrib "%role.attrib;"> 

<ENTITY % acronym.element "INCLUDE">
<ENTITY % acronym.atlist "INCLUDE">
<ATTLIST acronym
%common.attrib;
%acronym.roleattrib;
%local.acronym.attrib;
> 

<ENTITY % citation.module "INCLUDE">
<ENTITY % citation.atlist "INCLUDE">

Pubwork: Genre of published work cited; no default -->
<!-- Class: More precisely identifies the item the element names -->
<!-- Links and cross-references ........................................... -->

<!-- Endterm: ID of element containing text that is to be fetched from elsewhere in the document to appear as the content of this element -->
<!-- to linked-to object -->
<!-- Type: Freely assignable parameter -->

<!-- Entity: ID of element containing text that is to be fetched from elsewhere in the document to appear as the content of this element -->
<!-- linked-to object -->
<!-- Type: Freely assignable parameter -->
<!DOCTYPE indexterm PUBLIC "-//OASIS//DTD Index Term Module 1.0//EN" "http://docs.oasis-open.org/technical-documents/dtds/1.0/indexterm.dtd">

<!ENTITY % indexterm.attlist "INCLUDE">
<!ENTITY % indexterm.attlist;[
%pagenum.attrib;
ATTLIST indexterm
%pagenum.attrib;
scope(all
|global
|local)#IMPLIED
significance(preferred
|normal)"normal"
class(singular
|startofrange
|endofrange)#IMPLIED
startrefIDREF#IMPLIED
zoneIDREFS#IMPLIED
typeCDATA#IMPLIED
%common.attrib;
%indexterm.role.attrib;
%local.indexterm.attrib;
>
<!--end of indexterm.attlist-->]]>
<!--end of indexterm.module-->]]>

<!ENTITY % primsecter.module "INCLUDE">
<!ENTITY % primsecter.module;[
<!ENTITY % local.primsecter.attrib "">
<!ENTITY % primsecter.role.attrib "%role.attrib;" >

<!ENTITY % primary.element "INCLUDE">
<!ENTITY % primary.element;>
<!-- ...................................................................... -->
<!-- DocBook character entities module V4.3 ......................... -->
<!-- File dbcentx.mod ..................................................... -->
<!-- ...................................................................... -->
O'Reilly & Associates, Inc., ArborText, Inc., Fujitsu Software
Corporation, Norman Walsh, Sun Microsystems, Inc., and the
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Standards (OASIS).

$Id: dbcentx.mod,v 1.19 2004/03/31 10:40:22 nwalsh Exp $

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information, see http://www.oasis-open.org/docbook/.

<!-- ...................................................................... -->
<!-- This module contains the entity declarations for the standard ISO
entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity
declaration that uses the public identifier shown below:

<!ENTITY % dbcent PUBLIC
"-/OASIS//ENTITIES DocBook Character Entities V4.3//EN"
"dbcentx.mod">
%dbcent;

See the documentation for detailed information on the parameter
entity and module scheme used in DocBook, customizing DocBook and
planning for interchange, and changes made since the last release
of DocBook.

-->
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<!-- .......... -->
<!-- DocBook notations module V4.2 ....................... -->
<!-- File dbnotnx.mod ....................................... -->

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<!-- .......... -->

<!-- This module contains the entity declarations for the standard ISO
entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity
declaration that uses the public identifier shown below:

<!ENTITY % dbnotn PUBLIC
"-//OASIS//ENTITIES DocBook Notations V4.2//EN"
"dbnotnx.mod">
%dbnotn;
See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

-->

<!ENTITY % local.notation.class "" >
<!ENTITY % notation.class "BMP | CGM-CHAR | CGM-BINARY | CGM-CLEAR | DITROFF | DVI |
EPS | EQN | FAX | GIF | GIF87a | GIF89a |
JPG | JPEG | IGES | PCX |
PIC | PNG | PS | SGML | TBL | TEX | TIFF | WMF | WPG |
| SVG |
| linespecific |
%local.notation.class;">

<!NOTATION BMPPUBLIC "+/ISBN 0-7923-9432-1::Graphic Notation//NOTATION Microsoft Windows bitmap//EN">
<!NOTATION CGM-CHARPUBLIC "ISO 8632/2//NOTATION Character encoding//EN">
<!NOTATION CGM-BINARYPUBLIC "ISO 8632/3//NOTATION Binary encoding//EN">
<!NOTATION CGM-CLEARPUBLIC "ISO 8632/4//NOTATION Clear text encoding//EN">
<!NOTATION DITROFFSYSTEM "DITROFF">
<!NOTATION DVISYSTEM "DVI">
<!NOTATION EQNSYSTEM "EQN">
<!NOTATION FAXPUBLIC "/USA-DOD//NOTATION CCITT Group 4 Facsimile Type 1 Untiled Raster//EN">
<!NOTATION GIFSYSTEM "GIF">
<!NOTATION GIF87a PUBLIC "/CompuServe//NOTATION Graphics Interchange Format 87a//EN">
<!NOTATION GIF89a PUBLIC "/CompuServe//NOTATION Graphics Interchange Format 89a//EN">
<!NOTATION JPSYSTEM "JPG">
<!NOTATION JPEGSYSTEM "JPG">
<!NOTATION PCXPUBLIC "+/ISBN 0-7923-9432-1::Graphic Notation//NOTATION ZSoft PCX bitmap//EN">
<!NOTATION PICSYSTEM "PIC">
<!NOTATION PNG SYSTEM "http://www.w3.org/TR/REC-png">
<!NOTATION PSSYSTEM "PS">
<!NOTATION TBLSYSTEM "TBL">
<!NOTATION TEXPUBLIC
<!-- This module contains the entity declarations for the standard ISO entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbcent PUBLIC
"//OASIS//ENTITIES DocBook Character Entities V4.5//EN"
"dbcentx.mod">
%dbcent;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.
-->

<!-- ................................................................. -->

<![%sgml.features;[

<!ENTITY % ISOamsa.module "INCLUDE">
<![ %ISOamsa.module; [ 
<!ENTITY % ISOamsa PUBLIC
"ISO 8879:1986//ENTITIES Added Math Symbols: Arrow Relations//EN">
<!--end of ISOamsa.module-->
]]>

<!ENTITY % ISOamsb.module "INCLUDE">
<![ %ISOamsb.module; [ 
<!ENTITY % ISOamsb PUBLIC
<!--end of ISOamsb.module-->
]]>

<!ENTITY % ISOamsc.module "INCLUDE">
<![ %ISOamsc.module; [ 
<!ENTITY % ISOamsc PUBLIC
"ISO 8879:1986//ENTITIES Added Math Symbols: Delimiters//EN">
<!--end of ISOamsc.module-->
]]>

<!ENTITY % ISOamsn.module "INCLUDE">
<![ %ISOamsn.module; [ 
<!ENTITY % ISOamsn PUBLIC
"ISO 8879:1986//ENTITIES Added Math Symbols: Negated Relations//EN">
<!--end of ISOamsn.module-->
]]>

<!ENTITY % ISOamso.module "INCLUDE">
<![ %ISOamso.module; [ 
<!ENTITY % ISOamso PUBLIC
"ISO 8879:1986//ENTITIES Added Latin 1//EN//XML"
"ent/isolat1.ent">
<!--end of ISOlat1.module-->

<!ENTITY % ISOlat2.module "INCLUDE">
<![%ISOlat2.module; [
<!ENTITY % ISOlat2 PUBLIC
"ISO 8879:1986//ENTITIES Added Latin 2//EN//XML"
"ent/isolat2.ent">
<!--end of ISOlat2.module-->
]]>

<!ENTITY % ISOnum.module "INCLUDE">
<![%ISOnum.module; [
<!ENTITY % ISOnum PUBLIC
"ISO 8879:1986//ENTITIES Numeric and Special Graphic//EN//XML"
"ent/isonum.ent">
<!--end of ISOnum.module-->
]]>

<!ENTITY % ISOpub.module "INCLUDE">
<![%ISOpub.module; [
<!ENTITY % ISOpub PUBLIC
"ISO 8879:1986//ENTITIES Publishing//EN//XML"
"ent/isopub.ent">
<!--end of ISOpub.module-->
]]>

<!ENTITY % ISOtech.module "INCLUDE">
<![%ISOtech.module; [
<!ENTITY % ISOtech PUBLIC
"ent/isotech.ent">
<!--end of ISOtech.module-->
]]>

<!--end of xml.features-->

<![ %ISOamsa.module; [ %ISOamsa; ]]>
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$Id: docbookx.dtd,v 1.21 2004/03/31 10:59:14 nwalsh Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.5/dbcentx.mod
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<!-- ...................................................................... -->
<!-- DocBook XML information pool module V4.1.2 ......................... -->
<!-- File dbpoolx.mod ..................................................... -->

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<!-- ...................................................................... -->

<!-- This module contains the definitions for the objects, inline elements, and so on that are available to be used as the main content of DocBook documents. Some elements are useful for general publishing, and others are useful specifically for computer documentation.

This module has the following dependencies on other modules:

- It assumes that a %notation.class; entity is defined by the driver file or other high-level module. This entity is referenced in the NOTATION attributes for the graphic-related and ModeSpec elements.

- It assumes that an appropriately parameterized table module is -->
available for use with the table-related elements.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbpool PUBLIC
"-//OASIS//ELEMENTS DocBook XML Information Pool V4.1.2//EN"
"dbpoolx.mod">
%dbpool;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!-- ...................................................................... -->

<!-- General-purpose semantics entities ................................... -->

```xml
<!ENTITY % yesorno.attvals "CDATA">
```

<!-- ...................................................................... -->

<!-- Entities for module inclusions ....................................... -->

```xml
<!ENTITY % dbpool.redecl.module "IGNORE">
```

<!-- ...................................................................... -->

<!-- Entities for element classes and mixtures ............................ -->

```xml
<!-- "Ubiquitous" classes: ndxterm.class and beginpage -->

<!ENTITY % local.ndxterm.class ">
<!ENTITY % ndxterm.class
"indexterm %local.ndxterm.class;">
```

<!-- Object-level classes ....................................................... -->

```xml
<!-- %local.list.class "" -->
<!ENTITY % list.class
"calloutlist|glosslist|itemizedlist|orderedlist|segmentedlist |
simplelist|variablelist %local.list.class;">
```

```xml
<!-- %local.admon.class "" -->
<!ENTITY % admon.class
"caution|important|note|tip|warning %local.admon.class;">
```

```xml
<!-- %local.linespecific.class "" -->
<!ENTITY % linespecific.class
```

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 23277
"literallayout|programlisting|programlistingco|screen
|screenco|screenshot %local.linespecific.class;">}

<!ENTITY % local.method.synop.class "">
<!ENTITY % method.synop.class
"constructorsynopsis
 |destructorsynopsis
 |methodsynopsis %local.method.synop.class;">}

<!ENTITY % local.synop.class "">
<!ENTITY % synop.class
"synopsis|cmdsynopsis|funcsynopsis
 |classsynopsis|fieldsynopsis
 |%method.synop.class; %local.synop.class;">}

<!ENTITY % local.para.class "">
<!ENTITY % para.class
"formalpara|para|simpara %local.para.class;">}

<!ENTITY % local.informal.class "">
<!ENTITY % informal.class
"address|blockquote
 |graphic|graphicco|mediaobject|mediaobjectco
 |informalequation
 |informalexample
 |informalfigure
 |informaltable %local.informal.class;">}

<!ENTITY % local.formal.class "">
<!ENTITY % formal.class
"equation|example|figure|table %local.formal.class;">}

<!-- The DocBook TC may produce an official EBNF module for DocBook. -->
<!-- This PE provides the hook by which it can be inserted into the DTD. -->
<!ENTITY % ebnf.block.hook "">

<!ENTITY % local.compound.class "">
<!ENTITY % compound.class
"msgset|procedure|sidebar|qandaset
 |%ebnf.block.hook; %local.compound.class;">}

<!ENTITY % local.genobj.class "">
<!ENTITY % genobj.class
"anchor|bridgehead|remark|highlights
 %local.genobj.class;">}

<!ENTITY % local.descobj.class "">
%local.docinfo.char.class;">

<!ENTITY % local.other.char.class "">
<!ENTITY % other.char.class "remark|subscript|superscript %local.other.char.class;">

<!ENTITY % local.inlineobj.char.class "">
<!ENTITY % inlineobj.char.class "inlinegraphic|linemediaobject|inlineequation %local.inlineobj.char.class;">

<!!-- Redeclaration placeholder ............................................ -->

<!!-- For redeclaring entities that are declared after this point while retaining their references to the entities that are declared before this point -->

<![%dbpool.redecl.module;]
<!!-- Defining dbpool here makes some buggy XML parsers happy. -->
<!ENTITY % dbpool "">
%dbpool;
<!!--end of dbpool.redecl.module-->]]>

<!!-- Object-level mixtures ................................................ -->

<!--
list admn line synp para infm form cmpd gen desc
Component mixture       X    X    X    X    X    X    X    X    X    X
Sidebar mixture         X    X    X    X    X    X    X    a    X
Footnote mixture        X         X    X    X    X
Example mixture         X         X    X    X    X
Highlights mixture      X    X              X
Paragraph mixture       X         X    X         X
Admonition mixture      X         X    X    X    X    X    b    c
Figure mixture                    X    X         X
Table entry mixture     X    X    X         X    d
Glossary def mixture    X         X    X    X    X         e
Legal notice mixture    X         X    X    X    X         f

a. Just Procedure; not Sidebar itself or MsgSet.
b. No MsgSet.
c. No Highlights.
d. Just Graphic; no other informal objects.
e. No Anchor, BridgeHead, or Highlights.
f. Just BlockQuote; no other informal objects.
-->
a. Just InlineGraphic; no InlineEquation.
b. Just Replaceable; no other computer terms.
c. Just Emphasis and Trademark; no other word elements.
d. Just Acronym, Emphasis, and Trademark; no other word elements.

<!-- The DocBook TC may produce an official forms module for DocBook. -->
<!-- This PE provides the hook by which it can be inserted into the DTD. -->
<!ENTITY % forminlines.hook "">

<!ENTITY % local.legalnotice.mix "">
<!ENTITY % legalnotice.mix
"%list.class;%admon.class;
%linespecific.class;
%para.class;blockquote
%ndxterm.class; beginpage
%local.legalnotice.mix;">
<!ENTITY % local.graphics.attrib "">
<!ENTITY % local.keyaction.attrib "">
<!ENTITY % keyaction.attrib "action(click|double-click|press|seq|simul|other) #IMPLIED otheractionCDATA#IMPLIED %local.keyaction.attrib;" >

<!ENTITY % label.attrib "labelCDATA#IMPLIED">

<!ENTITY % linespecific.attrib "format NOTATION (linespecific)\" linenumbering(numbered|unnumbered) #IMPLIED"">
<!-- Linkend: link to related information; no default -->

<!ENTITY % linkend.attrib "linkendIDREF#IMPLIED">

<!-- Linkend: required link to related information -->

<!ENTITY % linkendreq.attrib "linkendIDREF#REQUIRED">

<!-- Linkends: link to one or more sets of related information; no default -->

<!ENTITY % linkends.attrib "linkendsIDREFS#IMPLIED">

<!ENTITY % local.mark.attrib "">
<!ENTITY % mark.attrib "markCDATA#IMPLIED
%local.mark.attrib;">

<!-- MoreInfo: whether element's content has an associated RefEntry -->

<!ENTITY % moreinfo.attrib "moreinfo(refentry|none)'none'">

<!-- Pagenum: number of page on which element appears; no default -->

<!ENTITY % pagenum.attrib "pagenumCDATA#IMPLIED">

<!ENTITY % local.status.attrib "">

<!-- Status: Editorial or publication status of the element it applies to, such as "in review" or "approved for distribution" -->

<!ENTITY % status.attrib "statusCDATA#IMPLIED
%local.status.attrib;" >
<!--end of titleabbrev.attlist-->]]>
<!--end of titleabbrev.module-->]]>

<!ENTITY % subtitle.module "INCLUDE">
<! [%subtitle.module:][
<!ENTITY % local.subtitle.attrib """>
<!ENTITY % subtitle.role.attrib "%role.attrib:" >

<!ENTITY % subtitle.element "INCLUDE">
<! [%subtitle.element:][
<!ELEMENT subtitle (%title.char.mix;)*>
<!--end of subtitle.element-->]]>

<!ENTITY % subtitle.attlist "INCLUDE">
<! [%subtitle.attlist:][
<!ATTLIST subtitle
%common.attrib;
%subtitle.role.attrib;
%local.subtitle.attrib;
>
<!--end of subtitle.attlist-->]]>
<!--end of subtitle.module-->]]>

</!-~-- -->
</!-~ Bibliographic entities and elements ......................... -->

</!-~-- The bibliographic elements are typically used in the document
 hierarchy. They do not appear in content models of information
 pool elements. See also the document information elements,
 below. -->

<!ENTITY % local.person.ident.mix "" >
<!ENTITY % person.ident.mix
"honorific|firstname|surname|lineage|othername|affiliation
|authorblurb|contrib %local.person.ident.mix;">

<!ENTITY % local.bibliocomponent.mix "" >
<!ENTITY % bibliocomponent.mix
"abbrev|abstract|address|artpagenums|author
|authorgroup|authorinitials|bibliomisc|biblioset
|collab|confgroup|contractnum|contractsponsor
|copyright|corpauteur|corporate|date|edition
|editor|invariantnumber|isbn|issn|issuenum|organisation
|othercredit|pagenums|printhistory|productname
|productnumber|pubdate|publisher|publishername
|pubsnumber|releaseinfo|reviewhistory|seriesvolnums
|subtitle|title|titleabbrev|volumenum|citetitle
|%person.ident.mix;
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<!-- VariableList ..................... -->

<!ENTITY % variablelist.content.module "INCLUDE">
<!--![%variablelist.content.module:]
<!ENTITY % variablelist.module "INCLUDE">
<!--![%variablelist.module:]
<!ENTITY % local.variablelist.attrib """>
<!ENTITY % variablelist.role.attrib "%role.attrib;">

<!ENTITY % variablelist.element "INCLUDE">
<!--![%variablelist.element:]
<!--ELEMENT variablelist ((%formalobject.title.content;)?, varlistentry+)>
<!--end of variablelist.element-->

<!-- TermLength: Length beyond which the presentation engine
may consider the Term too long and select an alternate
presentation of the Term and, or, its associated ListItem. -->

<!ENTITY % variablelist.attlist "INCLUDE">
<!--![%variablelist.attlist:]
<!--ATTLIST variablelist
%common.attrib;
%variablelist.role.attrib;
%local.variablelist.attrib;>
</!--end of variablelist.attlist-->

<!ENTITY % varlistentry.module "INCLUDE">
<!--![%varlistentry.module:]
<!--ENTITY % local.varlistentry.attrib "">
<!--ENTITY % varlistentry.role.attrib "%role.attrib;">

<!ENTITY % varlistentry.element "INCLUDE">
<!--![%varlistentry.element:]
<!--ELEMENT varlistentry (term+, listitem)>
<!--end of varlistentry.element-->

<!ENTITY % varlistentry.attlist "INCLUDE">
<!--![%varlistentry.attlist:]
<!--ATTLIST varlistentry
%common.attrib;
%varlistentry.role.attrib;
%local.varlistentry.attrib;>
"}
<!ENTITY % areaspec.content.module "INCLUDE">
<!%areaspec.content.module;[
<!ENTITY % areaspec.module "INCLUDE">
<!%areaspec.module;[
<!ENTITY % local.areaspec.attrib "">
<!ENTITY % areaspec.role.attrib "%role.attrib;"> 

<!ENTITY % areaspec.element "INCLUDE">
<!%areaspec.element;[
<!ELEMENT areaspec ((area|areaset)+)>
<!--end of areaspec.element-->]]> 

<!-- Units: global unit of measure in which coordinates in this spec are expressed: -->

- CALSPair "x1,y1 x2,y2": lower-left and upper-right coordinates in a rectangle describing repro area in which graphic is placed, where X and Y dimensions are each some number 0..10000 (taken from CALS graphic attributes)

- LineColumn "line column": line number and column number at which to start callout text in "linespecific" content

- LineRange "startline endline": whole lines from startline to endline in "linespecific" content

- LineColumnPair "line1 col1 line2 col2": starting and ending points of area in "linespecific" content that starts at first position and ends at second position (including the beginnings of any intervening lines)

- Other: directive to look at value of OtherUnits attribute to get implementation-specific keyword

The default is implementation-specific; usually dependent on the parent element (GraphicCO gets CALSPair, ProgramListingCO and ScreenCO get LineColumn) -->

<!-- OtherUnits: User-defined units -->

<!ENTITY % areaspec.attlist "INCLUDE">
<!%areaspec.attlist;[
<!ATTLIST areaspec
units(calspair
|linecolumn
|linerange
|linecolumnpair

---
<!ENTITY % area.module "INCLUDE">
<!ENTITY % area.element "EMPTY">
<!ENTITY % area.attlist "INCLUDE">
<!ENTITY % areaset.module "INCLUDE">
<!ENTITY % local.area.attrib "">
<!ENTITY % area.role.attrib "%role.attrib;">
<!ENTITY % areaset.role.attrib "%role.attrib;">  
<!ENTITY % areaset.element "INCLUDE">  
<![%areaset.element;]>
<!ELEMENT areaset (area+)>
<!--end of areaset.element-->]]>

<!-- bug number/symbol override or initialization -->
<!-- Units: unit of measure in which coordinates in this area are expressed; inherits from AreaSpec -->

<!ENTITY % areaset.attlist "INCLUDE">  
<![%areaset.attlist;]>
<!ATTLIST areaset
%label.attrib;
units(calspair
|linecolumn
|linerange
|linecolumnpair
|other)#IMPLIED
otherunitsNMTOKEN#IMPLIED
coordsCDATA#REQUIRED
%idreq.common.attrib;
%areaset.role.attrib;
%local.areaset.attrib;
>
<!--end of areaset.attlist-->]]>
<!--end of areaset.module-->]]>
<!--end of areaspec.content.module-->]]>

<!ENTITY % programlisting.module "INCLUDE">  
<![%programlisting.module;]>
<!ENTITY % local.programlisting.attrib "">
<!ENTITY % programlisting.role.attrib "%role.attrib;">  

<!ENTITY % programlisting.element "INCLUDE">  
<![%programlisting.element;]>
<!ELEMENT programlisting (%para.char.mix; | co | lineannotation)*>
<!--end of programlisting.element-->]]>

<!ENTITY % programlisting.attlist "INCLUDE">  
<![%programlisting.attlist;]>
<!ATTLIST programlisting
%width.attrib;
%linespecific.attrib;
%common.attrib;
%programlisting.role.attrib;
%local.programlisting.attrib;
>
<!--end of programlisting.attlist-->]]>
<!--end of programlisting.module-->]]>

ENTITY % literallayout.module "INCLUDE"
<![%literallayout.module;[ENTITY % local.literallayout.attrib ""
ENTITY % literallayout.role.attrib "%role.attrib;">

ENTITY % literallayout.element "INCLUDE"
<![%literallayout.element;[ELEMENT literallayout (%para.char.mix; | lineannotation | co)*]
<!--end of literallayout.element-->]]>

ENTITY % literallayout.attlist "INCLUDE"
<![%literallayout.attlist;[ATTLIST literallayout %width.attrib;
%linespecific.attrib;
class(monospaced|normal)"normal"
%common.attrib;
%literallayout.role.attrib;
%local.literallayout.attrib;
>]]>
<!--end of literallayout.attlist-->]]>
<!-- LineAnnotation (defined in the Inlines section, below)-->]]>
<!--end of literallayout.module-->]]>

ENTITY % screenco.module "INCLUDE"
<![%screenco.module;[ENTITY % local.screenco.attrib ""
ENTITY % screenco.role.attrib "%role.attrib;">

ENTITY % screenco.element "INCLUDE"
<![%screenco.element;[ELEMENT screenco (areaspec, screen, calloutlist*)]
<!--end of screenco.element-->]]>

ENTITY % screenco.attlist "INCLUDE"
<![%screenco.attlist;[ATTLIST screenco %common.attrib;
%screenco.role.attrib;
%local.screenco.attrib;
>]]>
<!--end of screenco.attlist-->]]>
<!-- AreaSpec (defined above)-->
<!-- Figures etc. ..................... -->

<!-- Float: Whether the Figure is supposed to be rendered where convenient (yes (1) value) or at the place it occurs in the text (no (0) value, the default) -->

<ENTITY % figure.attlist "INCLUDE">
<![%figure.attlist;]
<!ATTLIST figure
float%yesorno.attvals;'0'
pgwide %yesorno.attvals; #IMPLIED
%label.attrib;
%common.attrib;
%figure.role.attrib;
Graphical data can be the content of Graphic, or you can reference an external file either as an entity (Entitref) or a filename (Fileref). -->

<!ENTITY % graphic.module "INCLUDE">
<![graphic.module;[
<!ENTITY % local.graphic.attrib "">
<!ENTITY % graphic.role.attrib "%role.attrib;">

<!ENTITY % graphic.element "INCLUDE">
<![graphic.element;[
<!ELEMENT graphic EMPTY>
<![graphic.element-->]]>

<!ENTITY % graphic.attlist "INCLUDE">
<![graphic.attlist;[
<!ATTLIST graphic
%graphics.attrib;
%common.attrib;
%graphic.role.attrib;
%local.graphic.attrib;
>
<![graphic.attlist-->]]>

<!ENTITY % inlinegraphic.module "INCLUDE">
<![inlinegraphic.module;[
<!ENTITY % local.inlinegraphic.attrib "">
<!ENTITY % inlinegraphic.role.attrib "%role.attrib;">

<!ENTITY % inlinegraphic.element "INCLUDE">
<![inlinegraphic.element;[
<!ELEMENT inlinegraphic EMPTY>
<![inlinegraphic.element-->]]>

<!ENTITY % inlinegraphic.attlist "INCLUDE">
<![inlinegraphic.attlist;[
<!ATTLIST inlinegraphic
%graphics.attrib;
%common.attrib;
%inlinegraphic.role.attrib;
<!ENTITY % inlineequation.attlist "INCLUDE">
<![%-inlineequation.attlist:]
<!ATTLIST inlineequation
%common.attrib;
%inlineequation.role.attrib;
%local.inlineequation.attrib;
>
<!--end of inlineequation.attlist-->]]>
<!--end of inlineequation.module-->]]>

<!ENTITY % alt.module "INCLUDE">
<![%-alt.module:]
<!ENTITY % local.alt.attrib "">
<!ENTITY % alt.role.attrib "%role.attrib;"> 

<!--end of alt.module-->]]>
<!ENTITY % alt.element "INCLUDE">
<![%-alt.element:]
<!ELEMENT alt (#PCDATA)> 
<!--end of alt.element-->]]>
<!ENTITY % alt.attlist "INCLUDE">
<![%-alt.attlist:]
<!ATTLIST alt
%common.attrib;
%alt.role.attrib;
%local.alt.attrib;
>
<!--end of alt.attlist-->]]>
<!--end of alt.module-->]]>

<!-- Tables ......................... -->

<!ENTITY % table.module "INCLUDE">
<![%-table.module:]

<!-- Choose a table model. CALS or OASIS XML Exchange -->

<!ENTITY % cals.table.module "INCLUDE">
<![%-cals.table.module:]
<!ENTITY % exchange.table.module "IGNORE"]>]
<!ENTITY % exchange.table.module "INCLUDE">

<!ENTITY % tables.role.attrib "%role.attrib;"> 

<![%-cals.table.module:]
<!.-- Add label and role attributes to table and informaltable -->
rowsep%yesorno.attvals;#IMPLIED
%common.table.attlist;
%dbl.table.att;
%local.informaltable.attrib;
>
<!--end of informaltable.attlist-->]]>
<!--end of informaltable.module-->]]>

<!-- ............................................................... -->
<!-- Synopses ..................................................... -->

<!ENTITY % synopsis.module "INCLUDE">
<![%synopsis.module;]
<!ENTITY % local.synopsis.attrib "">
<!ENTITY % synopsis.role.attrib "%role.attrib;">

<!ENTITY % synopsis.element "INCLUDE">
<![%synopsis.element;]
<!ELEMENT synopsis (%para.char.mix; | graphic | mediaobject | lineannotation | co)*>

<!ENTITY % synopsis.attlist "INCLUDE">
<![%synopsis.attlist;]
<!ATTLIST synopsis
%label.attrib;
%linespecific.attrib;
%common.attrib;
%synopsis.role.attrib;
%local.synopsis.attrib;
>
<!--end of synopsis.attlist-->]]>

<!-- LineAnnotation (defined in the Inlines section, below)-->}
<!--end of synopsis.module-->]]>

<!-- CmdSynopsis ......................... -->

<!ENTITY % cmdsynopsis.content.module "INCLUDE">
<![%cmdsynopsis.content.module;]
<!ENTITY % cmdsynopsis.module "INCLUDE">
<![%cmdsynopsis.module;]
<!ENTITY % local.cmdsynopsis.attrib "">
<!ENTITY % cmdsynopsis.role.attrib "%role.attrib;">

<!ENTITY % cmdsynopsis.element "INCLUDE">
<![%cmdsynopsis.element;]
The document information elements include some elements that are currently used only in the document hierarchy module. They are defined here so that they will be available for use in customized document hierarchies.
%local.authorinitials.attrib;
>
<!--end of authorinitials.attlist-->
<!--end of authorinitials.module-->]
</!-- ConfGroup ..................... -->

<!ENTITY % confgroup.content.module "INCLUDE">
<![%confgroup.content.module:]]>
<!ENTITY % confgroup.module "INCLUDE">
<![%confgroup.module:]]>
<!ENTITY % local.confgroup.attrib "">
<!ENTITY % confgroup.role.attrib "%role.attrib;"> 

<!ENTITY % confgroup.element "INCLUDE">
<![%confgroup.element:]]>
<!ELEMENT confgroup ((confdates|conftitle|confnum|address|confsponsor)*>
<![--end of confgroup.element-->]]>

<!ENTITY % confgroup.attlist "INCLUDE">
<![%confgroup.attlist:]]>
<!ATTLIST confgroup 
%common.attrib;
%confgroup.role.attrib;
%local.confgroup.attrib;
>
<![--end of confgroup.attlist--]
<![--end of confgroup.module--]]>

<!ENTITY % confdates.module "INCLUDE">
<![%confdates.module:]]>
<!ENTITY % local.confdates.attrib "">
<!ENTITY % confdates.role.attrib "%role.attrib;"> 

<!ENTITY % confdates.element "INCLUDE">
<![%confdates.element:]]>
<!ELEMENT confdates (%docinfo.char.mix;)*>
<![--end of confdates.element-->]]>

<!ENTITY % confdates.attlist "INCLUDE">
<![%confdates.attlist:]]>
<!ATTLIST confdates 
%common.attrib;
%confdates.role.attrib;
%local.confdates.attrib;
>
<![--end of confdates.attlist--]
<![--end of confdates.module--]]>
<!ENTITY % pagenums.attlist "INCLUDE">
<![%pagenums.attlist;]
<!ATTLIST pagenums
%common.attrib;
%pagenums.role.attrib;
%local.pagenums.attrib;
>
</!!-- end of pagenums.attlist-->]]>
</!!-- end of pagenums.module-->]]>

</!-- Personal identity elements ....... -->

</!-- These elements are used only within Author, Editor, and OtherCredit. -->

<!ENTITY % person.ident.module "INCLUDE">
<![%person.ident.module;]
<!ENTITY % contrib.module "INCLUDE">
<![%contrib.module;]
<!ENTITY % contrib.role.attrib "%role.attrib;">
<!ENTITY % contrib.element "INCLUDE">
<![%contrib.element;]
<!ELEMENT contrib (%docinfo.char.mix;)*>
</!-- end of contrib.element-->]]>
</!-- end of contrib.module-->]]>

<!ENTITY % firstname.module "INCLUDE">
<![%firstname.module;]
<!ENTITY % local.firstname.attrib "">
<!ENTITY % firstname.role.attrib "%role.attrib;">
<!ENTITY % firstname.element "INCLUDE">
<![%firstname.element;]
<!ELEMENT firstname (%docinfo.char.mix;)*>
</!-- end of firstname.element-->]]>
</!-- end of firstname.module-->]]>

</!-- Firstname Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 23383 -->
<!DOCTYPE html>

<!-- Inline, link, and ubiquitous elements ................................ -->

<!-- Technical and computer terms ......................................... -->

<!ENTITY % accel.module "INCLUDED">
<![accel.module[:]
<!ENTITY % local.accel.attrib "">
<!ENTITY % accel.role.attrib "%role.attrib;">

<!ENTITY % accel.element "INCLUDED">
<![accel.element:]
<!ELEMENT accel (%smallcptr.char.mix;)*>
<!end of accel.element-->
]
]

<!ENTITY % accel.attlist "INCLUDED">
<![accel.attlist:]
<!ATTLIST accel
%common.attrib;
%accel.role.attrib;
%local.accel.attrib;
>
<!end of accel.attlist-->
]

<!ENTITY % action.module "INCLUDED">
<![action.module[:]
<!ENTITY % local.action.attrib "">
<!ENTITY % action.role.attrib "%role.attrib;">

<!ENTITY % action.element "INCLUDED">
<![action.element:]
<!ELEMENT action (%smallcptr.char.mix;)*>
<!end of action.element-->
]
]

<!ENTITY % action.attlist "INCLUDED">
<![action.attlist:]
<!ATTLIST action
%moreinfo.attrib;
%common.attrib;
%action.role.attrib;
%local.action.attrib;
>
<!end of action.attlist-->
]

<!ENTITY % application.module "INCLUDED">

</html>
<!ENTITY % guimenuitem.role.attrib "%role.attrib;">

<!ENTITY % guimenuitem.element "INCLUDE">
<!ELEMENT guimenuitem (%smallcptr.char.mix;|accel)>
<!-end of guimenuitem.element-->>

<!ENTITY % guimenuitem.attlist "INCLUDE">
<!ATTLIST guimenuitem %moreinfo.attrib; %common.attrib; %guimenuitem.role.attrib; %local.guimenuitem.attrib; >
<!-end of guimenuitem.attlist-->>
<!-end of guimenuitem.module-->>

<!ENTITY % guisubmenu.module "INCLUDE">
<!ELEMENT guisubmenu (%smallcptr.char.mix;|accel)>
<!-end of guisubmenu.module-->>

<!ENTITY % guisubmenu.attlist "INCLUDE">
<!ATTLIST guisubmenu %moreinfo.attrib; %common.attrib; %guisubmenu.role.attrib; %local.guisubmenu.attrib; >
<!-end of guisubmenu.attlist-->>
<!-end of guisubmenu.module-->>

<!ENTITY % hardware.module "INCLUDE">
<!ELEMENT hardware (%smallcptr.char.mix;)*>
<!-end of hardware.module-->>

<!ENTITY % hardware.attlist "INCLUDE">
<!ATTLIST hardware %moreinfo.attrib; %common.attrib; %hardware.role.attrib; %local.hardware.attrib; >
<!-end of hardware.attlist-->>
<!-end of hardware.module-->>
<!ELEMENT parameter (%smallcptr.char.mix;)*>
<!--end of parameter.element-->

<!ENTITY % parameter.attlist "INCLUDE">
<![%parameter.attlist;[
<!ATTLIST parameter
class (command | function | option)#IMPLIED
%moreinfo.attrib;
%common.attrib;
%parameter.role.attrib;
%local.parameter.attrib;
>]
<!--end of parameter.attlist-->
</!--end of parameter.module-->

<!ENTITY % prompt.module "INCLUDE">
<![%prompt.module;[
<!ENTITY % local.prompt.attrib "">
<!ENTITY % prompt.role.attrib "%role.attrib;">

<!ENTITY % prompt.element "INCLUDE">
<![%prompt.element;[
<!ELEMENT prompt (%smallcptr.char.mix;)*>
<!--end of prompt.element-->
</!--end of prompt.module-->

<!ENTITY % prompt.attlist "INCLUDE">
<![%prompt.attlist;[
<!ATTLIST prompt
%moreinfo.attrib;
%common.attrib;
%prompt.role.attrib;
%local.prompt.attrib;
>]
<!--end of prompt.attlist-->
</!--end of prompt.module-->

<!ENTITY % property.module "INCLUDE">
<![%property.module;[
<!ENTITY % local.property.attrib "">
<!ENTITY % property.role.attrib "%role.attrib;">

<!ENTITY % property.element "INCLUDE">
<![%property.element;[

---

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<!ELEMENT property (%smallcptr.char.mix;)*>
<!--end of property.element-->

<!ENTITY % property.attlist "INCLUDE">
<![%property.attlist;]
<!ATTLIST property
%moreinfo.attrib;
%common.attrib;
%property.role.attrib;
%local.property.attrib;
>
<!--end of property.attlist-->]
<!--end of property.module-->]

<!ENTITY % replaceable.module "INCLUDE">
<![%replaceable.module;]
<!ENTITY % local.replaceable.attrib "">
<!ENTITY % replaceable.role.attrib "%role.attrib;">

<!ENTITY % replaceable.element "INCLUDE">
<![%replaceable.element;]
<!ELEMENT replaceable (#PCDATA
| %link.char.class;
| optional
| %base.char.class;
| %other.char.class;
| inlinegraphic
| inlinemediaobject)*>
<!--end of replaceable.element-->]]>

<!-- Class: Type of information the element represents; no default -->
<!ENTITY % returnvalue.module "INCLUDE">
<![%returnvalue.module:]
<!ENTITY % local.returnvalue.attrib "">
<!ENTITY % returnvalue.role.attrib "%role.attrib;">

<!ENTITY % returnvalue.element "INCLUDE">
<![%returnvalue.element:]
<!ELEMENT returnvalue (%smallcptr.char.mix;)*>
<!--end of returnvalue.element-->]]>

<!ENTITY % returnvalue.attlist "INCLUDE">
<![%returnvalue.attlist:]
<!ATTLIST returnvalue
%common.attrib;
%returnvalue.role.attrib;
%local.returnvalue.attrib;
>  
<!--end of returnvalue.attlist-->]]>

<!ENTITY % sgmltag.module "INCLUDE">
<![%sgmltag.module:]
<!ENTITY % local.sgmltag.attrib "">
<!ENTITY % sgmltag.role.attrib "%role.attrib;">  

<!ENTITY % sgmltag.element "INCLUDE">
<![%sgmltag.element:]
<!ELEMENT sgmltag (%smallcptr.char.mix;)*>
<!--end of sgmltag.element-->]]>

<!-- Class: Type of SGML construct the element names; no default -->

<!ENTITY % sgmltag.attlist "INCLUDE">
<![%sgmltag.attlist:]
<!ATTLIST sgmltag
class (attribute
|attvalue
|element
|endtag
|emptytag
|genentity
|numcharref
|paramentity
|pi
|xmlpi
|starttag
|sgmlcomment)#IMPLIED
<![%userinput.module;>
<!ENTITY % local.userinput.attrib "">
<!ENTITY % userinput.role.attrib "%role.attrib;">

<!ENTITY % userinput.element "INCLUDE">
<![%userinput.element;]
<!ELEMENT userinput (%cptr.char.mix;)*
<!--end of userinput.element-->]]>

<!ENTITY % userinput.attlist "INCLUDE">
<![%userinput.attlist;]
<!ATTLIST userinput
%moreinfo.attrib;
%common.attrib;
%userinput.role.attrib;
%local.userinput.attrib;
>
<!--end of userinput.attlist-->]]>
<!--end of userinput.module-->]]>

<!-- General words and phrases ............................................ -->

<!ENTITY % abbrev.module "INCLUDE">
<![%abbrev.module;]
<!ENTITY % local.abbrev.attrib "">
<!ENTITY % abbrev.role.attrib "%role.attrib;">

<!ENTITY % abbrev.element "INCLUDE">
<![%abbrev.element;]
<!ELEMENT abbrev (%word.char.mix;)*
<!--end of abbrev.element-->]]>

<!ENTITY % abbrev.attlist "INCLUDE">
<![%abbrev.attlist;]
<!ATTLIST abbrev
%common.attrib;
%abbrev.role.attrib;
%local.abbrev.attrib;
>
<!--end of abbrev.attlist-->]]>
<!--end of abbrev.module-->]]>

<!ENTITY % acronym.module "INCLUDE">
<![%acronym.module;]
<!ENTITY % local.acronym.attrib "">
<!ENTITY % acronym.role.attrib "%role.attrib;">

<!ENTITY % acronym.element "INCLUDE">
<![%acronym.element;]
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1.tar.gz/docbook-xml-4.5.c31424/docbook-4.1.2/dbpoolx.mod

No license file was found, but licenses were detected in source scan.

DOD//DTD Table Model 951010//EN

$Id: calstblx.dtd,v 1.6 2000/05/18 19:40:49 nwalsh Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.0/calstblx.dtd
No license file was found, but licenses were detected in source scan.

<!-- ...................................................................... -->
<!-- DocBook XML notations module V4.0 .................................... -->
<!-- File dbnotnx.mod ..................................................... -->
<!-- ...................................................................... -->
<!-- This module contains the entity declarations for the standard ISO entity sets used by DocBook. -->
In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbnotn PUBLIC
  "-//OASIS//ENTITIES DocBook XML Notations V4.0//EN"
  "dbnotnx.mod">
%dbnotn;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

```xml
<!ENTITY % local.notation.class "">
<!ENTITY % notation.class
  "BMP| CGM-CHAR | CGM-BINARY | CGM-CLEAR | DITROFF | DVI
  | EPS | EQN | FAX | GIF | GIF87a | GIF89a
  | JPG | JPEG | IGES | PCX
  | PIC | PNG | PS | SGML | TBL | TEX | TIFF | WMF | WPG
  | linespecific
%local.notation.class;">`

```xml
<!NOTATION BMP		PUBLIC
  "+//ISBN 0-7923-9432-1::Graphic Notation//NOTATION Microsoft Windows bitmap//EN">
<!NOTATION CGM-CHAR PUBLIC "ISO 8632/2//NOTATION Character encoding//EN">
<!NOTATION CGM-BINARY PUBLIC "ISO 8632/3//NOTATION Binary encoding//EN">
<!NOTATION CGM-CLEAR PUBLIC "ISO 8632/4//NOTATION Clear text encoding//EN">
<!NOTATION DITROFF SYSTEM "DITROFF">
<!NOTATION DVI SYSTEM "DVI">
<!NOTATION EPS PUBLIC
<!NOTATION EQN SYSTEM "EQN">
<!NOTATION FAX PUBLIC
  "-//USA-DOD//NOTATION CCITT Group 4 Facsimile Type 1 Untiled Raster//EN">
<!NOTATION GIF SYSTEM "GIF">
<!NOTATION GIF87a PUBLIC
  "-//CompuServe//NOTATION Graphics Interchange Format 87a//EN">
<!NOTATION GIF89a PUBLIC
  "-//CompuServe//NOTATION Graphics Interchange Format 89a//EN">
<!NOTATION JPG SYSTEM "JPG">
<!NOTATION JPEG SYSTEM "JPG">
<!NOTATION IGES PUBLIC
<!NOTATION PCX PUBLIC
  "+//ISBN 0-7923-9432-1::Graphic Notation//NOTATION ZSoft PCX bitmap//EN">
<!NOTATION PICS SYSTEM "PIC">
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.0/dbnotnx.mod
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Please direct all questions, bug reports, or suggestions for changes to the docbook@lists.oasis-open.org mailing list. For more information, see http://www.oasis-open.org/docbook/.
This module contains the definitions for the overall document hierarchies of DocBook documents. It covers computer documentation manuals and manual fragments, as well as reference entries (such as man pages) and technical journals or anthologies containing articles.

This module depends on the DocBook information pool module. All elements and entities referenced but not defined here are assumed to be defined in the information pool module.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbhier PUBLIC
"-//OASIS//ELEMENTS DocBook XML Document Hierarchy V4.0//EN"
"dbhier.x.mod">
%dbhier;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.
<!-- Redeclaration placeholder 2 .......................................... -->

<!-- For redeclaring entities that are declared after this point while retaining their references to the entities that are declared before this point -->

<!-- Defining rdbhier2 here makes some buggy XML parsers happy. -->
<!-- Contents: IDs of the ToC, Books, and SetIndex that comprise
the set, in the order of their appearance -->

<!ENTITY % setinfo.attlist "INCLUDE">
<![endif]
<!ATTLIST setinfo
contentsIDREFS#IMPLIED
%common.attrib;
%setinfo.role.attrib;
%local.setinfo.attrib;
>
<![endif]
<![endif]
<![endif]

<!ENTITY % book.content.module "INCLUDE">
<![endif]
<!ENTITY % book.module "INCLUDE">
<![endif]
<!FUTURE USE (V4.0):

The %article.class; entity *may* be removed from the Book content model.
(Article may be made part of a new top-level document hierarchy.)

-->


%local.tocpart.attrib;
>
<!--end of tocpart.attlist-->
<!--end of tocpart.module-->

<!ENTITY % tocchap.module "INCLUDE">
<![%tocchap.module;]
<!ENTITY % local.tocchap.attrib "">
<!ENTITY % tocchap.role.attrib "%role.attrib;">

<!ENTITY % tocchap.element "INCLUDE">
<![%tocchap.element;]
<!ELEMENT tocchap (tocentry+, toclevel1*)>
<!--end of tocchap.element-->

<!ENTITY % tocchap.attlist "INCLUDE">
<![%tocchap.attlist;]
<!ATTLIST tocchap
%label.attrib;
%common.attrib;
%tocchap.role.attrib;
%local.tocchap.attrib;
>
<!--end of tocchap.attlist-->
<!--end of tocchap.module-->

<!ENTITY % toclevel1.module "INCLUDE">
<![%toclevel1.module;]
<!ENTITY % local.toclevel1.attrib "">
<!ENTITY % toclevel1.role.attrib "%role.attrib;">

<!ENTITY % toclevel1.element "INCLUDE">
<![%toclevel1.element;]
<!ELEMENT toclevel1 (tocentry+, toclevel2*)>
<!--end of toclevel1.element-->

<!ENTITY % toclevel1.attlist "INCLUDE">
<![%toclevel1.attlist;]
<!ATTLIST toclevel1
%common.attrib;
%toclevel1.role.attrib;
%local.toclevel1.attrib;
>
<!--end of toclevel1.attlist-->
<!--end of toclevel1.module-->

<!ENTITY % toclevel2.module "INCLUDE">
<![%toclevel2.module;]
SrcCredit: Information about the source of the entry, as for a list of illustrations -->

<!-- linkend: to element that this entry represents -->

<!ENTITY % lotentry.attlist "INCLUDE">
<![%lotentry.attlist;[
%!ATTLIST lotentry
srccredit CDATA #IMPLIED
]>
<!ENTITY % chapter.attlist "INCLUDE">
<![%chapter.attlist;[ 
<!ATTLIST chapter 
%label.attrib; 
%status.attrib; 
%common.attrib; 
%chapter.role.attrib; 
%local.chapter.attrib; 
> 
<!--end of chapter.attlist-->
]]>
<!ENTITY % part.module "INCLUDE">
<![%part.module;[

<!-- Note that Part was to have its content model reduced in V4.0. This change will not be made after all. -->

<!ENTITY % local.part.attrib """>
<!ENTITY % part.role.attrib "%role.attrib;"> 

<!ENTITY % part.element "INCLUDE">
<![%part.element;[ 
<!ELEMENT part (partinfo?, (%bookcomponent.title.content;), partintro?, 
(%partcontent.mix;)+)> 
<!--end of part.element-->
]]>

<!ENTITY % part.attlist "INCLUDE">
<![%part.attlist;[ 
<!ATTLIST part 
%label.attrib; 
%status.attrib; 
%common.attrib; 
%part.role.attrib; 
%local.part.attrib; 
> 
<!--end of part.attlist-->
]]>
<!ENTITY % partIntro (defined below)-->
<!ENTITY % part.module "INCLUDE"
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Open Source Used In Connected-Pharma

1.7.4 - Merck Connected Pharma

23463
appear -->

<!-- Renderas: Indicates the format in which the heading should appear -->

<!-- END OF HTML-HEADER -->

<!-- END OF HTML-FOOTER -->
An Article is a chapter-level, stand-alone document that is often, but need not be, collected into a Book.
<!--FUTURE USE (V4.0):
......................
The %nav.class; entity now allows ToC; ToCchap will be allowed instead. RefEntry will be removed from the main content of Article.
......................
-->

<!ENTITY % local.article.attrib "">
<!ENTITY % article.role.attrib "%role.attrib;">

<!ENTITY % article.element "INCLUDE">
<![article.element:][
 <!ELEMENT article ((%div.title.content;)?, articleinfo?, tocchap?, lot*,
 (%bookcomponent.content;),
 (%nav.class;) | (%appendix.class;) | ackno*)>
<!--end of article.element-->]]>

<!-- Class: Indicates the type of a particular article;
all articles have the same structure and general purpose. No default. -->
<!-- ParentBook: ID of the enclosing Book -->

<!ENTITY % article.attlist "INCLUDE">
<![article.attlist:][
 <!ATTLIST article
class(journalarticle
|productsheet
|whitepaper
|techreport
|specification
|faq)#IMPLIED
parentbookIDREF)#IMPLIED
%status.attrib;
%common.attrib;
%article.role.attrib;
%local.article.attrib;
>
<!--end of article.attlist-->]]>
<!--end of article.module-->]]>

<!-- End of DocBook XML document hierarchy module V4.0 .................. -->
<!-- ...................................................................... -->

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4.5.c31424/docbook-xml-4.5.c31424/docbook-4.0/dbhierx.mod
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- DocBook XML information pool module V4.4 ....................... -->
<!-- File dbpoolx.mod .................................................. -->

O'Reilly & Associates, Inc., ArborText, Inc., Fujitsu Software
Corporation, Norman Walsh, Sun Microsystems, Inc., and the
Organization for the Advancement of Structured Information
Standards (OASIS).

$Id: dbpoolx.mod,v 1.107 2005/01/27 13:52:00 nwalsh Exp $

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the maintenance documentation for more information.

Please direct all questions, bug reports, or suggestions for
changes to the docbook@lists.oasis-open.org mailing list. For more
information, see http://www.oasis-open.org/docbook/.
-->

<!-- ................................................................. -->

<!-- This module contains the definitions for the objects, inline
elements, and so on that are available to be used as the main
content of DocBook documents. Some elements are useful for general
publishing, and others are useful specifically for computer
documentation.

This module has the following dependencies on other modules:

- It assumes that a %notation.class; entity is defined by the
driver file or other high-level module. This entity is
referenced in the NOTATION attributes for the graphic-related and
ModeSpec elements.

- It assumes that an appropriately parameterized table module is
available for use with the table-related elements.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % dbpool PUBLIC
"-//OASIS//ELEMENTS DocBook XML Information Pool V4.4//EN"
"dbpoolx.mod">
%dbpool;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

```xml
<!-- Forms entities ....................................................... -->
<!ENTITY % forminlines.hook "">
<!ENTITY % forms.hook "">
<!-- ...................................................................... -->
<!-- General-purpose semantics entities ................................-->
<!ENTITY % yesorno.attvals "CDATA">
<!-- ...................................................................... -->
<!-- Entities for module inclusions ....................................... -->
<!ENTITY % dbpool.redecl.module "IGNORE">
<!-- ...................................................................... -->
<!-- Entities for element classes and mixtures ............................ -->
<!ENTITY % local.ndxterm.class "">
<!ENTITY % ndxterm.class
"indexterm %local.ndxterm.class;">  
<!-- Ubiquitous” classes: ndxterm.class and beginpage -->
<!ENTITY % local.ndxterm.class "">
<!ENTITY % ndxterm.class
"indexterm %local.ndxterm.class;">  
<!-- Object-level classes ............................................... -->
<!ENTITY % local.list.class "">
<!ENTITY % list.class
"calloutlist|glosslist|bibliolist|itemizedlist|orderedlist|segmentedlist
|simplelist|variablelist %local.list.class;">
<!ENTITY % local.base.char.class "">
<!ENTITY % base.char.class "anchor %local.base.char.class;">

<!ENTITY % local.docinfo.char.class "">
<!ENTITY % docinfo.char.class "author|authorinitials|corpauthor|corpcredit|modespec|othercredit |productname|productnumber|revhistory %local.docinfo.char.class;">

<!ENTITY % local.other.char.class "">
<!ENTITY % other.char.class "remark|subscript|superscript %local.other.char.class;">

<!ENTITY % local.inlineobj.char.class "">
<!ENTITY % inlineobj.char.class "inlinegraphic|inlinemediaobject|inlineequation %local.inlineobj.char.class;">

<!-- Entities for content models .......................................... -->
<!-- Object-level mixtures ................................................ -->
<!-- For redeclaring entities that are declared after this point while retaining their references to the entities that are declared before this point -->

<!-- Defining rdbpool here makes some buggy XML parsers happy. -->
<!ENTITY % rdbpool "">

<!ENTITY % formalobject.title.content "title, titleabbrev?">
<!ENTITY % redecl.module:[
<!ENTITY % rdbpool.redecl.module:]
<!ENTITY % rdbpool.redecl.module-->

<!-- Object-level mixtures ................................................ -->

%!dbpool.redecl.module:
<!-- Defining rdbpool here makes some buggy XML parsers happy. -->
<!ENTITY % rdbpool "">
%rdbpool;
<!--end of dbpool.redecl.module-->

<!-- list admn line synp para infm form cmpd gen desc
Component mixture   X X X X X X X X X
Sidebar mixture     X X X X X X X a X
Footnote mixture    X X X X X
Example mixture     X X X X X
Highlights mixture  X X
Paragraph mixture   X X X X
Admonition mixture  X X X X X X b c
Figure mixture      X X X
Table entry mixture X X X

a. Just InlineGraphic; no InlineEquation.
b. Just Replaceable; no other computer terms.
c. Just Emphasis and Trademark; no other word elements.
d. Just Acronym, Emphasis, and Trademark; no other word elements.

-->

<!ENTITY % links.exclusion "">
<![- ] not sgml.features -->

<!--
#PCD xref word link cptr base dinfo othr inob (synop)
para.char.mix   X  X  X  X  X  X  X  X  X
title.char.mix  X  X  X  X  X  X  X  X  X
ndxterm.char.mix X  X  X  X  X  X  X  X  a
cptr.char.mix   X  X  X  X  a
smallicptr.char.mix  X  b  a
word.char.mix   X  c  X  X  X  a
docinfo.char.mix X  d  X  b  X  a

-->

<!ENTITY % local.para.char.mix "">
<!ENTITY % para.char.mix "#PCDATA
|%xref.char.class;|%gen.char.class;
|%link.char.class;|%tech.char.class;
|%base.char.class;|%docinfo.char.class;
|%other.char.class;|%inlineobj.char.class;
|%synop.class;
|ndxterm.class;
|beginpage
   %forminlines.hook;
%local.para.char.mix;">"}

<!ENTITY % local.title.char.mix "">
<!ENTITY % title.char.mix "#PCDATA
|%xref.char.class;|%gen.char.class;
|%link.char.class;|%tech.char.class;
|%base.char.class;|%docinfo.char.class;
|%other.char.class;|%inlineobj.char.class;
|ndxterm.class;
%local.title.char.mix;">"}

<!ENTITY % local.ndxterm.char.mix "">
<!ENTITY % ndxterm.char.mix "#PCDATA
|%xref.char.class;|%gen.char.class;
|%link.char.class;|%tech.char.class;
|%base.char.class;|%docinfo.char.class;
|%other.char.class;|inlinegraphic|linemediaobject
%local.ndxterm.char.mix;">

<!ENTITY % local.cptr.char.mix "">
<!ENTITY % cptr.char.mix "#PCDATA  
|%link.char.class;|%tech.char.class;  
|%base.char.class;  
|%other.char.class;|inlinegraphic|inlinemediaobject 
|%ndxterm.class;  |beginpage 
%local.cptr.char.mix;">

<!ENTITY % local.smalleptr.char.mix "">
<!ENTITY % smalleptr.char.mix "#PCDATA  
|replaceable  
|inlinegraphic|inlinemediaobject  
|%ndxterm.class;  |beginpage 
%local.smalleptr.char.mix;">

<!ENTITY % local.word.char.mix "">
<!ENTITY % word.char.mix "#PCDATA  
|acronym|emphasis|trademark  
|%link.char.class;  
|%base.char.class;  
|%other.char.class;|inlinegraphic|inlinemediaobject  
|%ndxterm.class;  |beginpage 
%local.word.char.mix;">

<!ENTITY % local.docinfo.char.mix "">
<!ENTITY % docinfo.char.mix "#PCDATA  
|%link.char.class;  
|emphasis|trademark  
|replaceable  
|%other.char.class;|inlinegraphic|inlinemediaobject 
|%ndxterm.class;  
%local.docinfo.char.mix;">

<!-- ENTITY % bibliocomponent.mix (see Bibliographic section, below)-->
<!-- ENTITY % person.ident.mix (see Bibliographic section, below)-->

<!-- .............................................................. -->
<!-- Entities for attributes and attribute components .................. -->

<!-- Effectivity attributes ............................................. -->

<!-- Arch: Computer or chip architecture to which element applies; no
default -->

<!ENTITY % arch.attrib
"archCDATA#IMPLIED">

<!-- Condition: General-purpose effectivity attribute -->

<!ENTITY % condition.attrib
"conditionCDATA#IMPLIED">

<!-- Conformance: Standards conformance characteristics -->

<!ENTITY % conformance.attrib
"conformanceNMTOKENS#IMPLIED">

<!-- OS: Operating system to which element applies; no default -->

<!ENTITY % os.attrib
"osCDATA#IMPLIED">

<!-- Revision: Editorial revision to which element belongs; no default -->

<!ENTITY % revision.attrib
"revisionCDATA#IMPLIED">

<!-- Security: Security classification; no default -->

<!ENTITY % security.attrib
"securityCDATA#IMPLIED">

<!-- UserLevel: Level of user experience to which element applies; no default -->

<!ENTITY % userlevel.attrib
"userlevelCDATA#IMPLIED">

<!-- Vendor: Computer vendor to which element applies; no default -->

<!ENTITY % vendor.attrib
"vendorCDATA#IMPLIED">

<!-- Wordsize: Computer word size (32 bit, 64 bit, etc.); no default -->

<!ENTITY % wordsize.attrib
"wordsizeCDATA#IMPLIED">
<!ENTITY % local.effectivity.attrib "">
<!ENTITY % effectivity.attrib
"%arch.attrib;
  %condition.attrib;
%conformance.attrib;
%os.attrib;
%revision.attrib;
  %security.attrib;
%userlevel.attrib;
%vendor.attrib;
%wordsize.attrib;
%local.effectivity.attrib;">

<!-- Common attributes .................................................... -->

<!-- Id: Unique identifier of element; no default -->

<!ENTITY % id.attrib
"idID#IMPLIED">

<!-- Id: Unique identifier of element; a value must be supplied; no default -->

<!ENTITY % idreq.attrib
"idID#REQUIRED">

<!-- Lang: Indicator of language in which element is written, for translation, character set management, etc.; no default -->

<!ENTITY % lang.attrib
"langCDATA#IMPLIED">

<!-- Remap: Previous role of element before conversion; no default -->

<!ENTITY % remap.attrib
"remapCDATA#IMPLIED">

<!-- Role: New role of element in local environment; no default -->

<!ENTITY % role.attrib
"roleCDATA#IMPLIED">
<!-- Role is included explicitly on each element -->

<!ENTITY % idreq.common.attrib "%idreq.attrib;
%lang.attrib;
%remap.attrib;
%xreflabel.attrib;
%revisionflag.attrib;
%effectivity.attrib;
%dir.attrib;
%xml-base.attrib;
%local.common.attrib;"
>

<!-- Semi-common attributes and other attribute entities ................. -->

<!ENTITY % local.graphics.attrib ""

<!-- EntityRef: Name of an external entity containing the content of the graphic -->
<!-- FileRef: Filename, qualified by a pathname if desired, designating the file containing the content of the graphic -->
<!-- Format: Notation of the element content, if any -->
<!-- SrcCredit: Information about the source of the Graphic -->
<!-- Width: Same as CALS reprowid (desired width) -->
<!-- Depth: Same as CALS reprodep (desired depth) -->
<!-- Align: Same as CALS hplace with 'none' removed; #IMPLIED means application-specific -->
<!-- Scale: Conflation of CALS hscale and vscale -->
<!-- Scalefit: Same as CALS scalefit -->

<!ENTITY % graphics.attrib "entityref ENTITY#IMPLIED fileref CDATA#IMPLIED format(%notation.class;) #IMPLIED srccredit CDATA#IMPLIED width CDATA#IMPLIED contentwidth CDATA#IMPLIED depth CDATA#IMPLIED contentdepth CDATA#IMPLIED align(left |right |center)#IMPLIED valign(top |middle)
<!ENTITY % keyactionattrib "">
action(click)
double-click
press
seq
simul
other)#IMPLIED
otheractionCDATA#IMPLIED
%local.keyactionattrib;"
>

<!ENTITY % labelattrib "">
labelCDATA#IMPLIED">

<!ENTITY % xml-spaceattrib " ">
xml:space(preserve)#IMPLIED">

<!ENTITY % linespecificattrib "formatNOTATION
(linespecific)'linespecific'
The bibliographic elements are typically used in the document hierarchy. They do not appear in content models of information pool elements. See also the document information elements, below. -->
Subject, Keyword, and ITermSet elements .................................. -->

 Scheme: Controlled vocabulary employed in SubjectTerms -->
<!ENTITY % subjectset.attlist "INCLUDE">
<![%subjectset.attlist;]
<!ATTLIST subjectset
scheme NMTOKEN #IMPLIED
%common.attrib;
%subjectset.role.attrib;
%local.subjectset.attrib;
>]
<!ENTITY % subject.module "INCLUDE">
<![%subject.module;]
<!ENTITY % local.subject.attrib "";
<!ENTITY % subject.role.attrib ">%role.attrib;"
>

<!ENTITY % subject.element "INCLUDE">
<![%subject.element;]
<!ELEMENT subject %ho; (subjectterm+)>
<!--end of subject.element-->
]
<!ENTITY % subject.attlist "INCLUDE">
<![%subject.attlist;]
<!ATTLIST subject
weight CDATA #IMPLIED
%common.attrib;
%subject.role.attrib;
%local.subject.attrib;
>]
<!ENTITY % subjectterm.module "INCLUDE">
<![%subjectterm.module;]
<!ENTITY % local.subjectterm.attrib "";
<!ENTITY % subjectterm.role.attrib ">%role.attrib;"
>

<!ENTITY % subjectterm.element "INCLUDE">
<![%subjectterm.element;]
<!ELEMENT subjectterm %ho; (#PCDATA)>
<!--end of subjectterm.element-->
]
<!ENTITY % subjectterm.attlist "INCLUDE">
<![%subjectterm.attlist;]
<!ENTITY % taskrelated.attlist "INCLUDE">
<![ %taskrelated.attlist; [
<!ATTLIST taskrelated
%common.attrib;
%taskrelated.role.attrib;
%local.taskrelated.attrib;
> 
<!--end of taskrelated.attlist-->
]]>
<!--end of taskrelated.module-->
<!--end of task.content.module-->

<!-- QandASet ........................ -->
<!ENTITY % qandaset.content.module "INCLUDE">
<![ %qandaset.content.module; [
<!ENTITY % qandaset.module "INCLUDE">
<![ %qandaset.module; [
<!ENTITY % local.qandaset.attrib "">
<!ENTITY % qandaset.role.attrib "%role.attrib;">
<!ENTITY % qandaset.element "INCLUDE">
<![ %qandaset.element; [
<!ELEMENT qandaset %ho; (blockinfo?, (%formalobject.title.content;)?,
( %qandaset.mix;)*,
( qandadiv+|qandaentry+))>
<!--end of qandaset.element-->
]]>
<!ENTITY % qandadiv.module "INCLUDE">
<![ %qandadiv.module; [
<!ENTITY % local.qandadiv.attrib "">
<!ENTITY % qandadiv.role.attrib "%role.attrib;">
<!ENTITY % qandadiv.element "INCLUDE">
<![ %qandadiv.element; [
<!ELEMENT qandadiv %ho; (blockinfo?, (%formalobject.title.content;)?,
( %qandadiv.mix;)*,
( qandadiv+|qandaentry+))>
<!--end of qandadiv.element-->
]]>
<ENTITY % remark.attlist "INCLUDE">
<![%remark.attlist;[
<!ATTLIST remark
%common.attrib;
%remark.role.attrib;
%local.remark.attrib;
>]
<!--end of remark.attlist-->
]]>
<!--end of remark.module-->
]

<ENTITY % epigraph.module "INCLUDE">
<![%epigraph.module;[
<!ENTITY % local.epigraph.attrib "">
<!ENTITY % epigraph.role.attrib "%role.attrib;">]
<!--end of epigraph.module-->
]

<ENTITY % epigraph.element "INCLUDE">
<![%epigraph.element;[
<!ELEMENT epigraph %ho; (attribution?, ((%para.class;)|literallayout)+)>
<!--end of epigraph.element-->
]]>
<ENTITY % epigraph.attlist "INCLUDE">
<![%epigraph.attlist;[
<!ATTLIST epigraph
%common.attrib;
%epigraph.role.attrib;
%local.epigraph.attrib;
>]
<!--end of epigraph.attlist-->
]]>

<!-- Attribution (defined above)-->
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<!-- Subject: List of subjects; keywords for the definition -->

<!ENTITY % glossdef.attlist "INCLUDE">
<![%glossdef.attlist;]
<!ATTLIST glossdef
subject CDATA #IMPLIED
%common.attrib;
%glossdef.role.attrib;
%local.glossdef.attrib;
>
<!-end of glossdef.attlist-->
<!-end of glossdef.module-->

<!ENTITY % glosssee.module "INCLUDE">
<![%glosssee.module;]
<!ENTITY % local.glosssee.attrib ""/>
<!ENTITY % glosssee.role.attrib "%role.attrib;">

<!ENTITY % glosssee.element "INCLUDE">
<![%glosssee.element;]
<!ELEMENT glosssee %ho; (%para.char.mix;)*>
<!-end of glosssee.element-->

<!-- OtherTerm: Reference to the GlossEntry whose GlossTerm should be displayed at the point of the GlossSee -->

<!ENTITY % glosssee.attlist "INCLUDE">
<![%glosssee.attlist;]
<!ATTLIST glosssee
othertermIDREF #IMPLIED
%common.attrib;
%glosssee.role.attrib;
%local.glosssee.attrib;
>
<!-end of glosssee.attlist-->
<!-end of glosssee.module-->

<!ENTITY % glossseealso.module "INCLUDE">
<![%glossseealso.module;]
<!ENTITY % local.glossseealso.attrib ""/>
<!ENTITY % glossseealso.role.attrib "%role.attrib;">

<!ENTITY % glossseealso.element "INCLUDE">
<![%glossseealso.element;]
<!ELEMENT glossseealso %ho; (%para.char.mix;)*>
<!ENTITY % orderedlist.attlist "INCLUDE">
<!ATTLIST orderedlist
numeration(arabic
|upperalpha
|loweralpha
|upperroman
|lowerroman)#IMPLIED
inheritnum(inherit
|ignore)"ignore"
continuation(continues
|restarts)"restarts"
spacing(normal
|compact)#IMPLIED
%common.attrib;
%orderedlist.role.attrib;
%local.orderedlist.attrib;
>
<!-- end of orderedlist.attlist-->
<!-- end of itemizedlist.attlist-->

<!ENTITY % orderedlist.module "INCLUDE">
<![%orderedlist.module:]
<!ENTITY % local.orderedlist.attrib "">
<!ENTITY % orderedlist.role.attrib "%role.attrib;">

<!ENTITY % orderedlist.element "INCLUDE">
<![%orderedlist.element:]
<!ELEMENT orderedlist %ho; (blockinfo?, (%formalobject.title.content;)?,
(listpreamble.mix;)*, listitem+)>
arearefsIDREFS#REQUIRED
%common.attrib;
%callout.role.attrib;
%local.callout.attrib;
>
<!--end of callout.attlist-->]]>
<!--end of callout.module-->]]>
<!--end of calloutlist.content.module-->]]>

<!-- Examples etc. ..................... -->

<!ENTITY % example.module "INCLUDE">
<![%example.module:[
<!ENTITY % local.example.attrib "">
<!ENTITY % example.role.attrib "%role.attrib;">  

<!ENTITY % example.element "INCLUDE">
<![%example.element:[
<!ELEMENT example %ho; (blockinfo?, (%formalobject.title.content;), (%example.mix;)+)
%formal.exclusion;>
<!--end of example.element-->]]>

<!ENTITY % example.attlist "INCLUDE">
<![%example.attlist:[
<!ATTLIST example 
floatstyleCDATA#IMPLIED
%label.attrib;
%width.attrib;
%common.attrib;
%example.role.attrib;
%local.example.attrib;
>
<!--end of example.attlist-->]]>
<!--end of example.module-->]]>

<!ENTITY % informalexample.module "INCLUDE">
<![%informalexample.module:[
<!ENTITY % local.informalexample.attrib "">
<!ENTITY % informalexample.role.attrib "%role.attrib;">  

<!ENTITY % informalexample.element "INCLUDE">
<![%informalexample.element:[
<!ELEMENT informalexample %ho; (blockinfo?, (%formalobject.title.content;), (%example.mix;)+)>
<!--end of informalexample.element-->]]>
<ENTITY % informalexample.attlist "INCLUDE">
<![%informalexample.attlist;[
<!ATTLIST informalexample
floatstyleCDATA#IMPLIED
%width.attrib;
%common.attrib;
%informalexample.role.attrib;
%local.informalexample.attrib;
>]
<!--end of informalexample.attlist-->
<!--end of informalexample.module-->

<ENTITY % programlistingco.module "INCLUDE">
<![%programlistingco.module;[
<!ENTITY % local.programlistingco.attrib "">
<!ENTITY % programlistingco.role.attrib "%role.attrib;">

<ENTITY % programlistingco.element "INCLUDE">
<![%programlistingco.element;[
<!ELEMENT programlistingco %ho; (areaspec, programlisting, calloutlist*)>
<!--end of programlistingco.element-->

<ENTITY % programlistingco.attlist "INCLUDE">
<![%programlistingco.attlist;[
<!ATTLIST programlistingco
%common.attrib;
%programlistingco.role.attrib;
%local.programlistingco.attrib;
>]
<!--end of programlistingco.attlist-->
<!--end of programlistingco.module-->

<ENTITY % areaspec.content.module "INCLUDE">
<![%areaspec.content.module;[
<!ENTITY % areaspec.module "INCLUDE">
<![%areaspec.module;[
<!ENTITY % local.areaspec.attrib "">
<!ENTITY % areaspec.role.attrib "%role.attrib;">

<ENTITY % areaspec.element "INCLUDE">
<![%areaspec.element;[
<!ELEMENT areaspec %ho; (areaspec, areaset)+>
<!--end of areaspec.element-->

<!-- CalloutList (defined above in Lists)-->
<!--end of informalexample.module-->

<!-- Units: global unit of measure in which coordinates in this spec are expressed:
- CALSPair "x1,y1 x2,y2": lower-left and upper-right coordinates in a rectangle describing repro area in which graphic is placed, where X and Y dimensions are each some number 0..10000 (taken from CALS graphic attributes)

- LineColumn "line column": line number and column number at which to start callout text in "linespecific" content

- LineRange "startline endline": whole lines from startline to endline in "linespecific" content

- LineColumnPair "line1 col1 line2 col2": starting and ending points of area in "linespecific" content that starts at first position and ends at second position (including the beginnings of any intervening lines)

- Other: directive to look at value of OtherUnits attribute to get implementation-specific keyword

The default is implementation-specific; usually dependent on the parent element (GraphicCO gets CALSPair, ProgramListingCO and ScreenCO get LineColumn) -->
<![endif]-- OtherUnits: User-defined units -->

<![endif]-- OtherUnits: User-defined units -->

<!-- OtherUnits: User-defined units -->

<!ENTITY % areaspec.attlist "INCLUDE">
<![CDATA[
<!ATTLIST areaspec
units(calspair
[linecolumn
[linerange
[linecolumnpair
[other]#IMPLIED
otherunitsNMTOKEN#IMPLIED
%common.attrib;
%areaspec.role.attrib;
%local.areaspec.attrib;
>
<![endif]--end of areaspec.attlist-->
<![endif]--end of areaspec.module-->
]]>

<![endif]--end of areaspec.module-->

<!-- OtherUnits: User-defined units -->

<!ENTITY % area.module "INCLUDE">
<![CDATA[
<!ENTITY % local.area.attrib "">
<!ENTITY % area.role.attrib "%role.attrib;">

<!-- OtherUnits: User-defined units -->

<!ENTITY % area.element "INCLUDE">
<![CDATA[
]]>

<!-- OtherUnits: User-defined units -->
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entities so that, when the CALS table module is read, we end up allowing any table to be CALS or HTML.

i.e. This include must come first!

<!-- =================================================================================================== -->

<!-- ENTITY % htmltbl
PUBLIC "//OASIS//ELEMENTS DocBook XML HTML Tables V4.4//EN"
"htmltblx.mod">
%htmltbl;
<!--end of allow.html.tables-->]]>

<!ENTITY % tables.role.attrib "%role.attrib;">  

<![[%cals.table.module;]
<!-- Add label and role attributes to table and informaltab -->
<!ENTITY % bodyatt "floatstyle CDATA #IMPLIED
rowheader(firstcol|norowheader)#IMPLIED
%label.attrib;" >

<!-- Add common attributes to Table, TGroup, TBody, THead, TFoot, Row, EntryTbl, and Entry (and InformaTable element). -->
<!ENTITY % secur "%common.attrib;
%tables.role.attrib;">  

<!ENTITY % common.table.attribs "%bodyatt;
%secur;">  

<!-- Content model for Table. -->
<!ENTITY % tbl.table.mdl "(blockinfo?, (%formalobject.title.content;), (%ndxterm.class;)*,
textobject*,
    (graphic+|mediaobject+|tgroup+))"> 

<!-- Allow either objects or inlines; beware of REs between elements. -->
<!ENTITY % tbl.entry.mdl "%para.char.mix; | %tabentry.mix;">  

<!-- Reference CALS Table Model -->
<!ENTITY % tablemodel
PUBLIC "//OASIS//DTD DocBook CALS Table Model V4.4//EN"
"calstblx.dtd">]]>

<![%exchange.table.module;]
<!-- Add common attributes and the Label attribute to Table and -->
<!-- CmdSynopsis ...................... -->

<!-- Sepchar: Character that should separate command and all top-level arguments; alternate value might be e.g., &Delta; -->

</<!-- End of cmdsynopsis.element-->>

</<!-- End of cmdsynopsis.attlist-->>

</<!-- End of cmdsynopsis.module-->>

</<!-- Entity % arg.module "INCLUDE"-->
<!-- Choice: Whether Arg must be supplied: Opt (optional to supply, e.g. [arg]; the default), Req (required to supply, e.g. {arg}), or Plain (required to supply, e.g. arg) -->
<!-- Rep: whether Arg is repeatable: Norepeat (e.g. arg without ellipsis; the default), or Repeat (e.g. arg...) -->

<!ENTITY % arg.attlist "INCLUDE">
<![%arg.attlist;[
<!ATTLIST arg
choice(opt
|req
|plain)/opt'
rep/norepeat
|repeat)/norepeat'
%common.attrib;
%arg.role.attrib;
%local.arg.attrib;
>]
<!--end of arg.attlist-->]]>
<!--end of arg.module-->]]>

<!ENTITY % group.module "INCLUDE">
<![%group.module;[
<!ENTITY % local.group.attrib "">
<!ENTITY % group.role.attrib "%role.attrib;">%

<!ENTITY % group.element "INCLUDE">
<![%group.element;[
<!ELEMENT group %ho; ((arg | group | option | synopfragmentref | replaceable | sbr)+)>
<!--end of group.element-->]]>

<!-- Choice: Whether Group must be supplied: Opt (optional to supply, e.g. [g1|g2|g3]; the default), Req (required to supply, e.g. {g1|g2|g3}), Plain (required to supply, e.g. g1|g2|g3), OptMult (can supply zero or more, e.g. [[g1|g2|g3]], or ReqMult (must supply one or more, e.g. { {g1|g2|g3}}) -->
<!-- Rep: whether Group is repeatable: Norepeat (e.g. group without ellipsis; the default), or Repeat (e.g. group...) -->

<!ENTITY % group.attlist "INCLUDE">
<![%group.attlist;[
<!ATTLIST group
choice(opt
|req
|plain)/opt'
rep/norepeat
|repeat)/norepeat'
%common.attrib;
%arg.role.attrib;
%local.arg.attrib;
>]
<!--end of group.attlist-->]]>
<!--end of group.module-->]]>
|req (plain) 'opt'
|repeat (norepeat
|repeat) 'norepeat'
%common.attrib;
%group.role.attrib;
%local.group.attrib;
>
<!ENTITY % sbr.module "INCLUDE">
<![%sbr.module;[
<!ENTITY % local.sbr.attrib "">
<!-- Synopsis break -->
<!ENTITY % sbr.role.attrib "%role.attrib;">

<!ENTITY % sbr.element "INCLUDE">
<![%sbr.element;[
<!ELEMENT sbr %ho; EMPTY>
<!--end of sbr.element-->
]

<!ENTITY % sbr.attlist "INCLUDE">
<![%sbr.attlist;[
<!ATTLIST sbr %common.attrib;
%sbr.role.attrib;
%local.sbr.attrib;
>
<!--end of sbr.attlist-->
]

<!ENTITY % synopfragmentref.module "INCLUDE">
<![%synopfragmentref.module;[
<!ENTITY % local.synopfragmentref.attrib "">
<!ENTITY % synopfragmentref.role.attrib "%role.attrib;">

<!ENTITY % synopfragmentref.element "INCLUDE">
<![%synopfragmentref.element;[
<!ELEMENT synopfragmentref %ho; (#PCDATA)>
<!--end of synopfragmentref.element-->
]

<!-- to SynopFragment of complex synopsis material for separate referencing -->

<!ENTITY % synopfragmentref.attlist "INCLUDE">
<![%synopfragmentref.attlist;[}
<!-- Processing assumes that only one Parameter will appear in a
ParamDef, and that FuncParams will be used at most once, for
providing information on the "inner parameters" for parameters that
are pointers to functions. -->

<!ENTITY % paramdef.module "INCLUDE">
<![%paramdef.module;[
<!ENTITY % local.paramdef.attrib "">
<!ENTITY % paramdef.role.attrib "%role.attrib;">
%common.attrib;
%ooiclass.role.attrib;
%local.ooiclass.attrib;
>
<![--end of ooclass.attlist--]>>
<![--end of ooclass.module--]>>

<!ENTITY % oointerface.module "INCLUDE">
<![%oointerface.module;[
<!ENTITY % local.oointerface.attrib "">
<!ENTITY % oointerface.role.attrib "%role.attrib;">

<!ENTITY % oointerface.module "INCLUDE">
<![%oointerface.module;[
<!ENTITY % local.oointerface.attrib "">
<!ENTITY % oointerface.role.attrib "%role.attrib;">

<!ENTITY % oointerface.attlist "INCLUDE">
<![%oointerface.attlist;[
<!ATTLIST oointerface
%common.attrib;
%oointerface.role.attrib;
%local.oointerface.attrib;
>
<![--end of oointerface.attlist--]>>
<![--end of oointerface.module--]>>

<!ENTITY % ooexception.module "INCLUDE">
<![%ooexception.module;[
<!ENTITY % local.ooexception.attrib "">
<!ENTITY % ooexception.role.attrib "%role.attrib;">

<!ENTITY % ooexception.module "INCLUDE">
<![%ooexception.module;[
<!ENTITY % local.ooexception.attrib "">
<!ENTITY % ooexception.role.attrib "%role.attrib;">

<!ENTITY % ooexception.attlist "INCLUDE">
<![%ooexception.attlist;[
<!ATTLIST ooexception
%common.attrib;
%ooexception.role.attrib;
%local.ooexception.attrib;
>
<![--end of ooexception.attlist--]>>
<![--end of ooexception.module--]>>

<!ENTITY % modifier.module "INCLUDE">
<!-- Class: Type of filename the element names; no default -->
<!-- Path: Search path (possibly system-specific) in which file can be found -->
<!ENTITY % manvolnum.element "INCLUDE">
<![%manvolnum.element;[
<!ELEMENT manvolnum %ho; (%word.char.mix;)*>
<!--end of manvolnum.element-->]]>

<!ENTITY % manvolnum.attlist "INCLUDE">
<![%manvolnum.attlist;[
<!ATTLIST manvolnum
%common.attrib;
%namvolnum.role.attrib;
%local.manvolnum.attrib;
> 
<!--end of manvolnum.attlist-->]]>
<!--end of manvolnum.module-->]]>

<!ENTITY % citetitle.module "INCLUDE">
<![%citetitle.module;[
<!ENTITY % local.citetitle.attrib "">
<!ENTITY % citetitle.role.attrib "%role.attrib;"> 

<!ENTITY % citetitle.element "INCLUDE">
<![%citetitle.element;[
<!ELEMENT citetitle %ho; (%para.char.mix;)*>
<!--end of citetitle.element-->]]>

<!-- Pubwork: Genre of published work cited; no default -->

<!ENTITY % citetitle.attlist "INCLUDE">
<![%citetitle.attlist;[
<!ATTLIST citetitle
pubwork(article
|book
|chapter
|part
|refentry
|section
|journal
|series
|set
|manuscript
|cdrom
|dvd
|wiki
|gopher
|bbs
|emailmessage
|webpage

---

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<ENTITY % xref.attlist "INCLUDE">
"[xref.attlist[:]
<ATTLIST xref
einendtermIDREF#IMPLIED
xrefstyleCDATA#IMPLIED
%common.attrib;
%linkendreq.attrib;
%xref.role.attrib;
%local.xref.attrib;
>
<!--end of xref.attlist-->]]>
<!--end of xref.module-->]]>

<ENTITY % biblioref.module "INCLUDE">
"[biblioref.module:]
<ENTITY % local.biblioref.attrib "">
<ENTITY % biblioref.role.attrib "%role.attrib;">

<ENTITY % biblioref.element "INCLUDE">
"[biblioref.element:]
<ELEMENT biblioref %ho; EMPTY>
<!--end of biblioref.element-->]]>

<ENTITY % biblioref.attlist "INCLUDE">
"[biblioref.attlist:]
<ATTLIST biblioref
einendtermIDREF#IMPLIED
xrefstyleCDATA#IMPLIED
unitsCDATA#IMPLIED
beginCDATA#IMPLIED
endCDATA#IMPLIED
%common.attrib;
%linkendreq.attrib;
%biblioref.role.attrib;
%local.biblioref.attrib;
>
<!--end of biblioref.attlist-->]]>
<!--end of biblioref.module-->]]>

<!-- Ubiquitous elements .................................................. -->

<ENTITY % anchor.module "INCLUDE">
"[anchor.module:]
<ENTITY % local.anchor.attrib "">
<ENTITY % anchor.role.attrib "%role.attrib;">

<ENTITY % anchor.element "INCLUDE">
"[anchor.element:]

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<!DOCTYPE html>
<html xmlns="http://example.com/some-namespace">
<head>
    <meta charset="UTF-8">
    <title>Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma</title>
</head>
<body>
    <!-- HTML content here -->
</body>
</html>
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server-ip: [192.168.0.100] 3456

<!-- ...................................................................... -->
<!-- DocBook XML HTML Table Module V4.5 ................................... -->
<!-- File htmltblx.mod .................................................... -->
<!-- ...................................................................... -->

<!-- This module contains the definitions for elements that are isomorphic to the HTML elements. One could argue we should instead have based ourselves on the XHTML Table Module, but the... -->

$Id: htmltblx.mod 6340 2006-10-03 13:23:24Z nwalsh $
HTML one is more like what browsers are likely to accept today and users are likely to use.

This module has been developed for use with the DocBook V4.5 "union table model" in which elements and attlists common to both models are defined (as the union) in the CALS table module by setting various parameter entities appropriately in this file.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

```xml
<!ENTITY % htmltbl PUBLIC
"-//OASIS//ELEMENTS DocBook XML HTML Tables V4.5//EN"
"htmltblx.mod">
%htmltbl;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

```xml
<!--------------------------------- XHTML Tables ----------------------------------------->

<!ENTITY % html.coreattrs
"%common.attribs;
class  CDATA  #IMPLIED
style  CDATA  #IMPLIED
title  CDATA  #IMPLIED"
>

<!-- Does not contain lang or dir because they are in %common.attribs -->
<![%sgml.features:[
<!ENTITY % i18n ""
]]>
<!ENTITY % i18n
"xml:lang   NMTOKEN   #IMPLIED"
>

<!ENTITY % events
"onclick  CDATA  #IMPLIED
ondblclick  CDATA  #IMPLIED
onmousedown  CDATA  #IMPLIED
onmouseup   CDATA  #IMPLIED
onmouseover CDATA  #IMPLIED
onmousemove CDATA  #IMPLIED
onmouseout  CDATA  #IMPLIED
onkeypress  CDATA  #IMPLIED
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

</head>

<body>

<!-- doc: A group of columns in an HTML table. -->
<!ELEMENT colgroup %ho; (col)*>

<!-- doc: Specifications for a column in an HTML table. -->
<!ELEMENT col %ho; EMPTY>

<!-- doc: A row in an HTML table. -->
<!ELEMENT tr %ho; (th|td)+>

<!-- doc: A table header entry in an HTML table. -->
<!ELEMENT th %ho; (%para.char.mix; | %tabentry.mix; | table | informaltable)*>

<!-- doc: A table ntry in an HTML table. -->
<!ELEMENT td %ho; (%para.char.mix; | %tabentry.mix; | table | informaltable)*>

<!-- ATTLIST colgroup %attrs; 
     span CDATA "1" 
     width CDATA #IMPLIED 
     %cellhalign; 
     %cellvalign; 
     -->
<!ATTLIST colgroup
  %attrs;
  span CDATA "1"
  width CDATA #IMPLIED
  %cellhalign;
  %cellvalign;
>

<!-- ATTLIST col %attrs; 
     span CDATA "1" 
     width CDATA #IMPLIED 
     %cellhalign; 
     %cellvalign; 
     -->
<!ATTLIST col
  %attrs;
  span CDATA "1"
  width CDATA #IMPLIED
  %cellhalign;
  %cellvalign;
>

<!-- ATTLIST tr %attrs; 
     %cellhalign; 
     %cellvalign; 
     bgcolor CDATA #IMPLIED -->
<!ATTLIST tr
  %attrs;
  %cellhalign;
  %cellvalign;
  bgcolor CDATA #IMPLIED
>

</body>
</html>
<!ENTITY % tbl.frame.attval "void|above|below|hsides|lhs|rhs|vsides|box|border|top|bottom|topbot|all|sides|none">

<!-- Allow either objects or inlines; beware of REs between elements. -->
<!-- ENTITY % tbl.entry.mdl "%para.char.mix; | %tabentry.mix;" -->

<!-- thead, tfoot, and tbody are defined in both table models, 
so we set up parameter entities to define union models for them -->

<!-- ENTITY % tbl.hdf.t.mdl "(tr+|(colspec*,row+))" -->
<!-- ENTITY % tbl.tbody.mdl "(tr+|row+)" -->
<!-- ENTITY % tbl.valign.attval "top|middle|bottom|baseline" -->

<!-- End of DocBook XML HTML Table Module V4.5 ............................ -->
<!-- ...................................................................... -->

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.5/htmltblx.mod

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<!-- ...................................................................... -->
<!-- DocBook character entities module V4.2 ............................... -->
<!-- File dbcentx.mod ..................................................... -->

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<!--
<!--...-->

<!-- This module contains the entity declarations for the standard ISO entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbcent PUBLIC
"-//OASIS//ENTITIES DocBook Character Entities V4.2//EN"
"dbcentx.mod">
%dbcent;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

-->

<!--...-->

<![%sgml.features;[%

<!ENTITY % ISOamsa.module "INCLUDE">
<![ %ISOamsa.module; [
<!ENTITY % ISOamsa PUBLIC
"ISO 8879:1986//ENTITIES Added Math Symbols: Arrow Relations//EN">
<!--end of ISOamsa.module-->
]]>

<!ENTITY % ISOamsb.module "INCLUDE">
<![ %ISOamsb.module; [
<!ENTITY % ISOamsb PUBLIC
<!--end of ISOamsb.module-->
]]>

<!ENTITY % ISOamsc.module "INCLUDE">
<![ %ISOamsc.module; [
<!ENTITY % ISOamsc PUBLIC
"ISO 8879:1986//ENTITIES Added Math Symbols: Delimiters//EN">
<!--end of ISOamsc.module-->
]]>
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<!-- ...................................................................... -->

<!-- Entities for module inclusions ....................................... -->

<!ENTITY % dbhier.redecl.module "IGNORE">
<!ENTITY % dbhier.redecl2.module "IGNORE">

<!-- ...................................................................... -->

<!-- Entities for element classes ......................................... -->

<!ENTITY % dbhier.redecl.module "IGNORE">
<!ENTITY % dbhier.redecl2.module "IGNORE">

<!-- ...................................................................... -->
<!ENTITY % local.refclass.char.mix "">
<!ENTITY % refclass.char.mix
 "#PCDATA
 application
 %local.refclass.char.mix;">

<!-- Redclaration placeholder 2 .......................................... -->

<!-- For redeclaring entities that are declared after this point while
 retaining their references to the entities that are declared before
 this point -->

<![%dbhier.redecl2.module;[
<!ENTITY % rdbhier2 "">
%rdbhier2;
<!--end of dbhier.redecl2.module-->]]>

<!-- ...................................................................... -->
<!-- Entities for content models .......................................... -->

<!ENTITY % div.title.content
 "title, subtitle?, titleabbrev?">

<!ENTITY % bookcomponent.title.content
 "title, subtitle?, titleabbrev?">

<!ENTITY % sect.title.content
 "title, subtitle?, titleabbrev?">

<!ENTITY % refsect.title.content
 "title, subtitle?, titleabbrev?">

<!ENTITY % bookcomponent.content
 "((%divcomponent.mix;)+,
 (sect1*|%refentry.class;)*|simplesect*|%section.class;*)
 | (sect1+|%refentry.class;)+|simplesect+|%section.class;++)">

<!-- ...................................................................... -->
<!-- Set and SetInfo ...................................................... -->

<!ENTITY % set.content.module "INCLUDE">
<![%set.content.module;]
<!ENTITY % set.module "INCLUDE">
<![%set.module;]
<!ENTITY % local.set.attrib "">
<!ENTITY % set.role.attrib "%role.attrib;"
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<!-- Renders: Indicates the format in which the heading should appear -->

<!ENTITY % sect4.attlist "INCLUDE">
<![sect4.attlist;]
<!ATTLIST sect4 renderas(sect1 | sect2 | sect3 | sect5) #IMPLIED
%label.attrib;
%status.attrib;
%common.attrib;
%sect4.role.attrib;
%local.sect4.attrib;
>
<!--end of sect4.attlist-->]]>
<!--end of sect4.module-->]]>

<!ENTITY % sect5.module "INCLUDE">
<![sect5.module;]
<!ENTITY % local.sect5.attrib "">
<!ENTITY % sect5.role.attrib "%role.attrib;"> 

<!ENTITY % sect5.element "INCLUDE">
<![sect5.element;]
<!ELEMENT sect5 %ho; (sect5info?, (%sect.title.content;), (%nav.class;)*, 
(((%divcomponent.mix;)+, ((%refentry.class;)* | simplesect*)) 
| (%refentry.class;)+ | simplesect+), (%nav.class;)*)>
<!--end of sect5.element-->]]>

<!-- Renders: Indicates the format in which the heading should appear -->

<!ENTITY % sect5.attlist "INCLUDE">
<![sect5.attlist;]
<!ATTLIST sect5 renderas(sect1 | sect2 | sect3 | sect4) #IMPLIED
%label.attrib;
%status.attrib;
%common.attrib;
%sect5.role.attrib;
%local.sect5.attrib;
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<!-- ...................................................................... -->

<!-- This module contains the definitions for elements that are isomorphic to the HTML elements. One could argue we should instead have based ourselves on the XHTML Table Module, but the HTML one is more like what browsers are likely to accept today and users are likely to use. -->

This module has been developed for use with the DocBook V4.4 "union table model" in which elements and attlists common to both models are defined (as the union) in the CALS table module by setting various parameter entities appropriately in this file.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!--ENTITY % htmltbl PUBLIC "-/OASIS//ELEMENTS DocBook XML HTML Tables V4.4//EN" %htmltblx.mod-->

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook. -->
span CDATA "1"
width CDATA #IMPLIED
%cellhalign;
%cellvalign;
>

<!ATTLIST col
%attrs;
span CDATA "1"
width CDATA #IMPLIED
%cellhalign;
%cellvalign;
>

<!ATTLIST tr
%attrs;
%cellhalign;
%cellvalign;
bgcolor CDATA #IMPLIED
>

<!ATTLIST th
%attrs;
abbr CDATA #IMPLIED
axis CDATA #IMPLIED
headers IDREFS #IMPLIED
scope (row|col|rowgroup|colgroup) #IMPLIED
rowspan CDATA "1"
colspan CDATA "1"
%cellhalign;
%cellvalign;
nowrap (nowrap) #IMPLIED
bgcolor CDATA #IMPLIED
width CDATA #IMPLIED
height CDATA #IMPLIED
>

<!ATTLIST td
%attrs;
abbr CDATA #IMPLIED
axis CDATA #IMPLIED
headers IDREFS #IMPLIED
scope (row|col|rowgroup|colgroup) #IMPLIED
rowspan CDATA "1"
colspan CDATA "1"
%cellhalign;
%cellvalign;
nowrap (nowrap) #IMPLIED

$Id: dbcentx.mod.v 1.28 2005/01/27 13:52:00 nwalsh Exp $

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--> 

<!-- This module contains the entity declarations for the standard ISO entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbcent PUBLIC "-//OASIS//ENTITIES DocBook Character Entities V4.4//EN" "dbcentx.mod">
%dbcent;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

--> 

<!-- ............................................................... -->
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<!-- ...................................................................... -->
<!-- DocBook notations module V4.4 ........................................ -->
<!-- File dbnotnx.mod ..................................................... -->

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<!-- ...................................................................... -->
<!-- This module contains the notation declarations used by DocBook. 

In DTD driver files referring to this module, please use an entity
declaration that uses the public identifier shown below:

<!ENTITY % dbnotn PUBLIC
"-//OASIS//ENTITIES DocBook Notations V4.4//EN"
"dbnotnx.mod">
%dbnotn;

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* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.1.2/docbookx.dtd
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<!-- ...................................................................... -->
<!-- DocBook XML document hierarchy module V4.1.2 ........................... -->
<!-- File dbhierx.mod ..................................................... -->
<!-- File dbhierx.mod ..................................................... -->


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<!-- ................................................................. -->

<!-- This module contains the definitions for the overall document hierarchies of DocBook documents. It covers computer documentation manuals and manual fragments, as well as reference entries (such as man pages) and technical journals or anthologies containing articles.

This module depends on the DocBook information pool module. All elements and entities referenced but not defined here are assumed to be defined in the information pool module.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbhier PUBLIC
"-//OASIS//ELEMENTS DocBook XML Document Hierarchy V4.1.2//EN"
"dbhier.xml">
%dbhier;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!-- ................................................................. -->

<!-- Entities for module inclusions ................................... -->

<!ENTITY % dbhier.redecl.module "IGNORE">
<!ENTITY % dbhier.redecl2.module "IGNORE">

<!-- Entities for element classes .................................... -->

<!ENTITY % local.appendix.class "">
<!ENTITY % appendix.class "appendix %local.appendix.class;">

<!ENTITY % local.article.class "">
<!ENTITY % article.class "article %local.article.class;">

<!ENTITY % local.book.class "">
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<!DOCTYPE html>
<html><head>
</head><body>

<% !--end of bibliodiv.attlist-->]
<% !--end of bibliodiv.module-->]]>
<% !--end of bibliography.content.module-->]]>

<% !-- ............................................................. -->
<% !-- Glossary ............................................................. -->

<% !ENTITY % glossary.content.module "INCLUDE">
<% ![/glossary.content.module:]
<% !ENTITY % glossary.module "INCLUDE">
<% ![/glossary.module:]
<% !ENTITY % local.glossary.attrib ""%glossary.attrib;">
<% !ENTITY % glossary.role.attrib "%role.attrib;">

<% !ENTITY % glossary.element "INCLUDE">
<% ![/glossary.element:]
<% !ELEMENT glossary (glossaryinfo?,
   (%bookcomponent.title.content;)?,
   (%component.mix;)*,
   (glossdiv+ | glossentry+), bibliography?)>
<% !--end of glossary.element-->

<% !ENTITY % glossary.attlist "INCLUDE">
<% ![/glossary.attlist:]
<% !ATTLIST glossary
%status.attrib;
%common.attrib;
%glossary.role.attrib;
%local.glossary.attrib;
>
<% !--end of glossary.attlist-->
<% !--end of glossary.module-->

<% !ENTITY % glossdiv.module "INCLUDE">
<% ![/glossdiv.module:]
<% !ENTITY % local.glossdiv.attrib ""%glossdiv.attrib;">
<% !ENTITY % glossdiv.role.attrib "%role.attrib;">

<% !ENTITY % glossdiv.element "INCLUDE">
<% ![/glossdiv.element:]
<% !ELEMENT glossdiv ((%sect.title.content;), (%component.mix;)*,
glossentry+)>
</body></html>
SegmentedList in this content is useful for marking up permuted indices. -->

Index entries appear in the index, not the text. -->
Class: Freely assignable parameter; no default -->
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<!ENTITY % dbnotn PUBLIC
"-//OASIS//ENTITIES DocBook Notations V4.3//EN"
"dbnotnx.mod">
%dbnotn;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.
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DOD//DTD Table Model 951010//EN"


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* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.3/dbnotnx.mod
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DOD//DTD Table Model 951010//EN"

$Id: calstblx.dtd,v 1.10 2000/08/27 15:12:41 nwalsh Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5-orig-1-tar-gz/docbook-xml-4.5.c31424/docbook-4.1.2/calstblx.dtd

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<!-- ...................................................................... -->
<!-- DocBook XML character entities module V4.0 ........................... -->
<!-- File dbcentx.mod ..................................................... -->
<!-- ................................................................. -->

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$Id: dbcentx.mod,v 1.6 2000/05/18 19:40:49 nwalsh Exp $

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-->

<!-- ................................................................. -->

<!-- This module contains the entity declarations for the standard ISO
entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity
declaration that uses the public identifier shown below:

<!ENTITY % dbcent PUBLIC
"-/OASIS//ENTITIES DocBook XML Character Entities V4.0//EN"
"dbcentx.mod">
%dbcent;
See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!--
<!ENTITY % ISOamsa.module "INCLUDE">
<![%ISOamsa.module;]
<!ENTITY % ISOamsa PUBLIC
"ent/iso-amsa.ent">
%ISOamsa;
<!--end of ISOamsa.module-->]]>

<!ENTITY % ISOamsb.module "INCLUDE">
<![%ISOamsb.module;]
<!ENTITY % ISOamsb PUBLIC
"ent/iso-amsb.ent">
%ISOamsb;
<!--end of ISOamsb.module-->]]>

<!ENTITY % ISOamsc.module "INCLUDE">
<![%ISOamsc.module;]
<!ENTITY % ISOamsc PUBLIC
"ent/iso-amsc.ent">
%ISOamsc;
<!--end of ISOamsc.module-->]]>

<!ENTITY % ISOamsn.module "INCLUDE">
<![%ISOamsn.module;]
<!ENTITY % ISOamsn PUBLIC
"ent/iso-amsn.ent">
%ISOamsn;
<!--end of ISOamsn.module-->]]>

<!ENTITY % ISOamso.module "INCLUDE">
<![%ISOamso.module;]
<!ENTITY % ISOamso PUBLIC
"ent/iso-amso.ent">
%ISOamso;
<!--end of ISOamso.module-->]]>
Please direct all questions, bug reports, or suggestions for changes to the docbook@lists.oasis-open.org mailing list. For more information, see http://www.oasis-open.org/docbook/.

<!--
-->

<!-- This module contains the definitions for the objects, inline elements, and so on that are available to be used as the main content of DocBook documents. Some elements are useful for general publishing, and others are useful specifically for computer documentation. 

This module has the following dependencies on other modules:

- It assumes that a %notation.class; entity is defined by the driver file or other high-level module. This entity is referenced in the NOTATION attributes for the graphic-related and ModeSpec elements.

- It assumes that an appropriately parameterized table module is available for use with the table-related elements.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbpool PUBLIC
  "-/OASIS//ELEMENTS DocBook XML Information Pool V4.0//EN"
  "dbpoolx.mod">
%dbpool;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

-->

<!-- General-purpose semantics entities -->

<!-- Entities for module inclusions -->

<!ENTITY % yesorno.attvals"CDATA">

<!-- Entities for module inclusions -->

<!ENTITY % dbpool.redecl.module "IGNORE">

<!-- --

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|classname|methodname|interfacename|exceptionname
|ooclass|oointerface|ooexception
|command|computeroutput
|database|email|envar|errorcode|errorname|errortype|filename
|function|guibutton|guicon|guilabel|guimenu|guimenuitem
|guisubmenu|hardware|interface|keycap
|keycode|keycombo|keysym|literal|constant|markup|medialabel
|menuchoice|mousebutton|option|optional|parameter
|prompt|property|replaceable|returnvalue|sgmltag|structfield
|structname|symbol|systemitem|token|type|userinput|varname
%ebnf.inline.hook;
%local.tech.char.class;">

<!ENTITY % local.base.char.class "">
<!ENTITY % base.char.class ".anchor %local.base.char.class;">

<!ENTITY % local.docinfo.char.class "">
<!ENTITY % docinfo.char.class "author|authorinitials|corpauthor|modespec|othercredit|productname|productnumber|revhistory %local.docinfo.char.class;">

<!ENTITY % local.other.char.class "">
<!ENTITY % other.char.class "remark|subscript|superscript %local.other.char.class;">

<!ENTITY % local.inlineobj.char.class "">
<!ENTITY % inlineobj.char.class "inlinegraphic|inlinemediaobject|inlineequation %local.inlineobj.char.class;">

<!-- Redeclaration placeholder ............................................ -->

<!-- For redeclaring entities that are declared after this point while retaining their references to the entities that are declared before this point -->

<![dbpool.redecl.module;]
<!-- Defining rdbpool here makes some buggy XML parsers happy. -->
<!ENTITY % rdbpool "">
rdbpool;
<![end of dbpool.redecl.module-->]]>

<!-- Object-level mixtures ................................................ -->

<!-- list admn line synp para infm form cmpd gen desc -->
Component mixture X X X X X X X X X X X
Sidebar mixture   X   X   X   X   X   X   a   X
Footnote mixture  X   X   X   X   X
Example mixture   X   X   X   X   X
Highlights mixture X   X   X   X   X
Paragraph mixture X   X   X   X
Admonition mixture X   X   X   X   X   X   b   c
Figure mixture    X   X   X
Table entry mixture X   X   X   X   d
Glossary def mixture X   X   X   X   X   e
Legal notice mixture X   X   X   X   f

a. Just Procedure; not Sidebar itself or MsgSet.
b. No MsgSet.
c. No Highlights.
d. Just Graphic; no other informal objects.
e. No Anchor, BridgeHead, or Highlights.
f. Just BlockQuote; no other informal objects.

-->

<!ENTITY % local.component.mix "">
<!ENTITY % component.mix
"%list.class;%admon.class;
%linespecific.class;%synop.class;
%para.class;%informal.class;
%formal.class;%compound.class;
%genobj.class;%descobj.class;
%ndxterm.class;  |beginpage
%local.component.mix;">

<!ENTITY % local.sidebar.mix "">
<!ENTITY % sidebar.mix
"%list.class;%admon.class;
%linespecific.class;%synop.class;
%para.class;%informal.class;
%formal.class;procedure
%genobj.class;
%ndxterm.class;  |beginpage
%local.sidebar.mix;">

<!ENTITY % local.qandaset.mix "">
<!ENTITY % qandaset.mix
"%list.class;   |%admon.class;
%linespecific.class;%synop.class;
%para.class;%informal.class;
%formal.class;procedure
%genobj.class;
%ndxterm.class;
%local.qandaset.mix;">
Character-level mixtures .............................................

- Just InlineGraphic; no InlineEquation.
- Just Replaceable; no other computer terms.
- Just Emphasis and Trademark; no other word elements.
- Just Acronym, Emphasis, and Trademark; no other word elements.

The DocBook TC may produce an official forms module for DocBook.
This PE provides the hook by which it can be inserted into the DTD.

ENTITY % forminlines.hook ""

ENTITY % local.parachar.mix ""
ENTITY % parachar.mix
"#PCDATA
|%xref.char.class|%gen.char.class;
|%link.char.class|%tech.char.class;
|%base.char.class|%docinfo.char.class;
|%other.char.class|%inlineobj.char.class;
|%synop.class;
|%ndxterm.class; |beginpage
 %forminlines.hook;
%local.parachar.mix;""

ENTITY % local.title.char.mix ""
ENTITY % title.char.mix
"#PCDATA
|%xref.char.class|%gen.char.class;
|%link.char.class|%tech.char.class;
|%base.char.class|%docinfo.char.class;
|%other.char.class|%inlineobj.char.class;
|%ndxterm.class;
%local.title.char.mix;""

ENTITY % local.ndxterm.char.mix ""
ENTITY % ndxterm.char.mix
"#PCDATA
|%xref.char.class|%gen.char.class;
<!-- Entities for attributes and attribute components -->

<!-- Effectivity attributes -->

<!-- Arch: Computer or chip architecture to which element applies; no default -->

<!ENTITY % arch.attrib
"archCDATA#IMPLIED">

<!-- Condition: General-purpose effectivity attribute -->

<!ENTITY % condition.attrib
"conditionCDATA#IMPLIED">

<!-- Conformance: Standards conformance characteristics -->

<!ENTITY % conformance.attrib
"conformanceNMTOKENS#IMPLIED">

<!-- OS: Operating system to which element applies; no default -->

<!ENTITY % os.attrib
"osCDATA#IMPLIED">

<!-- Revision: Editorial revision to which element belongs; no default -->

<!ENTITY % revision.attrib
"revisionCDATA#IMPLIED">

<!-- Security: Security classification; no default -->

<!ENTITY % security.attrib
"securityCDATA#IMPLIED">

<!-- UserLevel: Level of user experience to which element applies; no default -->

<!ENTITY % userlevel.attrib
"userlevelCDATA#IMPLIED">

<!-- Vendor: Computer vendor to which element applies; no default -->
<!-- Label: Identifying number or string; default is usually the appropriate number or string autogenerated by a formatter -->

<!ENTITY % label.attrib "label CDATA #IMPLIED">

<!-- Format: whether element is assumed to contain significant white space -->

<!ENTITY % linespecific.attrib "format NOTATION (linespecific)'linespecific' linenumbering(numbered|unnumbered) #IMPLIED">

<!-- Linkend: link to related information; no default -->

<!ENTITY % linkend.attrib "linkend IDREF #IMPLIED">

<!-- Linkend: required link to related information -->

<!ENTITY % linkendreq.attrib "linkend IDREF #REQUIRED">

<!-- Linkends: link to one or more sets of related information; no default -->

<!ENTITY % linkends.attrib "linkends IDREFS #IMPLIED">

<!ENTITY % local.mark.attrib "">
<!ENTITY % mark.attrib "mark CDATA #IMPLIED %local.mark.attrib;" >
<!-- MoreInfo: whether element's content has an associated RefEntry -->

<!ENTITY % moreinfo.attrib
"moreinfo(refentry|none)'none'">

<!-- Pagenum: number of page on which element appears; no default -->

<!ENTITY % pagenum.attrib
"pagenumCDATA#IMPLIED">

<!ENTITY % local.status.attrib "">

<!-- Status: Editorial or publication status of the element
it applies to, such as "in review" or "approved for distribution" -->

<!ENTITY % status.attrib
"statusCDATA#IMPLIED
%local.status.attrib;">

<!-- Width: width of the longest line in the element to which it
pertains, in number of characters -->

<!ENTITY % width.attrib
"widthCDATA#IMPLIED">

<!-- ............................................................... -->

<!ENTITY % title.module "INCLUDE">

<![%title.module;]

<!ENTITY % local.title.attrib "">

<!ENTITY % title.role.attrib "%role.attrib;">

<!ENTITY % title.element "INCLUDE">

<![%title.element;]

<!ELEMENT title (%title.char.mix;)*
<!end of title.element-->
]

<!ENTITY % title.attlist "INCLUDE">

<![%title.attlist;]

<!ATTLIST title
%pagenum.attrib;
%common.attrib;
%title.role.attrib;
%local.title.attrib;
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The bibliographic elements are typically used in the document.
hierarchy. They do not appear in content models of information pool elements. See also the document information elements, below. -->

<!ENTITY % local.person.ident.mix "">
-->FUTURE USE (V4.0):

AuthorBlurb and Affiliation will be removed from %person.ident.mix; and a new wrapper element created to allow association of those two elements with Author name information.

-->%person.ident.mix
"honorific|firstname|surname|lineage|othername|affiliation
|authorblurb|contrib %local.person.ident.mix;">

<!ENTITY % local.bibliocomponent.mix "">
<!ENTITY % bibliocomponent.mix
"abbrev|abstract|address|artpagenums|author
|authorgroup|authorinitials|bibliomisc|biblioset
|collab|confgroup|contractnum|contractsponsor
|copyright|corpauthor|corpname|date|edition
|editor|invpartnumber|isbn|issn|issuenum|orgname
|othercredit|pagenums|printhistory|productname
|productnumber|pubdate|publisher|publishername
|pubsnumber|releaseinfo|revhistory|seriesvolnums
|subtitle|title|titleabbrev|volumenum|citetitle
|%person.ident.mix;
|%ndxterm.class;
%local.bibliocomponent.mix;">

<!ENTITY % biblioentry.module "INCLUDE">
<!ENTITY % biblioentry.module;
<!ENTITY % local.biblioentry.attrib "">
<!ENTITY % biblioentry.role.attrib "%role.attrib;">

<!ENTITY % biblioentry.element "INCLUDE">
<!ENTITY % biblioentry.element;
<!ELEMENT biblioentry ((articleinfo | (%bibliocomponent.mix;))+)>
<!--end of biblioentry.element-->

<!ENTITY % biblioentry.attlist "INCLUDE">
<!ENTITY % biblioentry.attlist;
<!ATTLIST biblioentry
%common.attrib;
%biblioentry.role.attrib;
%local.biblioentry.attrib;>
<!ENTITY % biblioset.element "INCLUDE">
<![%biblioset.element;[
<!ELEMENT biblioset ((%bibliocomponent.mix;)+)>
<!!-- Relation: Relationship of elements contained within BiblioSet -->

<!ENTITY % biblioset.attlist "INCLUDE">
<![%biblioset.attlist;[
<!ATTLIST biblioset
relationCDATA#IMPLIED
%common.attrib;
%biblioset.role.attrib;
%local.biblioset.attrib;
>]
<!!-- Relation: Relationship of elements contained within BiblioMSet -->

<!ENTITY % bibliomset.module "INCLUDE">
<![%bibliomset.module;[
<!ENTITY % bibliomset.role.attrib "%role.attrib;">
<!ENTITY % local.bibliomset.attrib "">

<!ENTITY % bibliomset.element "INCLUDE">
<![%bibliomset.element;[
<!ELEMENT bibliomset (#PCDATA | %bibliocomponent.mix; | bibliomset)*>
<!!-- Relation: Relationship of elements contained within BiblioMSet -->

<!ENTITY % bibliomset.attlist "INCLUDE">
<![%bibliomset.attlist;[
<!ATTLIST bibliomset
relationCDATA#IMPLIED
%bibliomset.role.attrib;
%common.attrib;
%local.bibliomset.attrib;
>]
<!!-- Relation: Relationship of elements contained within BiblioMSet -->

<!ENTITY % bibliomisc.module "INCLUDE">
<![%bibliomisc.module;[
<!ENTITY % local.bibliomisc.attrib "">
<!ENTITY % bibliomisc.role.attrib "%role.attrib;">

<!ENTITY % bibliomisc.element "INCLUDE">
<![%bibliomisc.element;[
<!ELEMENT bibliomisc (#PCDATA | %bibliocomponent.mix; | bibliomisc)*>
<!!-- Relation: Relationship of elements contained within BibliomSet -->

<!ENTITY % bibliomisc.attlist "INCLUDE">
<![%bibliomisc.attlist;[
<!ATTLIST bibliomisc
relationCDATA#IMPLIED
%bibliomisc.role.attrib;
%common.attrib;
%local.bibliomisc.attrib;
>]
<!!-- Relation: Relationship of elements contained within BibliomSet -->

<!ENTITY % bibliomisc.role.attrib "%role.attrib;">
<!ENTITY % local.bibliomisc.attrib "">
<!ENTITY % bibliomisc.attrib "%attrib;"}
<!ELEMENT note (title?, (%admon.mix;)+)
<!--end of note.element-->

<!ENTITY % note.attlist "INCLUDE">
<![%note.attlist;]
<!ATTLIST note
%common.attrib;
%admon.role.attrib;
%local.admon.attrib;
>
<!--end of note.attlist-->

<!ENTITY % tip.element "INCLUDE">
<![%tip.element;]
<!ELEMENT tip (title?, (%admon.mix;)+)
<!--end of tip.element-->

<!ENTITY % tip.attlist "INCLUDE">
<![%tip.attlist;]
<!ATTLIST tip
%common.attrib;
%admon.role.attrib;
%local.admon.attrib;
>
<!--end of tip.attlist-->

<!ENTITY % warning.element "INCLUDE">
<![%warning.element;]
<!ELEMENT warning (title?, (%admon.mix;)+)
<!--end of warning.element-->

<!ENTITY % warning.attlist "INCLUDE">
<![%warning.attlist;]
<!ATTLIST warning
%common.attrib;
%admon.role.attrib;
%local.admon.attrib;
>
<!--end of warning.attlist-->

<!--end of admon.module-->

<!-- Lists

GlossList

-->

<!-- GlossList

-->

<!--end of admon.module-->

<!-- List

-->

<!-- List

-->

<!-- List

-->
GlossTerm will be excluded from itself. Also, GlossTerm *may* be split into an element that appears in a Glossary and an element that can appear in the main text.

The Subject attribute will be renamed Keyword.

Subject: List of subjects; keywords for the definition -->

SubjectCDATA#IMPLIED%common.attrib;%glossdef.role.attrib;%local.glossdef.attrib;

Subject: List of subjects; keywords for the definition -->

SubjectCDATA#IMPLIED%common.attrib;%glossdef.role.attrib;%local.glossdef.attrib;

Subject: List of subjects; keywords for the definition -->

SubjectCDATA#IMPLIED%common.attrib;%glossdef.role.attrib;%local.glossdef.attrib;

Subject: List of subjects; keywords for the definition -->

SubjectCDATA#IMPLIED%common.attrib;%glossdef.role.attrib;%local.glossdef.attrib;

Subject: List of subjects; keywords for the definition -->

SubjectCDATA#IMPLIED%common.attrib;%glossdef.role.attrib;%local.glossdef.attrib;
<!ENTITY % itemizedlist.element "INCLUDE">
<!ELEMENT itemizedlist ((%formalobject.title.content;)?, listitem+)>
<!!-- Spacing: Whether the vertical space in the list should be compressed -->
<!!-- Mark: Keyword, e.g., bullet, dash, checkbox, none; list of keywords and defaults are implementation specific -->

<!ENTITY % itemizedlist.attlist "INCLUDE">
<!ATTLIST itemizedlist		spacing		(normal |compact)#IMPLIED
	%markattrib;
	%commonattrib;
	%itemizedlist.role.attrib;
	%local.itemizedlist.attrib;>
<!--end of itemizedlist.attlist-->
<!end of itemizedlist.module-->

<!ENTITY % orderedlist.module "INCLUDE">
<!ELEMENT orderedlist ((%formalobject.title.content;)?, listitem+)>
<!!-- Numeration: Style of ListItem numbered; default is expected to be Arabic -->
<!!-- InheritNum: Specifies for a nested list that the numbering of ListItems should include the number of the item within which they are nested (e.g., 1a and 1b within 1, rather than a and b) -->
<!!-- Continuation: Where list numbering begins afresh (Restarts, the default) or continues that of the immediately preceding list (Continues) -->
<!!-- Spacing: Whether the vertical space in the list should be compressed -->

<!ENTITY % orderedlist.attlist "INCLUDE"
<![%orderedlist.attlist;[
<!ATTLIST orderedlist
numeration(arabic
|upperalpha
|loweralpha
|upperroman
|lowerroman)#IMPLIED
inheritnum(inherit
|ignore)"ignore"
continuation(continues
|restarts)"restarts"
spacing(normal
|compact)#IMPLIED
%common.attrib;
%orderedlist.role.attrib;
%local.orderedlist.attrib;
>
<![--end of orderedlist.attlist-->]]>
<![--end of orderedlist.module-->]]>

<![ENTITY % listitem.module "INCLUDE">
<![listitem.module;[>
<![ENTITY % local.listitem.attrib "">
<![ENTITY % listitem.role.attrib "%role.attrib;">]

<![ENTITY % listitem.element "INCLUDE">
<![listitem.element;[>
<![ELEMENT listitem ((%component.mix;)+)>]
<![--end of listitem.element-->]]>

<![-- Override: Indicates the mark to be used for this ListItem
instead of the default mark or the mark specified by
the Mark attribute on the enclosing ItemizedList -->]

<![ENTITY % listitem.attlist "INCLUDE">
<![listitem.attlist;[>
<![ATTLIST listitem
overrideCDATA#IMPLIED
%common.attrib;
%listitem.role.attrib;
%local.listitem.attrib;
>
<![--end of listitem.attlist-->]]>
<![--end of listitem.module-->]]>

<![-- SegmentedList .................... -->]
<![ENTITY % segmentedlist.content.module "INCLUDE">
Units: global unit of measure in which coordinates in this spec are expressed:

- CALSPair "x1,y1 x2,y2": lower-left and upper-right coordinates in a rectangle describing repro area in which graphic is placed, where X and Y dimensions are each some number 0..10000 (taken from CALS graphic attributes)

- LineColumn "line column": line number and column number at which to start callout text in "linespecific" content

- LineRange "startline endline": whole lines from startline to endline in "linespecific" content

- LineColumnPair "line1 col1 line2 col2": starting and ending points of area in "linespecific" content that starts at first position and ends at second position (including the beginnings of any intervening lines)

- Other: directive to look at value of OtherUnits attribute to get implementation-specific keyword

The default is implementation-specific; usually dependent on the parent element (GraphicCO gets CALSPair, ProgramListingCO and ScreenCO get LineColumn) -->
<!-- OtherUnits: User-defined units -->

<!DOCTYPE html>

<!DOCTYPE area [<!ELEMENT areaset (area+)>
<!ENTITY % areaset.element;[
<!ELEMENT areaset (area+)>
<!ENTITY % areaset.element-->

<!-- bug number/symbol override or initialization -->
<!ENTITY % areaset.attlist "INCLUDE">
<!ATTLIST areaset %label.attrib;
units(calspair
|linecolumn
|linerange
|linecolumnpair
|other) #IMPLIED
otherunitsNMTOKEN #IMPLIED
coordsCDATA #REQUIRED
%idreq.common.attrib;
%areaset.role.attrib;
%local.areaset.attrib;
>
<!--end of areaset.attlist-->

<!ENTITY % programlisting.module "INCLUDE">
<!ENTITY % programlisting.module;[
<!ENTITY % local.programlisting.attrib "">
<!ENTITY % programlisting.role.attrib "">

<!ENTITY % programlisting.element "INCLUDE">
<!ENTITY % programlisting.element;[
<!ELEMENT programlisting (%para.char.mix; | co | lineannotation)*>
<!--end of programlisting.element-->

<!ENTITY % programlisting.attlist "INCLUDE">
<!ATTLIST programlisting %width.attrib;
%linespecific.attrib;
%common.attrib;
%programlisting.role.attrib;
%local.programlisting.attrib;
>
<!--end of programlisting.attlist-->

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Float: Whether the Figure is supposed to be rendered where convenient (yes (1) value) or at the place it occurs in the text (no (0) value, the default)

-->
<!ATTLIST informalfigure
  float yesorno.attvals; "0"
  pgwide yesorno.attvals; #IMPLIED
  %label.attrib;
  %common.attrib;
  %informalfigure.role.attrib;
  %local.informalfigure.attrib;
>
<!end of informalfigure.attlist-->
<!end of informalfigure.module-->

<!ENTITY % graphicco.module "INCLUDE">
<![%graphicco.module;]
<!ENTITY % local.graphicco.attrib ""
<!ENTITY % graphicco.role.attrib "%role.attrib;">

<!ENTITY % graphicco.element "INCLUDE">
<![%graphicco.element;]
<!ELEMENT graphicco (areaspec, graphic, calloutlist*)>
<!end of graphicco.element-->

<!ENTITY % graphicco.attlist "INCLUDE">
<![%graphicco.attlist;]
<!ATTLIST graphicco
  %common.attrib;
  %graphicco.role.attrib;
  %local.graphicco.attrib;
>
<!end of graphicco.attlist-->
<!end of graphicco.module-->
<ENTITY % mediaobjectco.attlist "INCLUDE">
<![ %mediaobjectco.attlist; [ 
<!ATTLIST mediaobjectco 
%common.attrib; 
%mediaobjectco.role.attrib; 
%local.mediaobjectco.attrib; > 
<!--end of mediaobjectco.attlist-->]]>
<!--end of mediaobjectco.module-->]]>

<!-- Equations ........................ -->
<!-- This PE provides a mechanism for replacing equation content, -->
<!-- perhaps adding a new or different model (e.g., MathML) -->
<!ENTITY % equation.content "(alt?, (graphic+[mediaobject+]))">
<!ENTITY % inlineequation.content "(alt?, (graphic+[linemediaobject+]))">

<!ENTITY % equation.module "INCLUDE">
<![ %equation.module; [ 
<!ENTITY % local.equation.attrib "">
<!ENTITY % equation.role.attrib ">%role.attrib;">

<!ENTITY % equation.element "INCLUDE">
<![ %equation.element; [ 
<!ENTITY % local.equation.attrib "">
<!ENTITY % equation.role.attrib ">%role.attrib;">

<!ENTITY % equation.attlist "INCLUDE">
<![ %equation.attlist; [ 
<!ATTLIST equationco 
%common.attrib; 
%equationco.role.attrib; 
%local.equationco.attrib; > 
<!--end of equationco.attlist-->]]>
<!--end of equationco.module-->]]>

<!-- Equations ........................ -->
<!-- This PE provides a mechanism for replacing equation content, -->
<!-- perhaps adding a new or different model (e.g., MathML) -->
<!ENTITY % equation.content "(alt?, (graphic+[mediaobject+]))">
<!ENTITY % inlineequation.content "(alt?, (graphic+[linemediaobject+]))">

<!ENTITY % equation.module "INCLUDE">
<![ %equation.module; [ 
<!ENTITY % local.equation.attrib "">
<!ENTITY % equation.role.attrib ">%role.attrib;">

<!ENTITY % equation.element "INCLUDE">
<!ATTLIST inlineequation
%common.attrib;
%inlineequation.role.attrib;
%local.inlineequation.attrib;
>
<!--end of inlineequation.attlist-->
<!--end of inlineequation.module-->

<!ENTITY % alt.module "INCLUDE">
<![%alt.module;[
<!ENTITY % local.alt.attrib "">
<!ENTITY % alt.role.attrib "%role.attrib;"> 

<!ENTITY % alt.element "INCLUDE">
<![%alt.element;[
<!ELEMENT alt (#PCDATA)>
<!--end of alt.element-->

<!ENTITY % alt.attlist "INCLUDE">
<![%alt.attlist;[
<!ATTLIST alt
%common.attrib;
%alt.role.attrib;
%local.alt.attrib;
>
<!--end of alt.attlist-->
<!--end of alt.module-->

<!-- Tables ......................... -->

<!ENTITY % table.module "INCLUDE">
<![%table.module;[

<!-- Choose a table model. CALS is off by default, so the default -->
<!-- is now the SGML Open Exchange table model. -->

<!ENTITY % cals.table.module "INCLUDE">
<![%cals.table.module;[
<!ENTITY % exchange.table.module "IGNORE"> ]
<!ENTITY % exchange.table.module "INCLUDE"> 

<!ENTITY % tables.role.attrib "%role.attrib;"> 

<![%cals.table.module;[
<!-- Add label and role attributes to table and informaltable -->
<!ENTITY % bodyatt "%label.attrib;">
<ENTITY % tbl.entry.mdl "%(para.char.mix; | %tabentry.mix;)*">

<ENTITY % tablemodel PUBLIC "-//Norman Walsh//DTD Exchange Table Model 19960430 XML V3.1.7//EN" "soextblx.dtd">
  ]]>
  %tablemodel;
  <!--end of table.module-->
  ]]></ENTITY % informaltable.module "INCLUDE">
  <![%informaltable.module:]
  <!-- Note that InformalTable is dependent on some of the entity declarations that customize Table. -->
  ]]></ENTITY % local.informaltable.attrib "">
  <![%informaltable.attrib:]
  <!-- Frame, Colsep, and Rowsep must be repeated because they are not in entities in the table module. -->
  <!-- includes TabStyle, ToCentry, ShortEntry, Orient, PgWide -->
  <!-- includes Label -->
  <!-- includes common attributes -->
  ]]></ENTITY % informaltable.element element "INCLUDE">
  <![%informaltable.element:]
  <![ELEMENT informaltable (graphic+|mediaobject+|tgroup+)>
  <!--end of informaltable.element-->
  ]]></ENTITY % informaltable.attlist "INCLUDE">
  <![%informaltable.attlist:]
  <!-- includes common attributes -->
  ]]>
%common.attrib;
%arg.role.attrib;
%local.arg.attrib;

<!-- Choice: Whether Group must be supplied: Opt (optional to supply, e.g. [g1|g2|g3]; the default), Req (required to supply, e.g. {g1|g2|g3}), Plain (required to supply, e.g. g1|g2|g3), OptMult (can supply zero or more, e.g. [g1|g2|g3]), or ReqMult (must supply one or more, e.g. {g1|g2|g3}) -->
<!-- Rep: whether Group is repeatable: Norepeat (e.g. group without ellipsis; the default), or Repeat (e.g. group...) -->

<!ENTITY % group.attlist "INCLUDE">  <!-- Synopsis break -->
<!-- Processing assumes that only one Parameter will appear in a
ParamDef, and that FuncParams will be used at most once, for
providing information on the "inner parameters" for parameters that
are pointers to functions. -->

<!--end of paramdef.attlist-->
</ENTITY % paramdef.module "INCLUDE">
<!--end of paramdef.module-->
</ENTITY % local.paramdef.attrib "">
<ENTITY % paramdef.role.attrib " %role.attrib;">  
<ENTITY % paramdef.element "INCLUDE">
<!--end of paramdef.element-->
</ENTITY % paramdef.element;[ 
<!--end of paramdef.element-->

<!--end of paramdef.attlist-->
</ENTITY % paramdef.attlist "INCLUDE">
<!--end of paramdef.module-->
</ENTITY % local.paramdef.attrib">
<ENTITY % paramdef.role.attrib " %role.attrib;">  
<ENTITY % funcparams.element "INCLUDE">
<!--end of funcparams.element-->
</ENTITY % funcparams.element;[ 
<!--end of funcparams.element-->

<!--end of funcparams.attlist-->
</ENTITY % funcparams.attlist "INCLUDE">
<!--end of funcparams.module-->
</ENTITY % local.funcparams.attrib "">
<ENTITY % funcparams.role.attrib " %role.attrib;">  
<ENTITY % funcparams.element "INCLUDE">
<!--end of funcparams.element-->
</ENTITY % funcparams.element;[ 
<!--end of funcparams.element-->

<!--end of funcparams.attlist-->
</ENTITY % funcparams.attlist;[ 
<!--end of funcparams.attlist-->

<!--end of varargs.attlist-->
</ENTITY % varargs.module;[ 
<!--end of varargs.module-->
</ENTITY % varargs.attrib -->
<!-- The document information elements include some elements that are currently used only in the document hierarchy module. They are defined here so that they will be available for use in customized document hierarchies. -->

<!-- Ackno --

<!ENTITY % ackno.module "INCLUDE">
<![%ackno.module:]>
<!ENTITY % local.ackno.attrib "">
<!ENTITY % ackno.role.attrib "%role.attrib;">  

<!ENTITY % ackno.element "INCLUDE">
<![%ackno.element:]>
<!ELEMENT ackno (%docinfo.char.mix;)*>
<!--end of ackno.element-->

<!ENTITY % ackno.attlist "INCLUDE">
<![%ackno.attlist:]>
<!ATTLIST ackno  
%common.attrib;  
%ackno.role.attrib;  
%local.ackno.attrib;  
>  
<!--end of ackno.attlist-->

<!-- Address --

<!ENTITY % address.content.module "INCLUDE">
<![%address.content.module:]>
<!ENTITY % address.module "INCLUDE">
<![%address.module:]>
<!ENTITY % local.address.attrib "">
<!ENTITY % address.role.attrib "%role.attrib;">  

<!ENTITY % address.element "INCLUDE">
<!!-- end of modespec.module-->

<!-- OrgName ......................... -->

<!ENTITY % orgname.module "INCLUDED">
<![%orgname.module;[
<!ENTITY % local.orgname.attrib "">
<!ENTITY % orgname.role.attrib "%role.attrib;">  

<!ENTITY % orgname.element "INCLUDED">
<![%orgname.element;[
<!ELEMENT orgname (%docinfo.char.mix;)*>  
<!!-- end of orgname.element-->]]>

<!ENTITY % orgname.attlist "INCLUDED">
<![%orgname.attlist;[
<!ATTLIST orgname  
%common.attrib;  
%orgname.role.attrib;  
%local.orgname.attrib;  
>  
<!!-- end of orgname.attlist-->]]>

<!-- OtherCredit ..................... -->

<!ENTITY % othercredit.module "INCLUDED">
<![%othercredit.module;[
<!!-- FUTURE USE (V4.0):  
-------------  
AuthorBlurb and Affiliation will be removed from %person.ident.mix; and a new  
wrapper element created to allow association of those two elements with  
OtherCredit name information.  
-------------  
-->  
<!ENTITY % local.othercredit.attrib "">
<!ENTITY % othercredit.role.attrib "%role.attrib;">  

<!ENTITY % othercredit.element "INCLUDED">
<![%othercredit.element;[
<!ELEMENT othercredit (%person.ident.mix;)+>  
<!!-- end of othercredit.element-->]]>

<!ENTITY % othercredit.attlist "INCLUDED">
<![%othercredit.attlist;[
<!ATTLIST othercredit  
%common.attrib;  
%othercredit.role.attrib;
<!ENTITY % local.classname.attrib "">
<!ENTITY % classname.role.attrib "role.attrib;">
<!ENTITY % classname.element "INCLUDE">
<!ENTITY % local.classname.attrib "">
<!ENTITY % classname.role.attrib "role.attrib;">
<!ENTITY % classnamemodule "INCLUDE">
<!ENTITY % local.classname.attrib "">
<!ENTITY % classname.role.attrib "role.attrib;">
<!ELEMENT classname (%smallcptr.char.mix;)*>
<!--end of classname.element-->
<!ENTITY % classname.attlist "INCLUDE">
<!ENTITY % local.classname.attrib "">
<!ATTLIST classname %common.attrib; %classname.role.attrib; %local.classname.attrib; >
<!--end of classname.attlist-->
<!--end of classname.module-->
<!ENTITY % co.module "INCLUDE">
<!ENTITY % local.co.attrib "">
<!ENTITY % co.role.attrib "role.attrib;">
<!ELEMENT CO EMPTY>
<!-- CO is a callout area of the LineColumn unit type (a single character position); the position is directly indicated by the location of CO. -->
<!ENTITY % co.role.attrib "role.attrib;">
<!ENTITY % co.element "INCLUDE">
<!ENTITY % co.attlist "INCLUDE">
<!ENTITY % co.role.attrib "role.attrib;">
<!ATTLIST co %label.attrib; %linkends.attrib; %idreq.common.attrib; %co.role.attrib; %local.co.attrib; >
<!--end of co.attlist-->
<!--end of co.module-->
<!-- bug number/symbol override or initialization -->
<!-- to any related information -->
<!ENTITY % co.role.attrib "role.attrib;">
<!ENTITY % command.module "INCLUDE">
|devicefile
|libraryfile
|directory

[symlink]  #IMPLIED

pathCDATA#IMPLIED

%moreinfo.attrib;
%common.attrib;
%filename.role.attrib;
%local.filename.attrib;

> <!--end of filename.attlist-->
<!--end of filename.module-->

<!ENTITY % function.module "INCLUDE">
<![%function.module:]
<!ENTITY % local.function.attrib "">
<!ENTITY % function.role.attrib "%role.attrib;">

<!ENTITY % function.element "INCLUDE">
<![%function.element:]
<!ELEMENT function (%cptr.char.mix;)*>
<!--end of function.element-->

<!ENTITY % function.attlist "INCLUDE">
<![%function.attlist:]
<!ATTLIST function
%moreinfo.attrib;
%common.attrib;
%function.role.attrib;
%local.function.attrib;
>
<!--end of function.attlist-->
<!--end of function.module-->

<!ENTITY % guibutton.module "INCLUDE">
<![%guibutton.module:]
<!ENTITY % local.guibutton.attrib "">
<!ENTITY % guibutton.role.attrib "%role.attrib;">

<!ENTITY % guibutton.element "INCLUDE">
<![%guibutton.element:]
<!ELEMENT guibutton (%smallcptr.char.mix;|accel)*>
<!--end of guibutton.element-->

<!ENTITY % guibutton.attlist "INCLUDE">
<![%guibutton.attlist:]
<!ATTLIST guibutton
%moreinfo.attrib;
<!ENTITY % interface.attlist "INCLUDE">
<!--end of interface.attlist-->
<!--end of interface.module-->

<!ENTITY % keycap.module "INCLUDE">
<!--end of keycap.module-->

<!ENTITY % keycode.module "INCLUDE">
<!--end of keycode.module-->

<!ENTITY % keycap.attlist "INCLUDE">
<!--end of keycap.attlist-->

<!ENTITY % keycode.attlist "INCLUDE">
<!--end of keycode.attlist-->

<!ENTITY % keycap.element "INCLUDE">
<!--end of keycap.element-->

<!ENTITY % keycode.element "INCLUDE">
<!--end of keycode.element-->

<!ENTITY % keycap.role.attrib "%role.attrib;">
%mousebutton.role.attrib;
%local.mousebutton.attrib;
>
<!--end of mousebutton.attlist-->
<!--end of mousebutton.module-->

<!ENTITY % msgtext.module "INCLUDE">
<![%msgtext.module;[
<!ENTITY % local.msgtext.attrib "">
<!ENTITY % msgtext.role.attrib "%role.attrib;">

<!ENTITY % msgtext.element "INCLUDE">
<![%msgtext.element;[
<!ELEMENT msgtext ((%component.mix;)+)>
<!--end of msgtext.element-->
]
]

<!ENTITY % msgtext.attlist "INCLUDE">
<![%msgtext.attlist;[
<!ATTLIST msgtext
%common.attrib;
%msgtext.role.attrib;
%local.msgtext.attrib;
>
<!--end of msgtext.attlist-->
<!--end of msgtext.module-->
]
]

<!ENTITY % option.module "INCLUDE">
<![%option.module;[
<!ENTITY % local.option.attrib "">
<!ENTITY % option.role.attrib "%role.attrib;">

<!ENTITY % option.element "INCLUDE">
<![%option.element;[
<!ELEMENT option (%smallcptr.char.mix;)*>
<!--end of option.element-->
]
]

<!ENTITY % option.attlist "INCLUDE">
<![%option.attlist;[
<!ATTLIST option
%common.attrib;
%option.role.attrib;
%local.option.attrib;
>
<!--end of option.attlist-->
<!--end of option.module-->
]
]

<!ENTITY % optional.module "INCLUDE">
<![%optional.module;[


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%beginpage.role.attrib;
%local.beginpage.attrib;
>
<!-- end of beginpage.attlist-->
<!-- end of beginpage.module-->

<!-- IndexTerms appear in the text flow for generating or linking an index. -->

<!ENTITY % indexterm.content.module "INCLUDE">
<![%indexterm.content.module;]
<!ENTITY % indexterm.module "INCLUDE">
<![%indexterm.module;]
<!ENTITY % local.indexterm.attrib "">
<!ENTITY % indexterm.role.attrib "%role.attrib;">

<!ENTITY % indexterm.element "INCLUDE">
<![%indexterm.element;]
<!ELEMENT indexterm (primary?, ((secondary, ((tertiary, (see|seealso+)?) | see | seealso+)?) | see | seealso+)?)>
<!--end of indexterm.element-->

<!-- Scope: Indicates which generated indices the IndexTerm should appear in: Global (whole document set), Local (this document only), or All (both) -->

<!-- Significance: Whether this IndexTerm is the most pertinent of its series (Preferred) or not (Normal, the default) -->

<!-- Class: Indicates type of IndexTerm; default is Singular, or EndOfRange if StartRef is supplied; StartOfRange value must be supplied explicitly on starts of ranges -->

<!-- StartRef: ID of the IndexTerm that starts the indexing range ended by this IndexTerm -->

<!-- Zone: IDs of the elements to which the IndexTerm applies, and indicates that the IndexTerm applies to those entire elements rather than the point at which the IndexTerm occurs -->

<!ENTITY % indexterm.attlist "INCLUDE">
<![%indexterm.attlist;]
<!ATTLIST indexterm
%pagenum.attrib;
scope(all
|global
|local)#IMPLIED
significance(preferred
|normal)#IMPLIED
class(singular
<!-- This module contains the definitions for the overall document
hierarchies of DocBook documents. It covers computer documentation
manuals and manual fragments, as well as reference entries (such as
man pages) and technical journals or anthologies containing
articles.

This module depends on the DocBook information pool module. All
elements and entities referenced but not defined here are assumed
to be defined in the information pool module.

In DTD driver files referring to this module, please use an entity
declaration that uses the public identifier shown below:

<!ENTITY % dbhier PUBLIC
"-//OASIS//ELEMENTS DocBook Document Hierarchy V4.4//EN"
"dbhierx.mod">
%dbhier;

See the documentation for detailed information on the parameter
entity and module scheme used in DocBook, customizing DocBook and
planning for interchange, and changes made since the last release
of DocBook.

<!ENTITY % local.appendix.class "">
<!ENTITY % appendix.class"appendix %local.appendix.class;">
<!ENTITY % local.article.class "">
<!ENTITY % article.class"article %local.article.class;">
<!ENTITY % local.book.class "">
<!ENTITY % book.class"book %local.book.class;">
<!ENTITY % local.chapter.class "">
<!ENTITY % chapter.class"chapter %local.chapter.class;">
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<!ENTITY % sect2.module "INCLUDE">
<![%sect2.module;]
<!ENTITY % local.sect2.attrib ""/>
<!ENTITY % sect2.role.attrib "%role.attrib;">

<!ENTITY % sect2.element "INCLUDE">
<![%sect2.element;]
<!ELEMENT sect2 %ho; (sect2info?, (%sect.title.content;), (%nav.class;)*, ((%divcomponent.mix;)+, ((%refentry.class;)* | sect3* | simplesect*)) | (%refentry.class;)+ | sect3+ | simplesect+), (%nav.class;)*)>
<!--end of sect2.element-->

<!ENTITY % sect2.attlist "INCLUDE">
<![%sect2.attlist;]
<!ATTLIST sect2 renderas sect1 sect3 sect4 sect5 #IMPLIED %label.attrib; %status.attrib; %common.attrib; %sect2.role.attrib; %local.sect2.attrib; >
<!--end of sect2.attlist-->

<!ENTITY % sect3.module "INCLUDE">
<![%sect3.module;]
<!ENTITY % local.sect3.attrib ""/>
<!ENTITY % sect3.role.attrib "%role.attrib;">

<!ENTITY % sect3.element "INCLUDE">
<![%sect3.element;]
<!ELEMENT sect3 %ho; (sect3info?, (%sect.title.content;), (%nav.class;)*, ((%divcomponent.mix;)+, ((%refentry.class;)* | sect4* | simplesect*)) | (%refentry.class;)+ | sect4+ | simplesect+), (%nav.class;)*)>
<!--end of sect3.element-->

<!ENTITY % sect3.attlist "INCLUDE">
<![%sect3.attlist;]
<!ATTLIST sect3 renderas sect3 sect4 sect5 #IMPLIED %label.attrib; %status.attrib; %common.attrib; %sect3.role.attrib; %local.sect3.attrib; >
<!--end of sect3.attlist-->

<!-- Renderas: Indicates the format in which the heading should appear -->
<!ENTITY % refsect3.module "INCLUDE">
<!-[%refsect3.module:]
<!ENTITY % local.refsect3.attrib "">
<!ENTITY % refsect3.role.attrib "%role.attrib;"> 

<!ENTITY % refsect3.element "INCLUDE">
<!-[%refsect3.element:]
<!ELEMENT refsect3 %ho; (refsect3info?, (%refsect.title.content;), (%refcomponent.mix;)+)> 
<!!--end of refsect3.element-->]]>

<!ENTITY % refsect3.attlist "INCLUDE">
<!-[%refsect3.attlist:]
<!ATTLIST refsect3 
%status.attrib; 
%common.attrib; 
%refsect3.role.attrib; 
%local.refsect3.attrib; 
> 
<!!--end of refsect3.attlist-->]]>
<!!--end of refsect3.module-->]]>
<!!--end of refentry.content.module-->]]>

<!!-- .............................................................. -->
<!!-- Article .............................................................. -->

<!ENTITY % article.module "INCLUDE">
<!-[%article.module:]
<!!-- An Article is a chapter-level, stand-alone document that is often, 
but need not be, collected into a Book. --> 

<!ENTITY % local.article.attrib "">
<!ENTITY % article.role.attrib "%role.attrib;"> 

<!ENTITY % article.element "INCLUDE">
<!-[%article.element:]
<!ELEMENT article %ho; ((%div.title.content;), articleinfo?, tocchap?, lot*, (%bookcomponent.content;), 
((%nav.class; ) | (%appendix.class; | ackno)*) 
%ubiq.inclusion;> 
<!!--end of article.element-->]]>

<!!-- Class: Indicates the type of a particular article; 
all articles have the same structure and general purpose. 
No default. -->
<!!-- ParentBook: ID of the enclosing Book -->
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<!-- ...................................................................... -->

<!-- This module contains the definitions for the overall document hierarchies of DocBook documents. It covers computer documentation manuals and manual fragments, as well as reference entries (such as man pages) and technical journals or anthologies containing articles.

This module depends on the DocBook information pool module. All elements and entities referenced but not defined here are assumed to be defined in the information pool module.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

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See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!-- ...................................................................... -->

<!-- Entities for module inclusions ....................................... -->

<!ENTITY % dbhier.redecl.module "IGNORE">

<!ENTITY % dbhier.redecl2.module "IGNORE">

<!-- Entities for element classes ......................................... -->

<!ENTITY % local.appendix.class "">

<!ENTITY % appendix.class "appendix %local.appendix.class;">

<!ENTITY % local.article.class "">

<!ENTITY % article.class "article %local.article.class;">

<!-- ...................................................................... -->
<!ENTITY % set.attlist "INCLUDE">
<![%set.attlist;]
<!ATTLIST set
fpiCDATA#IMPLIED
%status.attrib;
%common.attrib;
%set.role.attrib;
%local.set.attrib;
>
<!--end of set.attlist-->]]>
<!--end of set.module-->]]>

<!ENTITY % setinfo.module "INCLUDE">
<![%setinfo.module;]
<!ENTITY % local.setinfo.attrib "">
<!ENTITY % setinfo.role.attrib "%role.attrib;">

<!ENTITY % setinfo.element "INCLUDE">
<![%setinfo.element;]
<!!-- doc: Meta-information for a Set.-->
<!ELEMENT setinfo %h0; ((%info.class;)+)
%beginpage.exclusion;>
<!--end of setinfo.element-->]]>

<!-- Contents: IDs of the ToC, Books, and SetIndex that comprise the set, in the order of their appearance -->

<!ENTITY % setinfo.attlist "INCLUDE">
<![%setinfo.attlist;]
<!ATTLIST setinfo
contentsIDREFS#IMPLIED
%common.attrib;
%setinfo.role.attrib;
%local.setinfo.attrib;
>
<!--end of setinfo.attlist-->]]>
<!--end of setinfo.module-->]]>
<!--end of set.content.module-->]]>

<!-- .......................................................... -->
<!-- Book and BookInfo ........................................ -->

<!ENTITY % book.content.module "INCLUDE">
<![%book.content.module;]
<!-- Note that Part was to have its content model reduced in V4.5. This change will not be made after all. -->

<!ENTITY % local.part.attrib ""/>
<!ENTITY % part.role.attrib "%role.attrib;">

<!ENTITY % part.element "INCLUDE">
<![part.element:]
<!--doc:A division in a book--> 
<!ELEMENT part %ho; (beginpage?, partinfo?, (%bookcomponent.title.content;), partintro?, (%partcontent.mix;)+) %ubiq.inclusion;>
<!--end of part.element-->
]

<!ENTITY % part.attlist "INCLUDE">
<![part.attlist:]
<!ATTLIST part %label.attrib; %status.attrib; %common.attrib; %part.role.attrib; %local.part.attrib; >
<!--end of part.attlist-->
]

<!ENTITY % preface.module "INCLUDE">
<![preface.module:]
<!ENTITY % local.preface.attrib ""/>
<!ENTITY % preface.role.attrib "%role.attrib;">

<!ENTITY % preface.element "INCLUDE">
<![preface.element:]
<!--doc: Introductory matter preceding the first chapter of a book -->
<!ELEMENT preface %ho; (beginpage?, prefaceinfo?, (%bookcomponent.title.content;), (%nav.class;)*, tocchap?, (%bookcomponent.content;), (%nav.class;)*) %ubiq.inclusion;>
<!--end of preface.element-->
]

<!ENTITY % preface.attlist "INCLUDE">
An Article is a chapter-level, stand-alone document that is often, but need not be, collected into a Book.

Class: Indicates the type of a particular article; all articles have the same structure and general purpose. No default.

ParentBook: ID of the enclosing Book.
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<!-- This module contains the entity declarations for the standard ISO entity sets used by DocBook.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbnotn PUBLIC
"-//OASIS//ENTITIES DocBook XML Notations V4.1.2//EN"
"dbnotnx.mod">
%dbnotn;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.
-->

<!ENTITY % local.notation.class "">
<!ENTITY % notation.class
"BMP| CGM-CHAR | CGM-BINARY | CGM-CLEAR | DITROFF | DVI
| EPS | EQN | FAX | GIF | GIF87a | GIF89a
| JPG | JPEG | IGES | PCX
| PIC | PNG | PS | SGML | TBL | TEX | TIFF | WMF | WPG
| linespecific
%local.notation.class;">

<!NOTATION BMPPUBLIC
"*/ISBN 0-7923-9432-1::Graphic Notation//NOTATION Microsoft Windows bitmap//EN">
<!NOTATION CGM-CHARPUBLIC "ISO 8632/2//NOTATION Character encoding//EN">
<!NOTATION CGM-BINARYPUBLIC "ISO 8632/3//NOTATION Binary encoding//EN">
<!NOTATION CGM-CLEARPUBLIC "ISO 8632/4//NOTATION Clear text encoding//EN">
<!NOTATION DITROFFSYSTEM "DITROFF">
<!NOTATION DVISYSTEM "DVI">
<!NOTATION EPSPUBLIC
<!NOTATION EQNSYSTEM "EQN">
<!NOTATION FAXPUBLIC
"-//USA-DOD//NOTATION CCITT Group 4 Facsimile Type 1 Untitled Raster//EN">
<!NOTATION GIFSYSTEM "GIF">
<!NOTATION GIF87a PUBLIC
"-//CompuServe//NOTATION Graphics Interchange Format 87a//EN">

<!NOTATION GIF89a PUBLIC
"-//CompuServe//NOTATION Graphics Interchange Format 89a//EN">
<!NOTATION JPGSYSTEM "JPG">
<!NOTATION JPEGSYSTEM "JPG">
<!NOTATION IGESPUBLIC
<!-- End of DocBook XML notations module V4.1.2 ............................. 
 ...................................................................... 

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1035091363_1589232895.51/0/docbook-xml-4-5.c31424/docbook-4.1.2/dbnotnx.mod

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1.1847 libpng 1.6.28 1+deb9u1
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pnm2png / png2pnm --- conversion from PBM/PGM/PPM-file to PNG-file

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http://www.apache.org/licenses/LICENSE-2.0.txt

This product also contains software under different licenses. This table below all the contained libraries (jar files) and the license under which they are
At the bottom of this file is a table that shows what each license indicated below is and where the actual text of the license can be found.

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**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma**

**Total Count:** 92,639

**License Breakdown:**

- **Apache License:** 81,846
- **BSD License:** 1,111
- **Others:** 9,682

**Size:**

- **Total Size:** 6,788,542 bytes
- **Average Size:** 75,911 bytes
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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

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org.wso2.carbon.identity.user.store.configuration.ui_5.12.153.jar bundle apache2 18068
org.wso2.carbon.identity.user.store.configuration_5.12.153.jar bundle apache2 18067
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org.wso2.carbon.identity.user.store.count_5.12.153.jar bundle apache2 18065
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org.wso2.carbon.mediation.templates_4.6.103.jar bundle apache2 18203
org.wso2.carbon.mediation.transport.handlers_4.6.103.jar bundle apache2 18202
org.wso2.carbon.mediation.cache_4.6.103.jar bundle apache2 18201
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org.yaml.snakeyaml_1.11.0.jar
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perf4j_0.9.12.wso2v1.jar
platform.jar
plexus-utils-1.5.7.jar
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poi-scratchpad_3.17.0.wso2v1.jar
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Saxon-HE-9.4.jar
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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.salaranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat.jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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1.1850 ehcache 2.5.1
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Manifest-Version: 1.0
Archiver-Version: Plexus Archiver
Created-By: Apache Maven
Built-By: cruise
Build-Jdk: 1.6.0_27
License: Apache Software License, Version 2.0

Found in path(s):
* /opt/cola/permits/1001088603_1607090610.88/0/ehcache-core-2-5-1-jar/META-INF/MANIFEST.MF

1.1851 python-rsa 4.0-2
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1.1852 perl-mozilla-ca 20160104-7.module_el8.3.0+416+dee7bcef

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    jar/org/intellij/lang/annotations/Subst.java
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1.1863 base-files 10.3+deb10u8

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linked with it, is called a "work that uses the Library". Such a
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However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
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Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
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If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
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Metadata-Version: 1.0
Name: argparse
Version: 0.7.0
Summary: An optparse-inspired command-line parsing library
Home-page: http://argparse.python-hosting.com/
Author: Steven Bethard
Author-email: steven.bethard@gmail.com
License: BSD
Description: Argparse takes the best of the optparse command-line parsing module
and brings it new life. Argparse adds positional as well as optional arguments, the ability to create parsers for sub-commands, more informative help and usage messages, and much more. At the same time, it retains the ease and flexibility of use that made optparse so popular.

Platform: UNKNOWN
Classifier: Development Status :: 3 - Alpha
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1.1873 zlib 1.2.7 18.el7

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1.1874 mariadb 10.1.41-0+deb9u1
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'#-------------------------------------------------------------------------------BS_STVARS_040_01#-------------------------------------------------------------------------------' SELECT COUNT(@@GLOBAL.license);
COUNT(@@GLOBAL.license)
1
1 Expected

'#-------------------------------------------------------------------------------BS_STVARS_040_02#-------------------------------------------------------------------------------' SET @@GLOBAL.license=1;
ERROR HY000: Variable 'license' is a read only variable
Expected error 'Read only variable'
SELECT COUNT(@@GLOBAL.license);
COUNT(@@GLOBAL.license)
1
1 Expected

'#-------------------------------------------------------------------------------BS_STVARS_040_03#-------------------------------------------------------------------------------' SELECT @@GLOBAL.license = VARIABLE_VALUE
FROM INFORMATION_SCHEMA.GLOBAL_VARIABLES
WHERE VARIABLE_NAME='license';
@@GLOBAL.license = VARIABLE_VALUE
1
1 Expected
SELECT COUNT(@@GLOBAL.license);
COUNT(@@GLOBAL.license)
1
1 Expected
SELECT COUNT(VARIABLE_VALUE)
FROM INFORMATION_SCHEMA.GLOBAL_VARIABLES
WHERE VARIABLE_NAME='license';
COUNT(VARIABLE_VALUE)
1
1 Expected
'###---------------------BS_STVARS_040_04----------------------###'
SELECT @@license = @@GLOBAL.license;
@@license = @@GLOBAL.license
1
1 Expected
'###---------------------BS_STVARS_040_05----------------------###'
SELECT COUNT(@@license);
COUNT(@@license)
1
1 Expected
SELECT COUNT(@@local.license);
ERROR HY000: Variable 'license' is a GLOBAL variable
Expected error 'Variable is a GLOBAL variable'
SELECT COUNT(@@SESSION.license);
ERROR HY000: Variable 'license' is a GLOBAL variable
Expected error 'Variable is a GLOBAL variable'
SELECT COUNT(@@GLOBAL.license);
COUNT(@@GLOBAL.license)
1
1 Expected
SELECT license = @@SESSION.license;
ERROR 42S22: Unknown column 'license' in 'field list'
Expected error 'Readonly variable'

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Version 2, June 1991

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that
they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under
copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification").

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,
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entire whole, and thus to each and every part regardless of who wrote
it.

Thus, it is not the intent of this section to claim rights or contest
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exercise the right to control the distribution of derivative or
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In addition, mere aggregation of another work not based on the Library
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This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.
4. You may copy and distribute the Library (or a portion or
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it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
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therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

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c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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Version 3, 19 November 2007

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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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# Variable Name: license
#Scope: Global
#Access Type: Static
#DataType: string
#
#
# Creation Date: 2008-02-07
#Author : Sharique Abdullah
#
# Description: Test Cases of Dynamic System Variable license
# that checks the behavior of this variable in the following ways
#
# * Value Check
# * Scope Check
#
# server-system-variables.html
#
--echo '#---------------------BS_STVARS_040_01----------------------#'
--echo 'SELECT COUNT(@@GLOBAL.license);
--echo '#---------------------BS_STVARS_040_02----------------------#'
--error ER_INCORRECT_GLOBAL_LOCAL_VAR
SET @@GLOBAL.license=1;
--echo Expected error 'Read only variable'

SELECT COUNT(@@GLOBAL.license);
--echo 1 Expected

--echo '############################---BS_STVARS_040_03----------------------#
# Check if Value can set                                            #
############################---BS_STVARS_040_03----------------------#

SELECT @@GLOBAL.license = VARIABLE_VALUE
FROM INFORMATION_SCHEMA.GLOBAL_VARIABLES
WHERE VARIABLE_NAME='license';
--echo 1 Expected

SELECT COUNT(@@GLOBAL.license);
--echo 1 Expected

SELECT COUNT(VARIABLE_VALUE)
FROM INFORMATION_SCHEMA.GLOBAL_VARIABLES
WHERE VARIABLE_NAME='license';
--echo 1 Expected

--echo '############################---BS_STVARS_040_04----------------------#
# Check if the value in GLOBAL Table matches value in variable   #
############################---BS_STVARS_040_04----------------------#

SELECT @@license = @@GLOBAL.license;
--echo 1 Expected

--echo '############################---BS_STVARS_040_05----------------------#
# Check if accessing variable with and without GLOBAL point to same variable  #
############################---BS_STVARS_040_05----------------------#

SELECT @@license = @@GLOBAL.license;
--echo 1 Expected

--echo '############################---BS_STVARS_040_06----------------------#
# Check if license can be accessed with and without @@ sign      #
############################---BS_STVARS_040_06----------------------#
SELECT COUNT(@@license);
--echo 1 Expected

--Error ER_INCORRECT_GLOBAL_LOCAL_VAR
SELECT COUNT(@@local.license);
--echo Expected error 'Variable is a GLOBAL variable'

--Error ER_INCORRECT_GLOBAL_LOCAL_VAR
SELECT COUNT(@@SESSION.license);
--echo Expected error 'Variable is a GLOBAL variable'

SELECT COUNT(@@GLOBAL_license);
--echo 1 Expected

--Error ER.BAD_FIELD_ERROR
SELECT license = @@SESSION.license;
--echo Expected error 'Readonly variable'

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THE BASIC LIBRARY FUNCTIONS
-----------------------------

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== MariaDB ==

The Debian package of MySQL was first debianized on 1997-04-12 by Christian Schwarz <schwarz@debian.org> and is maintained since 1999-04-20 by Christian Hammers <ch@debian.org>.

The MariaDB packages were initially made by http://ourdelta.org/, and are now managed by the MariaDB development team, maria-developers@lists.launchpad.net

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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gethostname.c: minimal substitute for missing gethostname() function
created 2000-Mar-02 jmk
requires SVR4 uname() and -lc

by Jim Knoble
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cmemake-2.4.8/Utilities/cnzlib/zlib.h:
zlib.h -- interface of the 'zlib' general purpose compression library
version 1.1.4, March 11th, 2002

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cmake-2.4.8/Utilities/cmcurl/inet_pton.c,
cmake-2.4.8/Source/CTest/Curl/inet_pton.c:
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Sources for Time Zone and Daylight Saving Time Data
@(#)tz-link.htm 7.54

Please send corrections to this web page to the time zone mailing list.
The tz database

The public-domain time zone database contains code and data that represent the
history of local time for many representative locations around the globe. It is
updated periodically to reflect changes made by political bodies to time zone
boundaries, UTC offsets, and daylight-saving rules. This database (often called
tz or zoneinfo) is used by several implementations, including the GNU C Library
used in GNU/Linux, FreeBSD, NetBSD, OpenBSD, Cygwin, DJGPP, HP-UX, IRIX, Mac OS
X, OpenVMS, Solaris, Tru64, and UnixWare.

Each location in the database represents a national region where all clocks
keeping local time have agreed since 1970. Locations are identified by continent
or ocean and then by the name of the location, which is typically the largest
city within the region. For example, America/New_York represents most of the US
eastern time zone; America/Phoenix represents most of Arizona, which uses
mountain time without daylight saving time (DST); America/Detroit represents
most of Michigan, which uses eastern time but with different DST rules in 1975;
and other entries represent smaller regions like Starke County, Indiana, which
switched from central to eastern time in 1991 and switched back in 2006. To use
the database on an extended POSIX implementation set the TZ environment variable
to the location's full name, e.g., TZ="America/New_York".

In the tz database's FTP distribution the code is in the file tzcodeC.tar.gz,
where C is the code's version; similarly, the data are in tzdataD.tar.gz, where
D is the data's version. The following shell commands download these files to a
GNU/Linux or similar host; see the downloaded README file for what to do next.

    wget 'ftp://elsie.nci.nih.gov/pub/tz*.tar.gz'
    gzip -d tzcode*.tar.gz | tar -xf -
    gzip -d tzdata*.tar.gz | tar -xf -

The code lets you compile the tz source files into machine-readable binary
files, one for each location. It also lets you read a tz binary file and interpret time stamps for that location.

The data are by no means authoritative. If you find errors, please send changes to the time zone mailing list. You can also subscribe to the mailing list, retrieve the archive of old messages (in gzip compressed format), or retrieve archived older versions of code and data; there is also a smaller HTTP mirror.

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1.1877 jackson-dataformat-yaml 2.8.10

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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.1878 wso2-carbon-event-output-adapter-
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1.1879 apicurio-registry-utils-streams

1.3.2.Final

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1.1881 yum 3.4.3 163.el7.centos
1.1881.1 Available under license:

diff --git a/yum/update_md.py b/yum/update_md.py
--- a/yum/update_md.py2015-01-19 07:44:35.567107008 -0500
@@ -398,6 +399,9 @@ class UpdateMetadata(object):
     except Errors.RepoMDError:
         continue # No metadata found for this repo

+    self.arch_storage = ArchStorage()
+    self.archlist = self.arch_storage.archlist
+    def get_notices(self, name=None):
Return all notices.

if name is None:
    for notice in self.get_notices(name):
        for upkg in notice['pkglist']:
            for pkg in upkg['packages']:
                pkgtup = (pkg['name'], pkg['arch'], pkg['epoch'] or '0', pkg['version'], pkg['release'])
                if _rpm_tup_vercmp(pkgtup, oldpkgtup) <= 0:
                    ret.append((pkgtup, notice))
                else:
                    ret.sort(cmp=_rpm_tup_vercmp, key=lambda x: x[0], reverse=True)
                    return ret

import rpmUtils.miscutils
+from rpmUtils.arch import ArchStorage

def safe_iterparse(filename, logger=None):

diff -up yum-3.4.3/yum/update_md.py.old yum-3.4.3/yum/update_md.py
+++ yum-3.4.3/yum/update_md.py2015-05-28 19:24:05.971806965 +0200
@@ -33,6 +33,7 @@ import Errors
import logginglevels
import rpmUtils.miscutils
+from rpmUtils.arch import ArchStorage

A single update notice (for instance, a security fix).

```python
# -def __init__(self, elem=None):
+def __init__(self, elem=None, repoid=None, vlogger=None):
    self._md = {
        'from' : '',
        'type' : '',
    }
```

```python
# @ -83,6 +83,9 @ class UpdateNotice(object):
    if elem:
        self._parse(elem)
```

```python
+    self._repoid = repoid
+    self._vlogger = vlogger
+
+    def __getitem__(self, item):
+        """ Allows scriptable metadata access (ie: un['update_id']). ""
+        if type(item) is int:
```

```python
# @ -103,6 +106,24 @ class UpdateNotice(object):
    # Tests to see if it's "the same data", which means that the
    # packages can be different (see add_notice).

+    def _rid(un):
+        if hasattr(un, '_repoid') and un._repoid is not None:
+            return un._repoid
+        else:
+            return '<unknown>'
+
+    def _log_failure(data):
+        """Log the mismatched data similarly to conflict markers in git.""
+        if self._vlogger is None:
+            return
+        msg =(_('Duplicate of %s differs in some fields:
' % other._md['update_id'])).
```

```python
# @ -113,6 +134,7 @ class UpdateNotice(object):
    if data == 'status': # FIXME: See below...
        continue
    if self._md[data] != other._md[data]:
        return False
```

```python
@@ -113,6 +134,7 @@ class UpdateNotice(object):
    if data == 'status': # FIXME: See below...
        continue
        if self._md[data] != other._md[data]:
```
+    _log_failure(data)
    return False
# FIXME: Massive hack, Fedora is really broken and gives status=stable
# and status=testing for updateinfo notices, just depending on which
@@ -120,8 +142,10 @@ class UpdateNotice(object):
    data = 'status'
    if self._md[data] != other._md[data]:
        if self._md[data] not in ('stable', 'testing'):
+            _log_failure(data)
            return False
        if other._md[data] not in ('stable', 'testing'):
+            _log_failure(data)
            return False
# They are both really "stable" ...
    self._md[data] = 'stable'
@@ -574,7 +598,7 @@ class UpdateMetadata(object):
            for event, elem in safe_iterparse(infile, logger=self._logger):
                if elem.tag == 'update':
                    try:
-                    un = UpdateNotice(elem)
+                    un = UpdateNotice(elem, repoid, self._vlogger)
                    except UpdateNoticeException, e:
                        msg = _('An update notice%s is broken, skipping.') % _rid(repoid)
                        if self._vlogger:
                            @@ -587,6 +611,8 @@ class UpdateMetadata(object):
                                msg = _('Update notice %s%s is broken, or a bad duplicate, skipping.') % (un['update_id'],
+                        msg += _('If you are the owner, consider re-running the same command with --verbose to see the ’
+                        + have_dup = True
+                        if self._vlogger:
                            self._vlogger.warn("%s", msg)
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   888  8  888  .d88'  Y8888..8P
   888  8  888ooo88P'   `8888'
   888  8  888   .8PY888.
  `88.  `8  888   d8'  `888b
   `YbodP o888o  o888o o88888o
```

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Zstd-jni: JNI bindings to Zstd Library

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 * Constructs a new { @link SerialVersionUIDAdder}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the { @link #SerialVersionUIDAdder(int, ClassVisitor)}
 * version.
 *
 * @param classVisitor a { @link ClassVisitor} to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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/**
 * Constructs a new {@link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>
 * Instead, they must use the {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @param access the method's access flags (see {@link Opcodes}).
 * @param name the method's name.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @throws IllegalStateException if a subclass calls this constructor.
 */

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/**
 * Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>
 * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
 * version.
 *
 * @param access access flags of the adapted method.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @throws IllegalStateException if a subclass calls this constructor.
 */

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* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io-netty/handler/stream/ChunkedNioFile.java

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* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io-netty/handler/ssl/util/package-info.java

* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io-netty/handler/timeout/DeadlineException.java

* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io-netty/handler/stream/package-info.java

* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io-netty/handler/timeout/IdleStateHandler.java

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jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/flush/package-info.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/Java8SslUtils.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/DelegatingSslContext.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
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jar/io/netty/handler/flow/package-info.java
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  jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java
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  jar/io/netty/handler/ssl/OpenSslClientSessionCache.java
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jar/io/netty/handler/ssl/BouncyCastle.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionCache.java
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jar/io/netty/handler/ssl/Ciphers.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/OpenSslContextOption.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionId.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java
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jar/io/netty/handler/ssl/AsyncRunnable.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/SslContextOption.java
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jar/io/netty/handler/ssl/SslProtocols.java
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jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/SslClientHelloHandler.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/SniCompletionEvent.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
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* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
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jar/io/netty/handler/address/package-info.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
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jar/io/netty/handler/ssl/PseudoRandomFunction.java
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jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/DynamicAddressConnectHandler.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
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jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
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* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
  jar/io/netty/handler/pcap/EthernetPacket.java
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  jar/io/netty/handler/pcap/PcapHeaders.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/pcap/package-info.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/pcap/PcapWriteHandler.java
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jar/io/netty/handler/pcap/UDPPacket.java
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jar/io/netty/handler/pcap/PcapWriter.java
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jar/io/netty/handler/pcap/TCPPacket.java
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jar/io/netty/handler/ssl/OpenSsl.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/SslProvider.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
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jar/io/netty/handler/ipfilter/package-info.java
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* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
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  jar/io/netty/handler/ipfilter/IpSubnetFilter.java
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* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
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  jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java
* /opt/cola/permits/1208967517_1632975972.01/0/netty-handler-4-1-68-final-sources-
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  jar/io/netty/handler/logging/ByteBufFormat.java

1.1903 binutils 2.27 41.base.el7_7.1
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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subsec Preamble

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@ifex
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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your
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@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
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(This file is under construction.)

If you've contributed to gas and your name isn't listed here, it is not meant as a slight. I just don't know about it. Email me, nickc@redhat.com and I'll correct the situation.

This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

++++++++++++++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c, input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.
The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffb.fd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of
Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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1.1904 libsigsegv 2.10-5

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
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org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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  * /opt/cola/permits/1266592321_1644246590.21/0/netty-handler-4-1-49-final-sources-jar/io/netty/handler/ssl/SslProvider.java
  * /opt/cola/permits/1266592321_1644246590.21/0/netty-handler-4-1-49-final-sources-jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
  * /opt/cola/permits/1266592321_1644246590.21/0/netty-handler-4-1-49-final-sources-jar/io/netty/handler/ssl/OpenSslX509Certificate.java
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  jar/io/netty/handler/logging/LoggingHandler.java
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  jar/io/netty/handler/timeout/WriteTimeoutException.java
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  jar/io/netty/handler/stream/ChunkedStream.java
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  jar/io/netty/handler/stream/package-info.java
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  jar/io/netty/handler/timeout/package-info.java
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  jar/io/netty/handler/timeout/ReadTimeoutException.java
* /opt/cola/permits/1266592321_1644246590.21/0/netty-handler-4-1-49-final-sources-
  jar/io/netty/handler/stream/ChunkedFile.java
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1.1916 python3-psutil 5.5.1-1
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Written by: Philip Hazel
Email local part: ph10
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Amendment III

No soldier shall, in time of peace be quartered in any house, without the consent of the owner, nor in time of war, but in a manner to be prescribed by law.

Amendment IV
The right of the people to be secure in their persons, houses, papers, and effects, against unreasonable searches and seizures, shall not be violated, and no warrants shall issue, but upon probable cause, supported by oath or affirmation, and particularly describing the place to be searched, and the persons or things to be seized.

Amendment V

No person shall be held to answer for a capital, or otherwise infamous crime, unless on a presentment or indictment of a grand jury, except in cases arising in the land or naval forces, or in the militia, when in actual service in time of war or public danger; nor shall any person be subject for the same offense to be twice put in jeopardy of life or limb; nor shall be compelled in any criminal case to be a witness against himself, nor be deprived of life, liberty, or property, without due process of law; nor shall private property be taken for public use, without just compensation.

Amendment VI

In all criminal prosecutions, the accused shall enjoy the right to a speedy and public trial, by an impartial jury of the state and district wherein the crime shall have been committed, which district shall have been previously ascertained by law, and to be informed of the nature and cause of the accusation; to be confronted with the witnesses against him; to have compulsory process for obtaining witnesses in his favor, and to have the assistance of counsel for his defense.

Amendment VII

In suits at common law, where the value in controversy shall exceed twenty dollars, the right of trial by jury shall be preserved, and no fact tried by a jury, shall be otherwise reexamined in any court of the United States, than according to the rules of the common law.

Amendment VIII

Excessive bail shall not be required, nor excessive fines imposed, nor cruel and unusual punishments inflicted.

Amendment IX

The enumeration in the Constitution, of certain rights, shall not be construed to deny or disparage others retained by the people.

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1.1938 dumb-init 1.2.2-1.1

1.1938.1 Available under license:

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Upstream-Name: dumb-init
Source: https://github.com/Yelp/dumb-init/

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1.1939 libboost-thread1.67.0 1.67.0-13+deb10u1

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de()) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks (agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)

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BIRT is an open source, Eclipse-based reporting system that integrates with your application to produce compelling reports for both web and PDF.
BIRT Runtime includes the resource which is necessary to run BIRT engine and BIRT chart. It also includes a BIRT Sample Web Viewer.
BIRT Engine is a report engine which generates report from defined report and related data source.
BIRT Chart is a 2 or 2.5 dimension data representation component. It can produce 24-bit images, 8-bit images, SWT graphics or SWING graphics.
You can find more information about BIRT and related technology from http://www.eclipse.org/birt/faq/

The Website for BIRT.
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You can find the manual, samples and other source from http://www.eclipse.org/birt.

Running the BIRT Engine in Console
-----------------------------------
In order to run the BIRT engine in command you should:

1. set BIRT_HOME to the directory where BIRT Report Runtime Package is extracted.
2. enter into $BIRT_HOME/ReportEngine folder.
2. generate the report by run
   genReport xxx.rptdesign
xxx.rptdesign is the design file. if the design file is in the current directory, you have to specify it by .\xxx.rptdesign

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jar/org/apache/xerces/impl/xs/xs/identity/Selector.java

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jar/org/apache/xerces/impl/xs/xs/identity/ValueStore.java

* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/xs/XSAttributeGroupDecl.java

* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/xs/opti/ElementImpl.java

* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/dv/xs/DecimalDV.java
jar/org/apache/xerces/dom/DocumentImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/dom/NodeListCache.java
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jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/dv/xs/AbstractDateTimeDV.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/DOMResultBuilder.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/EmptyXMLSchema.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/XMLSchemaFactory.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorHandlerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/XMLSchema.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/XMLSchemaValidatorComponentManager.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/DTDResultAugmentor.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/XSGrammarPoolContainer.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/AbstractXMLSchema.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/datatype/DurationImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/util/AttributesProxy.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/JAXPValidationMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/validation/DOMDocumentHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/util/DatatypeMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xpointer/XPointerErrorHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xpointer/XPointerMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xs/datatypes/XSDecimal.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/SchemaContentHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/util/SAXLocatorWrapper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xs/datatypes/XSQName.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/datatype/XMLGregorianCalendarImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/StreamValidatorHelper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/DOMValidatorHelper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/Util.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorHelper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/TeeXMLDocumentFilterImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/SchemaValidatorConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/ReadOnlyGrammarPool.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/WeakReferenceXMLSchema.java
* /opt/ cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/DefaultErrorHandlerProxy.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/PointerProcessor.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/UnparsedEntityHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/ReadOnlyGrammarPool.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/SimpleXMLSchema.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/DraconianErrorHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/DTDGrammar.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XIncludeParserConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSComplexTypeDecl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/SubstitutionGroupHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/QNameDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDSimpleTypeTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAnnotationImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/SecurityConfigurationException.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDComplexTypeTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/ObjectFactory.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/AnyURIDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/ObjectFactory.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/SchemaGrammar.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSAbstractTraverser.java
jar/org/apache/xerces/parsers/XMLGrammarCachingConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/ObjectFactory.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/ObjectFactory.java

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 */
/**
 * used to check the 3 constraints against each complex type
 * (should be each model group):
 * Unique Particle Attribution, Particle Derivation (Restriction),
 * Element Declarations Consistent.
 */

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/io/UTF8Reader.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLNamespaceBinder.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/XInclude11TextReader.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/XIncludeHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSConstants.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/XIncludeMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/XIncludeTextReader.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/MultipleScopeNamespaceSupport.java
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jar/org/apache/xerces/util/XMLSymbols.java
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jar/org/apache/xerces/dom/DOMMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xni/grammars/XMLDTDDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xinclude/SecuritySupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xml/serialize/SecuritySupport.java
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jar/org/apache/html/dom/SecuritySupport.java
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  jar/org/apache/xerces/dom/SecuritySupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xni/grammars/XSGrammar.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/dv/IntegerDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/util/NSItemListImpl.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/SAXParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaLoader.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/ChildNode.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/NamespaceSupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/ElementPSVImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xpath/XPath.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/models/CMAny.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/SymbolTable.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/EncodingInfo.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/XMLDocumentHandler.java
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 * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/XMLSchemaException.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/DeferredDocumentImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/DTDGrammar.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDProcessor.java
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  jar/org/apache/xerces/impl/xs/util/XSObjectListImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/DeferredDOMImplementationImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/dv/xs/AnyAtomicDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/ExternalSubsetResolver.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/XMLEntityDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/dv/xs/PrecisionDecimalDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSAnnotationInfo.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/XMLEntityDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/io/MalformedByteSequenceException.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/XML11Configurable.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/util/SAXMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/io/ByteListImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/XSLoaderImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/XSLoaderImpl.java

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  jar/org/apache/xerces/dom/AttrImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/XMLDTDScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/AttrNSImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/XSGroupDecl.java
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  jar/org/w3c/dom/html/HTMLDOMImplementation.java
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*
* DOM Level 3 LS CR - Experimental.

* Create a new `<code>LSParser</code>`. The newly constructed parser may
* then be configured by means of its `<code>DOMConfiguration</code>`
* object, and used to parse documents by means of its `<code>parse</code>`
* method.
* @param mode The `<code>mode</code>` argument is either
* `<code>MODE_SYNCHRONOUS</code>` or `<code>MODEASYNCHRONOUS</code>`, if
* `<code>mode</code>` is `<code>MODE_SYNCHRONOUS</code>` then the
* `<code>LSParser</code>` that is created will operate in synchronous
* mode, if it's `<code>MODEASYNCHRONOUS</code>` then the
* `<code>LSParser</code>` that is created will operate in asynchronous
* mode.
* @param schemaType An absolute URI representing the type of the schema
* language used during the load of a `<code>Document</code>` using the
* newly created `<code>LSParser</code>`. Note that no lexical checking
* is done on the absolute URI. In order to create a
* `<code>LSParser</code>` for any kind of schema types (i.e. the
* LSParser will be free to use any schema found), use the value
* `<code>null</code>`.
* <p><b>Note:</b> For W3C XML Schema [http://www.w3.org/TR/2001/REC-xmlschema-1-20010502/]
* XML Schema Part 1]</a>]
* , applications must use the value
* `<code>"http://www.w3.org/2001/XMLSchema"</code>.
* For XML DTD [http://www.w3.org/TR/2000/REC-xml-20001006/]
* XML 1.0, applications must use the value
* `<code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
* are outside the scope of the W3C and therefore should recommend an
* absolute URI in order to use this method.
* @return The newly created `<code>LSParser</code>` object. This
* `<code>LSParser</code>` is either synchronous or asynchronous
* depending on the value of the `<code>mode</code>` argument.
* <p><b>Note:</b> By default, the newly created `<code>LSParser</code>`
* does not contain a `<code>DOMErrorHandler</code>`, i.e. the value of
* the "<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler'>
* error-handler</a>" configuration parameter is `<code>null</code>`.
* However, implementations
* may provide a default error handler at creation time. In that case,
* the initial value of the `<code>error-handler</code>` configuration
* parameter on the new created `<code>LSParser</code>` contains a
* reference to the default error handler.
* @exception DOMException
* NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
* not supported.
*/

Found in path(s):
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java
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  jar/org/apache/xerces/impl/xs/models/XSCMValidator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/opti/TextImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/identity/IdentityConstraint.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/BasicParserConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/models/XSEmptyCM.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/impl/x/TextImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/NonValidatingConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xni/XMLLocator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/PSVIAttrNSImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11DTDConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSDouble.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDurationDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/ObjectList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSFloat.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/DayTimeDurationDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/XMLCatalogResolver.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/ByteList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSDateTime.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/HTTPInputSource.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSObject.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSMultiValueFacet.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSException.java
jar/org/apache/xerces/util/SecurityManager.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/ElementPSVI.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/XSAnnotation.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/LInputList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/XSNamespaceItem.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/XSNamespaceItemList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/PSVIProvider.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/ShortList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSTerm.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/XSObjectList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/xs/XSImplementationImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/XSImplementation.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/ItemPSVI.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/StringList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xs/XSTypeDefinition.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLVersionDetector.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLDocumentScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XMLGrammarParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/RangeImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDValidator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLXMLDocumentScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XML11DTDScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDLoader.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/DOMSerializerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDLoader.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/DOMSerializerImpl.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLStrongElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLSelectElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLTrElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLDoElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLDOMImplementation.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLMetaElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/html/dom/HTMLBuilder.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/msg/XMLSchemaMessages.properties
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/CoreDocumentImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/TextImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/models/CMLeaf.java
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  */opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/xs/XSAttributeGroupDefinition.java
  */opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/xs/XSAttributeDeclaration.java
  */opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/xs/XSElementDeclaration.java
  */opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/xs/XSIDCDefinition.java
  */opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/xs/XSWildcard.java
  */opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/xs/XSComplexTypeDefinition.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/TreeWalkerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeUseImpl.java
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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* javax.annotation:javax.annotation-api  
* javax.transaction:javax.transaction-api  
* javax.websocket:javax.websocket-api  

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Oracle OpenJDK  

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* java.sun.security.ssl  

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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1.1962 libsolv 0.7.11 1.el8
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1.1963 resteasy-jax-rs 3.6.3.Final

1.1963.1 Available under license:

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/**
 * Any exception thrown by a MessageBodyReader chain that is not an instance of a ReaderException is caught internally
 * by the Resteasy runtime and wrapped with an instance of ReaderException.
 *
 * If you want to have special exception handling for exceptions thrown by MessageBodyReaders, then write an exception
 * mapper for ReaderException.
 *
 * Also, you may extend this class and throw instances of it from your MessageBodyReaders (and interceptors)
 *
 * @author <a href="mailto:bill@burkecentral.com">Bill Burke</a>
 * @version $Revision: 1$
 */

Found in path(s):
* /opt/cola/permits/1282478565_1646511359.21/0/resteasy-jaxrs-3-6-3-final-sources-jar/org/jboss/spi/ReaderException.java

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/**
 * Encodes and decodes to and from Base64 notation.<p>
 * Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>.</p>
 * Example:<p>
 *<p>
 *<code>String encoded = Base64.encode( myByteArray );</code>
 *<br/>
 *<code>byte[] myByteArray = Base64.decode( encoded );</code>
 *<p>The <code>options</code> parameter, which appears in a few places, is used to pass
 * several pieces of information to the encoder. In the "higher level" methods such as
 * encodeBytes( bytes, options ) the options parameter can be used to indicate such
 * things as first gzipping the bytes before encoding them, not inserting linefeeds,
 * and encoding using the URL-safe and Ordered dialects.<p>
 * Note, according to <a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548</a>,
 * Section 2.1, implementations should not add line feeds unless explicitly told
 * to do so. I've got Base64 set to this behavior now, although earlier versions
 * broke lines by default.<p>
 * The constants defined in Base64 can be OR-ed together to combine options, so you
 * might make a call like this:<p>
 *<p>
 *<code>String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );</code>
 *<p>to compress the data before encoding it and then making the output have newline characters.<p>
 * Also...<p>
 *<code>String encoded = Base64.encodeBytes( crazyString.getBytes() );</code>
 *<p>
 * Change Log:
 *<p>
 *v2.3.7 - Fixed subtle bug when base 64 input stream contained the
 * value 01111111, which is an invalid base 64 character but should not
 * throw an ArrayIndexOutOfBoundsException either. Led to discovery of
 * mishandling (or potential for better handling) of other bad input
 * characters. You should now get an IOException if you try decoding
 * something that has bad characters in it.<p>
 * v2.3.6 - Fixed bug when breaking lines and the final byte of the encoded
 * string ended in the last column; the buffer was not properly shrunk and

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* contained an extra (null) byte that made it into the string.*
* <li>v2.3.5 - Fixed bug in [@link encodeFromFile] where estimated buffer size
* was wrong for files of size 31, 34, and 37 bytes.</li>
* <li>v2.3.4 - Fixed bug when working with gzipped streams whereby flushing
* the Base64.OutputStream closed the Base64 encoding (by padding with equals
* signs) too soon. Also added an option to suppress the automatic decoding
* of gzipped streams. Also added experimental support for specifying a
* class loader when using the
* [@link decodeToObject(java.lang.String, int, java.lang.ClassLoader)]
* method.</li>
* <li>v2.3.3 - Changed default char encoding to US-ASCII which reduces the internal Java
* footprint with its CharEncoders and so forth. Fixed some javadocs that were
* inconsistent. Removed imports and specified things like java.io.IOException
* explicitly inline.</li>
* <li>v2.3.2 - Reduced memory footprint! Finally refined the "guessing" of how big the
* final encoded data will be so that the code doesn't have to create two output
* arrays: an oversized initial one and then a final, exact-sized one. Big win
* when using the [@link encodeBytesToBytes(byte[])] family of methods (and not
* using the gzip options which uses a different mechanism with streams and stuff).</li>
* <li>v2.3.1 - Added [@link encodeBytesToBytes(byte[], int, int, int)] and some
* similar helper methods to be more efficient with memory by not returning a
* String but just a byte array.</li>
* <li>v2.3 - <strong>This is not a drop-in replacement!</strong> This is two years of comments
* and bug fixes queued up and finally executed. Thanks to everyone who sent
* me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else.
* Much bad coding was cleaned up including throwing exceptions where necessary
* instead of returning null values or something similar. Here are some changes
* that may affect you:
* <ul>
* <li><em>Does not break lines, by default.</em> This is to keep in compliance with
* <li><em>Throws exceptions instead of returning null values.</em> Because some operations
* (especially those that may permit the GZIP option) use IO streams, there
* is a possibility of an java.io.IOException being thrown. After some discussion and
* thought, I've changed the behavior of the methods to throw java.io.IOExceptions
* rather than return null if ever there's an error. I think this is more
* appropriate, though it will require some changes to your code. Sorry,
* it should have been done this way to begin with.</li>
* <li><em>Removed all references to System.out, System.err, and the like.</em>
* Shame on me. All I can say is sorry they were ever there.</li>
* <li><em>Throws NullPointerExceptions and IllegalArgumentExceptions</em> as needed
* such as when passed arrays are null or offsets are invalid.</li>
* <li>Cleaned up as much javadoc as I could to avoid any javadoc warnings.
* This was especially annoying before for people who were thorough in their
* own projects and then had gobs of javadoc warnings on this file.</li>
* </ul>
* <li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug
* when using very small files (~<lt; 40 bytes).</li>
* <li>v2.2 - Added some helper methods for encoding/decoding directly from
* one file to the next. Also added a main() method to support command line
* encoding/decoding from one file to the next. Also added these Base64 dialects:
* <ol>
* <li>The default is RFC3548 format.</li>
* <li>Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates
* URL and file name friendly format as described in Section 4 of RFC3548.
* <li>Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates
* URL and file name friendly format that preserves lexical ordering as described
* </ol>
* Special thanks to Jim Kellerman at http://www.powerset.com/ for contributing the new Base64 dialects.
* </li>
* <li>v2.1 - Cleaned up javadoc comments and unused variables and methods. Added
* some convenience methods for reading and writing to and from files.</li>
* <li>v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems
* with other encodings (like EBCDIC).</li>
* <li>v2.0.1 - Fixed an error when decoding a single byte, that is, when the
* encoded data was a single byte.</li>
* <li>v2.0 - I got rid of methods that used booleans to set options.
* Now everything is more consolidated and cleaner. The code now detects
* when data that's being decoded is gzip-compressed and will decompress it
* automatically. Generally things are cleaner. You'll probably have to
* change some method calls that you were making to support the new
* options format (<code>int</code>s that you "OR" together).</li>
* <li>v1.5.1 - Fixed bug when decompressing and decoding to a
* byte[] using <code>decode( String s, boolean gzipCompressed )</code>.</li>
* <li>v1.5 - Output stream passes on flush() command but doesn't do anything itself.
* This helps when using GZIP streams.</li>
* <li>v1.4 - Added helper methods to read/write files.</li>
* <li>v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.</li>
* <li>v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream
* where last buffer being read, if not completely full, was not returned.</li>
* <li>v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.</li>
* <li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
* </ul>
* I am placing this code in the Public Domain. Do with it as you will.
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* plenty of well-wishing instead!
* Please visit http://iharder.net/base64 for updates or to contribute improvements.
* @author Robert Harder
* @author rob@iharder.net
* @version 2.3.7
*/

Found in path(s):
* /opt/cola/permits/1282478565_1646511359.21/0/resteasy-jaxrs-3-6-3-final-sources-
  jar/org/jboss/resteasy/util/Base64.java
No license file was found, but licenses were detected in source scan.

/**
 * Any exception thrown by a MessageBodyWriter chain that is not an instance of a WriterException is caught
 * internally
 * by the Resteasy runtime and wrapped with an instance of WriterException.
 * *
 * If you want to have special exception handling for exceptions thrown by MessageBodyWriters and their
 * interceptors, then write an exception
 * mapper for WriterException.
 * *
 * Also, you may extend this class and throw instances of it from your MessageBodyWriters (and interceptors)
 * *
 * @author <a href="mailto:bill@burkecentral.com">Bill Burke</a>
 * @version $Revision: 1 $
 */

Found in path(s):
* /opt/cola/permits/1282478565_1646511359.21/0/resteasy-jaxrs-3-6-3-final-sources-
  jar/org/jboss/resteasy/spi/WriterException.java

1.1964 cxf-rt-transports-http 3.1.16
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1.1966 sed 4.4-1

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/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you * 
* decode a binary message which has an integer header field that represents the * 
* length of the message body or the whole message.

* \langle p \rangle * \{@link LengthFieldBasedFrameDecoder\} has many configuration parameters so * 
* that it can decode any message with a length field, which is often seen in * 
* proprietary client-server protocols. Here are some example that will give * 
* you the basic idea on which option does what.

* \langle h3 \rangle 2 bytes length field at offset 0, do not strip header\langle/h3\rangle * 

* The value of the length field in this example is \langle tt\rangle 12 (0x0C)\langle/tt\rangle which * 
* represents the length of "HELLO, WORLD". By default, the decoder assumes * 
* that the length field represents the number of the bytes that follows the * 
* length field. Therefore, it can be decoded with the simplistic parameter * 
* combination.

* \langle pre \rangle * \langle b \rangle lengthFieldOffset \langle/b \rangle = \langle b \rangle 0 \langle/b \rangle * 
* \langle b \rangle lengthFieldLength \langle/b \rangle = \langle b \rangle 2 \langle/b \rangle * 
* lengthAdjustment = 0 * 
* initialBytesToStrip = 0 (= do not strip header)

* \langle/ pre \rangle

* \langle h3 \rangle 2 bytes length field at offset 0, strip header\langle/h3\rangle * 

* Because we can get the length of the content by calling * 
* \{@link ByteBuf#readableBytes()\}, you might want to strip the length * 
* field by specifying \langle tt\rangle initialBytesToStrip \langle/ tt\rangle. In this example, we * 
* specified \langle tt\rangle 2 \langle/ tt\rangle, that is same with the length of the length field, to * 
* strip the first two bytes.

* \langle pre \rangle * 
* lengthFieldOffset = 0 * 
* lengthFieldLength = 2 * 
* lengthAdjustment = 0 * 
* \langle b \rangle initialBytesToStrip \langle/b \rangle = \langle b \rangle 2 \langle/b \rangle (= the length of the Length field)

* \langle/ pre \rangle

* \langle h3 \rangle 2 bytes length field at offset 0, strip header\langle/h3\rangle * 

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)

* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0000C | "HELLO, WORLD" |      | 0000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* \langle/ pre \rangle
* In most cases, the length field represents the length of the message body
  * only, as shown in the previous examples. However, in some protocols, the
    * length field represents the length of the whole message, including the
      * message header. In such a case, we specify a non-zero
        * \texttt{<tt>\langle tt\rangle lengthAdjustment</tt>}. Because the length value in this example message
      * is always greater than the body length by \texttt{<tt>2</tt>}, we specify \texttt{<tt>-2</tt>}
        * as \texttt{<tt>lengthAdjustment</tt>} for compensation.
  *
  * \texttt{lengthFieldOffset} = 0
  * \texttt{lengthFieldLength} = 2
  * \texttt{<b>lengthAdjustment</b>} = \texttt{<b>-2</b>} (= the length of the Length field)
  * initialBytesToStrip = 0

  * BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
    * +--------+----------------+      +--------+----------------+
    * | Length | Actual Content |----->| Length | Actual Content |
    * | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
    * +--------+----------------+      +--------+----------------+

  *

  * \texttt{<pre>}
    * \texttt{lengthFieldOffset} = \texttt{2} (= the length of Header 1)
    * \texttt{lengthFieldLength} = \texttt{3}
    * \texttt{lengthAdjustment} = 0
    * initialBytesToStrip = 0

  * BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
    * +----------+----------+----------------+      +----------+----------+----------------+
    * | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
    * | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
    * +----------+----------+----------------+      +----------+----------+----------------+

  *

  * ch3>3 bytes length field at the end of 5 bytes header, do not strip header<h3>
  *
  * The following message is a simple variation of the first example. An extra
    * header value is prepended to the message. \texttt{<tt>lengthAdjustment</tt>} is zero
    * again because the decoder always takes the length of the prepended data into
      * account during frame length calculation.
  *
  * \texttt{<pre>}
    * \texttt{<b>lengthFieldOffset</b>} = \texttt{<b>2</b>} (= the length of Header 1)
    * \texttt{<b>lengthFieldLength</b>} = \texttt{<b>3</b>}
    * \texttt{lengthAdjustment} = 0
    * initialBytesToStrip = 0

  * BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
    * +----------+----------+----------------+      +----------+----------+----------------+
    * | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
    * | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
    * +----------+----------+----------------+      +----------+----------+----------------+

  *

  * ch3>3 bytes length field at the beginning of 5 bytes header, do not strip header<h3>
  *
  *
  * This is an advanced example that shows the case where there is an extra
    * header between the length field and the message body. You have to specify a
      * positive \texttt{<tt>lengthAdjustment</tt>} so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 3
* <b>lengthAdjustment</b> = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Length  | Header 1 | Actual Content |----->| Length  | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" |      | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +------+--------+-------+----------------+      +-------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+-------+----------------+      +-------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +------+--------+-------+----------------+      +-------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+-------+----------------+      +-------+----------------+
* </pre>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +------+--------+-------+----------------+      +-------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+-------+----------------+      +-------+----------------+
* </pre>
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>

* BEFORE DECODE (16 bytes)                AFTER DECODE (13 bytes)
* +-------+---------+-------+----------------+   +-------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |-------| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-------+---------+-------+----------------+   +-------+----------------+
* </pre>
* @see LengthFieldPrepender
*/

Found in path(s):
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* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
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** *
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* *
* The encoding and decoding algorithm in this class has been derived from
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*/

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* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-
jar/io/netty/handler/codec/EmptyHeaders.java
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jar/io/netty/handler/codec/Headers.java
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* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-
jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-
jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-
jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-
jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /opt/cola/permits/1262701864_1643431752.93/0/netty-codec-4-1-38-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
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jar/io/netty/handler/codec/DecoderResult.java
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jar/io/netty/handler/codec/serialization/ObjectDecoder.java
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jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
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jar/io/netty/handler/codec/serialization/package-info.java
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jar/io/netty/handler/codec/compression/package-info.java
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jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
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jar/io/netty/handler/codec/base64/package-info.java
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jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
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  jar/io/netty/handler/codec/CharSequenceValueConverter.java
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* <p>
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1.1982 bsdmainutils 11.1.2+b1

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This package was originally put together by Austin Donnelly <and1000@debian.org>, but is heavily based on bsdutils, originally put together by Ian Murdock <imurdock@gnu.ai.mit.edu>. Please report any problems or suggested additions or changes to Austin Donnelly.

Then the package has been maintained by Charles Briscoe-Smith <cpbs@debian.org>. I gathered data for the 1999-2001 calendar files from various sources on the Internet, and I'd also like to thank Oliver Elphick, Julian Gilbey, Daniel Martin and Jaldhar H. Vyas for providing much useful data on the various religious calendars. I have edited the files they provided to fit calendar's requirements, so any errors should be attributed to me.

After cpbs@debian.org, Marco d'Itri <md@linux.it> maintained it for almost two years, before Tollef Fog Heen <tfheen@debian.org> took over. The package is now maintained by Graham Wilson <bob@decoy.wox.org>.

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1.1984 asm 9.2
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* /opt/cola/permits/1183834240_1627488405.61/0/asm-9-2-sources-jar/org/objectweb/asm/ClassReader.java
* /opt/cola/permits/1183834240_1627488405.61/0/asm-9-2-sources-jar/org/objectweb/asm/ClassTooLargeException.java
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* /opt/cola/permits/1183834240_1627488405.61/0/asm-9-2-sources-jar/org/objectweb/asm/ClassWriter.java
* /opt/cola/permits/1183834240_1627488405.61/0/asm-9-2-sources-jar/org/objectweb/asm/Constants.java
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Found in path(s):
* /opt/cola/permits/1183834240_1627488405.61/0/asm-9-2-sources-jar/org/objectweb/asm/package.html

1.1985 surefire-api 2.12.4
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1.1986 wso2-carbon-databridge-agent 5.1.42

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1.1987 libgcrypt 1.8.7 6

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This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of: tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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*/
Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
 /*
 - Unix SMB/CIFS implementation.
 + trivial database library - standalone version

 - trivial database library - private includes
 -
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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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This is the Debian GNU/Linux prepackaged version of the static EXT2
file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of: tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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# # This is a Makefile stub which handles the creation of BSD shared
In order to use this stub, the following makefile variables must be defined.

- `BSDLIB_VERSION = 1.0`
- `BSDLIB_IMAGE = libce`
- `BSDLIB_MYDIR = et`
- `BSDLIB_INSTALL_DIR = $(SHLIBDIR)`

```
all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$<

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS) $(OBJS))
$(MV) pic/$<
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-(LDCONFIG)

install-strip: install

install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -rf $(BSD_LIB)
```

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Theodore Ts'o
23-June-2007

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Gadi Oxman, August 1995

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1.1991 junit 4.12
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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for
the Russell programming language implementation. The first version of the
garbage collector was written primarily by Al Demers. It was then refined
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Petersen(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agg@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@cs.ucdavis.edu) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@ groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)
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[ manned]  
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	:toc:
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The header `"<boost/mp11/mpl.hpp>"`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `"<boost/mp11.h.hpp>"`.  
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* /opt/cola/permits/1208967441_1632975999.51/0/netty-transport-native-unix-common-4-1-68-final-sources-
jar/netty_unix_buffer.c
* /opt/cola/permits/1208967441_1632975999.51/0/netty-transport-native-unix-common-4-1-68-final-sources-
jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /opt/cola/permits/1208967441_1632975999.51/0/netty-transport-native-unix-common-4-1-68-final-sources-
jar/io/netty/channel/unix/Buffer.java
* /opt/cola/permits/1208967441_1632975999.51/0/netty-transport-native-unix-common-4-1-68-final-sources-
jar/netty_unix_buffer.h

1.1997 openshift-model-whereabouts 5.10.2

1.1997.1 Available under license:

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1.1998 log4j-api 2.13.3
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1.1999 ring-servlet 1.3.0

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 :description "Ring servlet utilities."
 :url "https://github.com/ring-clojure/ring"
 :scm {:dir ".."}
 :license {:name "The MIT License" :url "http://opensource.org/licenses/MIT"})
:dependencies [[org.clojure/clojure "1.3.0"]]
:profiles
{:provided {:dependencies [[javax.servlet/servlet-api "2.5"]]} }
:dev {:dependencies [[javax.servlet/servlet-api "2.5"]]} 
:1.4 {:dependencies [[org.clojure/clojure "1.4.0"]]} 
:1.5 {:dependencies [[org.clojure/clojure "1.5.1"]]} 
:1.6 {:dependencies [[org.clojure/clojure "1.6.0"]]} }

Found in path(s):
* /opt/cola/permits/1191553003_1645790688.9/0/ring-servlet-1-3-0-beta2-jar-zip/ring-servlet-1-3-0-beta2-jar/project.clj
* /opt/cola/permits/1191553003_1645790688.9/0/ring-servlet-1-3-0-beta2-jar-zip/ring-servlet-1-3-0-beta2-jar/META-INF/leiningen/ ring/ring-servlet/project.clj

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* /opt/cola/permits/1191553003_1645790688.9/0/ring-servlet-1-3-0-beta2-jar-zip/ring-servlet-1-3-0-beta2-jar/META-INF/maven/ring/ring-servlet/pom.xml

1.2000 json-smart 2.4.7
1.2000.1 Available under license:

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* /opt/cola/permits/1209224814_1633027633.04/0/json-smart-2-4-7-sources-2-jar/net/minidev/json/parser/JSONParser.java
* /opt/cola/permits/1209224814_1633027633.04/0/json-smart-2-4-7-sources-2-jar/net/minidev/json/parser/JSONParserString.java

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jar/net/minidev/json/writer/BeansMapper.java
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* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/HttpEventListenerWrapper.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/SelectConnector.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/HttpExchange.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/RedirectListener.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/security/RealmResolver.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/CachedExchange.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/security/Realm.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/security/BasicAuthentication.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/security/DigestAuthentication.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/webdav/MkcolExchange.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/security/ProxyAuthorization.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/AsyncHttpConnection.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/AbstractHttpConnection.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/security/SimpleRealmResolver.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/ContentExchange.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/webdav/WebdavListener.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/security/DigestAuthentication.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/SocketConnector.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources.jar/org/eclipse/jetty/client/Address.java
* /opt/ cola/permits/1271133643_1644878035.61/0/jetty-client-7-6-13-v20130916-sources-
1.2002 systemd 241-7~deb10u3

1.2002.1 Available under license:

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#
all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic
BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$(BSD_LIB)

$(BSD_LIB): $(OBJ)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJ))
$(MV) pic/$(BSD_LIB) .
$(RM) -f $(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \ `echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \ $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: tdbsa/tdb.c

===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 25778

/*
 */
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version
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Theodore Ts'o
23-June-2007

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That's all there is to it!
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Gadi Oxman, August 1995

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A decoder that splits the received \texttt{ByteBuf}s dynamically by the value of the length field in the message. It is particularly useful when you decode a binary message which has an integer header field that represents the length of the message body or the whole message.

- \texttt{LengthFieldBasedFrameDecoder} has many configuration parameters so that it can decode any message with a length field, which is often seen in proprietary client-server protocols. Here are some example that will give you the basic idea on which option does what.

- <h3>2 bytes length field at offset 0, do not strip header</h3>

  The value of the length field in this example is \texttt{12 (0x0C)} which represents the length of "HELLO, WORLD". By default, the decoder assumes that the length field represents the number of the bytes that follows the length field. Therefore, it can be decoded with the simplistic parameter combination.

- \texttt{lengthFieldOffset} = \texttt{0}
- \texttt{lengthFieldLength} = \texttt{2}
- \texttt{lengthAdjustment} = 0
- \texttt{initialBytesToStrip} = 0 (= do not strip header)

- BEFORE DECODE (14 bytes)  AFTER DECODE (14 bytes)
Because we can get the length of the content by calling

```
[get ByteBuf#readableBytes()], you might want to strip the length
```

field by specifying `<tt>initialBytesToStrip</tt>`. In this example, we
specified `<tt>2</tt>`, that is same with the length of the length field, to
strip the first two bytes.

Before decode (14 bytes)         After decode (12 bytes)
```
+--------+----------------+      +----------------+
| Length | Actual Content |----->| Actual Content |
| 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
+--------+----------------+      +----------------+
```

Before decode (14 bytes)         After decode (14 bytes)
```
+--------+----------------+      +--------+----------------+
| Length | Actual Content |----->| Length | Actual Content |
| 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
+--------+----------------+      +--------+----------------+
```

In most cases, the length field represents the length of the message body
only, as shown in the previous examples. However, in some protocols, the
length field represents the length of the whole message, including the
message header. In such a case, we specify a non-zero
`<tt>lengthAdjustment</tt>`. Because the length value in this example message
is always greater than the body length by `<tt>2</tt>`, we specify `<tt>-2</tt>`
as `<tt>lengthAdjustment</tt>` for compensation.

Before decode (14 bytes)         After decode (14 bytes)
```
+--------+----------------+      +--------+----------------+
| Length | Actual Content |----->| Length | Actual Content |
| 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
+--------+----------------+      +--------+----------------+
```

```
The following message is a simple variation of the first example. An extra header value is prepended to the message. `<tt>lengthAdjustment</tt>` is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.

```
<tt>
lengthFieldOffset   = 2 (= the length of Header 1)
lengthFieldLength   = 3
lengthAdjustment    = 0
initialBytesToStrip = 0

BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
+----------+----------+----------------+      +----------+----------+----------------+
| Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
| 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
</tt>
```

This is an advanced example that shows the case where there is an extra header between the length field and the message body. You have to specify a positive `<tt>lengthAdjustment</tt>` so that the decoder counts the extra header into the frame length calculation.

```
<tt>
lengthFieldOffset   = 0
lengthFieldLength   = 3
lengthAdjustment    = 2 (= the length of Header 1)
initialBytesToStrip = 0

BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
+----------+----------+----------------+      +----------+----------+----------------+
|  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
| 0x00000C | 0xCAFE   | "HELLO, WORLD" |      | 0x00000C | 0xCAFE   | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
</tt>
```

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you
* could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.
* `<pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* `<b>lengthAdjustment</b>` = `<b>1</b>` (= the length of HDR2)
* `<b>initialBytesToStrip</b>` = `<b>3</b>` (= the length of HDR1 + LEN)
* 
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +---------------------------------+      +---------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +---------------------------------+      +---------------------------------+
* </pre>

* `<h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
* 
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into `<tt>lengthAdjustment</tt>`.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* `<pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* `<b>lengthAdjustment</b>` = `<b>-3</b>` (= the length of HDR1 + LEN, negative)
* `<b>initialBytesToStrip</b>` = `<b>3</b>`
* 
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +---------------------------------+      +---------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +---------------------------------+      +---------------------------------+
* </pre>
* @see LengthFieldPrepender
* /

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* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/compression/Crc32c.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
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  jar/io/netty/handler/codec/compression/Lz4XXHash32.java
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  jar/io/netty/handler/codec/DefaultHeaders.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/EmptyHeaders.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/Headers.java
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  jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/ProtobufEncoderNano.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/HeadersUtils.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
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/*
/**
 * Utility class for {@link ByteBuf} that encodes and decodes to and from
 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
 * The encoding and decoding algorithm in this class has been derived from
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 * Base64 Encoder/Decoder</p>
 */

Found in path(s):
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/opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
/opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
/opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/DateFormatter.java
/opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java
/opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
/opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
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 */

/*
 * Enumeration of supported Base64 dialects.
 * <p>
 * The internal lookup tables in this class has been derived from
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 * Base64 Encoder/Decoder</a>.
 */

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* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/ValueConverter.java

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* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/base64/package-info.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4.1.43-final-sources-jar/io/netty/handler/codec/CodecException.java
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  jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/compression/Bzip2Constants.java
  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
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  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/compression/Bzip2Encoder.java
  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
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  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
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  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
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  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
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  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/MessageAggregationException.java
  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
  jar/io/netty/handler/codec/compression/FastLz.java
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  jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
  */opt/cola/permits/1266442374_1644245812.64/0/netty-codec-4-1-43-final-sources-
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/**
 * [@link FactoryBean] that obtains a WebSphere [@link javax.management.MBeanServer] API
 * reference through WebSphere's proprietary [@code AdminServiceFactory] API,
* available on WebSphere 5.1 and higher.
*<p>Exposes the {@code MBeanServer} for bean references.
* This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
* which uses standard JMX 1.2 API to access the platform's MBeanServer.
*<p>See the javadocs for WebSphere's
*<p>@author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
  jar/org/springframework/jmx/support/WebSphereMBeanServerFactoryBean.java

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  jar/org/springframework/context/support/FileSystemXmlApplicationContext.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
  jar/org/springframework/context/support/StaticMessageSource.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
  jar/org/springframework/jndi/JndiLocatorSupport.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
  jar/org/springframework/context/support/ClassPathXmlApplicationContext.java
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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
  jar/org/springframework/jmx/export/MBeanExportOperations.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
  jar/org/springframework/context/LifecycleProcessor.java
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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/ejb/access/LocalStatelessSessionProxyFactoryBean.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/scheduling/TriggerContext.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/remote/support/RemoteInvocationUtils.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/jmx/MBeanServerNotFoundException.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/validation/SmartValidator.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/remote/RemoteLookupFailureException.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/cache/interceptor/BeanFactoryCacheOperationSourceAdvisor.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/scheduling/config/TaskNamespaceHandler.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/scheduling/Trigger.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/format/Formatter.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/jndi/JndiTemplate.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/ui/context/support/SimpleTheme.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/jmx/export/metadata/InvalidMetadataException.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/remoting/rmi/RmiProxyFactoryBean.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
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jar/org/springframework/context/support/ApplicationObjectSupport.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/validation/BindingResult.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/context/support/LiveBeansViewMBean.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/remoting/remoting/RemoteInvocationFailureException.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/jndi/JndiTemplateEditor.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/ui/context/Theme.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/validation/MessageCodeFormatter.java
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jar/org/springframework/context/annotation/AnnotationConfigBeanDefinitionParser.java

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jar/org/springframework/cjb/config/JeeNamespaceHandler.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
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jar/org/springframework/context/annotation/EnableMBeanExport.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
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jar/org/springframework/validation/BeanValidationPostProcessor.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/scheduling/config/SchedulerBeanDefinitionParser.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/validation/validation/AbstractBindingResult.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/validation/BindingResultUtils.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/jmx/export/assembler/AutodetectCapableMBeanInfoAssembler.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
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jar/org/springframework/remoting/rmi/RmiBasedExporter.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/context/event/ContextStoppedEvent.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
jar/org/springframework/context/ResourceLoaderAware.java
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jar/org/springframework/context/access/DefaultLocatorFactory.java
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jar/org/springframework/context/access/ContextBeanFactoryReference.java
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jar/org/springframework/remoting/rmi/RmiBasedExporter.java
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   jar/org/springframework/scheduling/annotation/ScheduledAnnotationBeanPostProcessor.java
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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
   jar/org/springframework/context/annotation/ComponentScanBeanDefinitionParser.java
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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-
   jar/org/springframework/cache/annotation/CachingConfigurer.java
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   jar/org/springframework/cache/interceptor/CacheAspectSupport.java
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   jar/org/springframework/context/support/PropertySourcesPlaceholderConfigurer.java
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/**
 * Indicates that a component is only eligible for registration when all
 * [ @linkplain #value specified conditions] match.
 *
 * &lt;p&gt;A &lt;em&gt;condition&lt;/em&gt; is any state that can be determined programatically
 * before the bean definition is due to be registered (see { @link Condition} for details).
 *
 * &lt;p&gt;The { @code @Conditional} annotation may be used in any of the following ways:
 * &lt;ul&gt;
 * &lt;li&gt;as a type-level annotation on any class directly or indirectly annotated with
 * @code @Component}, including { @link Configuration @Configuration} classes&lt;/li&gt;
 * &lt;li&gt;as a meta-annotation, for the purpose of composing custom stereotype
 * annotations&lt;/li&gt;
 * &lt;li&gt;as a method-level annotation on any { @link Bean @Bean} method&lt;/li&gt;
 * &lt;/ul&gt;
 *
 * &lt;p&gt;If a { @code @Configuration} class is marked with { @code @Conditional},
 * all of the { @code @Bean} methods, { @link Import @Import} annotations, and
 * { @link ComponentScan @ComponentScan} annotations associated with that
 * class will be subject to the conditions.
 *
 * &lt;p&gt;&lt;strong&gt;NOTE&lt;/strong&gt;: Inheritance of { @code @Conditional} annotations
 * is not supported; any conditions from superclasses or from overridden
 * methods will not be considered. In order to enforce these semantics,
 * { @code @Conditional} itself is not declared as
 * { @link java.lang.annotation.Inherited @Inherited}; furthermore, any
 * custom &lt;em&gt;composed annotation&lt;/em&gt; that is meta-annotated with
 * { @code @Conditional} must not be declared as { @code @Inherited}.
 *
 * @author Phillip Webb
 * @author Sam Brannen
 * @since 4.0
 * @see Condition
 */

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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/scripting/config/LangNamespaceUtils.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/jmx/export/metadata/ManagedOperationParameter.java
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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/jmx/export/SpringModelMBean.java
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* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/remoting/support/RemoteInvocationExecutor.java
* /opt/cola/permits/1136688068_1613859406.57/0/spring-context-4-3-14-release-sources-2-jar/org/springframework/ejb/config/AbstractJndiLocatingBeanDefinitionParser.java

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*/
/**
* Abstract the invocation of a cache operation.
*
* <p>Does not provide a way to transmit checked exceptions but
* provide a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.
* Callers are expected to handle this issue type specifically.
*
* @author Stephane Nicoll
* @since 4.1
*/

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jar/org/springframework/stereotype/Service.java
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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

  Author: Julio Merino <jmmv@users.sourceforge.net>

* atf-c/ui.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5c0f2bb5b6.

  Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.

  Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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<xsl:stylesheet version="1.0"
xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
xmlns:xi="http://www.w3.org/2001/XInclude"
xmlns:db="http://docbook.org/ns/docbook">

<xsl:template name="isc.copyright.format">
  <xsl:param name="text"/>
  <xsl:value-of select="$isc.copyright.leader"/>
  <xsl:value-of select="normalize-space(substring-before($text, '&#10;'))"/>
  <xsl:text>&#10;</xsl:text>
  <xsl:variable name="rest" select="substring-after($text, '&#10;')"/>
  <xsl:if test="translate($rest, '&#9;&#32;', '')">
    <xsl:call-template name="isc.copyright.format">
      <xsl:with-param name="text" select="$rest"/>
    </xsl:call-template>
  </xsl:if>
</xsl:template>

<xsl:variable name="isc.copyright.text">
  <xsl:text>
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  </xsl:text>
</xsl:variable>

<xsl:variable name="isc.copyright">
  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text">
      <xsl:for-each select="book/info/copyright | refentry/docinfo/copyright">
        <xsl:text>Copyright (C) </xsl:text>
        <xsl:call-template name="copyright.years">
          <xsl:with-param name="years" select="year"/>
        </xsl:call-template>
        <xsl:text> </xsl:text>
        <xsl:value-of select="holder"/>
        <xsl:value-of select="/isc.copyright.breakline"/>
        <xsl:text>&#10;</xsl:text>
      </xsl:for-each>
      <xsl:value-of select="$isc.copyright.text"/>
    </xsl:with-param>
  </xsl:call-template>
</xsl:variable>
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### xwd utility

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include/GL/wglxext.h

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Found in path(s):
* /opt/cola/permits/1151709557_1617967357.88/0/jackson-mapper-asl-1-8-6-sources-4-jar/org/codehaus/jackson/map/MappingJsonFactory.java

1.2046 netty 4.1.68.Final
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* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/framework/autoproxy/BeanFactoryAdvisorRetrieverHelper.java
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* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/framework/AopProxyFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/SpringConfiguredBeanDefinitionParser.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/AbstractPointcutAdvisor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/ConfigBeanDefinitionParser.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/DefaultPointcutAdvisor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/PointcutComponentDefinition.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/ProxyConfig.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/ScopedProxyBeanDefinitionDecorator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/DefaultMethodMatcherPointcut.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/PointcutComponentDefinition.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/SpringConfiguredBeanDefinitionParser.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/AbstractPointcutAdvisor.java
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* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/ScopedProxyBeanDefinitionDecorator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/AspectInstanceFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/AbstractPointcutAdvisor.java
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* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/ProxyConfig.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/ScopedProxyBeanDefinitionDecorator.java
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* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/SpringConfiguredBeanDefinitionParser.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/AbstractPointcutAdvisor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/ConfigBeanDefinitionParser.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/DefaultPointcutAdvisor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/PointcutComponentDefinition.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/support/ProxyConfig.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/ScopedProxyBeanDefinitionDecorator.java
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* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/framework/adapter/AdvisorAdapterRegistry.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/framework/AopConfigException.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/framework/EmptyTargetSource.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/support/DelegatingIntroductionInterceptor.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/framework/adapter/GlobalAdvisorAdapterRegistry.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/framework/InterceptorAndDynamicMethodMatcher.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/framework/AopProxy.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/RawTargetAccess.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/BeforeAdvice.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/SpringProxy.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/IntroductionInterceptor.java
* /opt/cola/permits/1136687557_1613859286.0/spring-aop-4-3-14-release-sources-2-
  jar/org/springframework/aop/config/AspectEntry.java
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* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/springframework/aop/aspectj/AspectJAfterReturningAdvice.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/aopalliance/intercept/ConstructorInterceptor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/springframework/aop/aspectj/aspectj/annotation/ReflectiveAspectJAdvisorFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/springframework/aop/aspectj/annotation/LazySingletonAspectInstanceFactoryDecorator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/aopalliance/intercept/ConstructorInvocation.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar(org/springframework/aop/config/AopConfigUtils.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/springframework/aop/aspectj/annotation/MethodInvocation.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/springframework/aop/support/AopUtils.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar(org/springframework/aop/support/AbstractBeanFactoryPointcutAdvisor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar/org/springframework/aop/aspectj/annotation/AspectMetadata.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2- jar(org/aopalliance/intercept/Interceptor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/annotation/AnnotationAwareAspectJAutoProxyCreator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/annotation/BeanFactoryAspectInstanceFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/framework/AbstractInterceptorDrivenBeanDefinitionDecorator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/config/AbstractInterceptorDrivenBeanDefinitionDecorator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/annotation/SimpleMetadataAwareAspectInstanceFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/SimpleAspectInstanceFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/AnnotationAwareAspectJAutoProxyCreator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/annotation/BeanFactoryAspectInstanceFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/framework/AdvisedSupport.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/aopalliance/aop/Advice.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/framework/ProxyFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/aopalliance/aop/AspectException.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/framework/AspectJExpressionPointcutAdvisor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/interceptor/AsyncExecutionInterceptor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/AspectJExpressionPointcutAdvisor.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/AspectJProxyFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/AbstractAspectJAdvisorFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/aopalliance/intercept/Invocation.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/AnnotationAwareAspectJAutoProxyCreator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/annotation/AnnotationAwareAspectJAutoProxyCreator.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/annotation/BeanFactoryAspectInstanceFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/aopalliance/intercept/Joinpoint.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/SimpleAspectInstanceFactory.java
* /opt/cola/permits/1136687557_1613859286.0/0/spring-aop-4-3-14-release-sources-2-jar/org/springframework/aop/aspectj/SimpleAspectInstanceFactory.java

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Although the Lesser General Public License is less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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Also add information on how to contact you by electronic and paper mail.

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Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

*uganda.txt*  For Vim version 8.1.  Last change: 2018 May 17

VIM REFERENCE MANUAL   by Bram Moolenaar

*uganda* *Uganda* *copying* *copyright* *license*
SUMMARY
*iccf* *ICCF*
Vim is Charityware. You can use and copy it as much as you like, but you are encouraged to make a donation for needy children in Uganda. Please see |kcc| below or visit the ICCF web site, available at these URLs:

http://iccf-holland.org/
http://www.vim.org/iccf/
http://www.iccf.nl/

You can also sponsor the development of Vim. Vim sponsors can vote for
features. See [sponsor]. The money goes to Uganda anyway.

The Open Publication License applies to the Vim documentation, see [manual-copyright].

=== begin of license ===

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I) There are no restrictions on distributing unmodified copies of Vim except that they must include this license text. You can also distribute unmodified parts of Vim, likewise unrestricted except that they must include this license text. You are also allowed to include executables that you made from the unmodified Vim sources, plus your own usage examples and Vim scripts.

II) It is allowed to distribute a modified (or extended) version of Vim, including executables and/or source code, when the following four conditions are met:
   1) This license text must be included unmodified.
   2) The modified Vim must be distributed in one of the following five ways:
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      c) Provide all the changes, including source code, with every copy of the modified Vim you distribute. This may be done in the form of a context diff. You can choose what license to use for new code you add. The changes and their license must not restrict others from making their own changes to the official version of Vim.
      d) When you have a modified Vim which includes changes as mentioned under c), you can distribute it without the source code for the changes if the following three conditions are met:
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- You keep the changes for at least three years after last distributing the corresponding modified Vim. When the maintainer or someone who you distributed the modified Vim to asks you (in any way) for the changes within this period, you must make them available to him.
- You clearly describe in the distribution how to contact you. This contact information must remain valid for at least three years after last distributing the corresponding modified Vim, or as long as possible.
  e) When the GNU General Public License (GPL) applies to the changes, you can distribute the modified Vim under the GNU GPL version 2 or any later version.
3) A message must be added, at least in the output of the ":version" command and in the intro screen, such that the user of the modified Vim is able to see that it was modified. When distributing as mentioned under 2)e) adding the message is only required for as far as this does not conflict with the license used for the changes.
4) The contact information as required under 2)a) and 2)d) must not be removed or changed, except that the person himself can make corrections.

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IV) It is not allowed to remove this license from the distribution of the Vim sources, parts of it or from a modified version. You may use this license for previous Vim releases instead of the license that they came with, at your option.

=== end of license ===

Note:

- If you are happy with Vim, please express that by reading the rest of this file and consider helping needy children in Uganda.

- If you want to support further Vim development consider becoming a [sponsor]. The money goes to Uganda anyway.
- According to Richard Stallman the Vim license is GNU GPL compatible. A few minor changes have been made since he checked it, but that should not make a difference.

- If you link Vim with a library that goes under the GNU GPL, this limits further distribution to the GNU GPL. Also when you didn't actually change anything in Vim.

- Once a change is included that goes under the GNU GPL, this forces all further changes to also be made under the GNU GPL or a compatible license.

- If you distribute a modified version of Vim, you can include your name and contact information with the "--with-modified-by" configure argument or the MODIFIED_BY define.

Kibaale Children's Centre (KCC) is located in Kibaale, a small town in the south of Uganda, near Tanzania, in East Africa. The area is known as Rakai District. The population is mostly farmers. Although people are poor, there is enough food. But this district is suffering from AIDS more than any other part of the world. Some say that it started there. Estimations are that 10 to 30% of the Ugandans are infected with HIV. Because parents die, there are many orphans. In this district about 60,000 children have lost one or both parents, out of a population of 350,000. And this is still continuing.

The children need a lot of help. The KCC is working hard to provide the needy with food, medical care and education. Food and medical care to keep them healthy now, and education so that they can take care of themselves in the future. KCC works on a Christian base, but help is given to children of any religion.

The key to solving the problems in this area is education. This has been neglected in the past years with president Idi Amin and the following civil wars. Now that the government is stable again, the children and parents have to learn how to take care of themselves and how to avoid infections. There is also help for people who are ill and hungry, but the primary goal is to prevent people from getting ill and to teach them how to grow healthy food.

Most of the orphans are living in an extended family. An uncle or older sister is taking care of them. Because these families are big and the income (if any) is low, a child is lucky if it gets healthy food. Clothes, medical care and schooling is beyond its reach. To help these needy children, a sponsorship program was put into place. A child can be financially adopted. For a few dollars a month KCC sees to it that the child gets indispensable items, is healthy, goes to school and KCC takes care of anything else that needs to be done for the child and the family that supports it.
Besides helping the child directly, the environment where the child grows up needs to be improved. KCC helps schools to improve their teaching methods. There is a demonstration school at the centre and teacher trainings are given. Health workers are being trained, hygiene education is carried out and households are stimulated to build a proper latrine. I helped setting up a production site for cement slabs. These are used to build a good latrine. They are sold below cost price.

There is a small clinic at the project, which provides children and their family with medical help. When needed, transport to a hospital is offered. Immunization programs are carried out and help is provided when an epidemic is breaking out (measles and cholera have been a problem).

*donate*

Summer 1994 to summer 1995 I spent a whole year at the centre, working as a volunteer. I have helped to expand the centre and worked in the area of water and sanitation. I learned that the help that the KCC provides really helps. When I came back to Holland, I wanted to continue supporting KCC. To do this I'm raising funds and organizing the sponsorship program. Please consider one of these possibilities:

1. Sponsor a child in primary school: 17 euro a month (or more).
2. Sponsor a child in secondary school: 25 euro a month (or more).
3. Sponsor the clinic: Any amount a month or quarter
4. A one-time donation

Compared with other organizations that do child sponsorship the amounts are very low. This is because the money goes directly to the centre. Less than 5% is used for administration. This is possible because this is a small organization that works with volunteers. If you would like to sponsor a child, you should have the intention to do this for at least one year.

How do you know that the money will be spent right? First of all you have my personal guarantee as the author of Vim. I trust the people that are working at the centre, I know them personally. Furthermore, the centre has been co-sponsored and inspected by World Vision, Save the Children Fund and is now under the supervision of Pacific Academy Outreach Society. The centre is visited about once a year to check the progress (at our own cost). I have visited the centre myself many times, starting in 1993. The visit reports are on the ICCF web site.

If you have any further questions, send me e-mail: <Bram@vim.org>.

The address of the centre is:
Kibaale Children's Centre
p.o. box 1658
Masaka, Uganda, East Africa
Sending money:*iccf-donations*

Check the ICCF web site for the latest information! See [iccf] for the URL.

USA: The methods mentioned below can be used.
Sending a check to the Nehemiah Group Outreach Society (NGOS)
is no longer possible, unfortunately. We are looking for
another way to get you an IRS tax receipt.
For sponsoring a child contact KCF in Canada (see below). US
checks can be sent to them to lower banking costs.

Canada: Contact Kibaale Children's Fund (KCF) in Surrey, Canada. They
take care of the Canadian sponsors for the children in
Kibaale. KCF forwards 100% of the money to the project in
Uganda. You can send them a one time donation directly.
Please send me a note so that I know what has been donated
because of Vim. Ask KCF for information about sponsorship.
Kibaale Children's Fund c/o Pacific Academy
10238-168 Street
Surrey, B.C. V4N 1Z4
Canada
Phone: 604-581-5353
If you make a donation to Kibaale Children's Fund (KCF) you
will receive a tax receipt which can be submitted with your
tax return.

Holland: Transfer to the account of "Stichting ICCF Holland" in Lisse.
This will allow for tax deduction if you live in Holland.
Postbank, nr. 4548774
IBAN: NL95 INGB 0004 5487 74

Germany: It is possible to make donations that allow for a tax return.
Check the ICCF web site for the latest information:
http://iccf-holland.org/germany.html

World: Use a postal money order. That should be possible from any
country, mostly from the post office. Use this name (which is
in my passport): "Abraham Moolenaar". Use Euro for the
currency if possible.

Europe: Use a bank transfer if possible. Your bank should have a form
that you can use for this. See "Others" below for the swift
code and IBAN number.
Any other method should work. Ask for information about
sponsorship.

Credit Card: You can use PayPal to send money with a Credit card. This is
the most widely used Internet based payment system. It's really simple to use. Use this link to find more info:


The e-mail address for sending the money to is:

Bram@iccf-holland.org

For amounts above 400 Euro ($500) sending a check is preferred.

Others: Transfer to one of these accounts if possible:

- Postbank, account 4548774
  Swift code: INGB NL 2A
  IBAN: NL95 INGB 0004 5487 74
  under the name "stichting ICCF Holland", Lisse
  If that doesn't work:
    Rabobank Lisse, account 3765.05.117
    Swift code: RABO NL 2U
    under the name "Bram Moolenaar", Lisse
  Otherwise, send a check in euro or US dollars to the address below. Minimal amount: $70 (my bank does not accept smaller amounts for foreign check, sorry)

Address to send checks to:

Bram Moolenaar
Finsterruethof 1
8134 Adliswil
Switzerland

This address is expected to be valid for a long time.

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---
abstract: 'Perl interface to the MD-5 algorithm'
author:
 - 'Gisle Aas <gisle@activestate.com>'
build_requires:
  ExtUtils::MakeMaker: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.0401, CPAN::Meta::Converter version 2.150001'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: Digest-MD5
no_index:
directory:
  - t
  - inc
requires:
  Digest::base: '1.00'
  XSLoader: '0'
  perl: '5.006'
resources:
  repository: https://github.com/gisle/digest-md5
  version: '2.55'

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548130_1591379411.76/0/perl-Digest-MD5-2.55-396.el8.src.rpm-cosi-expand-archive-qfwrDrJx/Digest-MD5-2.55.tar.gz-cosi-expand-archive-xOrAnhrN/Digest-MD5-2.55/META.yml

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Network Working Group    R. Rivest
Request for Comments: 1321  MIT Laboratory for Computer Science  
and RSA Data Security, Inc.  
    April 1992

The MD5 Message-Digest Algorithm

Status of this Memo

This memo provides information for the Internet community. It does
not specify an Internet standard. Distribution of this memo is
unlimited.
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1. Executive Summary

This document describes the MD5 message-digest algorithm. The algorithm takes as input a message of arbitrary length and produces as output a 128-bit “fingerprint” or “message digest” of the input. It is conjectured that it is computationally infeasible to produce two messages having the same message digest, or to produce any message having a given prespecified target message digest. The MD5 algorithm is intended for digital signature applications, where a large file must be “compressed” in a secure manner before being encrypted with a private (secret) key under a public-key cryptosystem such as RSA.

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The MD5 algorithm is designed to be quite fast on 32-bit machines. In addition, the MD5 algorithm does not require any large substitution tables; the algorithm can be coded quite compactly.

The MD5 algorithm is an extension of the MD4 message-digest algorithm.
MD5 is slightly slower than MD4, but is more "conservative" in design. MD5 was designed because it was felt that MD4 was perhaps being adopted for use more quickly than justified by the existing critical review; because MD4 was designed to be exceptionally fast, it is "at the edge" in terms of risking successful cryptanalytic attack. MD5 backs off a bit, giving up a little in speed for a much greater likelihood of ultimate security. It incorporates some suggestions made by various reviewers, and contains additional optimizations. The MD5 algorithm is being placed in the public domain for review and possible adoption as a standard.

For OSI-based applications, MD5's object identifier is

\[
\text{md5 OBJECT IDENTIFIER ::= iso(1) member-body(2) US(840) rsadsi(113549) digestAlgorithm(2) 5}
\]

In the X.509 type AlgorithmIdentifier [3], the parameters for MD5 should have type NULL.

2. Terminology and Notation

In this document a "word" is a 32-bit quantity and a "byte" is an eight-bit quantity. A sequence of bits can be interpreted in a natural manner as a sequence of bytes, where each consecutive group of eight bits is interpreted as a byte with the high-order (most significant) bit of each byte listed first. Similarly, a sequence of bytes can be interpreted as a sequence of 32-bit words, where each consecutive group of four bytes is interpreted as a word with the low-order (least significant) byte given first.

Let \( x_i \) denote "\( x \) sub \( i \)." If the subscript is an expression, we surround it in braces, as in \( x_{(i+1)} \). Similarly, we use \(^\text{\textsuperscript{\textasciicircum}}\) for superscripts (exponentiation), so that \( x^i \) denotes \( x \) to the \( i \)-th power.

Let the symbol "\( + \)" denote addition of words (i.e., modulo-2^32 addition). Let \( X <<< s \) denote the 32-bit value obtained by circularly shifting (rotating) \( X \) left by \( s \) bit positions. Let \( \text{not}(X) \) denote the bit-wise complement of \( X \), and let \( X \lor Y \) denote the bit-wise OR of \( X \) and \( Y \). Let \( X \land Y \) denote the bit-wise AND of \( X \) and \( Y \).
3. MD5 Algorithm Description

We begin by supposing that we have a b-bit message as input, and that we wish to find its message digest. Here b is an arbitrary nonnegative integer; b may be zero, it need not be a multiple of eight, and it may be arbitrarily large. We imagine the bits of the message written down as follows:

\[ m_0 \ m_1 \ldots \ m_{(b-1)} \]

The following five steps are performed to compute the message digest of the message.

3.1 Step 1. Append Padding Bits

The message is "padded" (extended) so that its length (in bits) is congruent to 448, modulo 512. That is, the message is extended so that it is just 64 bits shy of being a multiple of 512 bits long. Padding is always performed, even if the length of the message is already congruent to 448, modulo 512.

Padding is performed as follows: a single "1" bit is appended to the message, and then "0" bits are appended so that the length in bits of the padded message becomes congruent to 448, modulo 512. In all, at least one bit and at most 512 bits are appended.

3.2 Step 2. Append Length

A 64-bit representation of b (the length of the message before the padding bits were added) is appended to the result of the previous step. In the unlikely event that b is greater than 2^64, then only the low-order 64 bits of b are used. (These bits are appended as two 32-bit words and appended low-order word first in accordance with the previous conventions.)

At this point the resulting message (after padding with bits and with b) has a length that is an exact multiple of 512 bits. Equivalently, this message has a length that is an exact multiple of 16 (32-bit) words. Let M[0 ... N-1] denote the words of the resulting message, where N is a multiple of 16.

3.3 Step 3. Initialize MD Buffer

A four-word buffer (A,B,C,D) is used to compute the message digest. Here each of A, B, C, D is a 32-bit register. These registers are
initialized to the following values in hexadecimal, low-order bytes first):

word A: 01 23 45 67
word B: 89 ab cd ef
word C: fe dc ba 98
word D: 76 54 32 10

3.4 Step 4. Process Message in 16-Word Blocks

We first define four auxiliary functions that each take as input three 32-bit words and produce as output one 32-bit word.

\[ F(X, Y, Z) = XY \oplus \neg(X) \oplus Z \]
\[ G(X, Y, Z) = XZ \oplus Y \oplus \neg(Z) \]
\[ H(X, Y, Z) = X \oplus Y \oplus \neg(X) \oplus Y \oplus \neg(Z) \]
\[ I(X, Y, Z) = Y \oplus (X \oplus \neg(Z)) \]

In each bit position, \( F \) acts as a conditional: if \( X \) then \( Y \) else \( Z \).

The function \( F \) could have been defined using + instead of \( \oplus \) since \( XY \) and \( \neg(X)\oplus Z \) will never have 1's in the same bit position. It is interesting to note that if the bits of \( X \), \( Y \), and \( Z \) are independent and unbiased, the each bit of \( F(X, Y, Z) \) will be independent and unbiased.

The functions \( G \), \( H \), and \( I \) are similar to the function \( F \), in that they act in "bitwise parallel" to produce their output from the bits of \( X \), \( Y \), and \( Z \), in such a manner that if the corresponding bits of \( X \), \( Y \), and \( Z \) are independent and unbiased, then each bit of \( G(X, Y, Z) \), \( H(X, Y, Z) \), and \( I(X, Y, Z) \) will be independent and unbiased. Note that the function \( H \) is the bit-wise "\( \oplus \)" or "parity" function of its inputs.

This step uses a 64-element table \( T[1 \ldots 64] \) constructed from the sine function. Let \( T[i] \) denote the i-th element of the table, which is equal to the integer part of 4294967296 times abs(sin(i)), where i is in radians. The elements of the table are given in the appendix.

Do the following:
/* Process each 16-word block. */
For i = 0 to N/16-1 do

/* Copy block i into X. */
For j = 0 to 15 do
    Set X[j] to M[i*16+j].
end /* of loop on j */

/* Save A as AA, B as BB, C as CC, and D as DD. */
AA = A
BB = B

CC = C
DD = D

/* Round 1. */
/* Let [abcd k s i] denote the operation
   a = b + ((a + F(b,c,d) + X[k] + T[i]) <<< s). */
/* Do the following 16 operations. */
[ABCD  0  7  1]  [DABC  1 12  2]  [CDAB  2 17  3]  [BCDA  3 22  4]
[ABCD  4  7  5]  [DABC  5 12  6]  [CDAB  6 17  7]  [BCDA  7 22  8]
[ABCD  8  7  9]  [DABC  9 12 10]  [CDAB 10 17 11]  [BCDA 11 22 12]
[ABCD 12  7 13]  [DABC 13 12 14]  [CDAB 14 17 15]  [BCDA 15 22 16]

/* Round 2. */
/* Let [abcd k s i] denote the operation
   a = b + ((a + G(b,c,d) + X[k] + T[i]) <<< s). */
/* Do the following 16 operations. */
[ABCD  1  5 17]  [DABC  6  9 18]  [CDAB 11 14 19]  [BCDA  0 20 20]
[ABCD  5  5 21]  [DABC 10  9 22]  [CDAB 15 14 23]  [BCDA  4 20 24]
[ABCD  9  5 25]  [DABC 14  9 26]  [CDAB  3 14 27]  [BCDA  8 20 28]
[ABCD 13  5 29]  [DABC  0 11 30]  [CDAB  7 14 31]  [BCDA 12 20 32]

/* Round 3. */
/* Let [abcd k s t] denote the operation
   a = b + ((a + H(b,c,d) + X[k] + T[i]) <<< s). */
/* Do the following 16 operations. */
[ABCD  5  4 33]  [DABC  8 11 34]  [CDAB 11 16 35]  [BCDA 14 23 36]
[ABCD  1  4 37]  [DABC  4 11 38]  [CDAB  7 16 39]  [BCDA 10 23 40]
[ABCD 13  4 41]  [DABC  0 11 42]  [CDAB  3 16 43]  [BCDA  6 23 44]
[ABCD  9  4 45]  [DABC 12 11 46]  [CDAB 15 16 47]  [BCDA  2 23 48]
/* Round 4. */
/* Let \([abcd k s t]\) denote the operation
   \[a = b + ((a + I(b,c,d) + X[k] + T[i]) \ll s).\] */
/* Do the following 16 operations. */

\[
\begin{array}{cccc}
\text{[ABCD 0 6 49]} & \text{[DABC 7 10 50]} & \text{[CDAB 14 15 51]} & \text{[BCDA 5 21 52]} \\
\text{[ABCD 12 6 53]} & \text{[DABC 3 10 54]} & \text{[CDAB 10 15 55]} & \text{[BCDA 1 21 56]} \\
\text{[ABCD 8 6 57]} & \text{[DABC 15 10 58]} & \text{[CDAB 6 15 59]} & \text{[BCDA 13 21 60]} \\
\text{[ABCD 4 6 61]} & \text{[DABC 11 10 62]} & \text{[CDAB 2 15 63]} & \text{[BCDA 9 21 64]} \\
\end{array}
\]

/* Then perform the following additions. (That is increment each
   of the four registers by the value it had before this block
   was started.) */
A = A + AA
B = B + BB
C = C + CC
D = D + DD

end /* of loop on i */

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3.5 Step 5. Output

The message digest produced as output is A, B, C, D. That is, we
begin with the low-order byte of A, and end with the high-order byte
of D.

This completes the description of MD5. A reference implementation in
C is given in the appendix.

4. Summary

The MD5 message-digest algorithm is simple to implement, and provides
a "fingerprint" or message digest of a message of arbitrary length.
It is conjectured that the difficulty of coming up with two messages
having the same message digest is on the order of \(2^{64}\) operations,
and that the difficulty of coming up with any message having a given
message digest is on the order of \(2^{128}\) operations. The MD5 algorithm
has been carefully scrutinized for weaknesses. It is, however, a
relatively new algorithm and further security analysis is of course
justified, as is the case with any new proposal of this sort.
5. Differences Between MD4 and MD5

The following are the differences between MD4 and MD5:

1. A fourth round has been added.

2. Each step now has a unique additive constant.

3. The function g in round 2 was changed from \( (XY \lor XZ \lor YZ) \) to
   \( (XZ \lor Y \not(Z)) \) to make g less symmetric.

4. Each step now adds in the result of the previous step. This promotes a faster "avalanche effect".

5. The order in which input words are accessed in rounds 2 and 3 is changed, to make these patterns less like each other.

6. The shift amounts in each round have been approximately optimized, to yield a faster "avalanche effect." The shifts in different rounds are distinct.

References


APPENDIX A - Reference Implementation
This appendix contains the following files taken from RSAREF: A Cryptographic Toolkit for Privacy-Enhanced Mail:

- global.h -- global header file
- md5.h -- header file for MD5
- md5c.c -- source code for MD5

For more information on RSAREF, send email to <rsaref@rsa.com>.

The appendix also includes the following file:

- mddriver.c -- test driver for MD2, MD4 and MD5

The driver compiles for MD5 by default but can compile for MD2 or MD4 if the symbol MD is defined on the C compiler command line as 2 or 4.

The implementation is portable and should work on many different platforms. However, it is not difficult to optimize the implementation on particular platforms, an exercise left to the reader. For example, on "little-endian" platforms where the lowest-addressed byte in a 32-bit word is the least significant and there are no alignment restrictions, the call to Decode in MD5Transform can be replaced with a typecast.

A.1 global.h

`/* GLOBAL.H - RSAREF types and constants */`

`/* PROTOTYPES should be set to one if and only if the compiler supports function argument prototyping. The following makes PROTOTYPES default to 0 if it has not already been defined with C compiler flags. */`

```c
#ifndef PROTOTYPES
#define PROTOTYPES 0
#endif
```

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/* POINTER defines a generic pointer type */
typedef unsigned char *POINTER;

/* UINT2 defines a two byte word */
typedef unsigned short int UINT2;

/* UINT4 defines a four byte word */
typedef unsigned long int UINT4;

/* PROTO_LIST is defined depending on how PROTOTYPES is defined above. 
If using PROTOTYPES, then PROTO_LIST returns the list, otherwise it
returns an empty list. */
#if PROTOTYPES
#define PROTO_LIST(list) list
#else
#define PROTO_LIST(list) ()
#endif

A.2 md5.h

/* MD5.H - header file for MD5C.C */
/*
*/

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[Page 8]
typedef struct {
    UINT4 state[4];        /* state (ABCD) */
    UINT4 count[2];        /* number of bits, modulo 2^64 (lsb first) */
    unsigned char buffer[64];       /* input buffer */
} MD5_CTX;

void MD5Init PROTO_LIST ((MD5_CTX *));
void MD5Update PROTO_LIST ((MD5_CTX *, unsigned char *, unsigned int));
void MD5Final PROTO_LIST ((unsigned char [16], MD5_CTX *));

A.3 md5c.c

#include "global.h"
#include "md5.h"
/* Constants for MD5Transform routine. */

#define S11 7
#define S12 12
#define S13 17
#define S14 22
#define S21 5
#define S22 9
#define S23 14
#define S24 20
#define S31 4
#define S32 11
#define S33 16
#define S34 23
#define S41 6
#define S42 10
#define S43 15
#define S44 21

static void MD5Transform PROTO_LIST ((UINT4 [4], unsigned char [64]));
static void Encode PROTO_LIST ((unsigned char *, UINT4 *, unsigned int));
static void Decode PROTO_LIST ((UINT4 *, unsigned char *, unsigned int));
static void MD5_memcpy PROTO_LIST ((POINTER, POINTER, unsigned int));
static void MD5_memset PROTO_LIST ((POINTER, int, unsigned int));

static unsigned char PADDING[64] = {
  0x80, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
};

/* F, G, H and I are basic MD5 functions. */
#define F(x, y, z) (((x) & (y)) | ((~x) & (z)))
#define G(x, y, z) (((x) & (z)) | ((y) & (~z)))
#define H(x, y, z) ((x) ^ (y) ^ (z))
#define I(x, y, z) ((y) ^ ((x) | (~z)))
/* ROTATE_LEFT rotates x left n bits. */
#define ROTATE_LEFT(x, n) (((x) << (n)) | ((x) >> (32-(n))))

/* FF, GG, HH, and II transformations for rounds 1, 2, 3, and 4. Rotation is separate from addition to prevent recomputation. */
#define FF(a, b, c, d, x, s, ac) {{
(a) += F ((b), (c), (d)) + (x) + (UINT4)(ac); 
(a) = ROTATE_LEFT ((a), (s)); 
(a) += (b); 
}
#define GG(a, b, c, d, x, s, ac) {{
(a) += G ((b), (c), (d)) + (x) + (UINT4)(ac); 
(a) = ROTATE_LEFT ((a), (s)); 
(a) += (b); 
}
#define HH(a, b, c, d, x, s, ac) {{
(a) += H ((b), (c), (d)) + (x) + (UINT4)(ac); 
(a) = ROTATE_LEFT ((a), (s)); 
(a) += (b); 
}
#define II(a, b, c, d, x, s, ac) {{
(a) += I ((b), (c), (d)) + (x) + (UINT4)(ac); 
(a) = ROTATE_LEFT ((a), (s)); 
(a) += (b); 
}

/* MD5 initialization. Begins an MD5 operation, writing a new context. */
void MD5Init (context)
    MD5_CTX *context; /* context */
{
    context->count[0] = context->count[1] = 0;
    /* Load magic initialization constants. */
    context->state[0] = 0x67452301;
    context->state[1] = 0xefcdab89;
    context->state[2] = 0x98badcfe;
context->state[3] = 0x10325476;
}

/* MD5 block update operation. Continues an MD5 message-digest
   operation, processing another message block, and updating the
   context. */
void MD5Update (context, input, inputLen)
    MD5_CTX *context;              /* context */
    unsigned char *input;          /* input block */
    unsigned int inputLen;         /* length of input block */
{
    unsigned int i, index, partLen;

    /* Compute number of bytes mod 64 */
    index = (unsigned int)((context->count[0] >> 3) & 0x3F);

    /* Update number of bits */
    if (((context->count[0] += ((UINT4)inputLen << 3))
      < ((UINT4)inputLen << 3))
        context->count[1]++;
    context->count[1] += ((UINT4)inputLen >> 29);

    partLen = 64 - index;

    /* Transform as many times as possible. */
    if (inputLen >= partLen) {
        MD5_memcpy
            ((POINTER)&context->buffer[index], (POINTER)input, partLen);
        MD5Transform (context->state, context->buffer);
        for (i = partLen; i + 63 < inputLen; i += 64)
            MD5Transform (context->state, &input[i]);

        index = 0;
    } else
        i = 0;
/* Buffer remaining input */
MD5_memcpy
((POINTER)&context->buffer[index], (POINTER)&input[i],
inputLen-i);
}

/* MD5 finalization. Ends an MD5 message-digest operation, writing the
the message digest and zeroizing the context.
*/
void MD5Final (digest, context)
unsigned char digest[16];        /* message digest */
MD5_CTX *context;                /* context */
{
    unsigned char bits[8];
    unsigned int index, padLen;

    /* Save number of bits */
    Encode (bits, context->count, 8);

    /* Pad out to 56 mod 64. */
    index = (unsigned int)((context->count[0] >> 3) & 0x3f);
padLen = (index < 56) ? (56 - index) : (120 - index);
    MD5Update (context, PADDING, padLen);

    /* Append length (before padding) */
    MD5Update (context, bits, 8);

    /* Store state in digest */
    Encode (digest, context->state, 16);

    /* Zeroize sensitive information. */
    MD5_memset ((POINTER)context, 0, sizeof (*context));
}

/* MD5 basic transformation. Transforms state based on block. */
static void MD5Transform (state, block)
UINT4 state[4];
unsigned char block[64];
uint4 a = state[0], b = state[1], c = state[2], d = state[3], x[16];

Decode (x, block, 64);

/* Round 1 */
ff (a, b, c, d, x[0], S11, 0xd76aa478); /* 1 */
ff (d, a, b, c, x[1], S12, 0x0e8c7b756); /* 2 */
ff (c, d, a, b, x[2], S13, 0x9826f99c); /* 3 */
ff (b, c, d, a, x[3], S14, 0x8038b2c3); /* 4 */
ff (a, b, c, d, x[4], S11, 0xff7c032a); /* 5 */
ff (d, a, b, c, x[5], S12, 0x09826f99c); /* 6 */
ff (c, d, a, b, x[6], S13, 0xa641e681); /* 7 */
ff (b, c, d, a, x[7], S14, 0x08ad4b7b); /* 8 */
ff (a, b, c, d, x[8], S11, 0x09826f99c); /* 9 */
ff (d, a, b, c, x[9], S12, 0x09826f99c); /* 10 */
ff (c, d, a, b, x[10], S13, 0xff7c032a); /* 11 */
ff (b, c, d, a, x[11], S14, 0x9826f99c); /* 12 */
ff (a, b, c, d, x[12], S11, 0x09826f99c); /* 13 */
ff (d, a, b, c, x[13], S12, 0x09826f99c); /* 14 */
ff (c, d, a, b, x[14], S13, 0xff7c032a); /* 15 */
ff (b, c, d, a, x[15], S14, 0x09826f99c); /* 16 */

/* Round 2 */
gg (a, b, c, d, x[1], S21, 0xf61e2562); /* 17 */
gg (d, a, b, c, x[6], S22, 0xc040b340); /* 18 */
gg (c, d, a, b, x[11], S23, 0x265e5a51); /* 19 */
gg (b, c, d, a, x[0], S24, 0xe9b6c7aa); /* 20 */
gg (a, b, c, d, x[5], S21, 0x9826f99c); /* 21 */
gg (d, a, b, c, x[10], S22, 0x2441453); /* 22 */
gg (c, d, a, b, x[15], S23, 0x08ad4b7b); /* 23 */
gg (b, c, d, a, x[4], S24, 0xe7d3fbc8); /* 24 */
gg (a, b, c, d, x[9], S21, 0x265e5a51); /* 25 */
gg (d, a, b, c, x[14], S22, 0xc040b340); /* 26 */
gg (c, d, a, b, x[3], S23, 0x09826f99c); /* 27 */

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gg (b, c, d, a, x[8], S24, 0x455a14ed); /* 28 */
gg (a, b, c, d, x[13], S21, 0xa9e3e905); /* 29 */
gg (d, a, b, c, x[2], S22, 0xfcefa38); /* 30 */
gg (c, d, a, b, x[7], S23, 0x67602d9); /* 31 */
gg (b, c, d, a, x[12], S24, 0x8d2a4e8a); /* 32 */
/* Round 3 */
HH (a, b, c, d, x[ 5], S31, 0xffffa3942); /* 33 */
HH (d, a, b, c, x[ 8], S32, 0x8771f681); /* 34 */
HH (c, d, a, b, x[11], S33, 0x6d9d6122); /* 35 */
HH (b, c, d, a, x[14], S34, 0xfde5380c); /* 36 */
HH (a, b, c, d, x [1], S31, 0xa4beea44); /* 37 */
HH (d, a, b, c, x[ 4], S32, 0x4bdecfa9); /* 38 */
HH (c, d, a, b, x[ 7], S33, 0xf6bb4b60); /* 39 */
HH (b, c, d, a, x[10], S34, 0xbebfb70); /* 40 */
HH (a, b, c, d, x[13], S31, 0x289b7ec6); /* 41 */
HH (d, a, b, c, x[ 0], S32, 0xeaa127fa); /* 42 */
HH (c, d, a, b, x[ 3], S33, 0xd4ef3085); /* 43 */
HH (b, c, d, a, x[ 6], S34, 0x4881d05); /* 44 */
HH (a, b, c, d, x[ 9], S31, 0xd9d4d039); /* 45 */
HH (d, a, b, c, x[12], S32, 0xe6db99e5); /* 46 */
HH (c, d, a, b, x[15], S33, 0x1fa27cf8); /* 47 */
HH (b, c, d, a, x[ 2], S34, 0xc4ac5665); /* 48 */

/* Round 4 */
II (a, b, c, d, x[ 0], S41, 0xf4292244); /* 49 */
II (d, a, b, c, x[ 7], S42, 0x432aff97); /* 50 */
II (c, d, a, b, x[14], S43, 0xab9423a7); /* 51 */
II (b, c, d, a, x[ 5], S44, 0xfc93a039); /* 52 */
II (a, b, c, d, x[12], S41, 0x655b59c3); /* 53 */
II (d, a, b, c, x[ 3], S42, 0x8f0ccc92); /* 54 */
II (c, d, a, b, x[10], S43, 0xffeff47d); /* 55 */
II (b, c, d, a, x[ 1], S44, 0x85845dd1); /* 56 */
II (a, b, c, d, x[ 8], S41, 0x6fa87e4f); /* 57 */
II (d, a, b, c, x[15], S42, 0x2c6e6e0); /* 58 */
II (c, d, a, b, x[ 6], S43, 0xa3014314); /* 59 */
II (b, c, d, a, x[13], S44, 0xe811a4a); /* 60 */
II (a, b, c, d, x[ 4], S41, 0xf7537e82); /* 61 */
II (d, a, b, c, x[11], S42, 0x8b33a125); /* 62 */
II (c, d, a, b, x[ 2], S43, 0x2ad7d2bb); /* 63 */
II (b, c, d, a, x[ 9], S44, 0xeb86d391); /* 64 */

state[0] += a;
state[1] += b;
state[2] += c;
state[3] += d;

/* Zeroize sensitive information.

Rivest [Page 14]
fetchAll:
  return $result;

foreach (cdr $result->cval) {
  $value = $result->cval->value;
  if ($value == $key) {
    return $result;
  }
}$result->cval = $value;
$result->cval->value = $value;
$pushValue = $result->cval;
$pushValue->value = $value;
 pushValue = $result;
return $pushValue;
unsigned int i;

for (i = 0; i < len; i++)

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output[i] = input[i];

} /* Note: Replace "for loop" with standard memset if possible. */

static void MD5_memset (output, value, len)
POINTER output;
int value;
unsigned int len;
{
unsigned int i;

for (i = 0; i < len; i++)
((char *)output)[i] = (char)value;
}

A.4 mddriver.c

/* MDDRIVER.C - test driver for MD2, MD4 and MD5 */

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*/

/* The following makes MD default to MD5 if it has not already been defined with C compiler flags. */
#endif
#define MD MD5
#endif

#include <stdio.h>
#include <time.h>
#include <string.h>
#include "global.h"
#if MD == 2
#include "md2.h"
#endif
#if MD == 4
#include "md4.h"
#endif
#if MD == 5
#include "md5.h"
#endif

/* Length of test block, number of test blocks. */
#define TEST_BLOCK_LEN 1000
#define TEST_BLOCK_COUNT 1000

static void MDString PROTO_LIST ((char *));
static void MDTimeTrial PROTO_LIST ((void));
static void MDTestSuite PROTO_LIST ((void));
static void MDFile PROTO_LIST ((char *));
static void MDFilter PROTO_LIST ((void));
static void MDPrint PROTO_LIST ((unsigned char [16]));

#if MD == 2
#define MD_CTX MD2_CTX
#define MDInit MD2Init
#define MDUpdate MD2Update
#define MDFinal MD2Final
#endif
#if MD == 4
#define MD_CTX MD4_CTX
#define MDInit MD4Init
#define MDUpdate MD4Update
#define MDFinal MD4Final
#endif

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#include "md4.h"
#endif
#if MD == 5
#include "md5.h"
#endif
/* Main driver. 

Arguments (may be any combination):
-ssstring - digests string
-t       - runs time trial
-x       - runs test script
filename - digests file
(none)   - digests standard input
*/

int main (argc, argv)
int argc;
{
char *argv[];
{
int i;

if (argc > 1)
for (i = 1; i < argc; i++)
if (argv[i][0] == '-' && argv[i][1] == 's')
  MDString (argv[i] + 2);
else if (strcmp (argv[i], "-t") == 0)
  MDTimeTrial ();
else if (strcmp (argv[i], "-x") == 0)
  MDTesSuite ();
else
  MDFile (argv[i]);
else
  MDFilter ();

return (0);
}

/* Digests a string and prints the result. 

---

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char *argv[];
{
int i;

if (argc > 1)
for (i = 1; i < argc; i++)
if (argv[i][0] == '-' && argv[i][1] == 's')
  MDString (argv[i] + 2);
else if (strcmp (argv[i], "-t") == 0)
  MDTimeTrial ();
else if (strcmp (argv[i], "-x") == 0)
  MDTesSuite ();
else
  MDFile (argv[i]);
else
  MDFilter ();

return (0);
}
static void MDString (string)  
char *string;  
{  
MD_CTX context;  
unsigned char digest[16];  
unsigned int len = strlen (string);  

MDInit (&context);  
MDUpdate (&context, string, len);  
MDFinal (digest, &context);  

printf ("MD%d ("%s") = ", MD, string);  
MDPrint (digest);  
printf ("\n");  
}  

/* Measures the time to digest TEST_BLOCK_COUNT TEST_BLOCK_LEN-byte  
blocks.  
*/  
static void MDTimeTrial ()  
{  
MD_CTX context;  
time_t endTime, startTime;  
unsigned char block[TEST_BLOCK_LEN], digest[16];  
unsigned int i;  

printf ("MD%d time trial. Digesting %d %d-byte blocks ...", MD,  
TEST_BLOCK_LEN, TEST_BLOCK_COUNT);  

/* Initialize block */  
for (i = 0; i < TEST_BLOCK_LEN; i++)  
block[i] = (unsigned char)(i & 0xff);  

/* Start timer */  
time (&startTime);  

/* Digest blocks */  
MDInit (&context);
for (i = 0; i < TEST_BLOCK_COUNT; i++)
MDUpdate (&context, block, TEST_BLOCK_LEN);
MDFinal (digest, &context);

/* Stop timer */
time (&endTime);

printf (" done\n");
printf ("Digest = ");
MDPrint (digest);
printf ("aTime = %ld seconds\n", (long)(endTime-startTime));
printf ("Speed = %ld bytes/second\n", (long)TEST_BLOCK_LEN * (long)TEST_BLOCK_COUNT/(endTime-startTime));
}

/* Digests a reference suite of strings and prints the results. */
static void MDTestSuite ()
{
printf ("MD%d test suite:\n", MD);

MDString ("" becomes 60 bytes long.

MDString ("a");
MDString ("abc");
MDString ("message digest");
MDString ("abcdefghijklmnopqrstuvwxyz");
MDString ("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789");
MDString ("1234567890123456789012345678901234567890123456789012345678901234567890");

/* Digests a file and prints the result. */

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static void MDFile (filename)
char *filename;
{
FILE *file;
MD_CTX context;
int len;
unsigned char buffer[1024], digest[16];

if ((file = fopen (filename, "rb")) == NULL)
printf ("%s can't be opened\n", filename);

else {
    MDInit (&context);
    while (len = fread (buffer, 1, 1024, file))
        MDUpdate (&context, buffer, len);
    MDFinal (digest, &context);
}

fclose (file);

printf ("MD%d (%s) = ", MD, filename);
MDPrint (digest);
printf ("
");
}

/* Digests the standard input and prints the result. */
static void MDFilter ()
{
    MD_CTX context;
    int len;
    unsigned char buffer[16], digest[16];

    MDInit (&context);
    while (len = fread (buffer, 1, 16, stdin))
        MDUpdate (&context, buffer, len);
    MDFinal (digest, &context);

    MDPrint (digest);
    printf ("
");
}

/* Prints a message digest in hexadecimal. */
static void MDPrint (digest)
unsigned char digest[16];
{
unsigned int i;

for (i = 0; i < 16; i++)
printf ("%02x", digest[i]);
}

A.5 Test suite

The MD5 test suite (driver option "-x") should print the following results:

MD5 test suite:
MD5 (""") = d41d8cd98f00b204e9800998ecf8427e
MD5 ("a") = 0cc175b9c0f1b6a831c399e269772661
MD5 ("abc") = 900150983cd24fb0d6963f7d28e17f72
MD5 ("message digest") = f96b697d7cb7938d525a2f31aa7f161d0
MD5 ("abcdefghijklmnopqrstuvwxyz") = c3fcd3d76192e4007dfb496cca67e13b
MD5 ("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789") =
d174ab98d277d9f5a5611ce2c9f419d9f
MD5 ("1234567890123456789012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789012345678901234567890") =
57edf4a22be3c955ac49da2e2107b67a

Security Considerations

The level of security discussed in this memo is considered to be sufficient for implementing very high security hybrid digital-signature schemes based on MD5 and a public-key cryptosystem.

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=head1 NAME

Digest::MD5 - Perl interface to the MD5 Algorithm

=head1 SYNOPSIS

# Functional style
use Digest::MD5 qw(md5 md5_hex md5_base64);

$digest = md5($data);
$digest = md5_hex($data);
$digest = md5_base64($data);

# OO style
use Digest::MD5;

$ctx = Digest::MD5->new;

$ctx->add($data);
$ctx->addfile($file_handle);

$digest = $ctx->digest;
$digest = $ctx->hexdigest;
$digest = $ctx->b64digest;

=head1 DESCRIPTION

The C<Digest::MD5> module allows you to use the RSA Data Security Inc. MD5 Message Digest algorithm from within Perl programs. The algorithm takes as input a message of arbitrary length and produces as output a 128-bit "fingerprint" or "message digest" of the input.

Note that the MD5 algorithm is not as strong as it used to be. It has since 2005 been easy to generate different messages that produce the same MD5 digest. It still seems hard to generate messages that
produce a given digest, but it is probably wise to move to stronger algorithms for applications that depend on the digest to uniquely identify a message.

The C<Digest::MD5> module provide a procedural interface for simple use, as well as an object oriented interface that can handle messages of arbitrary length and which can read files directly.

=head1 FUNCTIONS

The following functions are provided by the C<Digest::MD5> module. None of these functions are exported by default.

=over 4

=item md5($data,...)

This function will concatenate all arguments, calculate the MD5 digest of this "message", and return it in binary form. The returned string will be 16 bytes long.

The result of md5("a", "b", "c") will be exactly the same as the result of md5("abc").

=item md5_hex($data,...)

Same as md5(), but will return the digest in hexadecimal form. The length of the returned string will be 32 and it will only contain characters from this set: '0'..'9' and 'a'..'f'.

=item md5_base64($data,...)

Same as md5(), but will return the digest as a base64 encoded string. The length of the returned string will be 22 and it will only contain characters from this set: 'A'..'Z', 'a'..'z', '0'..'9', '+' and '/'.

Note that the base64 encoded string returned is not padded to be a multiple of 4 bytes long. If you want interoperability with other base64 encoded md5 digests you might want to append the redundant string "==" to the result.

=back

=head1 METHODS

The object oriented interface to C<Digest::MD5> is described in this section. After a C<Digest::MD5> object has been created, you will add
data to it and finally ask for the digest in a suitable format. A single object can be used to calculate multiple digests.

The following methods are provided:

=item $md5 = Digest::MD5->new

The constructor returns a new C<Digest::MD5> object which encapsulate the state of the MD5 message-digest algorithm.

If called as an instance method (i.e. $md5->new) it will just reset the state the object to the state of a newly created object. No new object is created in this case.

=item $md5->reset

This is just an alias for $md5->new.

=item $md5->clone

This a copy of the $md5 object. It is useful when you do not want to destroy the digests state, but need an intermediate value of the digest, e.g. when calculating digests iteratively on a continuous data stream. Example:

my $md5 = Digest::MD5->new;
while (<>) {
    $md5->add($_);
    print "Line $_: ", $md5->clone->hexdigest, "\n";
}

=item $md5->add($data,...)

The $data provided as argument are appended to the message we calculate the digest for. The return value is the $md5 object itself.

All these lines will have the same effect on the state of the $md5 object:

$md5->add("a"); $md5->add("b"); $md5->add("c");
$md5->add("a")->add("b")->add("c");
$md5->add("a", "b", "c");
$md5->add("abc");

=item $md5->addfile($io_handle)
The \$io\_handle will be read until EOF and its content appended to the message we calculate the digest for. The return value is the \$md5 object itself.

The addfile\()\) method will croak\()\) if it fails reading data for some reason. If it croaks it is unpredictable what the state of the \$md5 object will be in. The addfile\()\) method might have been able to read the file partially before it failed. It is probably wise to discard or reset the \$md5 object if this occurs.

In most cases you want to make sure that the \$io\_handle is in C<binmode> before you pass it as argument to the addfile\()\) method.

=item \$md5\->add\_bits\(\$data, \$nbits\)

=item \$md5\->add\_bits\(\$bitstring\)

Since the MD5 algorithm is byte oriented you might only add bits as multiples of 8, so you probably want to just use add\() instead. The add\_bits\() method is provided for compatibility with other digest implementations. See L<Digest> for description of the arguments that add\_bits\() take.

=item \$md5\->digest

Return the binary digest for the message. The returned string will be 16 bytes long.

Note that the C<digest> operation is effectively a destructive, read-once operation. Once it has been performed, the C<Digest::MD5> object is automatically C<reset> and can be used to calculate another digest value. Call \$md5\->clone\->digest if you want to calculate the digest without resetting the digest state.

=item \$md5\->hexdigest

Same as \$md5\->digest, but will return the digest in hexadecimal form. The length of the returned string will be 32 and it will only contain characters from this set: '0'..'9' and 'a'..'f'.

=item \$md5\->b64digest

Same as \$md5\->digest, but will return the digest as a base64 encoded string. The length of the returned string will be 22 and it will only contain characters from this set: 'A'..'Z', 'a'..'z', '0'..'9', '+' and '/'.

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The base64 encoded string returned is not padded to be a multiple of 4 bytes long. If you want interoperability with other base64 encoded md5 digests you might want to append the string "==" to the result.

=item @ctx = $md5->context

=item $md5->context(@ctx)

Saves or restores the internal state. When called with no arguments, returns a 3-element list: number of blocks processed, a 16-byte internal state buffer, then up to 63 bytes of unprocessed data. When passed those same arguments, restores the state. This is only useful for specialised operations.

=back

=head1 EXAMPLES

The simplest way to use this library is to import the md5_hex() function (or one of its cousins):

use Digest::MD5 qw(md5_hex);
print "Digest is ", md5_hex("foobarbaz"), "\n";

The above example would print out the message:

Digest is 6df23dc03f9b54cc38a0fc1483df6e21

The same checksum can also be calculated in OO style:

use Digest::MD5;

$md5 = Digest::MD5->new;
$md5->add('foo', 'bar');
$md5->add('baz');
$digest = $md5->hexdigest;

print "Digest is $digest\n";

With OO style, you can break the message arbitrarily. This means that we are no longer limited to have space for the whole message in memory, i.e. we can handle messages of any size.

This is useful when calculating checksum for files:

use Digest::MD5;
my $filename = shift || "/etc/passwd";
open (my $fh, '<', $filename) or die "Can't open '$filename': $!";
binmode($fh);

$md5 = Digest::MD5->new;
while (<$fh>) {
    $md5->add($_);
}
close($fh);
print $md5->b64digest, " $filename
";

Or we can use the addfile method for more efficient reading of the file:

use Digest::MD5;
my $filename = shift || "/etc/passwd";
open (my $fh, '<', $filename) or die "Can't open '$filename': $!";
binmode ($fh);

print Digest::MD5->new->addfile($fh)->hexdigest, " $filename
";

Since the MD5 algorithm is only defined for strings of bytes, it can not be used on strings that contains chars with ordinal number above 255 (Unicode strings). The MD5 functions and methods will croak if you try to feed them such input data:

use Digest::MD5 qw(md5_hex);

my $str = "abc\x{300}";
print md5_hex($str), "\n"; # croaks
# Wide character in subroutine entry

What you can do is calculate the MD5 checksum of the UTF-8 representation of such strings. This is achieved by filtering the string through encode_utf8() function:

use Digest::MD5 qw(md5_hex);
use Encode qw(encode_utf8);

my $str = "abc\x{300}";
print md5_hex(encode_utf8($str)), "\n";
# 8c2d4691f3f5a326455f0ed7a8ed3b3

=head1 SEE ALSO
L<Digest>, L<Digest::MD2>,

L<Digest::SHA>,
L<Digest::HMAC>

L<md5sum(1)>

RFC 1321


The paper "How to Break MD5 and Other Hash Functions" by Xiaoyun Wang and Hongbo Yu.

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=over 4

=item

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=head1 AUTHORS

The original C<MD5> interface was written by Neil Winton (C<N.Winton@axion.bt.co.uk>).

The C<Digest::MD5> module is written by Gisle Aas <gisle@ActiveState.com>.

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548130_1591379411.76/0/perl-Digest-MD5-2.55-396.el8.src.rpm-cosi-expand-archive-qfwrDrJx/Digest-MD5-2.55.tar.gz-cosi-expand-archive-xOrAnhrN/Digest-MD5-2.55/MD5.pm
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The Digest::MD5 module allows you to use the RSA Data Security Inc. MD5 Message Digest algorithm from within Perl programs. The algorithm takes as input a message of arbitrary length and produces as output a 128-bit "fingerprint" or "message digest" of the input.

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core
The following artifacts are EPL and ASL 2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPLv2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache
The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.
1.2062 rpm-plugin-systemd-inhibit 4.14.3-14.el8_4

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1.2063 mitchellh-mapstructure 1.13.1-103.git7f2769b.el7.centos

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Go support for Protocol Buffers - Google's data interchange format

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Gocheck - A rich testing framework for Go

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    <signature of Ty Coon>, 1 April 1989
    Ty Coon, President of Vice

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Upstream-Contact: Fredrik Roubert <roubert@google.com>
Source: https://github.com/google/libphonenumber/

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cpp/src/phonenumbers/base/thread_checker.h
cpp/src/phonenumbers/base/memory-singleton.h
cpp/src/phonenumbers/base/memory-singleton_posix.h
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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of
free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification").

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for
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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the 
user can modify the Library and then relink to produce a modified 
executable containing the modified Library. (It is understood 
that the user who changes the contents of definitions files in the 
Library will not necessarily be able to recompile the application 
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the 
Library. A suitable mechanism is one that (1) uses at run time a 
copy of the library already present on the user's computer system, 
rather than copying library functions into the executable, and (2) 
will operate properly with a modified version of the library, if 
the user installs one, as long as the modified version is 
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at 
least three years, to give the same user the materials 
specified in Subsection 6a, above, for a charge no more 
than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy 
from a designated place, offer equivalent access to copy the above 
specified materials from the same place.

e) Verify that the user has already received a copy of these 
materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the 
Library" must include any data and utility programs needed for 
reproducing the executable from it. However, as a special exception, 
the materials to be distributed need not include anything that is 
normally distributed (in either source or binary form) with the major 
components (compiler, kernel, and so on) of the operating system on 
which the executable runs, unless that component itself accompanies 
the executable.

It may happen that this requirement contradicts the license 
restrictions of other proprietary libraries that do not normally 
accompany the operating system. Such a contradiction means you cannot 
use both them and the Library together in an executable that you 
distribute.

7. You may place library facilities that are a work based on the 
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permitted, and provided that you do these two things:
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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
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   a) Accompany the work with the complete corresponding
      machine-readable source code for the Library including whatever
      changes were used in the work (which must be distributed under
      Sections 1 and 2 above); and, if the work is an executable linked
      with the Library, with the complete machine-readable "work that
      uses the Library", as object code and/or source code, so that the
      user can modify the Library and then relink to produce a modified
      executable containing the modified Library. (It is understood
      that the user who changes the contents of definitions files in the
      Library will not necessarily be able to recompile the application
      to use the modified definitions.)

   b) Use a suitable shared library mechanism for linking with the
      Library. A suitable mechanism is one that (1) uses at run time a
      copy of the library already present on the user's computer system,
      rather than copying library functions into the executable, and (2)
      will operate properly with a modified version of the library, if
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      least three years, to give the same user the materials
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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/InnerClassesAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/web/Viewer.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/ProxyObject.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformCallable.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Symbol.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/AccessorMaker.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/NewArray.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewConstructor.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/EnumMemberValue.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/DoubleMemberValue.java]
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1.2080 perl-unicode-normalize 1.25 396.el8

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Zstd-jni: JNI bindings to Zstd Library

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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This license, the Library General Public License, applies to some specially designated Free Software Foundation software, and to any other libraries whose authors decide to use it. You can use it for your libraries, too.

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For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is
analogous to running a utility program or application program. However, in a
textual and legal sense, the linked executable is a combined work, a
derivative of the original library, and the ordinary General Public License
treats it as such.

Because of this blurred distinction, using the ordinary General
Public License for libraries did not effectively promote software
sharing, because most developers did not use the libraries. We
concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the
users of those programs of all benefit from the free status of the
libraries themselves. This Library General Public License is intended to
permit developers of non-free programs to use free libraries, while
preserving your freedom as a user of such programs to change the free
libraries that are incorporated in them. (We have not seen how to achieve
this as regards changes in header files, but we have achieved it as regards
changes in the actual functions of the Library.) The hope is that this
will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and
modification follow. Pay close attention to the difference between a
"work based on the library" and a "work that uses the library". The
former contains code derived from the library, while the latter only
works together with the library.

Note that it is possible for a library to be covered by the ordinary
General Public License rather than by this special one.

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party saying it may be distributed under the terms of this Library
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addressed as "you".

A "library" means a collection of software functions and/or data
prepared so as to be conveniently linked with application programs
(which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work
which has been distributed under these terms. A "work based on the
Library" means either the Library or any derivative work under
copyright law: that is to say, a work containing the Library or a
portion of it, either verbatim or with modifications and/or translated
straightforwardly into another language. (Hereinafter, translation is
included without limitation in the term "modification"."

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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   a) The modified work must itself be a software library.

   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.
(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.
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this License. You must supply a copy of this License. If the work
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copyright notice for the Library among them, as well as a reference
directing the user to the copy of this License. Also, you must do one
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a) Accompany the work with the complete corresponding
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from a designated place, offer equivalent access to copy the above
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d) Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the
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distributed (in either source or binary form) with the major
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which the executable runs, unless that component itself accompanies
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It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
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7. You may place library facilities that are a work based on the
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<one line to give the library's name and a brief idea of what it does.>
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Ty Coon, President of Vice

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1.2095 wso2-carbon-core-bootup-validator

4.4.35

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Preamble

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For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.
We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free
software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If
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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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**Apache**

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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**MortBay**

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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**Mortbay**

The following artifacts are CDDL + GPLv2 with classpath exception.
The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.2112 failureaccess 1.0.1

1.2113 x-net 0.0.0-20210916014120-12bc252f5db8

1.2113.1 Available under license:

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1.2153 gson 2.8.6

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  jar/com/google/gson/internal/reflect/ReflectionAccessor.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonIOException.java
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  jar/com/google/gson/JsonStreamParser.java
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1.2154 jackson-dataformat-smile 2.8.10

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* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/LazyDynaClass.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/LazyDynaMap.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/LazyDynaBean.java
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*/

Found in path(s):

* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/collections/FastHashMap.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/collections/ArrayStack.java

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*/

Found in path(s):

* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/ResultSetDynaClass.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/converters/AbstractArrayConverter.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/converters/DoubleConverter.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/converters/LongLocaleConverter.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/BasicDynBean.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/org/apache/commons/beanutils/ContextClassLoaderLocal.java
* /opt/cola/permits/1135953050_1613641297.88/0/commons-beanutils-1-7-0-sources-2-jar/
1.2168 kerberos 1.15.1 46.el7

1.2168.1 Available under license:

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```
cmd/krb5/iprop/iprop.x
cmd/krb5/iprop/iprop_hdr.h
cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
cmd/krb5/slp/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
lib/libgss/g_context_time.c
lib/libgss/g_delete_sec_context.c
lib/libgss/g_dsp_name.c
lib/libgss/g_dsp_status.c
lib/libgss/g_dup_name.c
lib/libgss/g_exp_sec_context.c
lib/libgss/g_export_name.c
lib/libgss/g_glue.c
lib/libgss/g_imp_name.c
lib/libgss/g_imp_sec_context.c
lib/libgss/g_init_sec_context.c
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
lib/libgss/g_inquire_cred.c
lib/libgss/g_inquire_names.c
```
lib/libgss/g_process_context.c
lib/libgss/g_rel_buffer.c
lib/libgss/g_rel_cred.c
lib/libgss/g_rel_name.c
lib/libgss/g_rel_oid_set.c
lib/libgss/g_seal.c
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lib/libgss/g_store_cred.c
lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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1.2170 wso2-carbon-mediation-security-stub

4.6.105

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1.2171 isl 0.18-1

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1.2172 python-dateutil 2.6.1-6.el8

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.  
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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*/opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/compiler/NoFieldException.java
*/opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/InnerClassesAttribute.java
*/opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/analysis/Subroutine.java
*/opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/AnnotationImpl.java
*/opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/util/proxy/FactoryHelper.java
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* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/ConstantAttribute.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/compiler/AccessorMaker.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/util/proxy/SerializedProxy.java

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* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/AnnotationMemberValue.java
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* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4.jar/javassist/bytecode/annotation/ArrayMemberValue.java
1.2183 tpm2-tss 2.3.2-3.el8

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==============

libcurl can be built to use a fair amount of various third party libraries, libraries that are written and provided by other parties that are distributed using their own licenses. Even libcurl itself contains code that may cause problems to some. This document attempts to describe what licenses libcurl and the other libraries use and what possible dilemmas linking and mixing them all can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that [GPL](https://www.gnu.org/licenses/gpl.html) licensed code is not allowed to be linked with code licensed under the [Original BSD license](https://spdx.org/licenses/BSD-4-Clause.html) (with the announcement clause). You may still build your own copies that use them all, but distributing them as binaries would be to violate the GPL license - unless you accompany your license with an [exception](https://www.gnu.org/licenses/gpl-faq.html#GPLIncompatibleLibs). This particular problem was addressed when the [Modified BSD license](https://opensource.org/licenses/BSD-3-Clause) was created, which does not have the announcement clause that collides with GPL.

## libcurl

Uses an [MIT style license](https://curl.haxx.se/docs/copyright.html) that is very liberal.

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## libssh2
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  jar/io/netty/handler/jetty/JettyNpnSslEngine.java
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* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/Util/X509TrustManagerWrapper.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/flush/package-info.java
* /opt/cola/permits/1257282416_1642795753.21/0/netty-handler-4-1-45-final-sources-
  jar/io/netty/handler/ssl/DelegatingSslContext.java

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set yrange [0:]
set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
set style fill solid border -1

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This section shows you how to contribute to the Strimzi documentation and contains important guidelines for creating accessible content.
== Getting started

Before you begin you need to:

. xref:setting-up-git[Install and set up Git]

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.. Example image caption and description
   [source,asciidoc]
   ----
   .. Operators within the Strimzi architecture
   image:operators.png[Operators within the Strimzi architecture]
   ----

.. Example table headings
   [source,asciidoc]
   ----
   .. File connectors
   [cols="2*",options="header"]
   |===
   | File Connector
   | Description
   | [FileStreamSourceConnector]
   | Transfers data to your Kafka cluster from a file (the source).
   |===

[[contributing]]
== Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

Procedure
- Open your terminal
- `cd` to the directory where your documentation resides
- Checkout the main branch
  
  $ git checkout main

- Update your local repository and fork with the upstream content
  
  $ git pull upstream main
  
  $ git push origin main --force

- Create a new branch for your work (using the issue number is helpful)
  
  $ git checkout -b <branch-name>

- Make your edits in the editor of your choice
- Save your changes locally
- Build your documentation to verify that there are no build errors and that everything looks right
- This can be done with the xref:make-tooling[Make tooling]
- If you are creating new files, add the files to the repository
  
  $ git status
  
  $ git add <file-name>

- Commit your changes
  
  $ git commit -a -s -m "<message>"

Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the link:https://developercertificate.org/[developer certificate of origin (DCO)].
. Push your changes to your fork
+ [source]
    ----
    $ git push origin HEAD
    ----
. If the update is rejected because the commit is behind, merge your changes
+ [source]
    ----
    $ git pull upstream main
    $ git push -f origin HEAD
    ----
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. If a SME review is needed:
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1.2207 open-ldap 2.4.44 21.el7_6

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1.2208 libarchive 3.3.2 9.el8

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1.2209 netty-transport-native-unix-common

4.1.62.Final

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Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Native/Unix/Common
Bundle-Description: Static library which contains common unix utilitie
s.
Automatic-Module-Name: io.netty.transport.unix.common
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-unix-common
Implementation-Version: 4.1.62.Final
Built-By: norman
Bnd-LastModified: 1617128320115
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel.io.
netty.channel.socket;version="[4.1,5)";io.netty.util;version="[4.1,5)
","io.netty.util.internal;version="[4.1,5)";sun.nio.ch;resolution:=opt
ional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.
ecclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&osgi.ee=JavaSE)(version=1.6)"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
channel.io.netty.channel.socket,io.netty.util";version="4.1.62"
Bundle-Name: Netty/Transport/Native/Unix/Common
Bundle-Version: 4.1.62.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport-native-unix-commo
n/
1.2210 tzdata 2019c 0+deb10u1

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1.2211 python3-websocket 0.53.0-1

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1.2212 swagger-core 1.5.16

1.2213 rtmpdump 2.4+20151223.gitfa8646d.1-2
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Version 2.1, February 1999

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

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* java.sun.security.ssl

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http://openjdk.java.net/legal/gplv2+ce.html

OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-jar/net/minidev/json/parser/JSONParserStream.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-jar/net/minidev/json/JSONStreamAware.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-jar/net/minidev/json/JSONArray.java
* /opt/cola/permits/1211966355_1633662139.49/0/json-smart-1-1-1-sources-2-jar/net/minidev/json/parser/ContentHandler.java
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1.2246 javax-cache-wso2 4.4.35

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1.2247 attr 2.4.48 3.el8

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Version 2.1, February 1999

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1.2251 python-setuptools 3.10.0-2.ph4
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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python’s principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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The original unzip source code has been extensively modified and almost entirely rewritten (changes include random zipfile access rather than sequential; replacement of unimplode() with explode(); replacement of old unshrink() with new (unrelated) unshrink(); replacement of output routines; addition of inflate(), wildcards,
filename-mapping, text translation, ...; etc.). As far as we can tell, only the core code of the unreduce method remained substantially similar to Mr. Smith's original source. As of UnZip 5.42, the complete core code is now covered by the Info-ZIP Licence. Therefore, support for the reduce method has been removed.

The drop of the reduce method should only affect some test archives, reducing was never used in any publically distributed Zip program. For pathologic cases where support for reduced archive entries is needed, the unreduce code copyrighted by Samuel H. Smith is available as a separate distribution (the restricted copyright of this code is cited below in the "historical" section).

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* 
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* 
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* with significant code contributions by Nitin Ganatra 
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Basic encoding and decoding of Macintosh files to the MacBinary III spec.

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"He says that he thought that whoever contacted him understood that he has no objection to the Info-ZIP group's inclusion of his code. His primary concern is that it remain freely distributable, he said."

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The decompression core code for the deflate method (inflate.[ch], explode.c) was originally written by Mark Adler who submitted it as public domain code.

1.2253 paranamer 2.7

1.2254 antlr-runtime 4.5.1

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* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/ResponseTransformer.java
* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/ResponseTransformerRouteImpl.java

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* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/http/matching/RouteContext.java
* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/http/matching/Body.java
* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/embeddedserver/NotSupportedException.java
* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/embeddedserver/jetty/EmbeddedJettyFactory.java
* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/http/matching/GeneralError.java
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* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/http/matching/BeforeFilters.java
* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/http/matching/AfterFilters.java
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* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/resource/AbstractFileResolvingResource.java

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* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/servlet/SparkApplication.java
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* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/resource/ClassPathResourceHandler.java
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* /opt/cola/permits/1271002027_1644867955.28/0/spark-core-2-9-3-sources-jar/spark/resource/Utf8StringBuilder.java
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

------

Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

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These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

------

MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.
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1.2267 kafka-oauth-keycloak-authorizer 0.8.1

1.2267.1 Available under license:
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 */

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* /opt/cola/permits/1274552126_1645214596.9/0/kafka-oauth-keycloak-authorizer-0-8-1-sources-jar/io/strimzi/kafka/oauth/server/authorization/ScopesSpec.java
* /opt/cola/permits/1274552126_1645214596.9/0/kafka-oauth-keycloak-authorizer-0-8-1-sources-jar/io/strimzi/kafka/oauth/server/authorization/AuthzConfig.java
* /opt/cola/permits/1274552126_1645214596.9/0/kafka-oauth-keycloak-authorizer-0-8-1-sources-jar/io/strimzi/kafka/oauth/server/authorization/JwtKafkaPrincipalBuilder.java

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*/
/**
* The method that makes the authorization decision.
* We assume authorize() is thread-safe in a sense that there will not be two concurrent threads
* calling it at the same time for the same session.
* Should that not be the case, the side effect could be to make more calls to token endpoint than necessary.
* Other than that it should not affect proper functioning of this authorizer.
* @param session Current session
* @param operation Operation to authorize
* @param resource Resource to authorize
* @return true if permission is granted
*/

Found in path(s):
* /opt/cola/permits/1274552126_1645214596.9/0/kafka-oauth-keycloak-authorizer-0-8-1-sources-jar/io/strimzi/kafka/oauth/server/authorizer/KeycloakRBACAuthorizer.java

1.2268 maven-resolver-transport-wagon 1.1.1
1.2268.1 Available under license :

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3.6.200.v20130402-1505
1.2270 opentracing-util 0.33.0

1.2270.1 Available under license:

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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.
* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
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http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.2296 libsemanage 2.9 3.el8

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
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modification of the work for the customer's own use and reverse
engineering for debugging such modifications.

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directing the user to the copy of this License. Also, you must do one
of these things:

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)
will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.
e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

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That's all there is to it!
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1.2298 snake-yaml 1.6
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* /opt/cola/permits/1000773902_1646171575.77/0/snakeyaml-1-6-sources-jar/org/yaml/snakeyaml/constructor/Construct.java
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* /opt/cola/permits/1000773902_1646171575.77/0/snakeyaml-1-6-sources-jar/org/yaml/snakeyaml/scanner/Constant.java
1.2299 libdatrie 0.2.9 7.el8

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages
are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.2308 hk2-locator 2.5.0

1.2309 wso2-carbon-event-input-adapter-soap 5.1.42

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1.2310 libgcrypt 1.8.4 5
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mpi/hppa1.1/udiv-qrnnd.S, mpi/hppa1.1/mpi-mul2.S,
mpi/hppa1.1/mpi-mull1.S, mpi/Makefile.am, tests/prime.c,
tests/register.c, tests/ac.c, tests/basic.c, tests/tsexp.c,
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The ECC code cipher/ecc.c was based on code by Sergi Blanch i Torne, sergi at calcurco dot org.

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Zstd-jni: JNI bindings to Zstd Library

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers, as well as supported
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* /opt/cola/permits/1266592279_1644246586.94/0/netty-buffer-4-1-49-final-sources-
jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
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* /opt/cola/permits/1266592279_1644246586.94/0/netty-buffer-4-1-49-final-sources-
jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java
* /opt/cola/permits/1266592279_1644246586.94/0/netty-buffer-4-1-49-final-sources-
jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
* /opt/cola/permits/1266592279_1644246586.94/0/netty-buffer-4-1-49-final-sources-
jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
* /opt/cola/permits/1266592279_1644246586.94/0/netty-buffer-4-1-49-final-sources-
jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java

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/opt/cola/permits/1266592279_1644246586.94/0/netty-buffer-4-1-49-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetric.java
/opt/cola/permits/1266592279_1644246586.94/0/netty-buffer-4-1-49-final-sources-jar/io/netty/buffer/PooledByteBufAllocatorMetric.java

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1.2338 wso2-carbon-messageflows-stub

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-------------------------------------------------------------

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Eran Librach <eranl@#064;valicert.com> - spotting and fixing the classLoader bug that occurs if javax.crypto and the provider aren't sharing the same classpath (occurs in JDK 1.3 and greater).
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Markus Niedermann <markus.niedermann@#064;softwired-inc.com> - porting information and restrictions when using the lightweight library with the MIDP environment.
Mike Benham <moxie@#064;thoughtcrime.org> - detection and fixing of an incorrect weak key in the DES key generation support classes. Suggestions for simplifying DESedeParameter objects. Optimisations for the Blowfish engine and BufferedBlockCipher class.
Soren Hilmer <hilmer@#064;mail.tele.dk> - initial implementation of netscape certificate request classes.
Uwe Guenther <uwe@#064;cscc.de> - detection and fixing of 3 incorrect semi-weak keys in the DES key generation support classes.
Markus Bradtke <mab@#064;informatik.uni-kiel.de> - fixing of a logic error in the JDKKeyStore class.
Waclaw Sierek <wacław.sierèk@#064;tpg.pl> - fix to setOddParity in the DESParameter class. Assistance with adding ordering to X509 names for certificate generation, proper processing of byte strings in the ASN1 package, further simplifications and additional classes to improve pkcs7 support, bug fixes in CertPath API.
Ly-Na Phu <lyna.phu@#064;init-consulting.de> - assistance in the addition of ISO 9796-1 padding.
Stefan K&ouml;psell <sk13@#064;mail.inf.tu-dresden.de> - making the jdk 1.1 version of the collections API available. For further details see http://sourceforge.net/projects/jcf/.
Carmen Bastiaans <cbastian@#064;microbits.com.au> - fixing the improper null pointer problem in the setting of certificates in the PKCS12 key store.
Tomas Gustavsson <tomasg@primekey.se> - initial implementation of the AuthorityInformationAccess, SubjectKeyIdentifier, AuthorityKeyIdentifier, CRLNumber, CRLReason, CertificatePolicies, V2TBSCertListGenerator, and X509V2CRLGenerator classes in the ASN.1 library. Additions to GeneralName class, other bug fixes in the X.509 package. Initial implementation of the CertificationRequest classes. getRevocationReason() patch for OCSP. Patch to SemanticsInformation to prevent ClassCastException.

Eugen Kuleshov <euxx@604@hotmail.com> - optimisations for Blowfish, assistance with PKCS12/keytool interoperability.

Megan Woods <meganwoods@sekurafile.com> - initial implementation of ECIES.

Christian Geuer-Pollmann <geuerp@604@apache.org> - adding IV's to the AESWrap implementations. Initial implementation of DESedeWrap.

Michael M&625;hle <michael@604@mouling.de> - contributing the initial CertPath implementation and compatibility classes, fixing provider bug in JDK 1.1 java.security.cert.CertificateFactory compatibility class.

Michael Mansell <me@604@michaelmansell.com> - fixing the parsing of the empty DER set in the ASN.1 library.

Eike Recker <eike.recker@604@gmx.de> - fixing misspelling of provider reference for RSA/1 and RSA/2.

Chris Southern <CSouthern@604@baltimore.com> - fixing misuse of specified provider in the PKCS10 certification request class.

Sidney Markowitz <sidney@604@sidney.com> - fixing null pointed exception on unknown OID in X509Name class, initial implementation of the three AES engines.

Chris Kerr <ckerr@604@filonet.ca> - initial implementation of the cms, asn1.cms, and the mail/smime packages, assistance in simplifying the ASN.1 package, miscellaneous other optimisations, NIST CertPath certification test, PKIXPolicyNode class, CertPath subtree validation and policy tree construction.

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Mike Bean <mbean@604@lucentradius.com> - fixing the fall through bug in the IV algorithm parameters class.

Martin Petraschek <e9526225@604@student.tuwien.ac.at> - fixing ASN1 tagging so tag values up to 30 are now supported.

Jess Garms <jgarms@604@yahoo.com> - fixing 112/168 key size bug for DESede key generation.

Mike Bremford <mike@604@big.faceless.org> - contributing the initial PKCS7 implementation.

Shankar Srinivasan <ssr002@604@yahoo.com> - S/Mime interoperability testing and debugging.

Stef Hoeben <istlesf@604@skynet.be> - adding Montgomery multiplication to the BigInteger class.

Klaudiusz Ciosk <kciosk@604@max.com.pl> - improving the compatibility of the SMIME package with the Sun JCE.

Thomas Houtekier <Thomas.Houtekier@604@tectrade.net> - S/Mime testing and debugging. Interoperability with Biztalk.

Don Hillsberry <hillsber@604@dialcorp.com> - S/Mime testing and debugging.

Kazu Furuya <kfuruya@604@infoteria.co.jp> - fixing root certificate chaining bug in PKCS12 key store.

Jason Novotny <jdnovotny@604@lbl.gov> - initial work on the openSSL PEM processing.

Joel Hockey <joel.hockey@604@qspayments.com> - initial work on the openSSL PEM processing.

John Steenbruggen <JohnS@604@geotrust.com> - fixing CertificationRequestInfo to handle cert request info objects without attribute blocks.
Justin Chapweske <justin@chapweske.com> - ordering patch for Tiger message digest.
John Serock <serock@064@hotmail.com> - fixing null pointer exception in constructor for ExtendedKeyUsage. Fixing of base OID bug in KeyPurposeId.
Compliance of KeyUsage extension return value with security API.
Sascha Weinreuter <sascha.weinreuter@064.cit.de> - fixed SMIME saveChanges() bug.
Andre Wehnert <aw5@mail.inf.tu-dresden.de> - fixing key schedule problem in RC5-64, fixing buffer cleaning issue in buffered block cipher.
Luigi Lo Iacono <lo_iacono@inf.et-inf.uni-siegen.de> - adding SIC mode to the blockciphers in the provider.
John Serock <jserock@hotmail.com> - fixing null pointer exception in constructor for ExtendedKeyUsage. Fixing of base OID bug in KeyPurposeId.
Compliance of KeyUsage extension return value with security API.
Sascha Weinreuter <Sascha.Weinreuter@cit.de> - fixed SMIME saveChanges() bug.
Andre Wehnert <aw5@mail.inf.tu-dresden.de> - fixing key schedule problem in RC5-64, fixing buffer cleaning issue in buffered block cipher.
Luigi Lo Iacono <lo_iacono@inf.et-inf.uni-siegen.de> - adding SIC mode to the blockciphers in the provider.
John Serock <jserock@hotmail.com> - fixing null pointer exception in constructor for ExtendedKeyUsage. Fixing of base OID bug in KeyPurposeId.
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Sascha Weinreuter <sascha.weinreuter@064.cit.de> - fixed SMIME saveChanges() bug.
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Luigi Lo Iacono <lo_iacono@inf.et-inf.uni-siegen.de> - adding SIC mode to the blockciphers in the provider.
John Serock <jserock@hotmail.com> - fixing null pointer exception in constructor for ExtendedKeyUsage. Fixing of base OID bug in KeyPurposeId.
Compliance of KeyUsage extension return value with security API.
Kaiser Yang <kayseryang@yahoo.com> - Finding BigInteger loop problem in prime generation.

Jiri Urbanec <jiri.urbanec@#64logicacmg.com> - patch to fix defect in DERBMPString.equals().

Justin Kolb <jkolb@#64pristx.com> - patch to DSA signature generation in OpenPGP. Fix for the unexpected "Uninitialized end of ZLIB input stream" exception.

Ralf Hauser <ralfhauser@gmx.ch> - patch to exception handling in PublicKeyRing, PEMReader, 1.4 build script. X509 Certificate Factory, CertPathValidatorUtilities, fromAddress null check in SignedMailValidator.

Michal Dvorak <M_Dvorak@#64kb.cz> - getNextUpdate patch for OCSP SingleResp.

Klaus Greve Fiorentini <Klaus@#64cpqpd.com.br> - array fix in PG PublicKeyEncSessionPacket.

Olivier Refalo <Olivier_Refalo@fpl.com> - null pointer exception fix for JDK 1.3 CMSSignedData objects.

Mariusz Bandola <mariusz.bandola@#64cryptotech.com.pl> - patch to DERGeneralizedTime. Compliance patch for OCSP TBSRequest class. Patch to X509Name for delaing with general objects in sequences.

Brien Oberstein <brien.oberstein@#64transacttools.net> - patch to S2K algorithm in OpenPGP, initial PGP version 3 secret key support, initial PGP version 3 signature generation, RIPEMD160 addition to PGPUUtil.

Ian Haywood <ian@#64haywood.bpa.nu> - addition of getSignatureType to PGPSignature.

Jonathan Edwards <s34gull@#64mac.com> - initial support for reading multiple rings from a PGP key file.

Andrew Thornton <andrew@#64carent.cam.ac.uk> - patch for RSA PUBLIC KEY in PEMReader.

Gregor Leander <gl@#64bos-bremen.de> - initial parsing of multiple sequence entries in an X.500 Name.

Antoon Bosselaers <Antoon.Bosselaers@#64esat.kuleuven.ac.be> - help with RipeMD320 implementation.

Peter Sylvester <Peter.Sylvester@#64edelweb.fr> - improvements to the ASN.1 BasicConstraints object.

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Francois Staes <fsstaes@#64netconsult.be> - improvements to DEBitString, DERGeneralizedTime and initial implementation of DERGeneralString, addition of settable signed content info to CMSSequence, patch to DH key agreement.

W.R. Dittmer <wdittmer@#64cs.vu.nl> - patch to decoding of SignatureCreationTime in BCPG. Patch to PGPKeyPair to fix nullpointer exception.

Perez Paz Luis Alberto <laperez@#64banxico.org.mx> - patch to use of BitString in X.500 name.

James Wright <James_Wright@#64harte-hanks.com> - patches for dealing with "odd" ArmoredInputStreams.

Jim Ford <jim@#64muiford.com> - patch to PGPSecretKey to avoid null pointer exception on encoding secret keys, comments on KeyExpirationTime, getBitStrength for ElGamal keys. Signature creation time patch for newly created v4 signatures.

Michael Hauser <haeusler@#64ponton-consulting.de> - extra aliases for provider.

Sai Pullabhotla <psai@#64linoma.com> - fix to PGP compressed data generator to improve compression levels. Performance improvements for KeyBasedLargeFileProcessor.

Joseph Miller <joseph@#64digiweb.net.nz> - addition of ZeroBytePadding.

Lars <xyz@#64sagemdenmark.dk> - patch to explicit padded mode for CBC block cipher MAC.

Jeroen van Vianen <jeroen@#64vanvianen.nl> - the Signed and Encrypted mail example.

Jun Sun <JSun@#64diversinet.com> - patch to SecureRandom to work around problem in wtk 1.0.4 and wtk 2.1.

Petr Dukem <pdukem@#64email.cz> - patch to CMSSequence to allow it to work with PKCS11 providers.

Filipe Silva <filipe.silva@#64wedoconsulting.com> - patch to fix overread issue in BCPGInputStream.

Alpesh Parmar <alps@#64linuxmail.org> - patch for class cast problem in PGPPublicKey.getSignatures().

Jay Gengelbach <jgengelbach@#64webmethods.com> - patch to fix isSigningKey in PGPSecretKey class, patch to hashedPackets in PGP signatureGenerator, initial cut for indefinite length output.
Doug <doug@064tigerprivacy.com> - public key ring patches for ElGamal Signatures, problem key ring data.

Matthew Mundy <mmundy1@064umbc.edu> - infinite loop prevention patch to PKCS552ParametersGenerator.

Tom Cargill <cargill@064procon.com> - spelling patch in provider.

Breitenstrom Christian <C.Breitenstrom@064t-systems.com> - compatibility patch to SignaturePacket, DetachedSignatureProcessor.

Zanotti Mirko <zanotti@064cad.it> - patch to ordered equality test for X509Name.

Nicola Scendoni <ncsendoni@064babelps.it> - patch to add sorting to CertPath validation.

Ville Skyttä <ville.skytta@064ki.fi> - patch to CRLDistPoint for cRLIssuer field. KeyStore compliance on add patches. DiffieHellman patch for provider compliance. Support for PEM object "TRUSTED CERTIFICATE". Exception handling patch in PEMReader. JavaDoc clean up.

Bruce Gordon <bruce.gordon@064savvis.net> - patch to secret key creation encoding NullPointerException in OpenPGP, speed up for BCPGInputStream.

Miles Whiteley <Miles.Whiteley@064savvis.net> - "223" fix for BCPGInputStream new packets.

Albert Moliner <amoliner@064evintia.com> - initial TSP implementation.

Carlos Lozano <carlos@064evintia.com> - initial TSP implementation, patch to SignerInformation for supporting repeated signers, initial updates for supporting repeated attributes in CMS.

Javier Delgadillo <javi@064jav.apple.org> - initial Mozilla PublicKeyAndChallenge classes.

Joni Hahkala <joni.hahkala@064ecm.ch> - initial implementations of VOMS Attribute Certificate Validation, IetfAttrSyntax, and ObjectDigestInfo. We also wish to thank the <a href="http://www.eu-egee.org">EGEE project</a> for making the work available.

Rolf Schillinger <rolf@064sir-wum.de> - initial implementation of Attribute Certificate generation.

Sergey Bahtin <Sergey_Bahtin@yahoo.com> - fix for recovering certificate aliases in BKS and UBER key stores. Initial implementations of GOST-28147, GOST-3410, EC GOST-3410, GOST OFB mode (GOFB) and GOST-3411.

Franck Leroy <Franck.Leroy@064keynotecis.com> - ANS.1 set sorting. Contributions to TSP implementation. Test vectors for Bleichenbacher's forgery attack.

Atsuhiko Yamanaka <ymnk@064jcraft.com> - patch for improving use of Montgomery numbers in BigInteger library. Patch to use size of private exponent in DH parameters.

Nickolay Bolshakov <tyrex@064reksoft.ru> - patch for class cast exception in AuthorityInformationAccess class.

Soren Hilmer <soren.hilmer@064tietoenator.com> - patches for CertID with issuerSerial set in TSP implementation, additional compliance testing.

Steve Mitchell <mitchell@064intertrust.com> - patch for stateful path validator fix. Patch to allow BigInteger class to create negative numbers from byte arrays. Additions to allow different providers to be used for asymmetric/symmetric encryption in OpenPGP.

Optimisation to avoid redundant verification in path validator. Suggestion to use PKIXParameters.getSigProvider() correctly.

Dirk Eisner <D.Eisner@064seeburger.de> - initial implementation of ISO 78164-4 padding.

Julien Pasquier <julienpasquier@064free.fr> - initial implementation of attribute classes from RFC 3126. Fix to KEKIdentifier, OtherKeyAttribute parsing. Initial ContentHints class.

Matteo <matartuso@064ilibero.it> - sequence patch to ASN1Dump.

Andrew Paterson <andrew.paterson@064burnsecs.com> - patches to PGP tools, isRevoked method on PGPPublicKey.

Vladimir Molotkov <vladimir.molotkov@064intel.com> - extensive provider exception handling compliance testing.

Florin Kollan <adlocfio@064web.de> - fix to ElGamalKeyParameters equality testing.
<li>Pavel Vassiliev <paulvas@064gmail.com> - Initial GOST28147Mac implementation./li>
<li>Tom Pesman <tom@064tnux.net> - addition of DES-DE E encryption for RSAPrivate keys to PEMWriter./li>
<li>Lukasz Kowalczyk <lukasz.b.kowalczyk@064gmail.com> - patch to fix parsing issue with OpenSSL PEM based certificate requests./li>
<li>Arndt Hasch <Arndt.Hasch@064maxence.de> - additional fix for partial reading with new style PGP packets./li>
<li>Fix Bernd (KCDP 11) <bernd.fix@credit-suisse.com> - fix for 31 byte issue and exception throwing by Whirlpool./li>
<li>David M. Lee <dmlee@064crossroads.com> - code for add and remove secret key in the PGPSecretKeyRing class. Additions to S/MIME and CMS unit tests./li>
<li>Mike Dillon <md5@064embody.org> - additional checks for PGP secret and public key construction, patches to copyWithNewPassword./li>
<li>Tu-vi cung <t2cung@064hotmail.com> - patch for out of bounds problem in getDecoderStream method./li>
<li>Chris Schultz <eschultz@064gmail.com> - fix for InputStream constructor for X509V2AttributeCertificate./li>
<li>David M. Lee <dmlee@064crossroads.com> - implementation assistance with streaming CMS classes./li>
<li>Joel Rees <rees@064ddcom.co.jp> - fix to correct getOID methods from returning same set on X.509 attribute certificates./li>
<li>Francesc Sau <francesc.sau@064partners.netfocus.es> - micro fix for tsp Accuracy class./li>
<li>Larry Bugbee <bugbee@064mac.com> - initial ECNR implementation./li>
<li>Remi Blancher <Remi.Blancher@064keynectis.com> - Contributions to TSP implementation. Initial implementation of RFC 3739 and ICAO ASN.1 classes./li>
<li>Brian O'Rourke <brianorourke@064gmail.com> - patch for signature creation time override in OpenPGP./li>
<li>Andreas Schwier <andreas.schwier@064cardcontact.de> - initial implementation of ISO9797 MAC Algorithm 3, addition of DES-DE E MAC to the provider, fix to EC point encoding, addition of EC and RSA-PSS OIDs to CMS, addition of AES-CMAC and DESede-CMAC to JCE provider./li>
<li>David Josse <david.josse@transacttools.net> - Patch for trailer function in version 2 signature packets./li>
<li>Kishimoto Kazuhiko <kazu-k@064hi-ho.ne.jp> - RFC 3280 updates to policy processing in the CertPath validator. Additional test data not covered by NIST./li>
<li>Lawrence Tan <lawrcntan@064gmail.com&gt; - Large field OID sample test data. Missing key types in JDKKeyFactory./li>
<li>Carlos Valiente <superdupont@064gmail.com> - Addition of CRL writing to the PEMWriter class./li>
<li>Olaf Keller, <olaf.keller.bc@064bluewin.ch> - initial implementation of the elliptic curves over binary fields F2m. Additional tests and modifications to elliptic curve support for both F2m and Fp. Performance improvements to F2m multiplication. Initial implementation of WNAF/WTNAF point multiplication. Improvement to k value generation in ECDSA./li>
<li>J&ouml;rg Eichhorn <eichhorn@064ponton-consulting.de> - patch to fix EOF read on SharedFileInputStream, support for F2m compression./li>
<li>Karsten Ohme <widerstand@064t-online.de> - initial check against for out of range data on non byte aligned RSA keys. Addition of equals/hashCode on ECCurve.Fp. Additional curve type support for Fp, contributions to F2m compression. F2m decoding for ECPointUtil. Infinity fix and prime192v2 fix for Fp. Extra validation for RSA key creation. Fix to name types for some OpenSSL key generators. RFC-1779 table, improved RFC 2253 compliance for X509Name. Additional constructor validation for X.509/ESS ASN.1 classes. Validation for Printable, IA5, and Numeric Strings. Support for surrogate pairs in DERUTF8String, DER UTF8 test. Additional X.509 name attributes for ISIS-MTT, RFC 3039, addition of indirect CRL support, initial X509 LDAP CertStore implementation, CertificatePair class,
and X509CertificatePair class. Contributions to X509Store/Parser infrastructure and design.
CertPath support for implicit DSA parameters and a range of NameConstraints. Addition of support for V1 attribute certificates and attribute certificate path validation. Initial classes for ASN.1 ISIS-MTT support. Enhancements for improving compliance with the NIST CertPath tests.

- Carlos Lozano Ruiz (<carlos@064tradise.com>) - patch for <ctrl><m> only handling in CRLEntryOutputStream.
- John Alfred Prufrock (<j.a.prufrock@064gmail.com>) - mods to GOST-3411 and MD2 to support ExtendedDigest.
- Stefan Neusatz Guilhen (<neusatz@064gmail.com>) - initial version of RoleSyntax, improvements to AttributeCertificateHolder and AttributeCertificateIssuer.
- Marzio Lo Giudice (<marzio.logiudice@064gmail.com>) - fix to endianess in KDF2BytesGenerator, additional KDF2 tests.
- Georg Lippold (<georg.lippold@064gmx.de>) - initial implementation of NaccacheStern cipher.
- Chris Viles (<chris_viles@064yahoo.com>) - fix to SignatureSubpacket critical bit setting.
- Pasi Eronen (<Pasi.Eronen@nokia.com>) - extra toString() support for ASN.1 library. Initial patch for large OID components.
- Lijun Liao (<lijun.liao@064rub.de>) - performance enhancements for SHA family of digests. Bug report and patch for blank line handling in ArmoredInputStream.
- Maria Ivanova (<maria.ivanova@064gmail.com>) - support for tags > 30 in ASN.1 parsing.
- Armin Haumlberling (<arminha@student.ethz.ch>) - first cut of internationalisation, initial PKIX validation classes.
- Marius Schilder (<mcschilder@064google.com>) - main set of test vectors for Bleichenbacher's forgery attack.
- Xavier Le Vouc (<xavier@064britannysoftware.com>) - general code clean ups.
- Erik Tews (<e_tews@cdc.informatik.tu-darmstadt.de>) - initial threaded random seed generator, constant-time PKCS#1.5 decoding.
- Thomas Dixon (<reikomusha@064gmail.com>) - initial implementations of TEA/XTEA, Salsa20, ISAAC, and Noekeon. XTEA enhancements.
- Frank Cornelis (<info@frankcornelis.be>) - addition of crlAccessMethod in X509ObjectIdentifiers.
- Rui Joaquim (<rjoaquim@064cc.isel.ipl.pt>) - initial implementation of RSA binding for signatures.
- David Stacey (<DStacey@allantgroup.com>) - addition of trust packet checking on revocation signatures in PGPSecretKeyRing.
- Martijn Brinkers (<list@064mitm.nl>) - better exception handling in CMS enveloping, "just in time" modifications for CRL and Sequence evaluation.
- Julius Davies (<juliusdavies@064gmail.com>) - additional modes and algorithm support in PEMReader.
- Matthias (<eg@064drnner.de>) - GnuPG compatibility changes for PBEFileProcessor.
- Olga Kauumlmlther (<olga.kaeuthler@064hip-consulting.com>) - initial implementation of TeleTrusT EC curves, additional ISO 9797 MACs, contributions to EAC OIDs, addition of EAC algorithms to CMS Signing.
- Germano Rizzo (<germano.rizzo@064gmail.com>) - initial implementation of CMac, EAX, HC-128, and HC-256, optimisations for Salsa20.
- Nuaucid;ria Maria;aude (<numaa@064hotmail.com>) - patch for alternate data type recognition in CMSMessageDataParser.
- Janis Schuller (<js@064tzi.de>) - addition of NotationData packets for OpenPGP.
- Michael Samblanet (<mike@064samblanet.com>) - patches towards improved Sun/default provider support in CMS.
- Mike StJohns (<mstjohns@064comcast.net>) - patches for supporting empty subject in X.509 certificate generation, noneWithECDSA.
- Ramon Keller (<ramon.keller@064gmx.ch>) - patch to deal with null revocations return from other CRL in
X509V2CRLGenerator.  

- Mask fix to single byte read in TlsInputStream.  

- Addition of getTsa() to TimeStampTokenInfo.  

- Initial implementation of VMPC cipher, VMPCRandomGenerator, VMPCMac.  

- Fix for issue in OpenPGP examples [#BJA-55].  

- Support for counter signature reading in CMS API, update for multiple counter signature attributes.  

- Security manager patch for PKCS1Encoding property check.  

- Updates to KeyPurposeId.  

- Improved exception handling for getInstance() in ASN.1 library.  

- Patch to constructor for CRMF CertSequence.  

- Identified a bug in ASN.1 library with handling of unterminated NDEFs.  

- Patch for TLS client to send empty client certs in response to HP_CERTIFICATE_REQUEST.  

- Identified problem with DERApplicationSpecific and high tag numbers in ASN.1 library.  

- Identified problem with EAX [#BJA-93].  

- Fix to use of Signature rather than SignatureSpi in provider [#BJA-90]. Addition of null provider use to SignedPublicKeyAndChallenge and PKCS10CertificationRequest [#BJA-102].  

- Identified a bug in ASN.1 library with handling of unterminated NDEFs.  

- Speedups for OpenPGPCFB mode, clean room JCE patches.  

- Speed ups for Camellia implementation, CamelliaLightEngine.  

- Initial implementation of Grain-v1 and Grain-128.  

- Error message fix to X509LDAPCertStoreSpi, comparison fix to BCStrictStyle.  

- Addition of UniqueIssuerID to certificate generation.  

- SubjectAlternativeName fix for x509CertStoreSelector.  

- Datahandler patch for attached parts in SMIME signatures.  

- Explicit bounds checking for DESKeyGenerator, code simplification for OAEPEncoding.
Lothar Kimmeringer <job@kimmeringer.de> verbose mode for ASN1Dump, support for DERExternal.</li>
<li>Richard Farr <rfrarr.se@gmail.com> initial SRP-6a implementation.</li>
<li>Thomas Castiglione <castiglione@064au.ibm.com> patch to encoding for CRMF OptionalValidity.</li>
<li>Elisabetta Romani <erromani@064sogei.it> patch for recognising multiple counter signatures.</li>
<li>Robin Lundgren <r73lundgren@064gmail.com> CMPCertificate constructor from X509CertificateStructure fix.</li>
<li>Petr Kadlec <smornegil@064centrum.cz> fix to sign extension key and IV problem in HC-128, HC-256.</li>
<li>Andreas Antener <antener.a@064gm.mx> fix to buffer reset in AsymmetricBufferedBlockCipher.</li>
<li>Harendra Rawat <hsrawat@064yahoo.com> fix for BERConstructedOctetString.</li>
<li>Rolf Lindemann <lindemann@064trustcenter.de> patch for PKCS12 key store to support more flexible attribute specifications [#BMA-42].</li>
<li>Alex Artamonov <alexart.home@gmail.com> name look up patch for GOST-2001 parameters.</li>
<li>Mike Lyons <mlyons@064layer7tech.com> work arounds for EC JDK bug 6738532 and JSSE EC naming conventions.</li>
<li>Chris Cole <chris_h cole@064yahoo.com> identified a problem handling null passwords when loading a BKS keystore.</li>
<li>Tomás Krivanek <tom@064atack.cz> added checking of Sender header to SignedMailValidator.</li>
<li>Michael <emfau@064mail.de> correction of field error in getResponse method in CertRepMessage.</li>
<li>Trevor Perrin <trevor@064cryptography.com> addition of constant time equals to avoid possible timing attacks.</li>
<li>Markus Kilaringer <markus@064primekey.se> several enhancements to TimeStampResponseGenerator.</li>
<li>Dario Novakovic <dariona@064yahoo.com> fix for NPE when checking revocation reason on CRL without extensions.</li>
<li>Michael Smith <msmith@064cbnco.com> bug fixes and enhancements to the CMP and CRMF classes, initial Master List classes.</li>
<li>Andrea Zilio <andrea.zilio@064gmail.com> fix for PEM password encryption of private keys.</li>
<li>Alex Birkett <alex@064birkett.co.uk> added support for EC cipher suites in TLS client (RFC 4492) [#BJA-291].</li>
<li>Wayne Grant <waynedgrant@064gmail.com> additional OIDs for PKCS10 and certificate generation support.</li>
<li>Frank Cornelis <info@064frankcnelis.be> additional support classes for CAdES, enhancements to OCSP classes.</li>
<li>Jan Dittbner <jan@064dittbner.info> addHeader patch for SMIME generator.</li>
<li>Bob McGowan <boab.mcgoo@btinternet.com> patch to support different content and mgf digests in PSS signing.</li>
<li>Ivo Matheis <i.matheis@064seeburger.de> fix to padding verification in ISO-9796-1.</li>
<li>Marco Sandrini <nessche@064gmail.com> patch to add IV to ISO9797Alg3Mac.</li>
<li>Alf Malf <alfilmalf@064hotmail.com> removal of unnecessary limit in CMSContentInfoParser.</li>
<li>Alfonso Massa <alfonso.massa@064insiel.it> contributions to CMS time stamp classes.</li>
<li>Giacomo Boccardo <gboccardo@064unicasicsa.it> initial work on CMSTimeStampedDataParser.</li>
<li>Arnir Sand <arnir@064ut.ee> patches for dealing with OIDs with specific key sizes associated in CMS.</li>
<li>Janusz Sikocinski <jsikocinski@064gdzie.pl> addition of Features subpacket support to OpenPGP API.</li>
<li>Juri Hudolejev <jhudolejev@064gmail.com> JavaDoc fix to CMSSignedDataParser.</li>
<li>Liane Velten <liane.velten@064hj-p-consulting.com> fine tuning of code for DHParameters validation.</li>
<li>Shawn Willden <sslwilden@064google.com> additional functionality to PGPKeyRing.</li>
<li>Atanas Krachev <akrachev@064gmail.com> added support for revocation signatures in OpenPGP.</li>
<li>Mickael Laiking <mickael.laiking@064keynectis.com> initial cut of EAC classes.
Tim Buktu <tbuku@064hotmail.com> Initial implementation of NTRU signing and encryption.

Bernd <bernd@064gmail.com> Fix for open of PGP literal data stream with UTF-8 naming.

Steing Inge Morisbak <stein.inge.morisbak@064BEKK.no> Test code for lower case Hex data in PEM headers.

Andreas Schmid <andreas.schmid@064ntgtech.com> Additional expiry time check in PGPPublicKeys.

Phil Steitz <phil.steitz@064gmail.com> Final patch eliminating JCE dependencies in the OpenPGP BC classes.

Ignat Korchagin <ignat.korchagin@064gmail.com> Initial implementation of DSTU-4145-2002, long hash fix for DSTU-4145-2002.

Petar Petrov <sp.petrov@064bers-soft.com> Testing and debugging of UTF-8 OpenPGP passwords.

Daniel Fitzpatrick <daniel.f.nwr@064gmail.com> Initial implementation of ephemeral key support for IES, initial implementations of RSA-KEM and ECIES-KEM, initial implementation of homogeneous projective coordinates for EC.

Andy Neilson <Andy.Neilson@quest.com> a further patches to deal with multiple providers and PEMReader.

Ted Shaw <xiao.xj@064gmail.com> patch to MiscPEMGenerator for handling new PKCS10CertificationRequests.

Eleriseth <Eleriseth@WPECGLtYbVi8Ri6Y7Vzl2Lvd2EUVW99v3yNV3iWROG8.fms> speed up for SIC/CTR mode. Provider compatibility generalisations for EC operations.

Kenny Root <kenny@064the-b.org> patch for issuerAltName, subjectAltName support in X509CertificateObject, BaseBlockCipher.getIV() patch for AED.

Maarten Bodewes <maarten.bodewes@064gmail.com> initial implementation of HKDF and NIST SP 800-108 MAC based KDF functions.

Philip Clay <pil_b@064yahoo.com> Initial implementation of J-PAKE.

Brian Carlstrom <bdc@064carlstrom.com> compliance patches for some JCA/JCE keystore and cipher classes, miscellaneous code quality improvements, initial provider PBKDF2WithHmacSHA1 SecretKeyFactory.

Samuel Lidkeacuten Borell <samuel@064primekey.se> patch to add DSTU-4145 to DefaultSignatureAlgorithmFinders.

Sergio Demian Lerner <sergiolerner@064certimix.com> pointing out isInfinity issue in ECDSASigner signature verification.

Tim Whittington <Tim.Whittington@064orionhealth.com> patch to remove extra init call in CMac, additional of Memorable interface for Digest classes, initial implementation of GMAC, further correctness tests for IV and reset processing in OCB, CCM, and block cipher reset. Initial implementation of Skein, XSalas20, ChaCha, reduced round Salsa20, Threefish, and the Poly1305 MAC. Documentation updates. Added OCB support to Nokeon and CAST6 in the provider, exception testing for CTS, optimisations for CCM, provider support for AAD cipher methods, safe CipherInput/OutputStream implementations for use with AAD and subsequent bug fixes, cleanup after IDEA patent expiry, work on JCE SipHash support, optimisations for AESFastEngine, further work on EncodableDigest for SHA-2 digests, contributions to BCrypt/OpenBSDBCrypt, PGP API documentation and code quality work.

Marcus Lundblad <marcus.lundblad@064primekey.se> patch for working arnound JDK jarsigner TSP bug, optional setting of IssuerSerial in TimeStampTokenGenerator, additional extensions enhancement for time stamp token generation.

Andrey Zhozhin <zhozhin@064xrm.ru> patch for override of TSP SignerInfo attributes.

Sergei Tiunov <s5555d@064gmail.com> initial cut of DVCS classes.

Damian Kolasa <fatfredyy@064gmail.com> ASN1Sequence patch for class cast issue in X9Curve.

Ash Hughes <ashley.hughes@064blueyonder.co.uk> patches for supporting PGPSecretKeyRing/PGPSecretKeys encodings with empty private keys, initial code for PGPSignatureSubpacketVector.getEmbeddedSignatures().
Daniel Hirscher <dev@daniel-hirscher.de> patch to support parsing of explicit EC parameters in PEM files.

Daniele Ricci <daniele.athome@gmail.com> initial implementation of EC keys for OpenPGP and RFC6637 support.

Matti Aarnio <matti.aarnio@methics.fi> tweaks to any build to remove dependence on shell scripts. Initial SM3 digest implementation, some EC related code cleanups, JavaDoc improvements for ASN.1 classes.

Babak Najafi <bnajafi@akamal.com> fixes to OpenPGP NotationData to prevent truncation problems.

Eric M&uuml;ller <eric.mueller@64sage.de> additional standard algorithm name lookups in JcaPEMKeyConverter.

Mathias Herber <Mathias.Herberts@64gmail.com> fix to inOff usage in RFC3394WrapEngine.

Daniil Ivanov <daniil.ivanov@64gmail.com> addition of provider support for GOST HMAC SecretKeyFactory.

Daniele Grasso <daniele.grasso86@gmail.com> contributions to final Key calculation code for SRP6.

Andrey Utkin <cindrhc@64gmail.com> patch to reconstruction of ECGOST keys from PrivateKeyInfo objects in provider classes.

Arnis Tartu <arnis@64ut.ee> checker for generated key vs OID in JceCMSContentEncryptorBuilder.

AxelVDB <axel-vdb@riseup.net> initial implementation of Shacal2.

Roberto Tyley <r@Further work on completing gradle build.

Waldemar Dick <wdick@64devmue.de> code improvement in x500 ASN.1 package.

Sid Steward <sid.steward@64pdf labs.com> code improvements to ASN1Boolean.

Alex Klyubin <klyubin@64google.com> AlgorithmParameters check for EC key agreement.

Jonathan Gillett <gsoc.student@64gmail.com> Initial support for block cipher IVs in IESEngine, IES MAC length check bug fix.

Andreas Reiter <andreas.reiter+64iaik.tugraz.at> Reported incomplete status of CertificateVerify processing in (D)TLS server, and provided fix.

Kieran Miller <kieran.miller@64gmail.com> initial implementation for RFC 5649 key wrap with padding.

Oliver Ehli <ehli@64arago.de> Additional support for BSI plain ECDSA in the provider.

Daniel Heldt <Daniel.Heldt@cryptovision.com> Initial support for encodable state message digests.

Robert Bushman <bouncycastle@64relaxel.com> Clean up of DirectKeySignature example.

Maurice Aarts <saarts@64risecure.com> updated to KDF generator to follow NIST SP 800-108.

Franziskus Kiefer <https://github.com/franziskuskiefer> initial implementation of Cramer-Shoup.

KB Sriram <mail_kb@yahoo.com> testing for odd encodings for PGP User Attribute Subpackets.

Marco Schulze <marco@nightlabs.de> Reported verification bug in GenericSigner.

Martin Schaef <https://github.com/martinschaef> contributed a code-cleanup patch.

Lijun Liao <jun.liao@64gmail.com> added iteration count setters to PKCS#12 PBE mac/key generator builders.

Tobias Wich <tobias.wich@64ecsec.de> Provided patch for TLS to work around servers sending Supported Elliptic Curves extension unexpectedly.

Hauke Mehrtens <hauke@64hauke-m.de> TLS patch to add ECDHE_ECDSA CCM ciphersuites from RFC 7251.

Daniel Zimmerman <dmz@64galois.com> Further key quality improvements to RSAKeyPairGenerator.

Jens Kapitza <ltj.kapitza@64schwarze-allianz.de> Iterable support in OpenPGP API, code cleanup in OpenPGP API.

Johan Eklund <johan@64primekey.se> update to RFC 6960 for OCSPObjectIdentifiers.

nikosn <https://github.com/nikosn> Fix to encoding of EC private keys to ensure encoding matches order length.
Axel von dem Bruch <axel-vdb@riseup.net> Contributions to BCrypt/OpenBSD BCrypt, original version of Blake2bDigest.

Derek Atkins <derek@064ihtfp.com> Documentation fixes to X9ObjectIdentifiers.

Peter Jr Halicky <peto@064halicky.sk> Correction to notification/error message handling in SignedMailValidator.


Thomas Belot <thomas.belot+BC@064gmail.com> initial CertPathLoopTest for demonstrating stack overflow issue.

Derek Atkins <derek@ihtfp.com> Documentation fixes to X9ObjectIdentifiers.

Peter Jr Halicky <peto@halicky.sk> Correction to notification/error message handling in SignedMailValidator.


Thomas Belot <thomas.belot+BC@064gmail.com> initial CertPathLoopTest for demonstrating stack overflow issue.

Rich DiCroce <https://github.com/rxicroce> Initial implementation of server-side TLS-SRP support. TLS API extension to support non-blocking usage.

Bjørn Kautler <https://github.com/Vampire> Refinements to cert path validation (authority key addition, certificate order preservation).

Dominik Schuurmann <https://github.com/dschuermann> method for returning signatures/verifications without user IDs on PGPPublicKey, method for exposing S2K in PGPSecretKey, constants for GNU protection modes in S2K classes, optional version header for armored output.

Michael <MSKnete@064web.de> initial fix for bitStrength issue for OpenPGP EC keys.

Tobias Wagner <tobias.wagner@064n-design.de> Fix SecureRandom handling in BcAsymmetricKeyWrapper [#BJA-536].

Sergio Giro <sgiro@064google.com> Fixed adding of additional stores from CRL distribution point [#BJA-537]. Fixed missing null check for CRL certificate issuer [#BJA-538], removal of risky zeroisation code in PBE.java, check for salt in PBEkeys that require it.

bschuette <https://github.com/bschuette> Fixed typo in DefaultSignatureAlgorithmIdentifierFinder, additional methods on CMSSignedDataParser.

Leonard Dallot <https://github.com/dallotTazTag> Fix to S2K usage of none on changing passwords on keys without passwords originally.

Jan Willem Janssen <j.w.janssen+bouncycastle@064xtreme.nl> Support for DSAParameters in lightweight SubjectPublicKeyInfoFactory, initial content signer verifier for BC lightweight EC.

Sebastian Oerding <sebastian.oerding@robotron.de> Fixes to toString() in x509.CertificatePolicies.

Kai Kramer <kai.kramer@064gmail.com> Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.

Benoit Charles <benoit.charles@064opentrust.com> Fix for IES data length check on decryption.

Niko <nfink95@064gmail.com> fix to cast issue in getOutputSize() for ECIES.

akwizgran <https://github.com/akwizgran> Fixed clone of key in Blake2bDigest copy constructor, Blake2b reset issue for variant keys.

Matthias Edelhoff <Matthias.Edelhoff@cryptovision.com> BasicConstraintsValidation pathlen fix in PKIX certpath classes.

Lukasz Deputat <lukasz.deputat@064gmail.com> Fixed bugs in TlsUtils read methods [#BJA-592].

Justin Ludwig <https://github.com/justinludwig> Iterator fix for PGPObjecFactory to handle stream packets at start of iterated data.

Andréacuete Berenguel <https://github.com/berenguel> Fix to include ECNamedCurveSpec in EC AlgorithmParameterSpi.

Slawomir Jaranowski <https://github.com/slawekjaranowski> Patch to make cipher/hash/signature name methods in PGP internal API public.

Andrey Vasilyev <https://github.com/andrey-vasilyev> Initial implementation of GOST R 34.11-2012.

William Glanton <wglanton77@064gmail.com> Fixed bug in Poly1305 [#BJA-620].

jdvorak001 <https://github.com/jdvorak001> Speed improvements for ASN.1 ObjectIdentifier cache.

Joseph Naegle <jnaegle@grierforensics.com> Patch for handling multiple certificates in a DANE SMIMEA entry.

The Google Security Team (Project Wycheproof) <https://github.com/google/wycheproof> defect analysis and additional test cases for the provider.

The Intel Security Team <> analysis detecting the issue with AESFastEngine (CVE-2016-1000339), additional suggestions for improvement to hardening of AESEngine.

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1.2358 tdb 1.44.5

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# This is a Makefile stub which handles the creation of BSD shared
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#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#
all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image::$(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
`echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $$(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \$(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: tdbsa/tdb.c

--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
 Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
 */
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
- Copyright (C) Andrew Tridgell 2005
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Theodore Ts'o
23-June-2007

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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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 *
 * <p> Instance of this class can be used as "proxy" for any collection
 *     implementing the <code>java.util.Map</code> interface.</p>
 *
 * <p> Typically, [@link CachedMap] are used to accelerate access to
 *     large collections when the access to the collection is not evenly
 *     distributed (associative cache). The performance gain is about
 *     50% for the fastest hash map collections (e.g. [@link FastMap]).
 *     For slower collections such as <code>java.util.TreeMap</code>,
 *     non-resizable [@link FastMap] (real-time) or database access,
 *     performance can be of several orders of magnitude.</p>
 *
 * <p> Note: The keys used to access elements of a [@link CachedMap] do
 *     not need to be immutable as they are not stored in the cache
 *     (only keys specified by the [@link #put] method are).
 *     In other words, access can be performed using mutable keys as long
 *     as these keys can be compared for equality with the real map's keys
 *     (e.g. same <code>hashCode</code> values).</p>
 *
 * <p> This implementation is not synchronized. Multiple threads accessing
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 *
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 * This class provides utility methods to parse <code>CharSequence</code>
 * into primitive types and to format primitive types into
 * <code>StringBuffer</code>. </p>
 * 
 * Methods from this utility class <b>do not create temporary objects</b>
 * and are typically faster than standard library methods (e.g.
 * <code>Double.parseDouble</code> is up to 15x faster than
 * <code>Double.parseDouble</code>).</p>
 * </p>
 * 
 * <p>For class instances, formatting is typically performed using specialized
 * <code>java.text.Format</code> (<code>Locale</code> sensitive)
 * and/or using conventional methods (class sensitive). For example:
 * <pre>
 * public class Foo {
 *     public static Foo valueOf(CharSequence chars) {...} // Parses.
 *     public StringBuffer appendTo(StringBuffer sb) {...} // Formats.
 *     public String toString() {
 *         return appendTo(new StringBuffer()).toString();
 *     }
 * }
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 * 
 * @author  <a href="mailto:jean-marie@dautelle.com">Jean-Marie Dautelle</a>
 * @version 4.6, June 22, 2003
 */

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  jar/org/codehaus/plexus/util/introspection/ReflectionValueExtractor.java
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/*
* <p> This class represents a <code>Map</code> collection with real-time
* behavior. Unless the map's size exceeds its current capacity,
* no dynamic memory allocation is ever performed and response time is
* <b>extremely fast</b> and <b>consistent</b>.</p>
*<p> Our <a href="http://jade.dautelle.com/doc/benchmark.txt">benchmark</a> indicates that {@link FastMap#put FastMap.put(key, value)} is up to
* <b>5x faster</b> than <code>java.util.HashMap.put(key, value)</code>. This difference is mostly due to the cost of the <code>Map.Entry</code>
* allocations that {@link FastMap} avoids by recycling its entries
* (see note below).</p>
*<p>{@link FastMap} has a predictable iteration order, which is the order
* in which keys were inserted into the map (similar to
* <code>java.util.LinkedHashMap</code> collection class). </p>
*<p> Applications may change the resizing policy of {@link FastMap}
* by overriding the{@link #sizeChanged} method. For example, to improve
* predictability, automatic resizing can be disabled.</p>
*<p>This implementation is not synchronized. Multiple threads accessing
* or modifying the collection must be synchronized externally.</p>
*<p> <b>Note:</b> To avoid dynamic memory allocations, {@link FastMap}
* maintains an internal pool of <code>Map.Entry</code> objects. The size
* of the pool is determined by the map's capacity. When an entry is
* removed from the map, it is automatically restored to the pool.</p>
*<p>This class is <b>public domain</b> (not copyrighted).</p>
/*
 * @author <a href="mailto:jean-marie@dautelle.com">Jean-Marie Dautelle</a>
 * @version 5.3, October 31 2003
 */

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* /opt/ws_local/PERMITS_SQL/1033881769_1591380313.65/0/plexus-utils-1-1-sources-1-
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  jar/org/codehaus/plexus/util/LineOrientedInterpolatingReader.java
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* /opt/ws_local/PERMITS_SQL/1033881769_1591380313.65/0/plexus-utils-1-1-sources-1-jar/org/codehaus/plexus/util/cli/StreamPumper.java

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1.2360 postgre-sql 13.2-1.pgdg100+1

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=head1 NAME

Pod::Escapes - for resolving Pod EE<lt>...E<gt> sequences

=head1 SYNOPSIS

use Pod::Escapes qw(e2char);
...la la la, parsing POD, la la la...
$text = e2char($e_node->label);
unless(defined $text) {
    print "Unknown E sequence \"", $e_node->label, "\"!\";
}
...else print/interpolate $text...

=head1 DESCRIPTION

This module provides things that are useful in decoding Pod EE<lt>...E<gt> sequences. Presumably, it should be used only by Pod parsers and/or formatters.

By default, Pod::Escapes exports none of its symbols. But you can request any of them to be exported.
Either request them individually, as with
C<use Pod::Escapes qw(symbolname symbolname2...)>,
or you can do C<use Pod::Escapes qw(:ALL)> to get all exportable symbols.

=head1 GOODIES
Given a name or number that could appear in a `C<name_or_num>`, this returns the string that it stands for. For example, `C<e2char('sol')>`, `C<e2char('47')>`, `C<e2char('0x2F')>`, and `C<e2char('057')>` all return "/", because `C<EE<lt>solE<gt>>`, `C<EE<lt>47E<gt>>`, `C<EE<lt>0x2fE<gt>>`, and `C<EE<lt>057E<gt>>`, all mean "/". If the name has no known value (as with a name of "qacute") or is syntactically invalid (as with a name of "1/4"), this returns `undef`.

Given a name or number that could appear in a `C<name_or_num>`, this returns the number of the Unicode character that this stands for. For example, `C<e2char('sol')>`, `C<e2char('47')>`, `C<e2char('0x2F')>`, and `C<e2char('057')>` all return 47, because `C<EE<lt>solE<gt>>`, `C<EE<lt>47E<gt>>`, `C<EE<lt>0x2fE<gt>>`, and `C<EE<lt>057E<gt>>`, all mean "/" whose Unicode number is 47. If the name has no known value (as with a name of "qacute") or is syntactically invalid (as with a name of "1/4"), this returns `undef`.

Maps from names (as in `C<name>`) like "eacute" or "sol" to the string that each stands for. Note that this does not include numerics (like "64" or "x981c"). Under old Perl versions (before 5.7) you get a "?" in place of characters whose Unicode value is over 255.

Maps from names (as in `C<name>`) like "eacute" or "sol" to the Unicode value that each stands for. For example, `$Name2character_number{'eacute'}` is 201, and `$Name2character_number{'eacute'}` is 8364. You get the correct Unicode value, regardless of the version of Perl you're using -- which differs from `$%Name2character`'s behavior under pre-5.7 Perls.

Note that this hash does not include numerics (like "64" or "x981c").

For numbers in the range 160 (0x00A0) to 255 (0x00FF), this maps
from the character code for a Latin-1 character (like 233 for lowercase eacute) to the US-ASCII character that best approximates it (like "e"). You may find this useful if you are rendering POD in a format that you think deals well only with US-ASCII characters.

=item $Latin1Char_to_fallback{I<character>}

Just as above, but maps from characters (like "xE9", lowercase eacute) to characters (like "e").

=item $Code2USASCII{I<integer>}

This maps from US-ASCII codes (like 32) to the corresponding character (like space, for 32). Only characters 32 to 126 are defined. This is meant for use by $e2char($x) when it senses that it's running on a non-ASCII platform (where chr(32) doesn't get you a space -- but $Code2USASCII[32] will). It's documented here just in case you might find it useful.

=back

=head1 CAVEATS

On Perl versions before 5.7, Unicode characters with a value over 255 (like lambda or emdash) can't be conveyed. This module does work under such early Perl versions, but in the place of each such character, you get a "?". Latin-1 characters (characters 160-255) are unaffected.

Under EBCDIC platforms, $e2char($n) may not always be the same as $chr(e2charnum($n)), and ditto for $Name2character{$name} and $chr($Name2character_number{$name}), because the strings are returned as native, and the numbers are returned as Unicode.

However, for Perls starting with v5.8, $e2char($n) is the same as $chr(utf8::unicode_to_native(e2charnum($n))), and ditto for $Name2character{$name} and $chr(utf8::unicode_to_native($Name2character_number{$name})).

=head1 SEE ALSO

L<Pod::Browser> - a pod web server based on L<Catalyst>.

L<Pod::Checker> - check pod documents for syntax errors.

L<Pod::Coverage> - check if the documentation for a module is comprehensive.
L<perlpod> - description of pod format (for people documenting with pod).

L<perlpodspec> - specification of pod format (for people processing it).

L<Text::Unidecode> - ASCII transliteration of Unicode text.

=heading1 REPOSITORY

L<https://github.com/neilbowers/Pod-Escapes>

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Portions of the data tables in this module are derived from the entity declarations in the W3C XHTML specification.

Currently (October 2001), that's these three:

http://www.w3.org/TR/xhtml1/DTD/xhtml-lat1.ent
http://www.w3.org/TR/xhtml1/DTD/xhtml-special.ent
http://www.w3.org/TR/xhtml1/DTD/xhtml-symbol.ent

=heading1 AUTHOR

Sean M. Burke C<sburke@cpan.org>

Now being maintained by Neil Bowers E<lt>neilb@cpan.orgE<gt>

=cut

#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# What I used for reading the XHTML .ent files:

my(@norms, @good, @bad);
my $dir = 'c:/sgml/docbook/';
my %escapes;
foreach my $file (qw(
    xhtml-symbol.ent
    xhtml-lat1.ent
    xhtml-special.ent
)) {
open(IN, "<$dir$file") or die "can't read-open $dir$file: $!";
print "Reading $file...\n";
while(<IN>) {
    if(m/<ENTITY\s+(\S+)\s+"&\#([\^;]+);">/) {
        my($name, $value) = ($1,$2);
        next if $name eq 'quot' or $name eq 'apos' or $name eq 'gt';
        $value = hex $1 if $value =~ m/^x([a-fA-F0-9]+)$/s;
    }
    print "$value" unless $value =~ m/^[0-9]+$$/s;
    if($value > 255) {
        push @$good, sprintf "   %-10s , chr(%s),\n", "$name", $value;
        push @$bad, sprintf "   %-10s , $bad,\n", "$name", $value;
    } else {
        push @$norms, sprintf " %-10s , chr(%s),\n", "$name", $value;
    }
    elsif(m/<ENT/) {
        print "# Skipping $_;\n"
    }
}
close(IN);

print @$norms;
print "\n ( \$\] .= 5.006001 ? (\n"
print @$good;
print " ) : (\n"
print @$bad;
print " )\n);\n"

__END__
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548111_1591901918.14/0/perl-Pod-Escapes-1.07-395.el8.src.rpm-cosi-expand-archive-AcQE8bnL/Pod-Escapes-1.07.tar.gz-cosi-expand-archive-GKGiQNjB/Pod-Escapes-1.07/lib/Pod/Escapes.pm

No license file was found, but licenses were detected in source scan.

---
abstract: unknown
author: - unknown
build_requires: ExtUtils::MakeMaker: '0'
configure_requires: ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.02, CPAN::Meta::Converter version 2.143240'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: Pod-Escapes
no_index:
directory:
  - t
  - inc
requires:
  Exporter: '0'
  perl: '5.006'
  strict: '0'
  vars: '0'
  warnings: '0'
resources:
  repository: git://github.com/neilbowers/Pod-Escapes.git
version: '1.07'

Found in path(s):

1.2370 taglibs-standard 1.2.5
1.2370.1 Available under license :

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1.2375 iptables 1.8.4 15.el8_3.3

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1.2376 python-six 1.12.0-1

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**1.2378 libsemanage 3.1-1**

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Protocol Buffers for Go with Gadgets

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io.vertx.config.impl.spi.FileConfigstoreFactory
io.vertx.config.impl.spi.JsonConfigStoreFactory
io.vertx.config.impl.spi.EnvVariablesConfigStore
io.vertx.config.impl.spi.SystemPropertiesConfigStore
io.vertx.config.impl.spi.HttpConfigStoreFactory
io.vertx.config.impl.spi.EventBusConfigStoreFactory
io.vertx.config.impl.spi.DirectoryConfigStoreFactory

Found in path(s):
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/META-INF/services/io.vertx.config.spi.ConfigStoreFactory

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/*
jar/io/vertx/config/ConfigStoreOptions.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/JsonConfigStoreFactory.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/RawProcessor.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/examples/package-info.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/JsonProcessor.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/ConfigurationProvider.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/SystemPropertiesConfigStore.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/FileConfigtoreFactory.java
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* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/FileConfigStore.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/EventBusConfigStore.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/utils/JsonObjectHelper.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/spi/ConfigStore.java
* /opt/cola/permits/1274596178_1645218353.84/0/vertx-config-3-9-1-sources-jar/io/vertx/config/impl/ConfigRetrieverImpl.java

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io.vertx.config.impl.spi.JsonProcessor
io.vertx.config.impl.spi.RawProcessor
io.vertx.config.impl.spi.PropertiesConfigProcessor
1.2390 netty-buffer 4.1.45.Final

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* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/META-INF/maven/io.netty/netty-buffer/pom.xml

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* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/CompositeByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/PooledDirectByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/Unpooled.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/UnpooledDirectByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/ByteBufAllocator.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/PoolChunk.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/SwappedByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/package-info.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/PoolSubpage.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/PooledByteBufAllocator.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/UnpooledByteBufAllocator.java
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* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java
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* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/AdvancedLeakAwareCompositeByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/PooledDuplicatedByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-jar/io/netty/buffer/UnpooledUnsafeNoCleanerDirectByteBuf.java

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  jar/io/netty/buffer/UnsafeByteBufUtil.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
  jar/io/netty/buffer/PoolArenaMetric.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
  jar/io/netty/buffer/UnpooledDuplicatedByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
  jar/io/netty/buffer/PooledUnsafeHeapByteBuf.java
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  jar/io/netty/buffer/PoolSubpageMetric.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
  jar/io/netty/buffer/AbstractUnsafeSwappedByteBuf.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
  jar/io/netty/buffer/PoolChunkListMetric.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
  jar/io/netty/buffer/UnpooledUnsafeHeapByteBuf.java
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  jar/io/netty/buffer/PoolChunkMetric.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
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  jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /opt/cola/permits/1257282522_1642795737.56/0/netty-buffer-4-1-45-final-sources-
  jar/io/netty/buffer/PooledByteBufAllocatorMetric.java

1.2391 jbig-kit 2.1-3.1+b2

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1.2402 swagger-parser-core 2.0.20

1.2402.1 Available under license:

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Manifest-Version: 1.0
Automatic-Module-Name: io.swagger.v3.core
Bnd-LastModified: 1585747900398
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-core
Bundle-SymbolicName: io.swagger.core.v3.swagger-core
Bundle-Version: 2.1.2
Created-By: Apache Maven Bundle Plugin
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 30110

mode: development
package: io.swagger
Require-Capability: osgi.ee:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-4.2.0.201903051501
url: https://github.com/swagger-api/swagger-core/modules/swagger-core

Found in path(s):
* /opt/cola/permits/1109159622_1608181352.11/0/swagger-core-2-1-2-jar/META-INF/MANIFEST.MF

1.2403 cups 2.2.6-38.el8
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1.2405 wso2-carbon-identity-user-store-count

5.12.153

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK
If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions. http://openjdk.java.net/legal/gplv2+ce.html

------

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

------

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

------

MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

-----
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.2408 okhttp 4.9.0
1.2408.1 Available under license:
Note that publicsuffixes.gz is compiled from The Public Suffix List:
https://publicsuffix.org/list/public_suffix_list.dat

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1.2409 perl 1.38-416.el8
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

---
abstract: 'Build and install Perl modules'
author:
- 'Ken Williams <kwilliams@cpan.org>'
- "Development questions, bug reports, and patches should be sent to the\nModule-Build mailing list at <module-build@perl.org>,"
build_requires:
  File::Temp: 0.15
  Test::Harness: 3.16
  Test::More: 0.49
generated_by: 'Module::Build version 0.3608'
license: gpl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4
name: Module-Build
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The End
#!perl
=head1 NAME
=head1 DESCRIPTION

Tests that the latest copyright years in the top-level README file and the
C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match
reality.

Optionally you can pass the C<--now> option to check they are at the current
year. This isn't checked by default, so that it doesn't fail for people
working on older releases. It should be run before making a new release.

cut

use strict;
use Config;
BEGIN { require './test.pl' }

if ( $Config{usecrosscompile} ) {
    skip_all( "Not all files are available during cross-compilation" );
}

my ($opt) = @ARGV;
my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now')
{
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else
{
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}
done_testing;
sub readme_year
# returns the latest copyright year from the top-level README file
{
  open my $readme, '<', '../README' or die "Opening README failed: $!";

  # The copyright message is the first paragraph:
  local $/ = "";
  my $copyright_msg = <$readme>;

  my ($year) = $copyright_msg =~ /.*(\d{4,})/s
    or die "Year not found in README copyright message $copyright_msg";

  $year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{
  my $output = runperl switches => ['-v'];
  my ($year) = $output =~ /copyright 1987.*\b(\d{4,})/i
    or die "Copyright statement not found in perl -v output $output";

  $year;
}

1.2410 mysql-defaults 5.8+1.0.5
1.2410.1 Available under license:
Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/

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1.2411 xmlsec-java 1.5.8

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1.2412 jersey-client 2.31

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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/optimizers/impl/refl/nodes/IndexedCharSeqAccessorNest.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/optimizers/impl/refl/nodes/MethodAccessor.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/optimizers/impl/refl/nodes/FieldAccessorNH.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/optimizers/impl/refl/nodes/ArrayAccessor.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/optimizers/impl/refl/collection/MDArrayCreator.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/optimizers/impl/refl/nodes/GetterAccessorNH.java
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/**
 * Constructs a new [@link Textifier]. <i>Subclasses must not use this constructor</i>. Instead, they must use the [@link #Textifier(int)] version.

 * @throws IllegalStateException If a subclass calls this constructor.
 */

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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/asm/util/Textifier.java

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  jar/org/mvel2/asm/xml/ASMContentHandler.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-
  jar/org/mvel2/asm/xml/SAXClassAdapter.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-
  jar/org/mvel2/asm/xml/Processor.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-
  jar/org/mvel2/asm/xml/SAXFieldAdapter.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-
  jar/org/mvel2/asm/xml/SAXAdapter.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-
  jar/org/mvel2/asm/xml/SAXAnnotationAdapter.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-
  jar/org/mvel2/asm/xml/SAXCodeAdapter.java

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/**
 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See {@link TypeReference}.
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
 * the fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 * @param desc
 * the class descriptor of the annotation class.
*/

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/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * { {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}}
 * version.
 *
 * @param owner
 * the owner's class name.
 * @param access
 * the method's access flags (see {@link Opcodes}).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see {@link Type Type}).
 * @param mv
 * the method visitor to which this adapter delegates calls. May
 * be <tt>null</tt>.
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */
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 */
/**
 * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #ClassNode(int)}
 * version.
 *
 * @throws IllegalStateException
 *             If a subclass calls this constructor.
 */

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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/asm/tree/FieldInsnNode.java
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/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [ @link JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])]
 * version.
 *
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined
 * method code to (use <code>null</code> for none).
 *
 * @param access
 * the method's access flags (see [ @link Opcodes]). This
 * parameter also indicates if the method is synthetic and/or
 * deprecated.
 *
 * @param name
 * the method's name.
 *
 * @param desc
 * the method's descriptor (see [ @link Type]).
 *
 * @param signature
 * the method's signature. May be <tt>null</tt>.
 *
 * @param exceptions
 * the internal names of the method's exception classes (see
 * [ @link Type#getName] getInternalName()). May be
 * <tt>null</tt>.
 *
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/ErrorDetail.java

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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/asm/TypePath.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/asm/TypeReference.java
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/**
 * Creates a new <a>GeneratorAdapter</a>. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * <a>GeneratorAdapter(int, MethodVisitor, int, String, String)</a>
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see <a>Opcodes</a>).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see <a>Type</a>).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/asm/commons/GeneratorAdapter.java
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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/conversion/StringCH.java
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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/integration/impl/DefaultLocalVariableResolverFactory.java
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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/MVELInterpretedRuntime.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/integration/impl/IndexedVariableResolverFactory.java
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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/templates/res/CompiledEvalNode.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/sh/Main.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/integration/impl/ImmutableDefaultFactory.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/util/ArrayTools.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2/compiler/CompiledExpression.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2/sh/CommandException.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/optimizers/AccessorOptimizer.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/templates/TemplateCompiler.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources-jar/org/mvel2/compiler/CompiledAccExpression.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources.jar/org/mvel2/ast/LineLabel.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources.jar/org/mvel2/util/ParseTools.java
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* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources.jar/org/mvel2/ast/StaticImportNode.java
* /opt/cola/permits/1274596067_1645218639.59/0/mvel2-2-3-1-final-sources.jar/org/mvel2/ast/BinaryOperation.java
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synapse-samples_2.1.2.wso2v6.jar
synapse-tasks_2.1.2.wso2v6.jar
tcpmon-1.0.jar
tiles-jsp_2.0.5.wso2v1.jar
tomcat-ha_7.0.34.wso2v1.jar
tomcat_7.0.34.wso2v1.jar
tomcat-juli_7.0.34.jar
tribes_7.0.34.wso2v1.jar
uddl4j-1.0.1.jar

bundle  apache2  1965
jar  apache2  895
jar  epl1  524
jar  epl1  525
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jar  epl1  893
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bundle  apache2  2205
bundle  apache2  2017
bundle  apache2  975
bundle  apache2  2764
bundle  apache2  2751
bundle  apache2  2726
bundle  apache2  930
jar  mpl10  394
jarinbundle  mit  386
bundle  mit  354
bundle  mit  346
bundle  apache2  1493
bundle  apache2  1474
bundle  apache2  279
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bundle  apache2  275
bundle  apache2  273
bundle  apache2  270
bundle  apache2  272
bundle  apache2  268
bundle  apache2  941
bundle  bsd  545
bundle  apache2  2678
bundle  apache2  2909
bundle  apache2  2908
bundle  apache2  2907
bundle  apache2  1317
bundle  apache2  3761
bundle  apache2  3760
bundle  apache2  3759
bundle  apache2  3758
bundle  apache2  3757
bundle  apache2  3756
jar  bsd  255
bundle  apache2  989
bundle  apache2  921
bundle  apache2  751
bundle  apache2
bundle  apache2  1963
jarinbundle  ibmpl  406

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma  30371
velocity-1.7.jar
wadl-core_1.1.3.wso2v2.jar
waffle-jna.jar
waffle-jna_1.6.0.wso2v1.jar
woden_1.0.0.M9.wso2v1.jar
woodstox-core-asl-4.2.0.jar
wsdl-validator_1.2.0.wso2v1.jar
wsdl4j-1.6.3.jar
wsdl4j_1.6.2.wso2v4.jar
wso2-uri-templates_1.6.5.jar
wss4j-1.6.11.jar
wss4j_1.5.11.wso2v6.jar
xalan-2.7.1.wso2v1.jar
xercesImpl-2.8.1.wso2v2.jar
xml-apis-1.3.04.wso2v2.jar
xml-resolver-1.2.jar
xmlbeans-2.3.0.jar
xmlbeans_2.3.0.wso2v1.jar
xmlschema-core-2.0.3.jar
XmlSchema_1.4.7.wso2v2.jar
xmlsec-1.5.5.jar
xmltooling-1.3.1.jar

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### 1.2417 wso2-carbon-andes-authorization

#### 3.2.44

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include/GL/glxext.h
include/GL/wglxext.h :

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;; by Mark Engelberg (mark.engelberg@gmail.com)
;; May 21, 2011

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
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* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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bzip2/libbzip2 version 1.0.6 of 6 September 2010

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Version 2.1, February 1999
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To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free
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Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library”. The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based
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distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked
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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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DRuntime: Runtime Library for the D Programming Language

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THE BASIC LIBRARY FUNCTIONS
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Email local part: ph10
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1.2435 perl 5.28.1 6
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Julian Seward, jsward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

-------------------------------------------------------------------------
abstract: 'Build and install Perl modules'
author:
  - 'Ken Williams <kwilliams@cpan.org>'
  - "Development questions, bug reports, and patches should be sent to the
    Module-Build mailing list at <module-build@perl.org>.
" build_requires:
  File::Temp: 0.15
  Test::Harness: 3.16
  Test::More: 0.49
generated_by: 'Module::Build version 0.3608'
license: gpl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Module-Build
resources:
  MailingList: mailto:module-build@perl.org
  license: http://dev.perl.org/licenses/
  repository: http://github.com/dagolden/module-build/
  version: 3

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The End

#!perl

=head1 NAME

copyright.t

=head1 DESCRIPTION

Tests that the latest copyright years in the top-level README file and the C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match reality.

Optionally you can pass the C<--now> option to check they are at the current year. This isn't checked by default, so that it doesn't fail for people working on older releases. It should be run before making a new release.

=cut

use strict;
use Config;
BEGIN { require './test.pl' }

if ( $Config{usecrosscompile} ) {
    skip_all( "Not all files are available during cross-compilation" );
}

my ($opt) = @ARGV;

my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now')
{
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else {
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
# returns the latest copyright year from the top-level README file
{
    open my $readme, '<', '../README' or die "Opening README failed: $!";

    # The copyright message is the first paragraph:
    local $/ = '';
    my $copyright_msg = <$readme>;

    my ($year) = $copyright_msg =~ /.*\b(\d{4,})\b/; # or die "Year not found in README copyright message '$copyright_msg'"

    $year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{
    my $output = runperl switches => ['-v'];
    my ($year) = $output =~ /copyright 1987.*\b(\d{4,})\b/; # or die "Copyright statement not found in perl -v output '$output'"

    $year;
}

1.2436 jetty-client 9.4.18.v20190429
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

-----
MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2437 pyliblzma 0.5.3 11.el7

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* /opt/ws_local/PERMITS_SQL/1069395237_1594653207.16/0/netty-handler-4-0-39-final-sources-1.jar/io/netty/handler/ssl/OpenSsl.java
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* /opt/ws_local/PERMITS_SQL/1069395237_1594653207.16/0/netty-handler-4-0-39-final-sources-1.jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
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* /opt/ws_local/PERMITS_SQL/1069395237_1594653207.16/0/netty-handler-4-0-39-final-sources-1-
  jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/ws_local/PERMITS_SQL/1069395237_1594653207.16/0/netty-handler-4-0-39-final-sources-1-
  jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/ws_local/PERMITS_SQL/1069395237_1594653207.16/0/netty-handler-4-0-39-final-sources-1-
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  jar/io/netty/handler/ssl/SslContextBuilder.java
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* /opt/ws_local/PERMITS_SQL/1069395237_1594653207.16/0/netty-handler-4-0-39-final-sources-1-jar/io/netty/handler/ssl/PemValue.java
* /opt/ws_local/PERMITS_SQL/1069395237_1594653207.16/0/netty-handler-4-0-39-final-sources-1-jar/io/netty/handler/flush/FlushConsolidationHandler.java
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%dbpool;
```

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

```xml
<!ENTITY % forminlines.hook "">
<!ENTITY % forms.hook "">
<!ENTITY % yesorno.attvals"CDATA">
<!ENTITY % dbpool.redecl.module "IGNORE">
```
<!-- Entities for element classes and mixtures ------------------>

<!ENTITY % local.ndxterm.class "">
<!ENTITY % ndxterm.class
"indexterm %local.ndxterm.class;">

<!ENTITY % local.list.class "">
<!ENTITY % list.class
"calloutlist|glosslist|bibliolist|itemizedlist|orderedlist|segmentedlist
|simplelist|variablelist %local.list.class;">

<!ENTITY % local.admon.class "">
<!ENTITY % admon.class
"caution|important|note|tip|warning %local.admon.class;">

<!ENTITY % local.linespecific.class "">
<!ENTITY % linespecific.class
"literallayout|programlisting|programlistingco|screen
|screenco|screenshot %local.linespecific.class;">

<!ENTITY % local.method.synop.class "">
<!ENTITY % method.synop.class
"constructorsynopsis
destructorsynopsis
|methodsynopsis %local.method.synop.class;">

<!ENTITY % local.synop.class "">
<!ENTITY % synop.class
"synopsis|cmdsynopsis|fulcsynopsis
|classsynopsis|fieldsynopsis
|%method.synop.class; %local.synop.class;">

<!ENTITY % local.para.class "">
<!ENTITY % para.class
"formalpara|para|simpara %local.para.class;">

<!ENTITY % local.informal.class "">
<!ENTITY % informal.class
"address|blockquote
|graphic|graphicco|mediaobject|mediaobjectco
|informalequation
|informalexample
|informalfigure
list admn line synp para infm form cmpd gen  desc
Component mixture        X    X    X    X    X    X    X    X    X    X
Sidebar mixture           X    X    X    X    X    X    X    a    X
Footnote mixture          X    X    X    X    X
Example mixture           X    X    X    X    X
Highlights mixture        X    X    X
Paragraph mixture         X         X    X    X    X    X
Admonition mixture        X         X    X    X    X    X    b    c
Figure mixture            X    X    X
Table entry mixture       X    X    X    X    X    d
Glossary def mixture      X    X    X    X    X    e
Legal notice mixture      X    X    X    X    X    f

a. Just Procedure; not Sidebar itself or MsgSet.
b. No MsgSet.
c. No Highlights.
d. Just Graphic; no other informal objects.
e. No Anchor, BridgeHead, or Highlights.
f. Just BlockQuote; no other informal objects.

<!--
<!ENTITY % local.component.mix "">
<!ENTITY % component.mix
  "%list.class;%admon.class;
 |%linespecific.class;%synop.class;
 |%para.class;%informal.class;
 |%formal.class;%compound.class;
 |%genobj.class;%descobj.class;
 |%ndxterm.class;    |beginpage
  %forms.hook;
  %local.component.mix;">

<!ENTITY % local.sidebar.mix "">
<!ENTITY % sidebar.mix
  "%list.class;%admon.class;
 |%linespecific.class;%synop.class;
 |%para.class;%informal.class;
 |%formal.class;%procedure
 |%genobj.class;
 |%ndxterm.class;    |beginpage
  %forms.hook;
  %local.sidebar.mix;">
<!ENTITY % local.qandaset.mix "">
<!ENTITY % qandaset.mix
"%list.class;  |%admon.class;
|%linespecific.class;|%synop.class;
|%para.class;%informal.class;
|%formal.class;procedure
|%genobj.class;
|%ndxterm.class;
%forms.hook;
%local.qandaset.mix;"> 

<!ENTITY % local.revdescription.mix "">
<!ENTITY % revdescription.mix
"%list.class;%admon.class;
|%linespecific.class;|%synop.class;
|%para.class;%informal.class;
|%formal.class;procedure
|%genobj.class;
|%ndxterm.class;
%local.revdescription.mix;"> 

<!ENTITY % local.footnote.mix "">
<!ENTITY % footnote.mix
"%list.class;
|%linespecific.class;|%synop.class;
|%para.class;%informal.class;
%local.footnote.mix;"> 

<!ENTITY % local.example.mix "">
<!ENTITY % example.mix
"%list.class;
|%linespecific.class;|%synop.class;
|%para.class;%informal.class;
|%ndxterm.class; |beginpage
|procedure
%forms.hook;
%local.example.mix;"> 

<!ENTITY % local.highlights.mix "">
<!ENTITY % highlights.mix
"%list.class;|%admon.class;
|%para.class;
|%ndxterm.class;
%local.highlights.mix;"> 

<!-- %formal.class; is explicitly excluded from many contexts in which paragraphs are used -->
<!-- not [sgml.features] -->
<!ENTITY % local.ubiq.mix "">
<!ENTITY % ubiq.mix "">

<!ENTITY % ubiq.exclusion "">
<!ENTITY % ubiq.inclusion "">

<!ENTITY % footnote.exclusion "">
<!ENTITY % highlights.exclusion "">
<!ENTITY % admon.exclusion "">
<!ENTITY % formal.exclusion "">
<!ENTITY % acronym.exclusion "">
<!ENTITY % beginpage.exclusion "">
<!ENTITY % ndxterm.exclusion "">
<!ENTITY % remark.exclusion "">
<!ENTITY % glossterm.exclusion "">
<!ENTITY % links.exclusion "">
<!-- ]] not sgml.features -->

<!--
#PCD xref link cptr base dnfo othr inob (synop)
para.char.mix         X    X    X    X    X    X    X    X    X
title.char.mix        X    X    X    X    X    X    X    X    X
ndxterm.char.mix      X    X    X    X    X    X    X    X    a

cptr.char.mix         X    X    X    X                   a
smallecptr.char.mix   X                   b                   a
word.char.mix         X                   c                   X                   a

docinfo.char.mix      X                   d                   X                   b                   X                   a

a. Just InlineGraphic; no InlineEquation.
b. Just Replaceable; no other computer terms.
c. Just Emphasis and Trademark; no other word elements.
d. Just Acronym, Emphasis, and Trademark; no other word elements.
-->

<!ENTITY % local.para.char.mix "">
<!ENTITY % para.char.mix
"#PCDATA
[%xref.char.class];%gen.char.class;
[%link.char.class];%tech.char.class;
[%base.char.class];%docinfo.char.class;
[%other.char.class];%inlineobj.char.class;
[%synop.class;
[%ndxterm.class; |beginpage
  %forminlines.hook;
%local.para.char.mix;";'>
"#PCDATA
|%link.char.class;
|emphasis|trademark
|replaceable
|%other.char.class;inlinegraphic|linemediaobject
|%ndxterm.class;
%local.docinfo.char.mix;">
<!ENTITY % bibliocomponent.mix (see Bibliographic section, below)-->  
<!ENTITY % person.ident.mix (see Bibliographic section, below)-->  

<!-- Entities for attributes and attribute components ................... -->

<!-- Effectivity attributes .................................................. -->

<!-- Arch: Computer or chip architecture to which element applies; no default -->

<!ENTITY % arch.attrib
"archCDATA#IMPLIED">

<!-- Condition: General-purpose effectivity attribute -->

<!ENTITY % condition.attrib
"conditionCDATA#IMPLIED">

<!-- Conformance: Standards conformance characteristics -->

<!ENTITY % conformance.attrib
"conformanceNMTOKENS#IMPLIED">

<!-- OS: Operating system to which element applies; no default -->

<!ENTITY % os.attrib
"osCDATA#IMPLIED">

<!-- Revision: Editorial revision to which element belongs; no default -->

<!ENTITY % revision.attrib
"revisionCDATA#IMPLIED">

<!-- Security: Security classification; no default -->

<!ENTITY % security.attrib
"securityCDATA#IMPLIED"
translation, character set management, etc.; no default -->

<!ENTITY % lang.attrib
"langCDATA#IMPLIED">

<!-- Remap: Previous role of element before conversion; no default -->

<!ENTITY % remap.attrib
"remapCDATA#IMPLIED">

<!-- Role: New role of element in local environment; no default -->

<!ENTITY % role.attrib
"roleCDATA#IMPLIED">

<!-- XRefLabel: Alternate labeling string for XRef text generation;
default is usually title or other appropriate label text already
contained in element -->

<!ENTITY % xreflabel.attrib
"xreflabelCDATA#IMPLIED">

<!-- RevisionFlag: Revision status of element; default is that element
wasn't revised -->

<!ENTITY % revisionflag.attrib
"revisionflag(changed
|added
|deleted
|off)#IMPLIED">

<!ENTITY % local.common.attrib "">

<!-- dir: Bidirectional override -->

<!ENTITY % dir.attrib
"dir(ltr
|rtl
|tlo)
|lro)#IMPLIED">

<!-- xml:base: base URI -->

<![%sgml.features;]
<!ENTITY % xml-base.attrib "xml:baseCDATA#IMPLIED">

<!-- Role is included explicitly on each element -->

<!ENTITY % common.attrib
"%id.attrib;
%lang.attrib;
%remap.attrib;
%xreflabel.attrib;
%revisionflag.attrib;
%effectivity.attrib;
%dir.attrib;
%xml-base.attrib;
%local.common.attrib;”>

<!-- Role is included explicitly on each element -->

<!ENTITY % idreq.common.attrib
"%idreq.attrib;
%lang.attrib;
%remap.attrib;
%xreflabel.attrib;
%revisionflag.attrib;
%effectivity.attrib;
%dir.attrib;
%xml-base.attrib;
%local.common.attrib;”>

<!-- Semi-common attributes and other attribute entities .................. -->

<!ENTITY % local.graphics.attrib "">

<!-- EntityRef: Name of an external entity containing the content of the graphic -->
<!-- FileRef: Filename, qualified by a pathname if desired, designating the file containing the content of the graphic -->
<!-- Format: Notation of the element content, if any -->
<!-- SrcCredit: Information about the source of the Graphic -->
<!-- Width: Same as CALS reprowid (desired width) -->
<!-- Depth: Same as CALS reprodep (desired depth) -->
<!-- Align: Same as CALS hplace with 'none' removed; #IMPLIED means application-specific -->
<!-- Scale: Conflation of CALS hscale and vscale -->
<!-- Bibliographic entities and elements ................... -->

<!-- The bibliographic elements are typically used in the document hierarchy. They do not appear in content models of information pool elements. See also the document information elements, below. -->

<!ENTITY % local.person.ident.mix ""
<!ENTITY % person.ident.mix "honorific|firstname|surname|lineage|othername|affiliation |authorblurb|contrib %local.person.ident.mix;">

<!ENTITY % local.bibliocomponent.mix ""
<!ENTITY % bibliocomponent.mix "abbrev|abstract|address|artpagenums|author |authorgroup|authorinitials|bibliomisc|biblioset |collab|confgroup|contractnum|contractsponsor |copyright|corpauthor|corpname|corpcredit|date|edition |editor|invpartnumber|isbn|issn|issuenum|jobname |biblioid|citbiblioid|bibliosource|bibliorelation|bibliocoverage |othercredit|pagenums|printheading|productname |productnumber|pubdate|publisher|publishername |pubsnumber|releaseinfo|revhistory|seriesvolnums |subtitle|title|titleabbrev|volumnum|citetitle |personname|%person.ident.mix; |%ndxterm.class; %local.bibliocomponent.mix;">

<!-- I don't think this is well placed, but it needs to be here because of -->
<!-- the reference to bibliocomponent.mix -->

<!ENTITY % local.info.class ""
<!ENTITY % info.class "graphic | mediaobject | legalnotice | modespec | subjectset | keywordset | itemset | %bibliocomponent.mix; %local.info.class;">
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 30802
<!ENTITY % substeps.role.attrib "%role.attrib;">
<!ENTITY % local.substeps.attrib "">
<!ENTITY % substeps.attlist "INCLUDE">
<!ENTITY % substeps.module "INCLUDE">
<!ENTITY % stepalternatives.module "INCLUDE">
<!ENTITY % stepalternatives.element "INCLUDE">
<!ENTITY % stepalternatives.role.attrib "%role.attrib;">
<!ENTITY % stepalternatives atticlist "INCLUDE">
<!ENTITY % substeps.element "INCLUDE">
<!ENTITY % substeps.role.attrib "%role.attrib;">
<!ATTLIST substeps
performance (optional
(required) "required"
%common.attrib;
%substeps.role.attrib;
%local.substeps.attrib;>

<!-- Performance: whether entire set of substeps must be performed -->
<!-- not #REQUIRED! -->

<!-- Performance: Whether (one of) the alternatives must be performed -->
<!-- not #REQUIRED! -->
rendersas(other
|sect1
|sect2
|sect3
|sect4
|sect5)#IMPLIED
%common.attrib;
%bridgehead.role.attrib;
%local.bridgehead.attrib;
>
<!--end of bridgehead.attlist-->
</--end of bridgehead.module-->

<!ENTITY % remark.module "INCLUDE">
<![%remark.module:]
<!ENTITY % local.remark.attrib "">
<!ENTITY % remark.role.attrib "%role.attrib;">
<!DOCTYPE html>
<html><head>
</head><body>

<!-- Start of important element -->
<!ENTITY % important.attlist "INCLUDE">
<!ENTITY % important.exclusion "INCLUDE">
<!ATTLIST important
%common.attrib;
%admon.role.attrib;
%local.admon.attrib;
>
<!--end of important.element-->]]>

<!-- Start of note element -->
<!ENTITY % note.attlist "INCLUDE">
<!ENTITY % note.exclusion "INCLUDE">
<!ATTLIST note
%common.attrib;
%admon.role.attrib;
%local.admon.attrib;
>
<!--end of note.element-->]]>

<!-- Start of tip element -->
<!ENTITY % tip.attlist "INCLUDE">
<!ENTITY % tip.exclusion "INCLUDE">
<!ATTLIST tip
%common.attrib;
%admon.role.attrib;
%local.admon.attrib;
>
<!--end of tip.element-->]]>

<!-- Start of warning element -->
<!ENTITY % warning.attlist "INCLUDE">
<!ENTITY % warning.exclusion "INCLUDE">
<!ATTLIST warning
%common.attrib;
%admon.role.attrib;
%local.admon.attrib;
>
<!--end of warning.element-->]]>

</body></html>
A list in which each entry is marked with a sequentially incremented label.

- Numeration: Style of ListItem numbered; default is expected to be Arabic.
- InheritNum: Specifies for a nested list that the numbering of ListItems should include the number of the item within which they are nested (e.g., 1a and 1b within 1, rather than a and b).
- Continuation: Where list numbering begins afresh (Restarts, the default) or continues that of the immediately preceding list (Continues).
- Spacing: Whether the vertical space in the list should be compressed.
<entity % seglist "INCLUDE">
<![%seglist;]
<attlist seg
%common.attrib;
%seg.role.attrib;
%local.seg.attrib;
>
<end of seglist-->
<end of seg.module-->
<end of segmentedlist.content.module-->

<entity % simplelist.content.module "INCLUDE">
<![%simplelist.content.module;]
<entity % simplelist.module "INCLUDE">
<![%simplelist.module;]
<entity % local.simplelist.attrib ""
<entity % simplelist.role.attrib "%role.attrib;">

<entity % simplelist.element "INCLUDE">
<![%simplelist.element;]
<doc:An undecorated list of single words or short phrases.-->
<element simplelist %ho; (member+)>
<end of simplelist.element-->

<doc:Columns: The number of columns the array should contain -->
<doc:Type: How the Members of the SimpleList should be formatted: Inline (members separated with commas etc. inline), Vert (top to bottom in n Columns), or Horiz (in the direction of text flow) in n Columns. If Column is 1 or implied, Type=Vert and Type=Horiz give the same results. -->

<entity % simplelist.attlist "INCLUDE">
<![%simplelist.attlist;]
<attlist simplelist
columnsCDATA#IMPLIED
type(inline
|vert
|horiz)"vert"
%common.attrib;
%simplelist.role.attrib;
%local.simplelist.attrib;
>
<!ENTITY % member.module "INCLUDE">
<![%member.module;]
<!ENTITY % local.member.attrib "">
<!ENTITY % member.role.attrib "%role.attrib;">

<!ENTITY % member.element "INCLUDE">
<![%member.element;]
<!--doc:An element of a simple list.-->
<!ELEMENT member %ho; (%para.char.mix;)*>
<!--end of member.element-->

<!ENTITY % member.attlist "INCLUDE">
<![%member.attlist;]
<!ATTLIST member
%common.attrib;
%member.role.attrib;
%local.member.attrib;
>
<!--end of member.attlist-->
<!--end of member.module-->
<!--end of simplelist.content.module-->

<!-- VariableList ..................... -->

<!ENTITY % variablelist.content.module "INCLUDE">
<![%variablelist.content.module;]
<!ENTITY % variablelist.module "INCLUDE">
<![%variablelist.module;]
<!ENTITY % local.variablelist.attrib "">
<!ENTITY % variablelist.role.attrib "%role.attrib;">

<!ENTITY % variablelist.element "INCLUDE">
<![%variablelist.element;]
<!--doc:A list in which each entry is composed of a set of one or more terms and an associated description.-->
<!ELEMENT variablelist %ho; (blockinfo?, (%formalobject.title.content;)?,
          (%listpreamble.mix;)*, varlistentry+)>  
<!--end of variablelist.element-->

<!ENTITY % variablelist.attlist "INCLUDE">
<![%variablelist.attlist;>

<!-- TermLength: Length beyond which the presentation engine may consider the Term too long and select an alternate presentation of the Term and, or, its associated ListItem. -->

<!ENTITY % variablelist.attlist "INCLUDE">
<![%variablelist.attlist;>
<!-doc:A collection of regions in a graphic or code example.-->
<!ELEMENT areaspec %ho; ((area|areaset)+)>  
<!-end of areaspec.element-->]]>

<!- Units: global unit of measure in which coordinates in this spec are expressed:

- CALSPair "x1,y1 x2,y2": lower-left and upper-right coordinates in a rectangle describing repro area in which graphic is placed, where X and Y dimensions are each some number 0..10000 (taken from CALS graphic attributes)

- LineColumn "line column": line number and column number at which to start callout text in "linespecific" content

- LineRange "startline endline": whole lines from startline to endline in "linespecific" content

- LineColumnPair "line1 col1 line2 col2": starting and ending points of area in "linespecific" content that starts at first position and ends at second position (including the beginnings of any intervening lines)

- Other: directive to look at value of OtherUnits attribute to get implementation-specific keyword

The default is implementation-specific; usually dependent on the parent element (GraphicCO gets CALSPair, ProgramListingCO and ScreenCO get LineColumn) -->
<!- OtherUnits: User-defined units -->

<!ENTITY % areaspec.attlist "INCLUDE">  
<![%areaspec.attlist;[  
<!ATTLIST areaspec  
units		(calspair|linecolumn|linerange|linecolumnpair|other) #IMPLIED  
otherunits	NMTOKEN #IMPLIED  
%common.attrib;  
%areaspec.role.attrib;  
%local.areaspec.attrib;  
>  
<!-end of areaspec.attlist-->]]>
<!-end of areaspec.module-->]]>
<!-- bug number/symbol override or initialization -->
<!-- to any related information -->
<!-- Units: unit of measure in which coordinates in this
area are expressed; inherits from AreaSet and AreaSpec -->
<!-- OtherUnits: User-defined units -->

<!-- !-- end of area.attlist-->
<!-- !-- end of area.module-->]]>

<!-- !-- end of area.element-->
<!-- !-- end of area.element-->]]>

<!-- !-- end of areaset.module-->
<!-- !-- end of areaset.module-->]]>

<!-- !-- end of areaset.element-->
<!-- !-- end of areaset.element-->]]>
Graphical data can be the content of Graphic, or you can reference an external file either as an entity (Entitref) or a filename (Fileref). -->

<!ENTITY % graphic.module "INCLUDE">
<![%graphic.module:]
<!ENTITY % local.graphic.attrib "">
<!ENTITY % graphic.role.attrib "%role.attrib;">
<!--end of videodata.element-->

<!ENTITY % videodata attlist "INCLUDE">
<![ %videodata.attlist; [

<!--Width: Same as CALS reprowid (desired width)-->
<!--Depth: Same as CALS reprodep (desired depth)-->
<!--Align: Same as CALS hplace with 'none' removed; #IMPLIED means application-specific-->
<!--Scale: Conflation of CALS hscale and vscale-->
<!--Scalefit: Same as CALS scalefit-->
<!ATTLIST videodata
widthCDATA#IMPLIED
contentwidthCDATA#IMPLIED
depthCDATA#IMPLIED
contentdepthCDATA#IMPLIED
align(left
|right
|center)#IMPLIED
valign(top
|middle
|bottom)#IMPLIED
scaleCDATA#IMPLIED
scalefit%yesorno.attvals;
#IMPLIED
%objectdata.attrib;
%common.attrib;
%videodata.role.attrib;
%local.videodata.attrib;
>]
<!--end of videodata.attlist-->]]>
<!--end of videodata.module-->

<!ENTITY % audiodata module "INCLUDE">
<![ %audiodata.module; [
<!ENTITY % local.audiodata.attrib "">
<!ENTITY % audiodata.role.attrib "%role.attrib;">
<!-- Tables ........................... -->
<!ENTITY % table.module "INCLUDE">
<![table.module:]
<!ENTITY % local.table.attrib "">
<!ENTITY % table.role.attrib "%role.attrib;">  
<!ENTITY % table.element "INCLUDE">
<![table.element:]
<!--doc: A table model. CALS or OASIS XML Exchange -->
<!ELEMENT table %ho; (#PCDATA)>
<!--end of table.element-->
]
<!ENTITY % table.attlist "INCLUDE">
<![table.attlist:]
<!ATTLIST table
%common.attrib;
%table.role.attrib;
%local.table.attrib;
>
<!--end of table.attlist-->
]
<!-- Choose a table model. CALS or OASIS XML Exchange -->
<!ENTITY % cals.table.module "INCLUDE">
<![%cals.table.module;[

<!ENTITY % exchange.table.module "IGNORE">
]]>
<!ENTITY % exchange.table.module "INCLUDE">

<!-- Do we allow the HTML table model as well? -->
<!ENTITY % allow.html.tables "INCLUDE">
<![allow.html.tables;[

<!-- xhtmltbl.mod defines HTML tables and sets parameter entities so that, when the CALS table module is read, we end up allowing any table to be CALS or HTML. i.e. This include must come first! -->
<!-- ============================================================== -->
<!ENTITY % htmltbl PUBLIC "/OASIS//ELEMENTS DocBook XML HTML Tables V4.5//EN" "htmltblx.mod">%htmltbl;
<![--end of allow.html.tables-->]]>}

<!ENTITY % tables.role.attrib "%role.attrib;">%

<![%cals.table.module;[

<!-- Add label and role attributes to table and informaltable -->
<!ENTITY % bodyatt "
floatstyle CDATA #IMPLIED
rowheader(firstcol|norowheader)#IMPLIED
  %label.attrib;">

<!-- Add common attributes to Table, TGroup, TBody, THead, TFoot, Row, EntryTbl, and Entry (and InformalTable element). -->
<!ENTITY % secur "%common.attrib;
%tables.role.attrib;">%

<!ENTITY % common.table.attrs "%bodyatt;
%secur;">%

<!-- Content model for Table. -->
<!ENTITY % tbl.table.mdl "(blockinfo?, (%formalobject.title.content;), (%ndxterm.class;)*,
textobject*,
  (graphic+|mediaobject+[group+])">
<!ENTITY % arg.attlist "INCLUDE">
<!ENTITY % arg.attlist: [
<!ATTLIST arg choice(opt | req | plain) opt
rep(norepeat | repeat) norepeat
%common.attrib;
%arg.role.attrib;
%local.arg.attrib;
> 
<!--end of arg.attlist-->
]
<!--end of arg.element-->
]

<!ENTITY % group.module "INCLUDE">
<!ENTITY % group.module: [

<!ENTITY % local.group.attrib "" >>
<!ENTITY % group.role.attrib "%role.attrib;" >>

<!ENTITY % group.element "INCLUDE">
<!ENTITY % group.element: [
<!--doc:A group of elements in a CmdSynopsis.-->
<!ELEMENT group %ho; ((arg | group | option | synopfragmentref | replaceable | sbr)+)>
<!--end of group.element-->
]]>

<!-- Choice: Whether Arg must be supplied: Opt (optional to supply, e.g. [arg]; the default), Req (required to supply, e.g. {arg}), or Plain (required to supply, e.g. arg) -->
<!-- Rep: whether Arg is repeatable: Norepeat (e.g. arg without ellipsis; the default), or Repeat (e.g. arg...) -->

<!ENTITY % arg.attlist "INCLUDE">
<!ENTITY % arg.attlist: [
<!ATTLIST arg choice(opt | req | plain) opt
rep(norepeat | repeat) norepeat
%common.attrib;
%arg.role.attrib;
%local.arg.attrib;
> 
<!--end of arg.attlist-->
]
<!--end of arg.element-->
]

<!ENTITY % group.module "INCLUDE">
<!ENTITY % group.module: [

<!ENTITY % local.group.attrib "" >>
<!ENTITY % group.role.attrib "%role.attrib;" >>

<!ENTITY % group.element "INCLUDE">
<!ENTITY % group.element: [
<!--doc:A group of elements in a CmdSynopsis.-->
<!ELEMENT group %ho; ((arg | group | option | synopfragmentref | replaceable | sbr)+)>
<!--end of group.element-->
]]>

<!-- Choice: Whether Group must be supplied: Opt (optional to supply, e.g. [g1|g2|g3]; the default), Req (required to supply, e.g. {g1|g2|g3}), Plain (required to supply, e.g. g1|g2|g3), OptMult (can supply zero or more, e.g. [[g1|g2|g3]], or ReqMult (must supply one or more, e.g.
<![CDATA[
<!-- LegalNotice ...................... -->

<!ENTITY % legalnotice.module "INCLUDE">
<![%legalnotice.module:]
<!ENTITY % local.legalnotice.attrib "">
<!ENTITY % legalnotice.role.attrib "%role.attrib;">

<!-- ModeSpec ........................ -->

<!ENTITY % modespec.module "INCLUDE">
<![%modespec.module:]
<!ENTITY % local.modespec.attrib "">
<!ENTITY % modespec.role.attrib "%role.attrib;">

<!-- Application: Type of action required for completion
of the links to which the ModeSpec is relevant (e.g., retrieval query) -->

]]></CDATA>
<!--doc:A person or entity, other than an author or editor, credited in a document.-->
<!ELEMENT othercredit %ho; ((personname|(%person.ident.mix;)+),
(persononblurb|email|address)*)>
<!--end of othercredit.element-->]]>

<!ENTITY % othercredit.attlist "INCLUDE">
<![[%othercredit.attlist:]
<!ATTLIST othercredit
class(graphicdesigner
|productioneditor
|copyeditor
|technicaleditor
|translator
|other)#IMPLIED
%common.attrib;
%othercredit.role.attrib;
%local.othercredit.attrib;
>
<!--end of othercredit.attlist-->]]>
<!-(see "Personal identity elements" for %person.ident.mix;)--
<!--end of othercredit.module-->]]>

<!-- PageNums .......................... -->

<!ENTITY % pagenums.module "INCLUDE">
<![[%pagenums.module:]
<!ENTITY % local.pagenums.attrib "">
<!ENTITY % pagenums.role.attrib "%role.attrib;">

<!ENTITY % pagenums.element "INCLUDE">
<![[%pagenums.element:]
<!--doc:The numbers of the pages in a book, for use in a bibliographic entry.-->
<!ELEMENT pagenums %ho; (%docinfo.char.mix;)*>
<!--end of pagenums.element-->]]>

<!ENTITY % pagenums.attlist "INCLUDE">
<![[%pagenums.attlist:]
<!ATTLIST pagenums
%common.attrib;
%pagenums.role.attrib;
%local.pagenums.attrib;
>
<!--end of pagenums.attlist-->]]>
<!--end of pagenums.module-->]]>

<!-- Personal identity elements ...... -->

<!-- These elements are used only within Author, Editor, and
<!-- Class: Type of the Interface item; no default -->

<!ENTITY % interface.attlist "INCLUDE">
<![ %interface.attlist; ]>
<!ATTLIST interface
%moreinfo.attrib;
%common.attrib;
%interface.role.attrib;
%local.interface.attrib;
>
<!--end of interface.attlist--> ]]>
</!--end of interface.module--> ]]>

<!ENTITY % interface.element "INCLUDE">
<![ %interface.element; ]>
<!--doc:An element of a GUI.-->
<!ELEMENT interface %ho; (%smalleptr.char.mix;|accel)*>
<!--end of interface.element--> ]]>
</!--end of interface.element--> ]]>

<!ENTITY % interface.module "INCLUDE">
<![ %interface.module; ]>
<!ENTITY % local.interface.attrib "">
<!ENTITY % interface.role.attrib "%role.attrib;">

<!ENTITY % hardware.attlist "INCLUDE">
<![ %hardware.attlist; ]>
<!ATTLIST hardware
%moreinfo.attrib;
%common.attrib;
%hardware.role.attrib;
%local.hardware.attrib;
>
<!--end of hardware.attlist--> ]]>
</!--end of hardware.module--> ]]>

<!ENTITY % hardware.element "INCLUDE">
<![ %hardware.element; ]>
<!--doc:A physical part of a computer system.-->
<!ELEMENT hardware %ho; (%cptr.char.mix;)*>
<!--end of hardware.element--> ]]>
</!--end of hardware.element--> ]]>

<!ENTITY % hardware.module "INCLUDE">
<![ %hardware.module; ]>
<!ENTITY % local.hardware.attrib "">
<!ENTITY % hardware.role.attrib "%role.attrib;">

<!--%common.attrib;-->
<!--%guisubmenu.role.attrib;-->
<!--%local.guisubmenu.attrib;-->
>
<![ <!--end of guisubmenu.attlist--> ]]>
<![ <!--end of guisubmenu.module--> ]]>

<![ <!--ENTITY % hardware.module "INCLUDE"--> ]>
<![ <!--ENTITY % local.hardware.attrib ""--> ]>
<![ <!--ENTITY % hardware.role.attrib "%role.attrib;"--> ]>

<![ <!--ENTITY % interface.module "INCLUDE"--> ]>
<![ <!--ENTITY % local.interface.attrib ""--> ]>
<![ <!--ENTITY % interface.role.attrib "%role.attrib;"--> ]>

<![ <!--ENTITY % interface.element "INCLUDE"--> ]>
<![ <!--ENTITY % interface.attlist "INCLUDE"--> ]>
<![ <!--ENTITY % interface.attlist "INCLUDE"--> ]>
<![ <!--ENTITY % interface.attlist "INCLUDE"--> ]>
%interface.role.attrib;
%local.interface.attrib;
>
<!--end of interface.attlist-->]]>
<!--end of interface.module-->]]>

<!ENTITY % keycap.module "INCLUDE”>
<![%keycap.module;[
<!ENTITY % local.keycap.attrib "">
<!ENTITY % keycap.role.attrib "%role.attrib;"> 

<!ENTITY % keycap.element "INCLUDE”>
<![%keycap.element;[
<!--doc:The text printed on a key on a keyboard.-->
<!ELEMENT keycap %ho; (%cptr.char.mix;)*>
<!--end of keycap.element-->]]>

<!ENTITY % keycap.attlist "INCLUDE”>
<![%keycap.attlist;[
<!ATTLIST keycap
function	(alt
|control
|shift
|meta
|escape
|enter
|tab
|backspace
|command
|option
|space
|delete
|insert
|up
|down
|left
|right
|home
|end
|pageup
|pagedown
|other)#IMPLIED
otherfunctionCDATA#IMPLIED
%moreinfo.attrib;
%common.attrib;
%keycap.role.attrib;
%local.keycap.attrib;
>
<![%token.element;]
<!doctype:A unit of information.-->
<!ELEMENT token %ho; (%smallcptr.char.mix;)*>
<!end of token.element-->]]>

<!ENTITY % token.attlist "INCLUDE">
<![%token.attlist;]
<!ATTLIST token
%common.attrib;
%token.role.attrib;
%local.token.attrib;
>  
<!end of token.attlist-->]]>
<!end of token.module-->]]>

<!ENTITY % type.module "INCLUDE">
<![%type.module;]
<!ENTITY % local.type.attrib "">
<!ENTITY % type.role.attrib "%role.attrib;">  
<!ENTITY % type.element "INCLUDE">
<![%type.element;]
<!doctype:The classification of a value.-->
<!ELEMENT type %ho; (%smallcptr.char.mix;)*>
<!end of type.element-->]]>

<!ENTITY % type.attlist "INCLUDE">
<![%type.attlist;]
<!ATTLIST type
%common.attrib;
%type.role.attrib;
%local.type.attrib;
>  
<!end of type.attlist-->]]>
<!end of type.module-->]]>

<!ENTITY % userinput.module "INCLUDE">
<![%userinput.module;]
<!ENTITY % local.userinput.attrib "">
<!ENTITY % userinput.role.attrib "%role.attrib;">  
<!ENTITY % userinput.element "INCLUDE">
<![%userinput.element;]
<!doctype:Data entered by the user.-->
<!ELEMENT userinput %ho; (%cptr.char.mix;|co)*>
<!end of userinput.element-->]]>

<!ENTITY % userinput.attlist "INCLUDE">
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information, see http://www.oasis-open.org/docbook/.

<!-- This module contains the definitions for elements that are
isomorphic to the HTML elements. One could argue we should
instead have based ourselves on the XHTML Table Module, but the
HTML one is more like what browsers are likely to accept today
and users are likely to use.

This module has been developed for use with the DocBook V4.5
"union table model" in which elements and attlists common to both
models are defined (as the union) in the CALS table module by
setting various parameter entities appropriately in this file.

In DTD driver files referring to this module, please use an entity
declaration that uses the public identifier shown below:

<!ENTITY % htmltbl PUBLIC
  ".://OASIS/ELEMENTS DocBook XML HTML Tables V4.5//EN"
  "htmltblx.mod">
%htmltbl;

See the documentation for detailed information on the parameter
entity and module scheme used in DocBook, customizing DocBook and
planning for interchange, and changes made since the last release
of DocBook.

<!-- XHTML Tables -->

<!ENTITY % html.coreattrs
  "%common.attr;
class CDATA #IMPLIED
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 30960
<!-- File dbhierx.mod ..................................................... -->

O'Reilly & Associates, Inc., ArborText, Inc., Fujitsu Software
Corporation, Norman Walsh, Sun Microsystems, Inc., and the
Organization for the Advancement of Structured Information
Standards (OASIS).

$Id: dbhierx.mod 6340 2006-10-03 13:23:24Z nwalsh $

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changes to the docbook@lists.oasis-open.org mailing list. For more
information, see http://www.oasis-open.org/docbook/.
-->

<!-- This module contains the definitions for the overall document
hierarchies of DocBook documents. It covers computer documentation
manuals and manual fragments, as well as reference entries (such as
man pages) and technical journals or anthologies containing
articles.

This module depends on the DocBook information pool module. All
elements and entities referenced but not defined here are assumed
to be defined in the information pool module.

In DTD driver files referring to this module, please use an entity
declaration that uses the public identifier shown below:

<!ENTITY % dbhier PUBLIC
"-//OASIS//ELEMENTS DocBook Document Hierarchy V4.5//EN"
"dbhierx.mod">
%dbhier;
See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!--
<!-

<!ENTITY % dbhier.redecl.module "IGNORE">
<!ENTITY % dbhier.redecl2.module "IGNORE">

<!-

<!ENTITY % local.appendix.class "">
<!ENTITY % appendix.class "appendix %local.appendix.class;">

<!ENTITY % local.article.class "">
<!ENTITY % article.class "article %local.article.class;">

<!ENTITY % local.book.class "">
<!ENTITY % book.class "book %local.book.class;">

<!ENTITY % local.chapter.class "">
<!ENTITY % chapter.class "chapter %local.chapter.class;">

<!ENTITY % local.index.class "">
<!ENTITY % index.class "index|setindex %local.index.class;">

<!ENTITY % local.refentry.class "">
<!ENTITY % refentry.class "refentry %local.refentry.class;">

<!ENTITY % local.section.class "">
<!ENTITY % section.class "section %local.section.class;">

<!ENTITY % local.nav.class "">
<!ENTITY % nav.class "toc|lot|index|glossary|bibliography %local.nav.class;">

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<!-
<!ENTITY % div.title.content "title, subtitle?, titleabbrev?">

<!ENTITY % bookcomponent.title.content "title, subtitle?, titleabbrev?">

<!ENTITY % sect.title.content "title, subtitle?, titleabbrev?">

<!ENTITY % refsect.title.content "title, subtitle?, titleabbrev?">

<!ENTITY % bookcomponent.content "((%divcomponent.mix;)+,
(sect1*|%refentry.class;)*|simplesect*|%section.class;*)

<!-- Redeclaration placeholder 2 .......................................... -->

<!-- Defining rdhier2 here makes some buggy XML parsers happy. -->

<!-- Entities for content models .......................................... -->

<!-- For redeclaring entities that are declared after this point while
retaining their references to the entities that are declared before
this point -->

<!-- end of dbhier.redecl2.module-->

<!-- ...................................................................... -->
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<!ATTLIST sect2
renderas(sect1
|sect3
|sect4
|sect5)#IMPLIED
%label.attrib;
%status.attrib;
%common.attrib;
%sect2.role.attrib;
%local.sect2.attrib;
>
<!--end of sect2.attlist-->]]>
<!--end of sect2.module-->]]>

<!ENTITY % sect3.module "INCLUDE">
<![%sect3.module:;]
<!ENTITY % local.sect3.attrib "">
<!ENTITY % sect3.role.attrib "%role.attrib;">  

<!ENTITY % sect3.element "INCLUDE">
<![%sect3.element:;]
<!--doc:A subsection within a Sect2.--->
<!ELEMENT sect3 %ho; (sect3info?, (%sect.title.content;), (%nav.class;)*,
((%divcomponent.mix;)+,
((%refentry.class;)* | sect4* | simplesect*))
| (%refentry.class;)+ | sect4+ | simplesect+), (%nav.class;)*)>
<!--end of sect3.element-->]]>

<!ENTITY % sect3.attlist "INCLUDE">
<![%sect3.attlist;]
<!ATTLIST sect3
renderas(sect1
|sect2
|sect4
|sect5)#IMPLIED
%label.attrib;
%status.attrib;
%common.attrib;
%sect3.role.attrib;
%local.sect3.attrib;
>
<!--end of sect3.attlist-->]]>
<!--end of sect3.module-->]]>
<!ENTITY % sect4.module "INCLUDE">
<![%sect4.module;[
<!ENTITY % local.sect4.attrib "";>
<!ENTITY % sect4.role.attrib "%role.attrib;">

<!ENTITY % sect4.element "INCLUDE">
<![%sect4.element;[
<!doc:A subsection within a Sect3.-->
<!ELEMENT sect4 %ho; (sect4info?, (%sect.title.content;), (%nav.class;)*,
((%(divcomponent.mix;)+,
((%refentry.class;)* | sect5* | simplesect*))
| (%refentry.class;)+ | sect5+ | simplesect+), (%nav.class;)*)>
<![end of sect4.element--]]>]

<!-- Renderas: Indicates the format in which the heading should appear -->

<!ENTITY % sect4.attlist "INCLUDE">
<![%sect4.attlist;[
<!ATTLIST sect4 renderas(sect1
|sect2
|sect3
|sect5)#IMPLIED
%label.attrib;
%status.attrib;
%common.attrib;
%sect4.role.attrib;
%local.sect4.attrib;
>]
<![end of sect4.attlist--]]>]

<![end of sect4.module--]]>

<!ENTITY % sect5.module "INCLUDE">
<![%sect5.module;[
<!ENTITY % local.sect5.attrib "";>
<!ENTITY % sect5.role.attrib "%role.attrib;">

<!ENTITY % sect5.element "INCLUDE">
<![%sect5.element;[
<!doc:A subsection within a Sect4.-->
<!ELEMENT sect5 %ho; (sect5info?, (%sect.title.content;), (%nav.class;)*,
((%(divcomponent.mix;)+,
((%refentry.class;)* | simplesect*))
| (%refentry.class;)+ | sect5+ | simplesect+), (%nav.class;)*)>
<![end of sect5.element--]]>]

<!-- Renderas: Indicates the format in which the heading should
appear -->

<!ENTITY % sect5.attlist "INCLUDE">
<![%sect5.attlist;]
<!ATTLIST sect5 renderas(sect1 | sect2 | sect3 | sect4)#IMPLIED
%label.attrib;
$status.attrib;
%common.attrib;
%sect5.role.attrib;
%local.sect5.attrib;
>
<!--end of sect5.attlist-->]]>
<!--end of sect5.module-->]]>

<!ENTITY % simplesect.module "INCLUDE">
<![%simplesect.module;]
<!ENTITY % local.simplesect.attrib ""里面的文档内容
<!ENTITY % simplesect.role.attrib "%role.attrib";>

<!ENTITY % simplesect.element "INCLUDE">
<![%simplesect.element;]
<!--doc:A section of a document with no subdivisions.-->
<!ELEMENT simplesect %ho; ((%sect.title.content;), (%divcomponent.mix;)+)
%ubiq.inclusion;>
<!--end of simplesect.element-->]]>

<!ENTITY % simplesect.attlist "INCLUDE">
<![%simplesect.attlist;]
<!ATTLIST simplesect %common.attrib;
%simplesect.role.attrib;
%local.simplesect.attrib;
>
<!--end of simplesect.attlist-->]]>
<!--end of simplesect.module-->]]>

<!-- ... ........................................................................ -->
<!-- Bibliography .......................................................... -->

<!ENTITY % bibliography.content.module "INCLUDE">
<![%bibliography.content.module;]
<!ENTITY % bibliography.module "INCLUDE">
<![%bibliography.module;]
additional notations, label your DTD as a variant of DocBook. See the maintenance documentation for more information.

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Found in path(s):
* /opt/cola/permits/1229315438_1645823753.46/0/docbook-xml-4-5-zip/calstblx.dtd
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<!-- ...................................................................... -->
<!-- DocBook character entities module V4.5 ......................... -->
<!-- File dbcentx.mod ..................................................... -->


$Id: dbcentx.mod 6340 2006-10-03 13:23:24Z nwalsh $

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<!-- ................................................................. -->

<!-- This module contains the entity declarations for the standard ISO entity sets used by DocBook. -->

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:
"ISO 8879:1986//ENTITIES Non-Russian Cyrillic//EN//XML"
"ent/isocyr2.ent">
<!--end of ISOcyr2.module-->

<!ENTITY % ISOdia.module "INCLUDE">
< ![ %ISOdia.module; ]
<!ENTITY % ISOdia PUBLIC
"ISO 8879:1986//ENTITIES Diacritical Marks//EN//XML"
"ent/isodia.ent">
<!--end of ISOdia.module-->

<!ENTITY % ISOgrk1.module "INCLUDE">
< ![ %ISOgrk1.module; ]
<!ENTITY % ISOgrk1 PUBLIC
"ISO 8879:1986//ENTITIES Greek Letters//EN//XML"
"ent/isogrk1.ent">
<!--end of ISOgrk1.module-->

<!ENTITY % ISOgrk2.module "INCLUDE">
< ![ %ISOgrk2.module; ]
<!ENTITY % ISOgrk2 PUBLIC
"ISO 8879:1986//ENTITIES Monotoniko Greek//EN//XML"
"ent/isogrk2.ent">
<!--end of ISOgrk2.module-->

<!ENTITY % ISOgrk3.module "INCLUDE">
< ![ %ISOgrk3.module; ]
<!ENTITY % ISOgrk3 PUBLIC
"ISO 8879:1986//ENTITIES Greek Symbols//EN//XML"
"ent/isogrk3.ent">
<!--end of ISOgrk3.module-->

<!ENTITY % ISOgrk4.module "INCLUDE">
< ![ %ISOgrk4.module; ]
<!ENTITY % ISOgrk4 PUBLIC
"ISO 8879:1986//ENTITIES Alternative Greek Symbols//EN//XML"
"ent/isogrk4.ent">
<!--end of ISOgrk4.module-->

<!ENTITY % ISOlat1.module "INCLUDE">
< ![ %ISOlat1.module; ]
<!ENTITY % ISOlat1 PUBLIC
"ISO 8879:1986//ENTITIES Added Latin 1//EN//XML"
"ent/isolat1.ent">
<!--end of ISOlat1.module-->

<!ENTITY % ISOlat2.module "INCLUDE">
< ![ %ISOlat2.module; ]
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<!-- This module contains the notation declarations used by DocBook.

In DTD driver files referring to this module, please use an entity declaration that uses the public identifier shown below:

<!ENTITY % dbnotn PUBLIC
"-//OASIS//ENTITIES DocBook Notations V4.5//EN"
"dbnotnx.mod">
%dbnotn;

See the documentation for detailed information on the parameter entity and module scheme used in DocBook, customizing DocBook and planning for interchange, and changes made since the last release of DocBook.

<!ENTITY % local.notation.class "">
<!ENTITY % notation.class
"BMP | CGM-CHAR | CGM-BINARY | CGM-CLEAR | DITROFF | DVI
| EPS | EQN | FAX | GIF | GIF87a | GIF89a
| JPG | JPEG | IGES | PCX
| PIC | PNG | PS | SGML | TBL | TEX | TIFF | WMF | WPG
| SVG | PDF | SWF
| linespecific
%local.notation.class;">

<!NOTATION BMPPUBLIC
1.2442 kerberos 1.17-3

1.2442.1 Available under license:

[NOTE: MIT has only incorporated the mechglue and spnego change, and not the incremental propagation changes. The filenames are different between the Sun and MIT sources. The actual MIT filenames appear in the top-level README file. Original text of Sun's LICENSE file follows.]

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Many of the files attached are subject to licenses issued by other entities, including OpenVision, MIT, and FundsXpress. See the individual files, and/or related Readme files, for these licenses.

In addition Sun requires that the license set forth below be incorporated into any future version of the Kerberos system which contains portions of the files attached. The following files must be listed, in the top level Readme file, as being provided subject to such license:

cmd/krb5/iprop/iprop.x
cmd/krb5/iprop/iprop_hdr.h
cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
lib/libgss/g_context_time.c
lib/libgss/g_delete_sec_context.c
lib/libgss/g_dsp_name.c
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in

```
lib/gssapi/generic/gssapi_err_generic.c
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
```
and the initial implementation of incremental propagation, including
the following new or changed files:

```c
#include <iprop_hdr.h>
```

```c
#include <kadmin/server/ipropd_svc.c>
```

```c
#include <lib/kdb/iprop.x>
```

```c
#include <lib/kdb/kdb_convert.c>
```

```c
#include <lib/kdb/kdb_log.c>
```

```c
#include <lib/kdb/kdb_log.h>
```

```c
#include <lib/krb5/error_tables/kdb5_err.et>
```
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.. parsed-literal::

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   lib/gssapi/mechglue/g_accept_sec_context.c
   lib/gssapi/mechglue/g_acquire_cred.c
   lib/gssapi/mechglue/g_canon_name.c
   lib/gssapi/mechglue/g_compare_name.c
   lib/gssapi/mechglue/g_context_time.c
   lib/gssapi/mechglue/g_delete_sec_context.c
   lib/gssapi/mechglue/g_dsp_name.c
   lib/gssapi/mechglue/g_dsp_status.c
   lib/gssapi/mechglue/g_dup_name.c
   lib/gssapi/mechglue/g_exp_sec_context.c
   lib/gssapi/mechglue/g_export_name.c
   lib/gssapi/mechglue/g_glue.c
   lib/gssapi/mechglue/g_imp_name.c
   lib/gssapi/mechglue/g_imp_sec_context.c
   lib/gssapi/mechglue/g_init_sec_context.c
   lib/gssapi/mechglue/g_initialize.c
   lib/gssapi/mechglue/g_inquire_context.c
   lib/gssapi/mechglue/g_inquire_cred.c
   lib/gssapi/mechglue/g_inquire_names.c
   lib/gssapi/mechglue/g_process_context.c
   lib/gssapi/mechglue/g_rel_buffer.c
   lib/gssapi/mechglue/g_rel_cred.c
   lib/gssapi/mechglue/g_rel_name.c
   lib/gssapi/mechglue/g_rel_oid_set.c
   lib/gssapi/mechglue/g_seal.c
   lib/gssapi/mechglue/g_sign.c
   lib/gssapi/mechglue/g_store_cred.c
   lib/gssapi/mechglue/g_unseal.c
   lib/gssapi/mechglue/g_userok.c
   lib/gssapi/mechglue/g_utils.c
   lib/gssapi/mechglue/g_verify.c
   lib/gssapi/mechglue/gssd_pname_to_uid.c
   lib/gssapi/mechglue/mglueP.h
   lib/gssapi/mechglue/oid_ops.c
   lib/gssapi/spnego/gssapiP_spnego.h
   lib/gssapi/spnego/spnego_mech.c

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   .. parsed-literal::

      include/iprop_hdr.h
      kadmin/server/ipropd_svc.c
      lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_getname.c
lib/gssapi/mechglue/g_glue.c
and the initial implementation of incremental propagation, including
the following new or changed files:

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kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
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import os
import sys
import re

def warn(fname, ln, msg):
    print '%s: %d: %s' % (fname, ln + 1, msg)

def indicates_license(line):
    return 'Copyright' in line or 'COPYRIGHT' in line or 'License' in line

# Check a comment for boilerplate violations. Return true if the comment
# is a license statement.
def check_comment(comment, fname, ln, code_seen, nonlicense_seen):
    text_seen = False
    is_license = False
    for line in comment:
        if not is_license and indicates_license(line):
            is_license = True
            if text_seen:
                warn(fname, ln, 'License begins after first line of comment')
            elif code_seen:
                warn(fname, ln, 'License after code')
            elif nonlicense_seen:
                warn(fname, ln, 'License after non-license comments')
        break
        # DB2 licenses start with '/**' and we don't want to change them.
        if line != '' and line != '-':
            text_seen = True
    return is_license

def check_file(lines, fname):
    # Skip emacs mode line if present.
    ln = 0
    if '-*- mode: c;' in lines[ln]:
        ln += 1
        # Check filename comment if present.
        m = re.match(r'^/\*([^ 
]*)( - .*)? \*/', lines[ln])
        if m:
            if m.group(1) != fname:
                warn(fname, ln, 'Wrong filename in comment')
            ln += 1
    # Scan for license statements.
    # Check a comment for boilerplate violations. Return true if the comment
    # is a license statement.
    code_seen = nonlicense_seen = False
    for line in lines:
        if line == '
':
            code_seen = True
            if not code_seen and indicates_license(line):
                code_seen = False
                if text_seen:
                    warn(fname, ln, 'License begins after first line of code')
                elif code_seen:
                    warn(fname, ln, 'License after code')
                elif nonlicense_seen:
                    warn(fname, ln, 'License after non-license comments')
        break
        # DB2 licenses start with '/**' and we don't want to change them.
        if line != '' and line != '-':
            text_seen = True
    return is_license
in_comment = False
code_seen = False
nonlicense_seen = False
for line in lines[ln:]:
    # Strip out whitespace and comments contained within a line.
    if not in_comment:
        line = re.sub(r'/\*.*?\*/', '', line)
        line = line.strip()
    if not in_comment and '/*' in line:
        (line, sep, comment_part) = line.partition('/*')
        comment = [comment_part.strip()]
        comment_starts_at = ln
        in_comment = True
    elif in_comment and '*/' not in line:
        comment.append(line.lstrip('*').lstrip())
    elif in_comment:
        (comment_part, sep, line) = line.partition('*/')
        comment.append(comment_part.strip())
    is_license = check_comment(comment, fname, comment_starts_at, code_seen, nonlicense_seen)
    nonlicense_seen = nonlicense_seen or not is_license
    in_comment = False
    elif line.strip() != '':
        code_seen = True
        ln += 1

for fname in sys.argv[1:]:
    if fname.startswith('./'):
        fname = fname[2:]
    f = open(fname)
    lines = f.readlines()
    f.close()
    check_file(lines, fname)
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6.4.50

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1.2454 locales 2.28-10

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jar/javax/validation/validation/ConstraintValidation/package-info.java
* /opt/cola/permits/1135880235_1613624044.2.0/jakarta-validation-api-2.0-2-sources-3-
jar/javax/validation/valueextraction/package-info.java
* /opt/cola/permits/1135880235_1613624044.2.0/jakarta-validation-api-2.0-2-sources-3-
jar/javax/validation/values/package-info.java
* /opt/cola/permits/1135880235_1613624044.2.0/jakarta-validation-api-2.0-2-sources-3-
jar/javax/validation/Path.java
1.2463 checker-qual 3.5.0

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1.2469 python-dateutil 2.6.1-1.ph1

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License Mixing with apps, libcurl and Third Party Libraries

libcurl can be built to use a fair amount of various third party libraries,
libraries that are written and provided by other parties that are distributed
using their own licenses. Even libcurl itself contains code that may cause
problems to some. This document attempts to describe what licenses libcurl and
the other libraries use and what possible dilemmas linking and mixing them all
can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that GPL[1]-licensed code is not allowed to be linked
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distributing them as binaries would be to violate the GPL license - unless you
accompany your license with an exception[2]. This particular problem was
addressed when the Modified BSD license was created, which does not have the
announcement clause that collides with GPL.

libcurl http://curl.haxx.se/docs/copyright.html
Uses an MIT (or Modified BSD)-style license that is as liberal as possible. Some of the source files that deal with KRB4 have Original BSD-style announce-clause licenses. You may not distribute binaries with krb4-enabled libcurl that also link with GPL-licensed code!

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(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it “incompatible” with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL’s licensing is a problem for you, consider using GnuTLS or yassl instead.

GnuTLS http://www.gnutls.org/

(May be used for SSL/TLS support) Uses the LGPL[3] license. If this is a problem for you, consider using OpenSSL instead. Also note that GnuTLS itself depends on and uses other libs (libgcrypt and libgpg-error) and they too are LGPL- or GPL-licensed.

yassl http://www.yassl.com/

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axTLS http://axtls.sourceforge.net/

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

c-ares http://daniel.haxx.se/projects/c-ares/license.html

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

zlib http://www.gzip.org/zlib/zlib_license.html

(Used for compressed Transfer-Encoding support) Uses an MIT-style
license that shouldn't collide with any other library.

**krb4**

While nothing in particular says that a Kerberos4 library must use any particular license, the one I've tried and used successfully so far (kth-krb4) is partly Original BSD-licensed with the announcement clause. Some of the code in libcurl that is written to deal with Kerberos4 is Modified BSD-licensed.

**MIT Kerberos** http://web.mit.edu/kerberos/www/dist/

(May be used for GSS support) MIT licensed, that shouldn't collide with any other parts.

**Heimdal** http://www.pdc.kth.se/heimdal/

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**fbopenssl**

(Used for SPNEGO support) Unclear license. Based on its name, I assume that it uses the OpenSSL license and thus shares the same issues as described for OpenSSL above.

**libidn** http://josefsson.org/libidn/

(Used for IDNA support) Uses the GNU Lesser General Public License [3]. LGPL is a variation of GPL with slightly less aggressive "copyleft". This license requires more requirements to be met when distributing binaries, see the license for details. Also note that if you distribute a binary that includes this library, you must also include the full LGPL license text. Please properly point out what parts of the distributed package that the license addresses.

**OpenLDAP** http://www.openldap.org/software/release/license.html

(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.
libssh2 http://www.libssh2.org/

(Used for scp and sftp support) libssh2 uses a Modified BSD-style license.

[2] = http://www.fsf.org/licenses/gpl-faq.html#GPLIncompatibleLibs details on how to write such an exception to the GPL.

1.2480 collector 0.12.0
1.2480.1 Available under license:
   Apache-2.0

1.2481 zstd-jni 1.5.0-2
1.2481.1 Available under license:
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1.2483 lvm2 1.02.158 2.el7_7.2

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception. https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions. http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2486 selinux 2.5-14.1.el7

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## Commands to generate dependency files
GEN_DEPS.c=$\{CC\} -E -MM $\{DEFS\} $\{CPPFLAGS\}
GEN_DEPS.cc=$\{CXX\} -E -MM $\{DEFS\} $\{CPPFLAGS\}

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$\{notdir \$(MIDDLE_SO_TARGET)\}$

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao
## Compilation rules

%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules

%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \n | sed 's/(\$\n)\(.*\)\(.*\)/\1.o $@ : /g' \n | rm -f $@' \\
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \n | sed 's/(\$\n)\(.*\)\(.*\)/\1.o $@ : /g' \n | rm -f $@' \\

## Versioned libraries rules

$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s *F.$(SO).$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

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  * org.eclipse.jetty.orbit:org.eclipse.jdt.core

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  * org.eclipse.jetty.orbit:javax.security.auth.message

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  * org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

  * javax.servlet:javax.servlet-api
  * javax.annotation:javax.annotation-api
  * javax.transaction:javax.transaction-api
  * javax.websocket:javax.websocket-api
Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2498 error_prone_annotations 2.2.0

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1.2499 javapackages-tools 5.3.0-
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1.2500 h2 1.3.175

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6.4.50

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.2516 connect-runtime 2.3.1

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- <code class="docutils literal"><span class="pre">g_accept_sec_context</span></code>
- <code class="docutils literal"><span class="pre">g_acquire_cred</span></code>
- <code class="docutils literal"><span class="pre">g_canon_name</span></code>
- <code class="docutils literal"><span class="pre">g_compare_name</span></code>
and the initial implementation of incremental propagation, including
the following new or changed files:

```plaintext
#include <iprop_hdr.h>
#include <kpropd_svc.c>
#include <iprop/svncipropd_svc.c>
#include <kprop/kpropd_rpc.c>
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.. parsed-literal::

```
lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_dup_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_get_name.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
```
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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the following new or changed files:

.. parsed-literal::

    include/iprop_hdr.h
    kadmin/server/ipropd_svc.c
    lib/kdb/PROP.x
    lib/kdb/kdb_convert.c
    lib/kdb/kdb_log.c
    lib/kdb/kdb_log.h
    lib/krb5/error_tables/kdb5_err.et
    kprop/kpropd_rpc.c
    kprop/kproplog.c

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<script type="text/javascript">
var DOCUMENTATION_OPTIONS = {
    URL_ROOT:     './',
    VERSION:      '1.17',
    COLLAPSE_INDEX: false,
    FILE_SUFFIX: '.html',
    HAS_SOURCE: true,
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gsd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
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import os
import sys
import re

def warn(fname, ln, msg):
    print '%s: %d: %s' % (fname, ln + 1, msg)

def indicates_license(line):
    return 'Copyright' in line or 'COPYRIGHT' in line or 'License' in line

# Check a comment for boilerplate violations. Return true if the comment is a license statement.
def check_comment(comment, fname, ln, code_seen, nonlicense_seen):
    text_seen = False
    is_license = False
    for line in comment:
        if not is_license and indicates_license(line):
            is_license = True
        if text_seen:
            warn(fname, ln, 'License begins after first line of comment')
        elif code_seen:
            warn(fname, ln, 'License after code')
        elif nonlicense_seen:
            warn(fname, ln, 'License after non-license comments')
        break
    # DB2 licenses start with '/*--' and we don't want to change them.
    if line != "" and line != '-":
text_seen = True
return is_license

def check_file(lines, fname):
    # Skip emacs mode line if present.
    ln = 0
    if '-* mode: c;' in lines[ln]:
        ln += 1

    # Check filename comment if present.
    m = re.match(r'/\* ([^ \*]*)( - .*)? \*\*/', lines[ln])
    if m:
        if m.group(1) != fname:
            warn(fname, ln, 'Wrong filename in comment')
        ln += 1

    # Scan for license statements.
    in_comment = False
    code_seen = False
    nonlicense_seen = False
    for line in lines[ln:]:
        # Strip out whitespace and comments contained within a line.
        if not in_comment:
            line = re.sub(r'/\*.*?\*/', '', line)
            line = line.strip()
        if not in_comment and '/*' in line:
            (line, sep, comment_part) = line.partition('/*')
            comment = [comment_part.strip()]
            comment_starts_at = ln
            in_comment = True
        elif in_comment and '*/' not in line:
            comment.append(line.lstrip('*').lstrip())
        elif in_comment:
            (comment_part, sep, line) = line.partition('*/')
            comment.append(comment_part.strip())
        is_license = check_comment(comment, fname, comment_starts_at,
                                   code_seen, nonlicense_seen)
        nonlicense_seen = nonlicense_seen or not is_license
        in_comment = False
        elif line.strip() != '':
            code_seen = True
        ln += 1

    for fname in sys.argv[1:]:
        if fname.startswith('./'):
            fname = fname[2:]
f = open(fname)
lines = f.readlines()
f.close()
check_file(lines, fname)

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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/util/proxy/MethodHandler.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/analysis/FramePrinter.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/tools/rmi/ObjectImporter.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/SyntheticAttribute.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/CodeGen.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/CodePath.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/stackmap/Tracer.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/tools/reflect/CannotInvokeException.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/ClassPath.java
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* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/tools/rmi/StubGenerator.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/stackmap/TypeData.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/SerialVersionUID.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/util/proxy/SerializedProxy.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationImpl.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/expr/NewArray.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/ast/BinExpr.java
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* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/CtArray.java
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* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/analysis/ControlFlow.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/convert/TransformReadField.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/ByteArray.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/MemberCodeGen.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/CtClass.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/tools/framedump.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/tools/reflect/Sample.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/Mnemonic.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/ast/CondExpr.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/AttributeInfo.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/AccessFlag.java
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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/StringMemberValue.java
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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/ByteMemberValue.java

1.2545 libruriparser1 0.9.1-1
1.2545.1 Available under license:

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1.2546 tcp-wrappers 7.6 77.el7

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1.2548 kafka-quotas-plugin 0.2.0

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jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/DefaultDnsCnameCache.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/Cache.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/DirContextUtils.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
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* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsAddressDecoder.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsRecordResolveContext.java
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* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
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* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/DefaultDnsServerAddresses.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsNameResolverException.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/DnsQueryContextManager.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
jar/io/netty/resolver/dns/SingletonDnsServerAddresses.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
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* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-jar/io/netty/resolver/dns/TraceDnsQueryLifecycleObserverFactory.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-jar/io/netty/resolver/dns/TraceDnsQueryLifecycleObserver.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserver.java
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  jar/io/netty/resolver/dns/InflightNameResolver.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
  jar/io/netty/resolver/dns/DefaultDnsCache.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
  jar/io/netty/resolver/dns/DnsCache.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
  jar/io/netty/resolver/dns/NoopDnsCache.java
* /opt/cola/permits/1274596192_1645218363.26/0/netty-resolver-dns-4-1-49-final-sources-
  jar/io/netty/resolver/dns/RoundRobinDnsAddressResolverGroup.java

1.2550 tools-macro 0.1.0

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1.2551 python-gobject-base 3.22.0-1.el7_4.1

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message
The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
Mortbay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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## xwd v1.0.7

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include/GL/wglxext.h :

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The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

------

Mortbay

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

------

Assorted

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 */

/**
 * Utility class for {@link ByteBuf} that encodes and decodes to and from
 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
 * The encoding and decoding algorithm in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
 * Base64 Encoder/Decoder</a>.
 */

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* /opt/ws_local/PERMITS_SQL/1069394819_1594653197.81/0/netty-codec-4-0-39-final-sources-1-
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 */
/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * 
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 * 
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 * <pre>
 * <b>lengthFieldOffset</b>   = <b>0</b>
 * <b>lengthFieldLength</b>  = <b>2</b>
 * <b>isIncremental</b>      = false
 * <b>hasLengthField</b>     = true
 * <b>decodeLengthFieldFrom</b> = <b>decoder</b>
 * </pre>
 * <b>lengthFieldOffset</b> = <b>0</b>
 */
* `<b>lengthFieldLength</b>`   = `<b>2</b>`
* `lengthAdjustment`   = 0
* `initialBytesToStrip` = 0 (= do not strip header)
* 
* `BEFORE DECODE (14 bytes)       AFTER DECODE (14 bytes)`
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>

* `lengthFieldLength`   = 2
* `lengthAdjustment`   = 0
* `initialBytesToStrip` = 2 (= the length of the length field)
* 
* `BEFORE DECODE (14 bytes)       AFTER DECODE (12 bytes)`
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>

* `lengthFieldLength`   = 2
* `lengthAdjustment`   = -2 (= the length of the Length field)
* `initialBytesToStrip` = 0
* 
* `BEFORE DECODE (14 bytes)       AFTER DECODE (14 bytes)`

* Because we can get the length of the content by calling
  * [@link ByteBuf#readableBytes()]@. you might want to strip the length
  * field by specifying `<tt>initialBytesToStrip</tt>`  In this example, we
  * specified `<tt>2</tt>`, that is same with the length of the length field, to
  * strip the first two bytes.
  * 
  * `lengthFieldOffset` = 0
  * `lengthFieldLength` = 2
  * `lengthAdjustment` = 0
  * `<b>initialBytesToStrip</b>` = `<b>2</b>` (= the length of the Length field)
  *
  * `BEFORE DECODE (14 bytes)       AFTER DECODE (12 bytes)`
  * +--------+----------------+      +----------------+
  * | Length | Actual Content |----->| Actual Content |
  * | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
  * +--------+----------------+      +----------------+
  *

* In most cases, the length field represents the length of the message body
  * only, as shown in the previous examples. However, in some protocols, the
  * length field represents the length of the whole message, including the
  * message header. In such a case, we specify a non-zero
  * `<tt>lengthAdjustment</tt>`  Because the length value in this example message
  * is always greater than the body length by `<tt>2</tt>`, we specify `<tt>-2</tt>
  * as `<tt>lengthAdjustment</tt>` for compensation.
  *
  * `lengthFieldOffset` = 0
  * `lengthFieldLength` = 2
  * `<b>lengthAdjustment</b>` = `<b>-2</b>` (= the length of the Length field)
  * `initialBytesToStrip` = 0
  * 
  * `BEFORE DECODE (14 bytes)       AFTER DECODE (14 bytes)`
The following message is a simple variation of the first example. An extra
header value is prepended to the message. \texttt{lengthAdjustment} is zero
again because the decoder always takes the length of the prepended data into
account during frame length calculation.

This is an advanced example that shows the case where there is an extra
header between the length field and the message body. You have to specify a
positive \texttt{lengthAdjustment} so that the decoder counts the extra
header into the frame length calculation.

This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra
* header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero
* `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.
* `<pre>`
* `lengthFieldOffset  = 1 (= the length of HDR1)
  lengthFieldLength  = 2
  <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
  <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* `</pre>`

* BEFORE DECODE (16 bytes)                        AFTER DECODE (13 bytes)
* +----------------+-------------------+      +----------------+-------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +----------------+-------------------+      +----------------+-------------------+
* </pre>

* `<h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into `<tt>lengthAdjustment</tt>`.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* `<pre>`
* `lengthFieldOffset  =  1
  lengthFieldLength  =  2
  <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
  <b>initialBytesToStrip</b> = <b> 3</b>
* `</pre>`

* BEFORE DECODE (16 bytes)                        AFTER DECODE (13 bytes)
* +----------------+-------------------+      +----------------+-------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +----------------+-------------------+      +----------------+-------------------+
* </pre>

* @see LengthFieldPrepender
*/

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The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/jersey

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1.2565.1 Available under license:

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/* $Id$

* $Source$

*------------------------------------------------------------------
* pam_policy.h : includes for onep pam related
*                routines
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*
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*------------------------------------------------------------------
*/

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* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/include/pam_policy.h

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* pam_client_typedef.h
*
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*/

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* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_client_typedef.h

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/* $Id$

* $Source$

*-------------------------------------------------------------
* pam_ppm_redirect_ut.h
*   pam ppm redirect ut specific function definitions
*January 2011, c3pl-dev
*
* Copyright (c) 2011 by cisco Systems, Inc.
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* $Log$
* Branch:
* $Endlog$
*/

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/* $Id$
* $Source$
* pam_target.c : pam target api implementation
*       routines
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* $Id$
*/

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/*---------------------------------------------
*  pam_app_db_typedef.h
*---------------------------------------------
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*/

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###
### Sub-Component "c3pl/client/pam":
###
### C3PL Client Policy Abstraction Module
###
### Author: c3pl-dev
### Date: June 2011
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**syntax: 1.0.0**

**group: generic**

```c
enum:
    internal_inc/enum/pam_class.enum
    internal_inc/enum/pam_client.enum
    internal_inc/enum/pam_obj.enum
    internal_inc/enum/pam_policy.enum
```

**group: top**

```c
includes: $(COMPONENT_ROOT)/posix/include
sub: c3pl_pam
```

```c
contains:
    pam/src/pam_app_data_db.c
    pam/src/pam_app_db.c
    pam/src/pam_hdl.c
    pam/src/pam_provision.c
```

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/content.lst

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/*
 * $Id$
 * $Source$
 *------------------------------------------------------------------
 * pam_app_data_db.c : pam app data db implementation routines
 * Aug 2011, c3pl-dev
 * Copyright (c) 2011 by cisco Systems, Inc.
 * All rights reserved.
 *------------------------------------------------------------------
 */

Found in path(s):
BEGIN PAM_CLIENT_ENUM

ENUM pam_client_type

# String to dump for debug commands.
ATTRIBUTE pam_client_debug
    TYPE char*
END ATTRIBUTE

# String to be reserved as name prefix.
ATTRIBUTE pam_client_prefix
    TYPE char*
END ATTRIBUTE

ITEM PAM_CLIENT_ONEP
    LONG     "ONEP"
    SHORT    "ONEP ",
    ATTRIBUTE[pam_client_debug] "ONEP"
    ATTRIBUTE[pam_client_prefix] "__ONEP_
END ITEM

END ENUM

END

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/enum/pam_client.enum
No license file was found, but licenses were detected in source scan.
Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/include/pam_class.h
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/include/pam_exception_type.h
No license file was found, but licenses were detected in source scan.

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_app_data_db.h
No license file was found, but licenses were detected in source scan.

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_app_db_types.h
No license file was found, but licenses were detected in source scan.

#-----------------------------------------------
# pam_exception.enum -- PAM Exception type enumerations
# # July 2011
# # Copyright (c) 2011 by cisco Systems, Inc.
# # All rights reserved.

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 32181
BEGIN PAM_EXCEPTION_ENUM

ENUM pam_exception_type

# String to dump for debug commands.
ATTRIBUTE pam_exception_debug
    TYPE char*
END ATTRIBUTE

ITEM PAM_OK
    LONG ""
    SHORT "OK"
    ATTRIBUTE[pam_exception_debug] "OK"
END ITEM

ITEM PAM_INVLD_HDL
    LONG ""
    SHORT "INVLD_HDL"
    ATTRIBUTE[pam_exception_debug] "INVALID_HANDLE"
END ITEM

ITEM PAM_INVLD_ATTR
    LONG ""
    SHORT "INVLD_ATTR"
    ATTRIBUTE[pam_exception_debug] "INVALID_ATTRIBUTE"
END ITEM

ITEM PAM_APPID_NO_MATCH
    LONG ""
    SHORT "APPID_NO_MATCH"
    ATTRIBUTE[pam_exception_debug] "APPID_NO_MATCH"
END ITEM

ITEM PAM_SYS_NOMEM
    LONG ""
    SHORT "SYS_NOMEM"
    ATTRIBUTE[pam_exception_debug] "SYSTEM_NO_MEMORY"
END ITEM

ITEM PAM_ADD_ACTION_FAIL
    LONG ""
    SHORT "ADD_ACTION_FAIL"
    ATTRIBUTE[pam_exception_debug] "ADD_ACTION_FAILED"
END ITEM

ITEM PAM_RM_ACTION_FAIL
ITEM PAM_ATTACHMENT_POLICY_FAIL
LONG ""
SHORT "ATTACH_POL_FAIL"
ATTRIBUTE[pam_exception_debug] "ATTACH_POLICY_FAILED"
END ITEM

ITEM PAM_DETACH_POLICY_FAIL
LONG ""
SHORT "DETACH_POL_FAIL"
ATTRIBUTE[pam_exception_debug] "DETACH_POL_FAILED"
END ITEM

ITEM PAM_STORE_POLICY_FAIL
LONG ""
SHORT "STORE_POL_FAIL"
ATTRIBUTE[pam_exception_debug] "STORE_POLICY_FAILED"
END ITEM

ITEM PAM_DELETE_POLICY_FAIL
LONG ""
SHORT "DEL_POL_FAIL"
ATTRIBUTE[pam_exception_debug] "DELETE_POLICY_FAILED"
END ITEM

ITEM PAM_ADD_CLASS_FAIL
LONG ""
SHORT "ADD_CLS_FAIL"
ATTRIBUTE[pam_exception_debug] "ADD_CLASS_FAILED"
END ITEM

ITEM PAM_DELETE_CLASS_FAIL
LONG ""
SHORT "DEL_CLS_FAIL"
ATTRIBUTE[pam_exception_debug] "DELETE_CLASS_FAILED"
END ITEM

ITEM PAM_ERR_CLASS_IN_USE
LONG ""
SHORT "ERR_CLASS_IN_USE"
ATTRIBUTE[pam_exception_debug] "ERR_CLASS_IN_USE"
END ITEM

ITEM PAM_STORE_CLASS_FAIL
ITEM PAM_QUERY_CLS_FAIL
LONG ""
SHORT "QUERY_CLS_FAIL"
ATTRIBUTE[pam_exception_debug] "QUERY_CLASS_FAILED"
END ITEM

ITEM PAM_QUERY_POL_FAIL
LONG ""
SHORT "QUERY_POL_FAIL"
ATTRIBUTE[pam_exception_debug] "QUERY_POLICY_FAILED"
END ITEM

ITEM PAM_POL_NOT_FOUND
LONG ""
SHORT "POL_NOT_FOUND"
ATTRIBUTE[pam_exception_debug] "POLICY_NOT_FOUND"
END ITEM

ITEM PAM_ADD_FILTER_FAIL
LONG ""
SHORT "ADD_FILTER_FAIL"
ATTRIBUTE[pam_exception_debug] "ADD_FILTER_FAIL"
END ITEM

ITEM PAM_RM_FILTER_FAIL
LONG ""
SHORT "RM_FILTER_FAIL"
ATTRIBUTE[pam_exception_debug] "REMOVE_FILTER_FAIL"
END ITEM

ITEM PAM_ADD_CLD_POL_FAIL
LONG ""
SHORT "ADD_CHILD_POL_FAIL"
ATTRIBUTE[pam_exception_debug] "ADD_CHILD_POL_FAIL"
END ITEM

ITEM PAM_DTH_CLD_POL_FAIL
LONG ""
SHORT "DETACH_CHILD_POL_FAIL"
ATTRIBUTE[pam_exception_debug] "DETACH_CHILD_POL_FAIL"
END ITEM

ITEM PAM_RETRV_CLLDROID_FAIL
LONG       ""
SHORT      "RETRIEVE_CHILD_POL_FAIL"
ATTRIBUTE[pam_exception_debug]     "RETRIEVE_CHILD_POL_FAIL"
END ITEM

ITEM PAM_DEL_PARTIAL
LONG       ""
SHORT      "DELETE_PARTIAL"
ATTRIBUTE[pam_exception_debug]     "DELETE_PARTIAL"
END ITEM

END ENUM

END

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/include/enum/pam_exception.enum
No license file was found, but licenses were detected in source scan.

/*------------------------------------------------------------------
* pam_app_data_db_typedef.h
* *
* Aug 2011, c3pl-dev
* *
* Copyright (c) 2011 by Cisco Systems, Inc.
* All rights reserved
*------------------------------------------------------------------*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_app_data_db_typedef.h
No license file was found, but licenses were detected in source scan.

/*
* $Id$
* $Source$
*------------------------------------------------------------------
* pam_hdl.c : pam hdl api implementation
*     routines
* Aug 2011, c3pl-dev
*
* Copyright (c) 2011-2012 by cisco Systems, Inc.
* All rights reserved.
*------------------------------------------------------------------*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/src/pam_hdl.c
No license file was found, but licenses were detected in source scan.

/* $Id$
 * $Source$
 *------------------------------------------------------------------
 * pam_target.h : includes for onep pam related
 *       routines
 * June 2011, c3pl-dev
 *
 * Copyright (c) 2011 by cisco Systems, Inc.
 * All rights reserved.
 *------------------------------------------------------------------
 */

Found in path(s):
 * /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/include/pam_target.h

No license file was found, but licenses were detected in source scan.

/*------------------------------------------------------------------
 * pam_class_typedef.h
 *
 * Aug 2011, c3pl-dev
 *
 * Copyright (c) 2011 by Cisco Systems, Inc.
 * All rights reserved
 *------------------------------------------------------------------
 */

Found in path(s):
 * /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_class_typedef.h

No license file was found, but licenses were detected in source scan.

/* $Id$
 * $Source$
 *------------------------------------------------------------------
 * pam_types.h : includes for onep pam related
 *       routines
 * June 2011, c3pl-dev
 *
 * Copyright (c) 2011 by cisco Systems, Inc.
 * All rights reserved.
 *------------------------------------------------------------------
 */

Found in path(s):
 * /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/include/pam_types.h

No license file was found, but licenses were detected in source scan.
/*
 * $Id$
 * $Source$
 *------------------------------------------------------------------
 * pam_app_db.c : pam app db api implementation
 *     routines
 * Aug 2011, c3pl-dev
 * *
 * Copyright (c) 2011 by cisco Systems, Inc.
 * All rights reserved.
 *------------------------------------------------------------------
 */

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/src/pam_app_db.c
No license file was found, but licenses were detected in source scan.

/*
 * $Id$
 * $Source$
 *------------------------------------------------------------------
 * pam_provision.c : pam provision api implementation
 *     routines
 * Aug 2011, c3pl-dev
 * *
 * Copyright (c) 2011, 2018 by cisco Systems, Inc.
 * All rights reserved.
 *------------------------------------------------------------------
 */

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/src/pam_provision.c
No license file was found, but licenses were detected in source scan.

#-----------------------------------
# pam_policy.enum -- PAM policy type enumerations
# # Aug 2011, c3pl-dev
# # Copyright (c) 2011 by cisco Systems, Inc.
# # All rights reserved.
#-----------------------------------

BEGIN PAM_POLICY_ENUM

ENUM pam_policy_type

    # String to dump for debug commands.
<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>pam_policy_debug</td>
<td>char*</td>
<td>&quot;QOS&quot;</td>
</tr>
</tbody>
</table>

ITEM PAM_POLICY_QOS
  LONG "="
  SHORT "QOS "
  ATTRIBUTE[pam_policy_debug] "QOS"
END ITEM

ITEM PAM_POLICY_PSP
  LONG "="
  SHORT "PSP"
  ATTRIBUTE[pam_policy_debug] "PSP"
END ITEM

END ENUM

END

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/enum/pam_policy.enum

No license file was found, but licenses were detected in source scan.

/*-----------------------------------------------
 * pam_app_data_db_types.h: Internally used data structures for PAM APP DATA DB
 * * Aug 2011, c3pl-dev
 * *
 * Copyright (c) 2011 by Cisco Systems, Inc.
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 *-----------------------------------------------
 */

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_app_data_db_types.h

No license file was found, but licenses were detected in source scan.

/*-----------------------------------------------
 * pam_hdl.h: Function declarations for manipulating handles
 * * Aug 2011, c3pl-dev
 * *
 * Copyright (c) 2011 by Cisco Systems, Inc.
 * All rights reserved
 *-----------------------------------------------
 */
No license file was found, but licenses were detected in source scan.

/*-------------------------------------------------------------
* pam_app_db.h: Function delcarations for manipulating the PAM APP DB
* 
* Aug 2011, c3pl-dev
* 
* Copyright (c) 2011 by Cisco Systems, Inc.
* All rights reserved
*-------------------------------------------------------------
*/

BEGIN PAM_OBJ_ENUM

ENUM pam_obj_type

  # String to dump for debug commands.
  ATTRIBUTE pam_obj_debug
    TYPE char*
  END ATTRIBUTE

  ITEM PAM_OBJ_TYPE_CLASS
    LONG "",
    SHORT "CLASS ",
    ATTRIBUTE[pam_obj_debug] "CLASS"
  END ITEM

  ITEM PAM_OBJ_TYPE_POLICY
    LONG "",
    SHORT "POLICY ",
    ATTRIBUTE[pam_obj_debug] "POLICY"
  END ITEM

END PAM_OBJ_ENUM
Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/enum/pam_obj.enum
No license file was found, but licenses were detected in source scan.

/*------------------------------------------------------------------
* pam_provision.h: Function declarations used during PAM provisioning
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*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_provision.h
No license file was found, but licenses were detected in source scan.

/*------------------------------------------------------------------
* pam_obj_typedef.h
* Aug 2011, c3pl-dev
* Copyright (c) 2011 by Cisco Systems, Inc.
* All rights reserved
*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/pam_obj_typedef.h
No license file was found, but licenses were detected in source scan.

/* $Id$
$Source$
*/

/*------------------------------------------------------------------
* pam_action.c : pam action api implementation
*       routines
* June 2011, c3pl-dev
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*/
Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/src/pam_action.c
No license file was found, but licenses were detected in source scan.

#------------------------------------------------------------------
# pam_class.enum -- PAM class type enumeration
#
# Aug 2011, c3pl-dev
#
# Copyright (c) 2011 by cisco Systems, Inc.
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#------------------------------------------------------------------

BEGIN PAM_CLASS_ENUM

ENUM pam_class_type

    # String to dump for debug commands.
    ATTRIBUTE pam_class_debug
    TYPE char*
END ATTRIBUTE

ITEM PAM_CLASS_QOS
    LONG ""
    SHORT "QOS  
    ATTRIBUTE[pam_class_debug] "QOS"
END ITEM

END ENUM

END

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/internal_inc/enum/pam_class.enum
No license file was found, but licenses were detected in source scan.

/*---------------------------------------------
 * pam_hdl_types.h: Pertaining to PAM handles
 *
 * Aug 2011, c3pl-dev
 *
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 *------------------------------------------------------------------
 */

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/include/pam_hdl_types.h
/* $Id$
 * $Source$
 *-----------------------------------------------------------------------
 * pam_ppm_shim.c : This file has routines which will be called
 * to intercept the ppm invocation. These routines
 * call the PAM apis which in turn call the PPM apis
 *
 * June 2011, c3pl-dev
 *
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 *-----------------------------------------------------------------------
*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/ut/src/pam_ppm_shim.c

/* $Id$
 * $Source$
 *-----------------------------------------------------------------------
 * pam_class.c : pam class api implementation
 * routines
 * June 2011, c3pl-dev
 *
 * Copyright (c) 2011, 2014-2015 by cisco Systems, Inc.
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 *-----------------------------------------------------------------------
*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/src/pam_class.c

/* $Id$
 * $Source$
 *-----------------------------------------------------------------------
 * pam_policy.c : pam policy api implementation
 * routines
 * June 2011, c3pl-dev
 *
 * Copyright (c) 2011-2012, 2014-2015, 2018 by cisco Systems, Inc.
 * All rights reserved.
 *-----------------------------------------------------------------------
*/

/* $Id$
 * $Source$
 *-----------------------------------------------------------------------
 * pam_auth.c : This file has routines which will be called
 * to intercept the pam invocation. These routines
 * call the PAM apis which in turn call the PPM apis
 *
 * June 2011, c3pl-dev
 *
 * Copyright (c) 2011 by cisco Systems, Inc.
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 *-----------------------------------------------------------------------
*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/ut/src/pam_auth.c

/* $Id$
 * $Source$
 *-----------------------------------------------------------------------
 * pam_pam_unix.c : This file has routines which will be called
 * to intercept the PAM invocations. These routines
 * call the PAM apis which in turn call the PPM apis
 *
 * June 2011, c3pl-dev
 *
 * Copyright (c) 2011 by cisco Systems, Inc.
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 *-----------------------------------------------------------------------
*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/ut/src/pam_pam_unix.c

/* $Id$
 * $Source$
 *-----------------------------------------------------------------------
 * pam_pam_unix.c : This file has routines which will be called
 * to intercept the PAM invocations. These routines
 * call the PAM apis which in turn call the PPM apis
 *
 * June 2011, c3pl-dev
 *
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 *-----------------------------------------------------------------------
*/

Found in path(s):
* /opt/cola/permits/1130449949_1615189670.63/0/pam-tar/pam/ut/src/pam_pam_unix.c

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1.2566 xmlns: schema 1.4.7.wso2v3

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1.2567 kubernetes-model 5.8.0

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jar/manifest.vm

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If such an object file uses only numerical parameters, data
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b) Use a suitable shared library mechanism for linking with the
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Julian Seward, Cambridge, UK.
jseward@bzip.org
bzip2/libbz2 version 1.0.4 of 20 December 2006
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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

------

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

------
OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

-----

MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

-----

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas
Assorted

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1.2578 junit 3.8.1

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1.2579 pythonurllib 1.24.1-1

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson(jep@mitamine.mitia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks(ago@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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The header `<boost/mp11 mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

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1.2581 okio 1.15.0

1.2582 jetty-continuation 9.2.22.v20170606

1.2583 netty-resolver 4.1.45.Final

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1.2584 shadow 4.6-12.el8

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* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-jar/io/netty/channel/AddressedEnvelope.java
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* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
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* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
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jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-
ar/jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-
ar/jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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ar/jar/io/netty/channel/pool/ChannelPool.java
* /opt/cola/permits/1266592218_1644246562.98/0/netty-transport-4-1-49-final-sources-
ar/jar/io/netty/channel/pool/package-info.java
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 */
/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its {@link ChannelPipeline}.
 *
 * <h3>Sub-types</h3>
 *
 * {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
 * <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * </ul>
 * <p>
 * Alternatively, the following adapter classes are provided for your convenience:
 * <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* For more information, please refer to the documentation of each subtype.
* </p>
* </h3>The context object</h3>
* </p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext} object. A {@link ChannelHandler} is supposed to interact with the {@link ChannelPipeline} it belongs to via a context object. Using the context object, the {@link ChannelHandler} can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using {@link AttributeKey}s) which is specific to the handler.
* </p>
* </h3>State management</h3>
* </p>
* A {@link ChannelHandler} often needs to store some stateful information. The simplest and recommended approach is to use member variables:
* </pre>
* public interface Message {
* // your methods here
* }
* 
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
* 
* private boolean loggedIn;
* 
* [ @code @Override ]
* public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
* if (message instanceof LoginMessage) {
* authenticate((LoginMessage) message);
* } else if (message instanceof GetDataMessage) {
* if (loggedIn) {
* ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
* } else {
* fail();
* 
* }
* }
* ...  
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See [ChannelInitializer#initChannel(Channel)].
* public class DataServerInitializer extends ChannelInitializer&lt;Channel&gt; {
*     @Override
*     public void initChannel(Channel channel) {
*         channel.pipeline().addLast("handler", new DataServerHandler());
*     }
* }
* </pre>

* <h4>Using AttributeKeys</h4>

* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use AttributeKeys which is provided by
* ChannelHandlerContext:
* <pre>
* public interface Message {
*     // your methods here
* }
* </pre>

* {code @Sharable}
* public class DataServerHandler extends SimpleChannelInboundHandler&lt;Message&gt; {
*     private final AttributeKey&lt;Boolean&gt; auth = AttributeKey.valueOf("auth");
* 
*     @Override
*     public void channelRead(ChannelHandlerContext ctx, Message message) {
*         Attribute&lt;Boolean&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             attr.set(true);
*         } else (message instanceof GetDataMessage) {
*             if (Boolean.TRUE.equals(attr.get())) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*         ...
* }
* </pre>
* Now that the state of the handler is attached to the [@link ChannelHandlerContext], you can add the same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends [@link ChannelInitializer]<{@link Channel}&gt; { 
* 
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
* 
*     <code>@Override</code>
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
* 
* <h4>The [@code @Sharable] annotation</h4>
* <p>
* In the example above which used an [@link AttributeKey], you might have noticed the [@code @Sharable] annotation.
* <p>
* If a [@link ChannelHandler] is annotated with the [@code @Sharable] annotation, it means you can create an instance of the handler just once and add it to one or more [@link ChannelPipeline]s multiple times without a race condition.
* <p>
* If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like a [http://www.javaconcurrencyinpractice.com/annotations/doc/](http://www.javaconcurrencyinpractice.com/annotations/doc/) the JCIP annotations.
* 
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the [@link ChannelHandler], and [@link ChannelPipeline] to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.
* */

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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4.1.42-final-sources-1-jar/io.netty.buffer/ReadOnlyUnsafeDirectByteBuf.java
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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4.1.42-final-sources-1-jar/io.netty.buffer/AdvancedLeakAwareByteBuf.java
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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4.1.42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java
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work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
engineering for debugging such modifications.

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of these things:

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

^L

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* Regular expression support

regexp/jimregexp.[ch]:

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1.2604 zstd 1.3.7

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* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/samplers/ProbabilisticSampler.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/exceptions/NotFourOctetsException.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/spi/Extractor.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/samplers/http/PerOperationSamplingParameters.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/reporters/InMemoryReporter.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/utils/RateLimiter.java
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* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/clock/Clock.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/spi/Sampler.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/samplers/HttpSamplingManager.java
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* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/spi/SamplingManager.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/spi/Injector.java
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* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/metrics/Tag.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/exceptions/MalformedTracerStateStringException.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/spi/SamplingManager.java
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jar/io/jaegertracing/internal/metrics/Metric.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/LogData.java
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* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/spi/Reporter.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/exceptions/EmptyIpException.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/samplers/http/ProbabilisticSamplingStrategy.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/exceptions/SenderException.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/samplers/RemoteControlledSampler.java
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* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/utils/Http.java
* /opt/cola/permits/1229306448_1646934363.36/0/jaeger-core-1-0-0-sources-jar/io/jaegertracing/internal/utils/Utils.java

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1.2608 wagon-provider-api 3.1.0

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes
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1.2621 guava 19.0

1.2622 commons-beanutils 1.8.0.wso2v1
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1.2625 websocket-client 0.53.0

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1.2627 maven-jar-plugin 3.2.0

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1.2628 maven-toolchain 2.2.1

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* /opt/cola/permits/1136471169_1613772250.02/0/spring-aop-3-2-18-release-sources-2-jar/org/springframework/aop/framework/adapter/AdvisorAdapterRegistrationManager.java
* /opt/cola/permits/1136471169_1613772250.02/0/spring-aop-3-2-18-release-sources-2-jar/org/springframework/aop/framework/AopTargetAccess.java
* /opt/cola/permits/1136471169_1613772250.02/0/spring-aop-3-2-18-release-sources-2-jar/org/springframework/aop/ClassFilter.java
* /opt/cola/permits/1136471169_1613772250.02/0/spring-aop-3-2-18-release-sources-2-jar/org/springframework/aop/aspectj/annotation/MetadataAwareAspectInstanceFactory.java
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* /opt/cola/permits/1136471169_1613772250.02/0/spring-aop-3-2-18-release-sources-2-jar/org/springframework/aop/config/SimpleBeanFactoryAwareAspectInstanceFactory.java
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
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of these things:

Accompany the work with the complete corresponding
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changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
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that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

Use a suitable shared library mechanism for linking with the Library. A
suitable mechanism is one that (1) uses at run time a copy of the
library already present on the user's computer system, rather than
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properly with a modified version of the library, if the user installs
one, as long as the modified version is interface-compatible with the
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Accompany the work with a written offer, valid for at
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@item
If distribution of the work is made by offering access to copy
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specified materials from the same place.

@item
Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.
@end enumerate

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Accompany it with a written offer, valid for at least three
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@end enumerate

@ifex
@heading END OF TERMS AND CONDITIONS
@end ifex
@ifinfo
@center END OF TERMS AND CONDITIONS
@end ifinfo
@end ifinfo

@page
@heading Appendix: How to Apply These Terms to Your New Programs

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the ``copyright'' line and a pointer to where the full notice is found.

@smallexample
@var{one line to give the program's name and a brief idea of what it does.}
Copyright (C) @var{yyyy}  @var{name of author}

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@end smallexample

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If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.
@end smallexample

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@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
@end example

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* */
*/

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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/collect/RegularContiguousSet.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/hash/MessageDigestHashFunction.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/collect/RegularImmutableMultiset.java

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  jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/hash/BloomFilterStrategies.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collection/AbstractMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collection/AllEqualOrdering.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collection/ForwardingDeque.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/base/StandardSystemProperty.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collection/ForwardingBlockingDeque.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/AbstractBiMap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ReverseNaturalOrdering.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/cache/AbstractCache.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/cache/CACHEBuilderSpec.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/util/concurrent/AsyncFunction.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/cache/ForwardingLoadingCache.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/cache/WrappingExecutorService.java
jar/com/google/common/collection/AbstractRangeSet.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/collection/ImmutableSortedMultiset.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/primitives/UnsignedLongs.java
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jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/collection/SortedIterable.java
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jar/com/google/common/collection/Count.java
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jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19.0-sources-5-
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 * /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collection/RegularImmutableBiMap.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
  jar/com/google/common/util/concurrent/Platform.java
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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python’s principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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* /opt/cola/permits/1136687592_1613859237.38/0/spring-expression-4-3-14-release-sources-2-jar/org/springframework/expression/spel/SpelNode.java
* /opt/cola/permits/1136687592_1613859237.38/0/spring-expression-4-3-14-release-sources-2-jar/org/springframework/expression/spel/SpelCompilerMode.java
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jar/org/springframework/expression/spel/InternalParseException.java
* /opt/cola/permits/1136687592_1613859237.38/0/spring-expression-4-3-14-release-sources-2-
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* /opt/cola/permits/1136687592_1613859237.38/0/spring-expression-4-3-14-release-sources-2-jar/org/springframework/expression/TypeLocator.java
* /opt/cola/permits/1136687592_1613859237.38/0/spring-expression-4-3-14-release-sources-2-jar/org/springframework/expression/Operation.java
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/opt/cola/permits/1136687592_1613859237.38/0/spring-expression-4-3-14-release-sources-2-jar/org/springframework/expression/spel/ast/Selection.java
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1.2645 jetty-webapp 9.4.11.v20180605

1.2646 maven-clean-plugin 2.5
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Version: GnuPG v1.4.1 (Darwin)
iD8DBQFEnjfA9wdoZUd8/ERArwdAJ4lzyXEi4zSIIJwEAxknGPhzMRswCfRsdI
RUl0BYmYpaETStqtw2oLFU=
=Tr57
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E-Mail: jfarcand@apache.org
Mailing Address: 1800 McGill College Avenue, Suite 800, H3A 3J6 Montreal,
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Version: GnuPG v1.0.7 (GNU/Linux)
iD8DBQFE85cgaq9Frj/CrIRAmuJAKCFgi4W0UOH8IUn+SV6PBHRF3BnLgCcDqqCZokttk0bTHfwaa5TtxQbScw=
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Version: GnuPG v1.4.3 (GNU/Linux)
iD8DBQFFoniQJVIhFlFus9dGQRAmJmAJwL5y1loohnhVQIICsparvjHMQuwqwCgiZFY
LBDVaad1bJ1v1EHY901kPcg=
=6rqm
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Date: 2012-07-17
Please sign:

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.4.10 (GNU/Linux)

iQEcBAEBAgABGpQJdBb4tAAoJEMHhjBmtgF91HDcH/2nQDPuPztWFrBifnEolF6JlRUkJzAQPZaLdTDMi7x7ucdRL1R0dmz4VIF2+fbKeBYQquZΞfxElEghz+tKrIK30M12guFkNLDeQq9h2p3Zu9JU3K0y4m84IDwq72HRmh1nRyD6lzZFnDGZ/D+69FtgYGoWfEi0OMaQ/kbsXHLPBOY+Jyh/Xy+QRnQTcAQ+tAgOlxdS3w+JSz2sGdeshLAIJQacLeGh7EzD3F+cKuiwT4c5ub64LdXSlaVj1u20jZBtqlJ3FA60Ti+13knFNWKpzaeX+SQgMak6hsuatXidEsVkb6laskwedgl6+Xk+HYWy23ZQ8BKQRLK0ZTw=gAgN

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Version: GnuPG v1.4.1 (Darwin)
iD8DBQFD37/4dL6IZr4c+6kRAtsIAJ41tfd3lJ4OM6sIMfJfT0dYdT1bxwCdGgWv
8sfMxEDZquIqhVbfZU2c76U=
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Version: GnuPG v1.4.4 (MingW32)
iD8DBQFEt1ZxHR/ESK2w6H8RApbOAJ9c1eooNr2oN59WZVitJEiExGJjUvKgCfaKji6etDJ6AUj0jTuS159hUsWMQ=
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               Marina Del Rey, CA 90292

Point of Contact:
Full name: Gordon King
E-Mail:    gordon.king@simulalabs.com
Fax:       +1 800 822 0471

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<table>
<thead>
<tr>
<th>Name</th>
<th>Date added</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simone Bordet</td>
<td>12 September 2006</td>
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* This file is part of ClassGraph.
*
* Author: Johno Crawford (johno@sulake.com)
*
* Hosted at: https://github.com/classgraph/classgraph
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* /opt/cola/permits/1115444455_1607659024.87/0/classgraph-4-8-84-sources-jar/nonapi/io/github/classgraph/concurrency/AutoCloseableExecutorService.java

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1.2653 libedit 3.1-20160903-3

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* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
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jar/io/netty/buffer/AbstractDerivedByteBuf.java
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jar/io/netty/buffer/ByteBufProcessor.java
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jar/io/netty/buffer/EmptyByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/FixedCompositeByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-jar/io/netty/buffer/PooledSlicedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-jar/io/netty/buffer/UnpooledUnsafeNoCleanerDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-jar/io/netty/buffer/WrappedCompositeByteBuf.java
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* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-jar/io/netty/buffer/WrappedUnpooledUnsafeDirectByteBuf.java

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  jar/io/netty/buffer/DuplicatedByteBuf.java
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  jar/io/netty/buffer/ByteBufInputStream.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/CompositeByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/PoolThreadCache.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/PoolChunk.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/PooledDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/ByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/ByteBufUtil.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/PooledByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/ByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/PoolArena.java
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jar/io/netty/buffer/PooledUnsafeHeapByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/UnpooledSlicedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/PoolSubpageMetric.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/PoolChunkListMetric.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4-1-45-final-sources-1-
jar/io/netty/buffer/AbstractUnsafeSwappedByteBuf.java

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  jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1068271477_1594339203.93/0/netty-buffer-4.1-45-final-sources-1-
  jar/io/netty/buffer/UnsafeHeapSwappedByteBuf.java

1.2656 woodstox-core-asl 4.4.1

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jar/com/ctc/wstx/io/WstxInputLocation.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/stax/WstxEventFactory.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/evt/DefaultEventAllocator.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/io/AsciiReader.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/io/EBCDICCodec.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/io/UTF8Reader.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/io/UTF32Reader.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/exc/WstxException.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/exc/WstxLazyException.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/util/BaseNsContext.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/dtd/PrefixedNameSet.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/io/WstxInputData.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/util/PrefixedName.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/evt/BaseStartElement.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/ent/EntityDecl.java

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* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/dtd/DFAValidator.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/dtd/StructValidator.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/dtd/DFAState.java

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* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/sw/SimpleOutputElement.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/util/BijectiveNsMap.java

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*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/evt/WstxEventReader.java
*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/msv/AttributeProxy.java
*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/msv/RelaxNGSchemaFactory.java
*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/sw/NonNsStreamWriter.java
*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/sw/NonNsStreamWriter.java
*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/stax/WstxInputFactory.java
*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/dtd/DTDAttribute.java
*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/dtd/DTDAttribute.java
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*/opt/cola/permits/1135936598_1613638434.54/jar/com/ctc/wstx/dtd/DTDAttribute.java
*/opt/col...
jar/com/ctc/wstx/stax/WstxOutputFactory.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/dtd/DTDId.java
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* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
jar/com/ctc/wstx/sw/BaseNsStreamWriter.java
package org.h2.test.synth.thread;

import java.sql.Connection;
import java.sql.PreparedStatement;
import java.sql.ResultSet;
import java.sql.SQLException;

/**
 * The operation part of {@link TestMulti}.
 * Executes simple queries and updates in a table.
 */
public class TestMultiNewsSimple extends TestMultiThread {

    private static int newsCount = 10000;
    private Connection conn;

    TestMultiNewsSimple(TestMulti base) throws SQLException {
        super(base);
        conn = base.getConnection();
    }

    private static int getNewsCount() {
        return newsCount;
    }

    void first() throws SQLException {
        Connection c = base.getConnection();
        c.createStatement().execute("create table news(id identity, state int default 0, text varchar default '')");
        PreparedStatement prep = c.prepareStatement("insert into news() values()");
        for (int i = 0; i < newsCount; i++) {
            prep.executeUpdate();
        }
        c.createStatement().execute("update news set text = 'Text' || id");
        c.close();
    }

    void begin() {
    }
void end() throws SQLException {
    conn.close();
}

void operation() throws SQLException {
    if (random.nextInt(10) == 0) {
        conn.setAutoCommit(random.nextBoolean());
    } else if (random.nextInt(10) == 0) {
        if (random.nextBoolean()) {
            conn.commit();
        } else {
            // conn.rollback();
        }
    } else {
        if (random.nextBoolean()) {
            PreparedStatement prep = conn.prepareStatement("update news set state = ? where id = ?");
            prep.setInt(1, random.nextInt(getNewsCount()));
            prep.setInt(2, random.nextInt(10));
            prep.execute();
        } else {
            PreparedStatement prep = conn.prepareStatement("select * from news where id = ?");
            prep.setInt(1, random.nextInt(getNewsCount()));
            ResultSet rs = prep.executeQuery();
            if (!rs.next()) {
                System.out.println("No row found");
                // throw new AssertionError("No row found");
            }
            if (rs.next()) {
                System.out.println("Multiple rows found");
                // throw new AssertionError("Multiple rows found");
            }
        }
    }
}

void finalTest() {
    // nothing to do
}
package org.h2.test.server;

import java.sql.Connection;
import java.sql.ResultSet;
import java.sql.SQLException;
import java.sql.Statement;
import org.h2.test.TestBase;

/**
 * Tests remote JDBC access with nested loops.
 * This is not allowed in some databases.
 */
public class TestNestedLoop extends TestBase {

    /**
     * Run just this test.
     *
     * @param a ignored
     */
    public static void main(String... a) throws Exception {
        TestBase.createCaller().init().test();
    }

    public void test() throws SQLException {
        deleteDb("nestedLoop");
        Connection conn = getConnection("nestedLoop");
        Statement stat = conn.createStatement();
        stat.execute("create table test(id int identity, name varchar)"south
        int len = getSize(1010, 10000);
        for (int i = 0; i < len; i++) {
            stat.execute("insert into test(name) values('Hello World')"north south
        }
        ResultSet rs = stat.executeQuery("select id from test"south
        try {
            rs.next();
            fail("Result set should be closed");
        } catch (SQLException e) {
            assertKnownException(e);
        }
        rs = stat.executeQuery("select id from test");
        stat.close();
        try {
            rs.next();
            fail("Result set should be closed");
        } catch (SQLException e) {
            assertKnownException(e);
        }
        rs.close();
    }

    public void close() throws SQLException {
        deleteDb("nestedLoop");
        Connection conn = getConnection("nestedLoop");
        Statement stat = conn.createStatement();
        try {
            stat.execute("create table test(id int identity, name varchar)"south
            int len = getSize(1010, 10000);
            for (int i = 0; i < len; i++) {
                stat.execute("insert into test(name) values('Hello World')"south
            }
            ResultSet rs = stat.executeQuery("select id from test"south
            try {
                rs.next();
                fail("Result set should be closed");
            } catch (SQLException e) {
                assertKnownException(e);
            }
            rs.close();
        } catch (SQLException e) {
            assertKnownException(e);
        }
        rs.close();
    }
}

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assertKnownException(e);
}
stat = conn.createStatement();
rs = stat.executeQuery("select id from test");
Statement stat2 = conn.createStatement();
while (rs.next()) {
    int id = rs.getInt(1);
    ResultSet rs2 = stat2.executeQuery("select * from test where id=\"" + id);
    while (rs2.next()) {
        assertEqual(id, rs2.getInt(1));
        assertEqual("Hello World", rs2.getString(2));
    }
    rs2 = stat2.executeQuery("select * from test where id=\"" + id);
    while (rs2.next()) {
        assertEqual(id, rs2.getInt(1));
        assertEqual("Hello World", rs2.getString(2));
    }
}
conn.close();
deleteDb("nestedLoop");
}
/*
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 */
package org.h2.test.jaqu;

//## Java 1.5 begin ##
import static org.h2.jaqu.Define.*;
import java.math.BigDecimal;
import java.util.Arrays;
import java.util.List;
import java.sql.Time;
import java.sql.Timestamp;
import org.h2.jaqu.Table;
//## Java 1.5 end ##

/**
 * A table containing all possible data types.
 */
/// Java 1.5 begin ///
public class ComplexObject implements Table {
public Integer id;
public Long amount;
public String name;
public BigDecimal value;
public Date birthday;
public Time time;
public Timestamp created;

static ComplexObject build(Integer id, boolean isNull) {
    ComplexObject obj = new ComplexObject();
    obj.id = id;
    obj.amount = isNull ? null : Long.valueOf(1);
    obj.name = isNull ? null : "hello";
    obj.value = isNull ? null : new BigDecimal("1");
    obj.birthday = isNull ? null : java.sql.Date.valueOf("2001-01-01");
    obj.time = isNull ? null : Time.valueOf("10:20:30");
    obj.created = isNull ? null : Timestamp.valueOf("2002-02-02 02:02:02");
    return obj;
}

public void define() {
    primaryKey(id);
}

public static List<ComplexObject> getList() {
    return Arrays.asList(new ComplexObject[] { build(0, true), build(1, false) });
}

//## Java 1.5 end ##
public class TestSimpleIndex extends TestBase {

  private Connection conn;
  private Statement stat;
  private RandomGen random;

  /**
   * Run just this test.
   *
   * @param a ignored
   */
  public static void main(String... a) throws Exception {
    TestBase.createCaller().init().test();

  }

  public void test() throws SQLException {
    deleteDb("simpleIndex");
    conn = getConnection("simpleIndex");
    random = new RandomGen();
    stat = conn.createStatement();
    for (int i = 0; i < 10000; i++) {
      testIndex(i);
    }

  }

  private void testIndex(int seed) throws SQLException {
    random.setSeed(seed);
    String unique = random.nextBoolean() ? "UNIQUE " : "";
    int len = random.getInt(2) + 1;
    StringBuilder buff = new StringBuilder();
    for (int i = 0; i < len; i++) {
      if (i > 0) {
        buff.append(", ");
      } else {
        buff.append((char) ('A' + random.getInt(3)));
      }
    }
    String cols = buff.toString();
    execute("CREATE MEMORY TABLE TEST_M(A INT, B INT, C INT, DATA VARCHAR(255))");
    execute("CREATE CACHED TABLE TEST_D(A INT, B INT, C INT, DATA VARCHAR(255))");
    execute("CREATE MEMORY TABLE TEST_MI(A INT, B INT, C INT, DATA VARCHAR(255))");
    execute("CREATE CACHED TABLE TEST_DI(A INT, B INT, C INT, DATA VARCHAR(255))");
    execute("CREATE " + unique + "INDEX M ON TEST_MI(" + cols + ")");
    execute("CREATE " + unique + "INDEX D ON TEST_DI(" + cols + ")");
    for (int i = 0; i < 100; i++) {
      println("i=" + i);
      testRows();
    }
  }
}
private void testRows() throws SQLException {
    String a = randomValue(), b = randomValue(), c = randomValue();
    String data = a + '/' + b + '/' + c;
    String sql = "VALUES(" + a + ",", + b + ",", + c + ",", + data + ")";
    boolean em, ed;
    // if(id==73) {
    // print("halt");
    // }
    try {
        execute("INSERT INTO TEST_MI " + sql);
        em = false;
    } catch (SQLException e) {
        em = true;
    }
    try {
        execute("INSERT INTO TEST_DI " + sql);
        ed = false;
    } catch (SQLException e) {
        ed = true;
    }
    if (em != ed) {
        fail("different result: ");
    }
    if (!em) {
        execute("INSERT INTO TEST_M " + sql);
        execute("INSERT INTO TEST_D " + sql);
    }
    StringBuilder buff = new StringBuilder("WHERE 1=1");
    int len = random.getLog(10);
    for (int i = 0; i < len; i++) {
        buff.append(" AND ");
        buff.append('A' + random.getInt(3));
        switch (random.getInt(10)) {
        case 0:
            buff.append("<");
            buff.append(random.getInt(100) - 50);
            break;
        case 1:
            buff.append("<=");
            break;
        case 2:
            buff.append(">");
            buff.append(random.getInt(10) + 50);
            break;
        case 3:
            buff.append(">=");
            buff.append(random.getInt(100) + 50);
            break;
        case 4:
            buff.append("=");
            buff.append(random.getInt(10) + 50);
            break;
        case 5:
            buff.append("!=");
            buff.append(random.getInt(100) - 50);
            break;
        case 6:
            buff.append("<>");
            buff.append(random.getInt(10) + 50);
            break;
        case 7:
            buff.append("<>" + random.getInt(100) - 50);
            break;
        case 8:
            buff.append("!=" + random.getInt(100) + 50);
            break;
        case 9:
            buff.append("==");
            buff.append(random.getInt(10) + 50);
            break;
        case 10:
            buff.append("<>" + random.getInt(100) - 50);
            break;
        }
    }
}
buff.append(random.getInt(100) - 50);
break;
case 2:
    buff.append(">");
    buff.append(random.getInt(100) - 50);
    break;
case 3:
    buff.append(">=");
    buff.append(random.getInt(100) - 50);
    break;
case 4:
    buff.append("<>");
    buff.append(random.getInt(100) - 50);
    break;
case 5:
    buff.append(" IS NULL");
    break;
case 6:
    buff.append(" IS NOT NULL");
    break;
default:
    buff.append("=");
    buff.append(random.getInt(100) - 50);
}
String where = buff.toString();
String r1 = getResult("SELECT DATA FROM TEST_M " + where + " ORDER BY DATA");
String r2 = getResult("SELECT DATA FROM TEST_D " + where + " ORDER BY DATA");
String r3 = getResult("SELECT DATA FROM TEST_MI " + where + " ORDER BY DATA");
String r4 = getResult("SELECT DATA FROM TEST_DI " + where + " ORDER BY DATA");
assertEquals(r1, r2);
equals(r1, r3);
equals(r1, r4);
}

private String getResult(String sql) throws SQLException{
    ResultSet rs = stat.executeQuery(sql);
    StringBuilder buff = new StringBuilder();
    while (rs.next()) {
        buff.append(rs.getString(1));
        buff.append;">";
    }
    rs.close();
    return buff.toString();
}

private String randomValue() {
    return random.getInt(10) == 0 ? "NULL" : "" + (random.getInt(100) - 50);
private void execute(String sql) throws SQLException {
    try {
        println(sql + ";");
        stat.execute(sql);
        println("> update count: 1");
    } catch (SQLException e) {
        println("> exception");
        throw e;
    }
}

/*
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*/
package org.h2.samples;

import java.math.BigDecimal;
import java.sql.Connection;
import java.sql.DriverManager;
import java.sql.PreparedStatement;
import java.sql.ResultSet;
import java.sql.SQLException;
import org.h2.api.Trigger;

/**
 * This sample application shows how to use database triggers.
 */
public class TriggerSample {

    /**
     * This method is called when executing this sample application from the
     * command line.
     *
     * @param args the command line parameters
     */
    public static void main(String... args) throws Exception {
        Class.forName("org.h2.Driver");
        Connection conn = DriverManager.getConnection("jdbc:h2:mem:\", "sa", ");
        Statement stat = conn.createStatement();
        stat.execute("CREATE TABLE INVOICE(ID INT PRIMARY KEY, AMOUNT DECIMAL)");
stat.execute("CREATE TABLE INVOICE_SUM(AMOUNT DECIMAL)");
stat.execute("INSERT INTO INVOICE_SUM VALUES(0.0)");
stat.execute("CREATE TRIGGER INV_INS AFTER INSERT ON INVOICE FOR EACH ROW CALL \"org.h2.samples.TriggerSample$MyTrigger\"");
stat.execute("CREATE TRIGGER INV_UPD AFTER UPDATE ON INVOICE FOR EACH ROW CALL \"org.h2.samples.TriggerSample$MyTrigger\"");
stat.execute("CREATE TRIGGER INV_DEL AFTER DELETE ON INVOICE FOR EACH ROW CALL \"org.h2.samples.TriggerSample$MyTrigger\"");

stat.execute("INSERT INTO INVOICE VALUES(1, 10.0)");
stat.execute("INSERT INTO INVOICE VALUES(2, 19.95)");
stat.execute("UPDATE INVOICE SET AMOUNT=20.0 WHERE ID=2");
stat.execute("DELETE FROM INVOICE WHERE ID=1");

ResultSet rs;
rs = stat.executeQuery("SELECT AMOUNT FROM INVOICE_SUM");
rs.next();
System.out.println("The sum is " + rs.getBigDecimal(1));
conn.close();

/**
* This class is a simple trigger implementation.
*/
public static class MyTrigger implements Trigger {

/**
* Initializes the trigger.
* *
* @param conn a connection to the database
* @param schemaName the name of the schema
* @param triggerName the name of the trigger used in the CREATE TRIGGER
*     statement
* @param tableName the name of the table
* @param before whether the fire method is called before or after the
*     operation is performed
* @param type the operation type: INSERT, UPDATE, or DELETE
*/
public void init(Connection conn, String schemaName, String triggerName, String tableName, boolean before, int type) {
    // Initializing trigger
}

/**
* This method is called for each triggered action.
* *
* @param conn a connection to the database
* @param oldRow the old row, or null if no old row is available (for INSERT)
public void fire(Connection conn,
        Object[] oldRow, Object[] newRow)
    throws SQLException {
    BigDecimal diff = null;
    if (newRow != null) {
        diff = (BigDecimal) newRow[1];
    }
    if (oldRow != null) {
        BigDecimal m = (BigDecimal) oldRow[1];
        if (diff == null) m = m.negate();
        diff = diff.add(m);
    }
    PreparedStatement prep = conn.prepareStatement(
            "UPDATE INVOICE_SUM SET AMOUNT=AMOUNT+?");
    prep.setBigDecimal(1, diff);
    prep.execute();
}

public void close()
    // ignore
{}

public void remove()
    // ignore
{}
}

/**
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 * Initial Developer: H2 Group
 */
package org.h2.test.jdbcx;

import java.sql.Connection;
import java.sql.SQLException;
import javax.sql.XAConnection;
import org.h2.jdbcx.JdbcDataSource;
import org.h2.test.TestBase;

import java.sql.Connection;
import java.sql.SQLException;
import javax.sql.XAConnection;
import org.h2.jdbcx.JdbcDataSource;
import org.h2.test.TestBase;

import org.h2.jdbcx.JdbcDataSource;
import org.h2.test.TestBase;
* A simple XA test.
 */

public class TestXASimple extends TestBase {

/**
 * Run just this test.
 *
 * @param a ignored
 */

public static void main(String... a) throws Exception {
    TestBase.createCaller().init().test();
}

public void test() throws SQLException {

deleteDb("xaSimple1");
deleteDb("xaSimple2");
org.h2.Driver.load();

// InitialContext context = new InitialContext();
// context.rebind(USER_TRANSACTION_JNDI_NAME, j.getUserTransaction());

JdbcDataSource ds1 = new JdbcDataSource();
ds1.setPassword(getPassword());
ds1.setUser("sa");
ds1.setURL(getURL("xaSimple1", true));

JdbcDataSource ds2 = new JdbcDataSource();
ds2.setPassword(getPassword());
ds2.setUser("sa");
ds2.setURL(getURL("xaSimple2", true));

// UserTransaction ut = (UserTransaction)
// context.lookup("UserTransaction");
// ut.begin();

XAConnection xa1 = ds1.getXAConnection();
Connection c1 = xa1.getConnection();
c1.setAutoCommit(false);
XAConnection xa2 = ds2.getXAConnection();
Connection c2 = xa2.getConnection();
c2.setAutoCommit(false);

c1.createStatement().executeUpdate("create table test(id int, test varchar(255))");
c2.createStatement().executeUpdate("create table test(id int, test varchar(255))");

// ut.rollback();
c1.close();
c2.close();
xa1.close();
xa2.close();

// j.stop();
// System.exit(0);
deleteDb("xaSimple1");
deleteDb("xaSimple2");

} } /*
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*/
package org.h2.test.db;
import java.io.InputStream;
import java.io.InputStreamReader;
import java.io.LineNumberReader;
import java.sql.Connection;
import java.sql.ResultSet;
import java.sql.SQLException;
import org.h2.test.TestBase;
import org.h2.util.ScriptReader;

/**<p>This test runs a simple SQL script file and compares the output with the
* expected output.</p>
*/
public class TestScriptSimple extends TestBase {

private Connection conn;

 /**<p>* Run just this test.<p>*
* @param a ignored<p/>
*/
public static void main(String... a) throws Exception {
    TestBase.createCaller().init().test();
}

public void test() throws Exception {


if (config.memory || config.big || config.networked) {
    return;
}
deleteDb("scriptSimple");
reconnect();
String inFile = "/org/h2/test/testSimple.in.txt";
InputStream is = getClass().getClassLoader().getResourceAsStream(inFile);
LineNumberReader lineReader = new LineNumberReader(new InputStreamReader(is, "Cp1252"));  
ScriptReader reader = new ScriptReader(lineReader);
while (true) {
    String sql = reader.readStatement();
    if (sql == null) {
        break;
    }
    sql = sql.trim();
    try {
        if ("@reconnect".equals(sql.toLowerCase())) {
            reconnect();
        } else if (sql.length() == 0) {
            // ignore
        } else if (sql.toLowerCase().startsWith("select")) {
            ResultSet rs = conn.createStatement().executeQuery(sql);
            while (rs.next()) {
                String expected = reader.readStatement().trim();
                String got = » + rs.getString(1);
                assertEquals(expected, got);
            }
        } else {
            conn.createStatement().execute(sql);
        }
    } catch (SQLException e) {
        System.out.println(sql);
        throw e;
    }
    is.close();
    conn.close();
    deleteDb("scriptSimple");
}

private void reconnect() throws SQLException {
    if (conn != null) {
        conn.close();
    }
    conn = getConnection("scriptSimple");
}
package org.h2.test.bench;

import java.sql.PreparedStatement;
import java.sql.SQLException;
import java.util.Random;

/**
 * This is a very simple benchmark application. One table is created
 * where rows are inserted, updated, selected (in sequential and random order),
 * and then deleted.
 */

public class BenchSimple implements Bench {

  Database database;
  int records;

  public void init(Database db, int size) throws SQLException {
    this.database = db;
    this.records = size * 60;

    db.start(this, "Init");
    db.openConnection();
    db.dropTable("TEST");
    db.setAutoCommit(false);
    int commitEvery = 1000;
    db.update("CREATE TABLE TEST(ID INT NOT NULL PRIMARY KEY, NAME VARCHAR(255))");
    db.commit();
    PreparedStatement prep = db.prepare("INSERT INTO TEST VALUES(?, ?)"ัญ");
    for (int i = 0; i < records; i++) {
      prep.setInt(1, i);
      prep.setString(2, "Hello World " + i);
      db.update(prep, "insertTest");
      if (i % commitEvery == 0) {
        db.commit();
      }
    }
    db.commit();
    db.closeConnection();
    db.end();

    //    db.start(this, "Open/Close");
    //    db.openConnection();
public void runTest() throws SQLException {
    PreparedStatement prep;
    Database db = database;
    Random random = db.getRandom();

    db.openConnection();

    db.start(this, "Query (random)");
    prep = db.prepare("SELECT * FROM TEST WHERE ID=?");
    for (int i = 0; i < records; i++) {
        prep.setInt(1, random.nextInt(records));
        db.queryReadResult(prep);
    }
    db.end();

    db.start(this, "Query (sequential)");
    prep = db.prepare("SELECT * FROM TEST WHERE ID=?");
    for (int i = 0; i < records; i++) {
        prep.setInt(1, i);
        db.queryReadResult(prep);
    }
    db.end();

    db.start(this, "Update (random)");
    prep = db.prepare("UPDATE TEST SET NAME=? WHERE ID=?");
    for (int i = 0; i < records; i++) {
        prep.setString(1, "Hallo Welt");
        prep.setInt(2, i);
        db.update(prep, "updateTest");
    }
    db.end();

    db.start(this, "Delete (sequential)");
    prep = db.prepare("DELETE FROM TEST WHERE ID=?");
    // delete only 50%
    for (int i = 0; i < records; i += 2) {
        prep.setInt(1, i);
        db.update(prep, "deleteTest");
    }
    db.end();

    db.closeConnection();
}
db.openConnection();
prep = db.prepare("SELECT * FROM TEST WHERE ID=?");
for (int i = 0; i < records; i++) {
    prep.setInt(1, random.nextInt(records));
    db.queryReadResult(prep);
}
db.logMemory(this, "Memory Usage");
db.closeConnection();

public String getName() {
    return "Simple";
}

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<!--
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<head><meta http-equiv="Content-Type" content="text/html;charset=utf-8" /><title>License</title><link rel="stylesheet" type="text/css" href="stylesheet.css" /></head><body onload="frameMe();">
<table class="content"><tr class="content"><td class="content"><div class="contentDiv">
<!-- } -->
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*/

*/

ifdef __cplusplus

*/

#endif

package org.h2.test.jaqu;

import static org.h2.jaqu.Function.count;
import static org.h2.jaqu.Function.isNull;
import static org.h2.jaqu.Function.length;
import static org.h2.jaqu.Function.divide;
import static org.h2.jaqu.Function.add;
import static org.h2.jaqu.Function.subtract;
import static org.h2.jaqu.Function.multiply;
import static org.h2.jaqu.Function.min;
import static org.h2.jaqu.Function.max;
import java.math.BigDecimal;
import java.util.List;
import org.h2.jaqu.Db;
import org.h2.jaqu.Filter;
import org.h2.test.TestBase;

/**
 * This is the implementation of the 101 LINQ Samples as described in
 */

public class SamplesTest extends TestBase {

    /**
     * This object represents a database (actually a connection to the database).
     */

    ///# Java 1.5 begin ###
    Db db;
    ///# Java 1.5 end ###

    /**
     * This method is called when executing this application from the command line.
     * @param args the command line parameters
     */
public static void main(String... args) {
    new SamplesTest().test();
}

public void test() {
    //## Java 1.5 begin ##
    db = Db.open("jdbc:h2:mem:\", ",\", ",sa\"");
    db.insertAll(Product.getList());
    db.insertAll(Customer.getList());
    db.insertAll(Order.getList());
    db.insertAll(ComplexObject.getList());
    // TODO support getters/setters
    // TODO support all relevant data types (byte[], ...)
    // TODO nested AND/OR, >, <, ...
    // TODO NOT
    // TODO +, -, *, /, ||, nested operations
    // TODO LIKE ESCAPE...
    // TODO UPDATE: FROM ... UPDATE?
    // TODO SELECT UNION
    // TODO DatabaseAdapter
    testComplexObject();
    testComplexObject2();
    testOrAndNot();
    testDelete();
    testIsNull();
    testLike();
    testMinMax();
    testSum();
    testLength();
    testCount();
    testGroup();
    testSelectManyCompoundFrom2();
    testWhereSimple4();
    testSelectSimple2();
    testAnonymousTypes3();
    testWhereSimple2();
    testWhereSimple3();
    testReverseColumns();
    db.close();
    //## Java 1.5 end ##
}

/**
 * A simple test table. The columns are in a different order than in the
 * database.
 */
public static class TestReverse {

public String name;
public Integer id;

### Java 1.5 begin ###
private void testReverseColumns() {
    db.executeUpdate("create table TestReverse(id int, name varchar, additional varchar)");
    TestReverse t = new TestReverse();
    t.id = 10;
    t.name = "Hello";
    db.insert(t);
    TestReverse check = db.from(new TestReverse()).selectFirst();
    assertEquals(t.name, check.name);
    assertEquals(t.id, check.id);
}
### Java 1.5 end ###

### Java 1.5 begin ###
private void testWhereSimple2() {

    Product p = new Product();
    List<Product> soldOutProducts =
        db.from(p).
            where(p.unitsInStock).is(0).
            orderBy(p.productId).select();

    assertEquals("[Chef Anton's Gumbo Mix: 0]", soldOutProducts.toString());
}

private void testWhereSimple3() {

    Product p = new Product();
    List<Product> expensiveInStockProducts =
        db.from(p).
            where(p.unitsInStock).bigger(0).
            and(p.unitPrice).bigger(30.0).
            orderBy(p.productId).select();

    assertEquals("[Chef Anton's Gumbo Mix: 0]", expensiveInStockProducts.toString());
}
orderBy(p.productId).select();

assertEquals("[Northwoods Cranberry Sauce: 6, Mishi Kobe Niku: 29, Ikura: 31]", expensiveInStockProducts.toString());
}

private void testWhereSimple4() {

    Customer c = new Customer();
    List<Customer> waCustomers =
        db.from(c).
            where(c.region).is("WA").
            select();

    assertEquals("[ALFKI, ANATR]", waCustomers.toString());
}

private void testSelectSimple2() {

    Product p = new Product();
    List<String> productNames =
        db.from(p).
            orderBy(p.productId).select(p.productName);

    List<Product> products = Product.getList();
    for (int i = 0; i < products.size(); i++) {
        assertEquals(products.get(i).productName, productNames.get(i));
    }
}

public static class ProductPrice {
    public String productName;
    public String category;
    public Double price;
}

/**
 * A result set class containing the product name and price.
 */
public static class ProductPrice {
    public String productName;
    public String category;
    public Double price;
}
private void testAnonymousTypes3() {
    // var productInfos =
    //    from p in products
    //    select new {
    //        p.ProductName,
    //        p.Category,
    //        Price = p.UnitPrice
    //    };
    final Product p = new Product();
    List<ProductPrice> productInfos =
        db.from(p).orderBy(p.productId).
        select(new ProductPrice() { {
            productName = p.productName;
            category = p.category;
            price = p.unitPrice;
        }});
    List<Product> products = Product.getList();
    assertEquals(products.size(), productInfos.size());
    for (int i = 0; i < products.size(); i++) {
        ProductPrice pr = productInfos.get(i);
        Product p2 = products.get(i);
        assertEquals(p2.productName, pr.productName);
        assertEquals(p2.category, pr.category);
        assertEquals(p2.unitPrice, pr.price);
    }
}

/**
 * A result set class containing customer data and the order total.
 */
public static class CustOrder {
    public String customerId;
    public Integer orderId;
    public BigDecimal total;
    public String toString() {
        return customerId + ":" + orderId + ":" + total;
    }
}

private void testSelectManyCompoundFrom2() {
    //## Java 1.5 begin ##
    // var productInfos =
    //    from p in products
    //    select new {
    //        p.ProductName,
    //        p.Category,
    //        Price = p.UnitPrice
    //    };
    final Product p = new Product();
    List<ProductPrice> productInfos =
        db.from(p).orderBy(p.productId).
        select(new ProductPrice() { {
            productName = p.productName;
            category = p.category;
            price = p.unitPrice;
        }});
    List<Product> products = Product.getList();
    assertEquals(products.size(), productInfos.size());
    for (int i = 0; i < products.size(); i++) {
        ProductPrice pr = productInfos.get(i);
        Product p2 = products.get(i);
        assertEquals(p2.productName, pr.productName);
        assertEquals(p2.category, pr.category);
        assertEquals(p2.unitPrice, pr.price);
    }
    //## Java 1.5 end ##
// var orders =
// from c in customers,
// o in c.Orders
// where o.Total < 500.00M
// select new {
//     c.CustomerID,
//     o.OrderID,
//     o.Total
// }
//
final Customer c = new Customer();
final Order o = new Order();
List<CustOrder> orders =
    db.from(c).
    innerJoin(o).on(c.customerId).is(o.customerId).
    where(o.total).smaller(new BigDecimal("100.00")).
    orderBy(1).
    select(new CustOrder() { {
        customerId = c.customerId;
        orderId = o.orderId;
        total = o.total;
    } });

assertEquals("[ANATR:10308:88.80]", orders.toString());
}

private void testIsNull() {
    Product p = new Product();
    String sql = db.from(p).whereTrue(isNull(p.productName)).getSQL();
    assertEquals("SELECT * FROM Product WHERE (productName IS NULL)", sql);
}

private void testDelete() {
    Product p = new Product();
    int deleted = db.from(p).where(p.productName).like("A%").delete();
    assertEquals(1, deleted);
    deleted = db.from(p).delete();
    assertEquals(9, deleted);
    db.insertAll(Product.getList());
}

private void testOrAndNot() {
    Product p = new Product();
    String sql = db.from(p).whereTrue(not(isNull(p.productName))).getSQL();
    assertEquals("SELECT * FROM Product WHERE (NOT productName IS NULL)", sql);
    sql = db.from(p).whereTrue(not(isNull(p.productName))).getSQL();
    assertEquals("SELECT * FROM Product WHERE (NOT productName IS NULL)", sql);
    sql = db.from(p).whereTrue(db.test(p.productId).is(1)).getSQL();
}
private void testLength() {
    Product p = new Product();
    List<Integer> lengths =
        db.from(p).
            where(length(p.productName)).smaller(10).
            orderBy(1).
            selectDistinct(length(p.productName));
    assertEquals("[4, 5]", lengths.toString());
}

private void testSum() {
    Product p = new Product();
    Long sum = db.from(p).selectFirst(sum(p.unitsInStock));
    assertEquals(323, sum.intValue());
    Double sumPrice = db.from(p).selectFirst(sum(p.unitPrice));
    assertEquals(313.35, sumPrice.doubleValue());
}

private void testMinMax() {
    Product p = new Product();
    Integer min = db.from(p).selectFirst(min(p.unitsInStock));
    assertEquals(0, min.intValue());
    String minName = db.from(p).selectFirst(min(p.productName));
    assertEquals("Aniseed Syrup", minName);
    Double max = db.from(p).selectFirst(max(p.unitPrice));
    assertEquals(97.0, max.doubleValue());
}

private void testLike() {
    Product p = new Product();
    List<Product> aList = db.from(p).
        where(p.productName).like("Cha%")..
        orderBy(p.productName).select();
    assertEquals("[Chai: 39, Chang: 17]", aList.toString());
}

private void testCount() {
    long count = db.from(new Product()).selectCount();
    assertEquals(10, count);
}

private void testComplexObject() {
    ComplexObject co = new ComplexObject();
    String sql = db.from(co).
        where(co.id).is(1).
        assertEquals("SELECT * FROM Product WHERE ((productId = ?))", sql);
}
and(co.amount).is(1L).
and(co.birthday).smaller(new java.util.Date()).
and(co.created).smaller(java.sql.Timestamp.valueOf("2005-05-05 05:05:05")).
and(co.name).is("hello").
and(co.time).smaller(java.sql.Time.valueOf("23:23:23"));
and(co.value).is(new BigDecimal("1")).getSQL();

assertEquals("SELECT * FROM ComplexObject " +
"WHERE id = ? " +
"AND amount = ? " +
"AND birthday < ? " +
"AND created < ? " +
"AND name = ? " +
"AND time < ? " +
"AND value = ?", sql);

long count = db.from(co).
where(co.id).is(1L).
and(co.amount).is(1L).
and(co.birthday).smaller(new java.util.Date()).
and(co.created).smaller(java.sql.Timestamp.valueOf("2005-05-05 05:05:05")).
and(co.name).is("hello").
and(co.time).smaller(java.sql.Time.valueOf("23:23:23"));
and(co.value).is(new BigDecimal("1")).
selectCount();
assertEquals(1, count);
}

private void testComplexObject2() {
    testComplexObject2(1, "hello");
}

private void testComplexObject2(final int x, final String name) {
    final ComplexObject co = new ComplexObject();

    String sql = db.from(co).
    where(new Filter() { public boolean where() {
        return co.id == x
        && co.name.equals(name)
        && co.name.equals("hello");
    } }).getSQL();
    assertEquals("SELECT * FROM ComplexObject " +
"WHERE id=? " +
"AND ?=name " +
"AND 'hello'=name", sql);

    long count = db.from(co).
    where(new Filter() { public boolean where() {
        return co.id == x
        && co.name.equals(name)
        && co.name.equals("hello");
    } }).getSQL();
    assertEquals(1, count);
}


&& co.name.equals(name)
&& co.name.equals("hello");
} }).selectCount();

assertEquals(1, count);
}

/**
 * A result set class containing product groups.
 */
public static class ProductGroup {
    public String category;
    public Long productCount;
    public String toString() {
        return category + ";" + productCount;
    }
}

//## Java 1.5 begin ##
private void testGroup() {

    final Product p = new Product();
    List<ProductGroup> list =
        db.from(p).groupBy(p.category).orderBy(1).select(new ProductGroup() { {
            category = p.category;
            productCount = count();
        } });

    assertEquals("[Beverages:2, Condiments:5, " +
             "Meat/Poultry:1, Produce:1, Seafood:1]",
             list.toString());
}

//## Java 1.5 end ##
}
package org.h2.samples;

import java.sql.ResultSet;
import java.sql.ResultSetMetaData;
import java.sql.SQLException;
import java.sql.Types;
import org.h2.tools.Csv;
import org.h2.tools.SimpleResultSet;
import org.h2.util.IOUtils;

/**
 * This sample application shows how to use the CSV tool
 * to write CSV (comma separated values) files, and
 * how to use the tool to read such files.
 * See also the section CSV (Comma Separated Values) Support in the Tutorial.
 */
public class CsvSample {

    /**
     * This method is called when executing this sample application from the
     * command line.
     *
     * @param args the command line parameters
     */
    public static void main(String... args) throws SQLException {
        CsvSample.write();
        CsvSample.read();
        IOUtils.delete("data/test.csv");
    }

    /**
     * Write a CSV file.
     */
    static void write() throws SQLException {
        SimpleResultSet rs = new SimpleResultSet();
        rs.addColumn("NAME", Types.VARCHAR, 255, 0);
        rs.addColumn("EMAIL", Types.VARCHAR, 255, 0);
        rs.addColumn("PHONE", Types.VARCHAR, 255, 0);
        rs.addRow("Bob Meier", "bob.meier@abcde.abc", "+41123456789");
        rs.addRow("John Jones", "john.jones@abcde.abc", "+41976543210");
        Csv.getInstance().write("data/test.csv", rs, null);
    }

}
/**
 * Read a CSV file.
 */

static void read() throws SQLException {
    ResultSet rs = Csv.getInstance().read("data/test.csv", null, null);
    ResultSetMetaData meta = rs.getMetaData();
    while (rs.next()) {
        for (int i = 0; i < meta.getColumnCount(); i++) {
            System.out.println(meta.getColumnLabel(i + 1) + ": " + rs.getString(i + 1));
        }
    }
    System.out.println();
    rs.close();
}

/**
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 * Initial Developer: H2 Group
 */

package org.h2.test.unit;

import java.io.ByteArrayOutputStream;
import java.io.File;
import java.io.FileOutputStream;
import java.io.InputStream;
import java.io.PrintStream;
import java.lang.reflect.InvocationTargetException;
import java.lang.reflect.Method;
import org.h2.test.TestBase;
import org.h2.tools.DeleteDbFiles;
import org.h2.util.IOUtils;
import org.h2.util.StringUtils;

public class TestSampleApps extends TestBase {

    /**
     * Tests the sample apps.
     */

    public class TestSampleApps extends TestBase {

        /**
         * Run just this test.
         *
         * @param a ignored
         */
public static void main(String... a) throws Exception {
    TestBase.createCaller().init().test();
}

public void test() throws Exception {
    if (!getBaseDir().startsWith(TestBase.BASE_TEST_DIR)) {
        return;
    }
    deleteDb("optimizations");
    InputStream in = getClass().getClassLoader().getResourceAsStream("org/h2/samples/optimizations.sql");
    new File(getBaseDir()).mkdirs();
    FileOutputStream out = new FileOutputStream(getBaseDir() + "/optimizations.sql");
    IOUtils.copyAndClose(in, out);
    String url = "jdbc:h2:" + getBaseDir() + "/optimizations";
    testApp('', org.h2.tools.RunScript.class, "-url", url, "-user", "sa", "-password", "sa", "-script", 
        getBaseDir() + "/optimizations.sql", "-checkResults");
    deleteDb("optimizations");
    testApp("Compacting...\nDone.", org.h2.samples.Compact.class);
    testApp("NAME: Bob Meier\nEMAIL: bob.meier@abcde.abc\nPHONE: +41123456789\n\nNAME: John Jones\nEMAIL: john.jones@abcde.abc\nPHONE: +41976543210\n", org.h2.samples.CsvSample.class);
    testApp("", org.h2.samples.CachedPreparedStatements.class);
    testApp("2 is prime\n3 is prime\n5 is prime\n7 is prime\n11 is prime\n13 is prime\n17 is prime\n19 is prime\n30
20
0/0
0/1
1/0
1/1", org.h2.samples.Function.class);
    // Not compatible with PostgreSQL JDBC driver (throws a NullPointerException)
    //testApp(org.h2.samples.SecurePassword.class, null, "Joe");
    // TODO test ShowProgress (percent numbers are hardware specific)
    // TODO test ShutdownServer (server needs to be started in a separate
    // process)
    testApp("The sum is 20.00", org.h2.samples.TriggerSample.class);
    testApp("Hello: 1\nWorld: 2", org.h2.samples.TriggerPassData.class);

    // tools
    testApp("Allows changing the database file encryption password or algorithm*", 
        org.h2.tools.ChangeFileEncryption.class, "-help");
    testApp("Allows changing the database file encryption password or algorithm*", 
        org.h2.tools.ChangeFileEncryption.class);
    testApp("Deletes all files belonging to a database.*", 
        org.h2.tools.DeleteDbFiles.class, "-help");
    IOUtils.delete(getBaseDir() + "/optimizations.sql");
}

private void testApp(String expected, Class< ? > clazz, String... args) throws Exception {
    DeleteDbFiles.execute("data", "test", true);
Method m = clazz.getMethod("main", String[].class);
PrintStream oldOut = System.out, oldErr = System.err;
ByteArrayOutputStream buff = new ByteArrayOutputStream();
PrintStream out = new PrintStream(buff, false, "UTF-8");
System.setOut(out);
System.setErr(out);
try {
    m.invoke(null, new Object[] { args });
} catch (InvocationTargetException e) {
    TestBase.logError("error", e.getTargetException());
} catch (Throwable e) {
    TestBase.logError("error", e);
}
out.flush();
System.setOut(oldOut);
System.setErr(oldErr);
String s = new String(buff.toByteArray(), "UTF-8");
s = StringUtils.replaceAll(s, "\n\n", "\n");
s = s.trim();
expected = expected.trim();
if (expected.endsWith("\n")) {
    expected = expected.substring(0, expected.length() - 1);
    if (!s.startsWith(expected)) {
        assertEquals(expected.trim(), s.trim());
    }
} else {
    assertEquals(expected.trim(), s.trim());
}

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.
In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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Mersenne Twister
----------------

The `random` module includes code based on a download from `http://www.math.keio.ac.jp/~matumoto/MT2002/emt19937ar.html`. The following are the verbatim comments from the original code:
A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)
or init_by_array(init_key, key_length).

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Any feedback is very welcome.
http://www.math.keio.ac.jp/matumoto/emt.html
email: matumoto@math.keio.ac.jp

Sockets
-------

The `socket' module uses the functions, `getaddrinfo', and
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Modified by Jack Jansen, CWI, July 1995:
- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with python standard

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--------------------------

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-------

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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see https://www.cnri.reston.va.us/) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation; see http://www.zope.com/). In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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<th>GPL compatible?</th>
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<td>PSF</td>
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Mersenne Twister

---------------

The `mod: '_random` module includes code based on a download from http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html. The following are the verbatim comments from the original code::

A C-program for MT19937, with initialization improved 2002/1/26. Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed) or init_by_array(init_key, key_length).

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Any feedback is very welcome.
http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/emt.html
email: m-mat @ math.sci.hiroshima-u.ac.jp (remove space)

Sockets
-------

The :mod:`socket` module uses the functions, :func:`getaddrinfo`, and
:func:`getnameinfo`, which are coded in separate source files from the WIDE

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Modified by Jack Jansen, CWI, July 1995:  
- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.  
- Arguments more compliant with Python standard

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--------------------------

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Select kqueue
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Original location:
https://github.com/majek/csiphash/

Solution inspired by code from:
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djb (supercop/crypto_auth/siphash24/little2)
Jean-Philippe Aumasson (https://131002.net/siphash/siphash24.c)
strtod and dtoa

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------

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zlib

------

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jloup@gzip.org          madler@alumni.caltech.edu

cfuhash
-------

The implementation of the hash table used by the :mod:`tracemalloc` is based on the cfuhash project:

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--------

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============================================

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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1.2666 wso2-carbon-proxyadmin-common

4.6.105

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1.2669 netty-resolver 4.1.62.Final

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Found in path(s):
* /opt/cola/permits/1171712276_1623127845.45/0/netty-resolver-4-1-62-final-jar/META-INF/maven/io.netty/netty-resolver/pom.xml

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Resolver
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.resolver
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.resolver
Implementation-Version: 4.1.62.Final
Built-By: norman
Bnd-LastModified: 1617128233709
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.util;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.logging;version="[4.1,5)";sun.nio.ch;resolution=optional,org.eclipse.jetty.npn;version="[1,2)";resolution=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution=optional
Require-Capability: osgi.ee;filter:="(& osgi.ee=JavaSE)(version=1.6)"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.resolver;uses:="io.netty.util.concurrent";version="4.1.62"
Bundle-Name: Netty/Resolver
Bundle-Version: 4.1.62.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-resolver/

1.2670 ncurses 6.1-9.20180224.el8
1.2670.1 Available under license:
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1.2671 wso2-carbon-tenant-sso-redirector-ui
4.6.15

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1.2673 e2fsprogs 1.46.2 2

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This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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# In order to use this stub, the following makefile variables must be defined.

# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image: $(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \$(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB) \@-$($(LDCONFIG)

install-strip: install
install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$ (RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$ (RM) -rf pic
$ (RM) -f $(BSD_LIB)
$ (RM) -f ../$(BSD_LIB)
This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: tdbsa/tdb.c
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
 /*
 - Unix SMB/CIFS implementation.
+ trivial database library - standalone version

 - trivial database library - private includes
 -
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Theodore Ts'o
23-June-2007

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The End

1.2681 llvm-toolchain-7 7.0.1-8+deb10u2

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1.2685 rcrowley-go-metrics 0.0.0-20201227073835-cf1acfcdf475

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
org.ow2.asm:asm
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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jasp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.mortbay.jasper:apache-el
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org.eclipse.jetty.toolchain:jetty-schemas

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If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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@item
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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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- Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

Accompany the work with a written offer, valid for at least three years, to give the same user the materials
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Verify that the user has already received a copy of these
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@end enumerate

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Library'' must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that is
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components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies the
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USA.
@end smallexample

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`Frob' (a library for tweaking knobs) written by James Random Hacker.
@end smlalexample

That's all there is to it!
@end c
@end center

@end display

@end c
@end c

@end c
@end c

@end display

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@end heading Preamble

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@end enumerate

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@enumerate a
@item
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@item
Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
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end enumerate

The source code for a work means the preferred form of the work for
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code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable. However, as a
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@end enumerate

@iftex
@end iftex
@heading END OF TERMS AND CONDITIONS
@end iftex
@page
@center END OF TERMS AND CONDITIONS
@end ifinfo

@page
@heading Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
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To do so, attach the following notices to the program. It is safest
to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least
the ``copyright'' line and a pointer to where the full notice is found.

@smallexample
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when it starts in an interactive mode:

@example
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This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
@end example

The hypothetical commands @samp{show w} and @samp{show c} should show
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commands you use may be called something other than @samp{show w} and
@samp{show c}; they could even be mouse-clicks or menu items---whatever
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You should also get your employer (if you work as a programmer) or your
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necessary.  Here is a sample; alter the names:

@example
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
@end example

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- the libintl and libasprintf libraries and their header files,
- the libintl.jar Java library,
- the GNU.Gettext.dll C# library,
- the gettext.sh shells script function library.

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The "source code" for a work means the preferred form of the work
for making modifications to it. "Object code" means any non-source
form of a work.

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On all platforms, Nmap is normally linked with:
- libpcap: Network packet capture library. Distributed with Nmap in the libpcap subdirectory.
  - http://www.tcpdump.org/
- libdnet: Networking library, used for low-level tasks such as sending ethernet frames. A modified version is distributed with Nmap in the libdnet-stripped subdirectory. A summary of Nmap-local modifications is in the file NMAP_MODIFICATIONS.
  - http://code.google.com/p/libdnet/
- PCRE: Perl-compatible regular expressions. PCRE is part of Nmap's version detection and is also made available as an NSE library. Distributed with Nmap in the libpcre subdirectory.
  - http://www.pcre.org/
- liblua: Lua programming language. Lua is the implementation language of NSE, the Nmap Scripting Engine. Nmap links with liblua to allow running Lua programs inside Nmap. Distributed with Nmap in the liblua subdirectory. liblua can be omitted by configuring with the --without-liblua configuration directive.
  - http://www.lua.org/
- OpenSSL: Cryptographic library. OpenSSL is used by service detection and by NSE to connect to SSL services. NSE also provides access to OpenSSL functions such as encryption and digest calculation. OpenSSL
can be disabled by configuring with the --without-openssl configuration directive.
http://www.openssl.org/

- LIBLINEAR. Used for IPv6 OS classification.
  http://www.csie.ntu.edu.tw/~cjlin/liblinear/

- libsvn. The Subversion library, used by the updater program


On Windows only, Nmap uses:
- WinPcap: libpcap for Windows. The libpcap license applies to WinPcap,
  and it also has its own license. A binary copy of the library is
distributed with Nmap in the subdirectory mswin32/winpcap.
  http://www.winpcap.org/

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Zenmap and Ndiff require:
- Python. The binary distributions of Nmap include a Python interpreter
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The Windows and Mac OS X binary packages include bundled versions of:
- GLib, GTK+, ATK, Pango: These libraries are licensed under the GNU
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- Cairo: graphics library. Dual-licensed under the GNU LGPL 2.1 and the
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  http://www.cairographics.org/

- libgailutil: Accessibility support for GTK+.

- libpng, jpeg, LibTIFF: Image file format libraries used by GTK+.

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- Expat: XML parser library.
  http://expat.sourceforge.net/

- fontconfig: font configuration library.
  http://www.fontconfig.org/

- FreeType: font rendering library.
  http://www.freetype.org/

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o PyCairo: bindings for Python. Dual-licensed under the GNU LGPL 2.1 and the MPL 1.1.

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o Various X.org libraries. These were built using MacPorts.
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2006-Jan-27

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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tiles-jsp_2.0.5.wso2v1.jar
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tomcat-catalina-ha_7.0.85.wso2v1.jar
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tomcat-jsp-api_7.0.85.wso2v1.jar
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1.2705 jackson-databind 2.10.2

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
It is currently developed by a community of developers, as well as supported...
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1.2706 binutils 2.30-93.el8

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+++++++++++++++  

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c, input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming.

--------------------
converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated “know” assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.
David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of
cygnus Solutions (original, incomplete implementation), Pete
Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner
of the Open Software Foundation (i386 mainly), and Ken Raeburn of
cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small
bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon
University. Additional work was done by Ken Raeburn of Cygnus
Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000
series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30
(tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error
checking, updating the code, and improving the 16 bit support, using
patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If
you've contributed significant work and are not mentioned on this list, and
want to be, let us know. Some of the history has been lost; we aren't
intentionally leaving anyone out.

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Kai Uwe Rommel, Steve Salisbury, Dave Smith, Steven M. Schweda,
Christian Spieler, Cosmin Truta, Antoine Verheijen, Paul von Behren,
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Frequently Asked Questions regarding (re)distribution of Zip and UnZip are near the end of this file.

There are no known patents on any of the code in UnZip. Unisys claims a patent on LZW encoding and on LZW decoding in an apparatus that performs LZW encoding, but the patent appears to exempt a stand-alone decoder (as in UnZip's unshrink.c). Unisys has publicly claimed otherwise, but the issue has never been tested in court. Since this point is unclear, unshrinking is not enabled by default. It is the responsibility of the user to make his or her peace with Unisys and its licensing requirements. (unshrink.c may be removed from future releases altogether.)

The original unzip source code has been extensively modified and almost entirely rewritten (changes include random zipfile access rather than sequential; replacement of unimplode() with explode(); replacement of old unshrink() with new (unrelated) unshrink(); replacement of output routines; addition of inflate(), wildcards, filename-mapping, text translation, ...; etc.). As far as we can tell, only the core code of the unreduce method remained substantially similar to Mr. Smith's original source. As of UnZip 5.42, the complete core code is now covered by the Info-ZIP Licence. Therefore, support for the reduce method has been removed.

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* A collection of File Manager and related routines

* by Jim Luther (Apple Macintosh Developer Technical Support Emeritus)

* with significant code contributions by Nitin Ganatra
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"MacBinaryIII.h"

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Basic encoding and decoding of Macintosh files to the MacBinary III spec.

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Regarding the first stipulation, Mr. Smith was tracked down in southern California some years back [Samuel H. Smith, The Tool Shop; as of mid-May 1994, (213) 851-9969 (voice), (213) 887-2127(?) (subscription BBS), 71150.2731@compuserve.com]:

"He says that he thought that whoever contacted him understood that he has no objection to the Info-ZIP group's inclusion of his code. His primary concern is that it remain freely distributable, he said."

Despite the fact that our "normal" code has been entirely rewritten and by default no longer contains any of Mr. Smith's code, Info-ZIP remains indebted and grateful to him. We hope he finds our contributions as useful as we have his.

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The remaining code was written by many people associated with the Info-ZIP group, with large contributions from (but not limited to): Greg Roelofs (overall program logic, ZipInfo, unshrink, filename mapping/portability, etc.), Mark Adler (inflate, explode, funzip), Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows DLLs), Christian Spieler (overall logic, optimization, VMS, etc.) and others. See the file CONTRIBUTES in the source distribution for a much more complete list of contributors.
The decompression core code for the deflate method (inflate.[ch], explode.c) was originally written by Mark Adler who submitted it as public domain code.

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1.2714 aether-impl 1.7

1.2715 six 1.10.0-8.ph2

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1.2716 xorg 7.7+19

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Source Package: xorg
Debian/Ubuntu package authors: Branden Robinson, Fabio M. Di Nitto, Daniel
Stone and others

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1.2717 pygobject 3.22.0 1.el7_4.1

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   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licenseees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License.
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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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END OF TERMS AND CONDITIONS

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b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl
These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Sections 1 and 2 above provided that you also do one of the following:

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b) Accompany it with a written offer, valid for at least three
years, to give any third party, for a charge no more than your
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The source code for a work means the preferred form of the work for
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code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.
For an executable, the required form of the "work that uses the
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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

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1.2729 httpcomponents-client 4.3.6.wso2v2
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1.2730 netty-transport-native-epoll

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/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the {code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.  
 * Allowing them being read would mean anyone with access to the channel could get them.  
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/EpollEventArray.java

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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-
  jar/io/netty/channel/epoll/package-info.java
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* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-
  jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-
  jar/netty_epoll_linuxsocket.c
* /opt/ws_local/PERMITS_SQL/1074832144_1595959525.4/0/netty-transport-native-epoll-4-1-45-final-sources-
  jar/netty_epoll_linuxsocket.h

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#
src/base/fthash.c
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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with the Library, with the complete machine-readable "work that
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b) Use a suitable shared library mechanism for linking with the
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copy of the library already present on the user's computer system,
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c) Accompany the work with a written offer, valid for at least
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d) If distribution of the work is made by offering access to copy
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Ty Coon, President of Vice

That's all there is to it!

1.2742 jackson-dataformat-yaml 2.8.6

1.2742.1 Available under license:
# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.salaranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.2743 jul-to-slf4j 1.7.25

1.2744 goprotobuf 1.4.2

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```java
/**
 * <p>Encodes and decodes to and from Base64 notation.</p>
 * <p>Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>.</p>
 * <p>Example:</p>
 * <code>String encoded = Base64.encode( myByteArray );</code>
 * <br />
 * <code>byte[] myByteArray = Base64.decode( encoded );</code>
 *
 * The <tt>options</tt> parameter, which appears in a few places, is used to pass
 * several pieces of information to the encoder. In the "higher level" methods such as
 * <code>encodeBytes( bytes, options )</code> the options parameter can be used to indicate such
 * things as first gzipping the bytes before encoding them, not inserting linefeeds,
 * and encoding using the URL-safe and Ordered dialects.</p>
 *
 * Note, according to a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548</a>,
 * Section 2.1, implementations should not add line feeds unless explicitly told
 * to do so. I've got Base64 set to this behavior now, although earlier versions
 * broke lines by default.</p>
 *
 * The constants defined in Base64 can be OR-ed together to combine options, so you
 * might make a call like this:</p>
 *
 * <code>String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );</code>
 * <p>to compress the data before encoding it and then making the output have newline characters.</p>
 * <p>Also...</p>
 * <code>String encoded = Base64.encodeBytes( crazyString.getBytes() );</code>
 *<p>
```
* Change Log:
* </p>
* </ul>
* </li>
* <li>v2.3.7 - Fixed subtle bug when base 64 input stream contained the 
* value 01111111, which is an invalid base 64 character but should not 
* throw an ArrayIndexOutOfBoundsException either. Led to discovery of 
* mishandling (or potential for better handling) of other bad input 
* characters. You should now get an IOException if you try decoding 
* something that has bad characters in it.</li>
* <li>v2.3.6 - Fixed bug when breaking lines and the final byte of the encoded 
* string ended in the last column; the buffer was not properly shrunk and 
* contained an extra (null) byte that made it into the string.</li>
* <li>v2.3.5 - Fixed bug in [link #encodeFromFile] where estimated buffer size 
* was wrong for files of size 31, 34, and 37 bytes.</li>
* <li>v2.3.4 - Fixed bug when working with gzipped streams whereby flushing 
* the Base64.OutputStream closed the Base64 encoding (by padding with equals 
* signs) too soon. Also added an option to suppress the automatic decoding 
* of gzipped streams. Also added experimental support for specifying a 
* class loader when using the 
* [link #decodeToObject(java.lang.String, int, java.lang.ClassLoader)] 
* method.</li>
* <li>v2.3.3 - Changed default char encoding to US-ASCII which reduces the internal Java 
* footprint with its CharEncoders and so forth. Fixed some javadocs that were 
* inconsistent. Removed imports and specified things like java.io.IOException 
* explicitly inline.</li>
* <li>v2.3.2 - Reduced memory footprint! Finally refined the "guessing" of how big the 
* final encoded data will be so that the code doesn't have to create two output 
* arrays: an oversized initial one and then a final, exact-sized one. Big win 
* when using the [link #encodeBytesToBytes(byte[])] family of methods (and not 
* using the gzip options which uses a different mechanism with streams and stuff).</li>
* <li>v2.3.1 - Added [link #encodeBytesToBytes(byte[], int, int)] and some 
* similar helper methods to be more efficient with memory by not returning a 
* String but just a byte array.</li>
* <li>v2.3 - This is not a drop-in replacement!</li>
* </strong>This is two years of comments 
* and bug fixes queued up and finally executed. Thanks to everyone who sent 
* me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else. 
* Much bad coding was cleaned up including throwing exceptions where necessary 
* instead of returning null values or something similar. Here are some changes 
* that may affect you:

* <ul>
* <li>Does not break lines, by default. This is to keep in compliance with 
* [link http://www.faqs.org/rfcs/rfc3548.html"RFC3548"].</li>
* <li>Threw exceptions instead of returning null values. Because some operations 
* (especially those that may permit the GZIP option) use IO streams, there 
* is a possibility of an java.io.IOException being thrown. After some discussion and 
* thought, I've changed the behavior of the methods to throw java.io.IOException 
* rather than return null if ever there's an error. I think this is more 
* appropriate, though it will require some changes to your code. Sorry,
* it should have been done this way to begin with.</li><
* <li><em>- Removed all references to System.out, System.err, and the like.</em></li><
* Shame on me. All I can say is sorry they were ever there.</li><
* <li><em>Throws NullPointerExceptions and IllegalArgumentExceptions</em> as needed</li><
* such as when passed arrays are null or offsets are invalid.</li><
* <li>Cleaned up as much javadoc as I could to avoid any javadoc warnings.</li><
* This was especially annoying before for people who were thorough in their
* own projects and then had gobs of javadoc warnings on this file.</li><
* </ul><
* </li><
* <li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug</li><
* when using very small files (~&lt; 40 bytes).</li><
* <li>v2.2 - Added some helper methods for encoding/decoding directly from</li><
* one file to the next. Also added a main() method to support command line</li><
* encoding/decoding from one file to the next. Also added these Base64 dialects:
* </ol><
* </li><
* <ol><
* The default is RFC3548 format.</li><
* Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates</li><
* URL and file name friendly format as described in Section 4 of RFC3548.</li><
* Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates</li><
* URL and file name friendly format that preserves lexical ordering as described</li><
* </ol><
* Special thanks to Jim Kellerman at &lt;a href="http://www.powerset.com/"&gt;http://www.powerset.com/&lt;/a&gt;
* for contributing the new Base64 dialects.</li><
* </li><
* <li>v2.1 - Cleaned up javadoc comments and unused variables and methods. Added</li><
* some convenience methods for reading and writing to and from files.</li><
* v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems</li><
* with other encodings (like EBCDIC).</li><
* v2.0.1 - Fixed an error when decoding a single byte, that is, when the</li><
* encoded data was a single byte.</li><
* v2.0 - I got rid of methods that used booleans to set options.</li><
* Now everything is more consolidated and cleaner. The code now detects</li><
* when data that's being decoded is gzip-compressed and will decompress it</li><
* automatically. Generally things are cleaner. You'll probably have to</li><
* change some method calls that you were making to support the new</li><
* options format (&lt;tt&gt;int&lt;/tt&gt;s that you "OR" together).</li><
* v1.5.1 - Fixed bug when decompressing and decoding to a</li><
* byte[] using &lt;tt&gt;decode( String s, boolean gzipCompressed )&lt;/tt&gt;.</li><
* Added the ability to "suspend" encoding in the Output Stream so</li><
* you can turn on and off the encoding if you need to embed base64</li><
* data in an otherwise "normal" stream (like an XML file).</li><
* v1.5 - Output stream pases on flush() command but doesn't do anything itself.</li><
* This helps when using GZIP streams.</li><
* Added the ability to GZip-compress objects before encoding them.</li><
* v1.4 - Added helper methods to read/write files.
* v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.
* v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream where last buffer being read, if not completely full, was not returned.
* v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.
* v1.3.3 - Fixed I/O streams which were totally messed up.

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Please visit http://iharder.net/base64 periodically to check for updates or to contribute improvements.

@author Robert Harder
@author rob@iharder.net
@version 2.3.7

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jar/org/keycloak/common/util/NetworkUtils.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/KeyUtils.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/enums/RelativeUrlsUsed.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/BouncyIntegration.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/MultivaluedHashMap.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/KeystoreUtil.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/Base64Url.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/reflections/SetAccessiblePrivilegedAction.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/constants/KerberosConstants.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/Environment.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/Version.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/KeycloakUriBuilder.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/VerificationException.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/Profile.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/constants/GenericConstants.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/ClientConnection.java
* /opt/ws_local/PERMITS_SQL/1080728082_1597680137.82/0/keycloak-common-10-0-0-sources-jar/org/keycloak/common/util/CollectionUtil.java

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* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/ConfigurationException.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/NoSuchRealmException.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/ClassRealm.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/DuplicateRealmException.java

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* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/launcher/ConfigurationHandler.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/ClassWorldListener.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/launcher/ConfigurationParser.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/strategy/AbstractStrategy.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/launcher/Configurer.java
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* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/realm/NoSuchRealmException.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/launcher/ConfigurationException.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/UrlUtils.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/classWorlds/ClassWorld.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/plexus/classworlds/classWorlds/Entry.java
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* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/ConfiguratorAdapter.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/ClassWorldReverseAdapter.java
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* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/DefaultClassRealm.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/Launcher.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/BytesURLConnection.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/ClassRealmAdapter.java
* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/BytesURLStreamHandler.java
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* /opt/ws_local/PERMITS_SQL/1071969976_1594967712.32/0/plexus-classworlds-2-6-0-sources-1-jar/org/codehaus/classworlds/Configurator.java

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* /opt/cola/permits/1257282430_1642795755.14/0/netty-transport-4-1-45-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/cola/permits/1257282430_1642795755.14/0/netty-transport-4-1-45-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
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* /opt/cola/permits/1257282430_1642795755.14/0/netty-transport-4-1-45-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
* /opt/cola/permits/1257282430_1642795755.14/0/netty-transport-4-1-45-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
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 */
/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its [@link ChannelPipeline].
 *
 * <h3>Sub-types</h3>
 * <p>
 * [@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>[@link ChannelInboundHandler] to handle inbound I/O events, and</li>
 * <li>[@link ChannelOutboundHandler] to handle outbound I/O operations.</li>
 * </ul>
 * </p>
 * <p>
 * Alternatively, the following adapter classes are provided for your convenience:
 * <ul>
 * <li>[@link ChannelInboundHandlerAdapter] to handle inbound I/O events,</li>
 * <li>[@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and</li>
 * <li>[@link ChannelDuplexHandler] to handle both inbound and outbound events</li>
 * </ul>
 * </p>
 * <p>
 * For more information, please refer to the documentation of each subtype.
 * </p>
 *<h3>The context object</h3>
 *<p>
* A `@link ChannelHandler` is provided with a `@link ChannelHandlerContext`
* object. A `@link ChannelHandler` is supposed to interact with the
* `@link ChannelPipeline` it belongs to via a context object. Using the
* context object, the `@link ChannelHandler` can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using `@link AttributeKey`)s which is specific to the handler.

* <h3>State management</h3>

* A `@link ChannelHandler` often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:

* <pre>
* public interface Message {
*     // your methods here
* }
* 
* public class DataServerHandler extends `@link SimpleChannelInboundHandler<Message>` {
* 
*     private boolean loggedIn;
* 
*     @Override
*     public void channelRead0(`@link ChannelHandlerContext` ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             loggedIn = true;
*         } else (message instanceof GetDataMessage) {
*             if (loggedIn) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
* </pre>

* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where an unauthenticated client can get
* the confidential information:

* <pre>
* // Create a new handler instance per channel.
* // See `@link ChannelInitializer#initChannel(Channel)`.
* public class DataServerInitializer extends `@link ChannelInitializer`<@link Channel> {
*     @Override
*     public void initChannel(@link Channel channel) {
*         channel.pipeline().addLast("handler", new DataServerHandler());
*     }
* </pre>
Using `@link AttributeKey`s

Although it's recommended to use member variables to store the state of a handler, for some reason you might not want to create many handler instances. In such a case, you can use `@link AttributeKey`s which is provided by `@link ChannelHandlerContext`:

```java
public interface Message {
    // your methods here
}
```

```java
@Sharable
public class DataServerHandler extends @link SimpleChannelInboundHandler<Message> {
    private final @link AttributeKey<Boolean> auth = @link AttributeKey.valueOf(String) AttributeKey.valueOf("auth");

    @Override
    public void channelRead(@link ChannelHandlerContext ctx, Message message) {
        @link Attribute<Boolean> attr = ctx.attr(auth);
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) o);
            attr.set(true);
        } else (message instanceof GetDataMessage) {
            if (Boolean.TRUE.equals(attr.get())) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
            } else {
                fail();
            }
        }
    }
}
```

Now that the state of the handler is attached to the `@link ChannelHandlerContext`, you can add the same handler instance to different pipelines:

```java
public class DataServerInitializer extends @link ChannelInitializer<Channel> {

    private static final DataServerHandler SHARED = new DataServerHandler();

    @Override
    public void initChannel(@link Channel channel) {
        channel.pipeline().addLast("handler", SHARED);
    }
}
```
* }  
* </pre>  
*  
* <h4>The `<code>@Sharable</code>` annotation</h4>  
*  
* In the example above which used an `<link AttributeKey>`,  
* you might have noticed the `<code>@Sharable</code>` annotation.  
*  
* If a `<link ChannelHandler>` is annotated with the `<code>@Sharable</code>`  
* annotation, it means you can create an instance of the handler just once and  
* add it to one or more `<link ChannelPipeline>`s multiple times without  
* a race condition.  
*  
* If this annotation is not specified, you have to create a new handler  
* instance every time you add it to a pipeline because it has unshared state  
* such as member variables.  
*  
* This annotation is provided for documentation purpose, just like  
*  
* <h3>Additional resources worth reading</h3>  
*  
* Please refer to the `<link ChannelHandler>`, and  
* `<link ChannelPipeline>` to find out more about inbound and outbound operations,  
* what fundamental differences they have, how they flow in a pipeline, and how to handle  
* the operation in your application.  
*/

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  * org.eclipse.jetty.orbit:javax.mail.glassfish

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  https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html

  * javax.servlet:javax.servlet-api
  * javax.annotation:javax.annotation-api
  * javax.transaction:javax.transaction-api
  * javax.websocket:javax.websocket-api

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  * java.sun.security.ssl
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http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python’s principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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jar/io/netty/channel/ChannelHandlerMask.java

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jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources/
jar/io/netty/channel/pool/ChannelPoolMap.java
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jar/io/netty/channel/pool/MaxMessagesRecvByteBufAllocator.java
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jar/io/netty/channel/pool/ChannelPool.java
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jar/io/netty/channel/pool/package-info.java
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jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources/
jar/io/netty/channel/pool/DefaultMaxBytesRecvByteBufAllocator.java
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jar/io/netty/channel/pool/ChannelPoolHandler.java
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jar/io/netty/channel/pool/FixedChannelPool.java
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jar/io/netty/channel/pool/DefaultMaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources/
jar/io/netty/channel/pool/ChannelPool.java
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jar/io/netty/channel/pool/AbstractChannelPoolHandler.java

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jar/io/netty/channel/DefaultEventLoop.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-
jar/io/netty/channel/group/CombinedIterator.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-
jar/io/netty/channel/DefaultChannelPipeline.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-
jar/io/netty/channel/socket/nio/NioDatagramChannel.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-
jar/io/netty/channel/socket/nio/package-info.java
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jar/io/netty/channel/nio/AbstractNioMessageChannel.java
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jar/io/netty/channel/ChannelOutboundHandlerAdapter.java
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jar/io/netty/channel/ChannelHandlerContext.java
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jar/io/netty/channel/local/LocalServerChannel.java
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jar/io/netty/channel/local/LocalChannelRegistry.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-
jar/io/netty/channel/socket/nio/NioSocketChannel.java
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* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-jar/io/netty/channel/PendingBytesTracker.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-jar/io/netty/channel/internal/ChannelUtils.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-jar/io/netty/bootstrap/FailedChannel.java
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* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-jar/io/netty/channel/DefaultSelectStrategyFactory.java
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jar/io/netty/channel/SelectStrategy.java
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jar/io/netty/channel/ChannelInboundInvoker.java
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jar/io/netty/bootstrap/BootstrapConfig.java
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jar/io/netty/channel/DefaultSelectStrategy.java
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jar/io/netty/channel/group/VoidChannelGroupFuture.java
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jar/io/netty/channel/SelectStrategyFactory.java
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jar/io/netty/channel/ChannelOutboundInvoker.java
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jar/io/netty/channel/ReflectiveChannelFactory.java
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jar/io/netty/channel/PendingWriteQueue.java
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jar/io/netty/channel/ChannelFactory.java
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jar/io/netty/channel/Embeded/EmbeddedChannelId.java

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/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its [@link ChannelPipeline].
 *
 * <h3>Sub-types</h3>
 * <p>
 * [@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>[@link ChannelInboundHandler] to handle inbound I/O events, and</li>
 * <li>[@link ChannelOutboundHandler] to handle outbound I/O operations.</li>
 * </ul>
 * </p>
 * <p>
 * Alternatively, the following adapter classes are provided for your convenience:
 * <ul>
 * <li>[@link ChannelInboundHandlerAdapter] to handle inbound I/O events,</li>
 * <li>[@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and</li>
 * <li>[@link ChannelDuplexHandler] to handle both inbound and outbound events</li>
 * </ul>
 * </p>
 * </p>
 * <p>
 * For more information, please refer to the documentation of each subtype.
 * </p>
 * <p>
 * <h3>The context object</h3>
 * <p>
 * A [@link ChannelHandler] is provided with a [@link ChannelHandlerContext] object. A [@link ChannelHandler] is supposed to interact with the
 * [@link ChannelPipeline] it belongs to via a context object. Using the the
 * context object, the [@link ChannelHandler] can pass events upstream or
 * downstream, modify the pipeline dynamically, or store the information
 * (using [@link AttributeKey]s) which is specific to the handler.
 * </p>
 * <p>
 * <h3>State management</h3>
 * <p>
 * A [@link ChannelHandler] often needs to store some stateful information.
 * The simplest and recommended approach is to use member variables:
 * <p>
 * public interface Message {
 *   // your methods here
 * }
 * <p>
 * public class DataServerHandler extends [@link SimpleChannelInboundHandler]&lt;Message&gt; {
 *   private boolean loggedIn;
 * </b>private boolean loggedIn;</b>
public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
    if (message instanceof LoginMessage) {
        authenticate((LoginMessage) message);
        loggedIn = true;
    } else (message instanceof GetDataMessage) {
        if (loggedIn) {
            ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
        } else {
            fail();
        }
    }
}

Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
channel to avoid a race condition where a unauthenticated client can get
the confidential information:

// Create a new handler instance per channel.
// See {@link ChannelInitializer#initChannel(Channel)}.
public class DataServerInitializer extends {@link ChannelInitializer}<{@link Channel}> {
    {@code @Override}
    public void initChannel({@link Channel} channel) {
        channel.pipeline().addLast("handler", new DataServerHandler());
    }
}

Using {@link AttributeKey}s

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use {@link AttributeKey}s which is provided by
{@link ChannelHandlerContext}:

public interface Message {
    // your methods here
}

public class DataServerHandler extends {@link SimpleChannelInboundHandler}<{@link Message}> {
    private final {@link AttributeKey}<{@link Boolean}> auth =
        {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
```java
{@code @Override}
public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
    {attr = ctx.attr(auth);
     if (message instanceof LoginMessage) {
         authenticate((LoginMessage) o);
         attr.set(true);
     } else (message instanceof GetDataMessage) {
        if (Boolean.TRUE.equals(attr.get())) {
            ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
        } else {
            fail();
        }
    }
}
...}

Now that the state of the handler is attached to the {ChannelHandlerContext}, you can add the
same handler instance to different pipelines:

```java
public class DataServerInitializer extends {ChannelInitializer} {[
    private static final DataServerHandler SHARED = new DataServerHandler();
    ...

    public void initChannel({Channel} channel) {
        channel.pipeline().addLast("handler", SHARED);
    }
}
```

The {Sharable} annotation

In the example above which used an {AttributeKey},
you might have noticed the {Sharable} annotation.

If a {ChannelHandler} is annotated with the {Sharable} annotation, it means you can create an instance of the handler just once and
add it to one or more {ChannelPipeline}s multiple times without
a race condition.

If this annotation is not specified, you have to create a new handler
every time you add it to a pipeline because it has unshared state
such as member variables.

This annotation is provided for documentation purpose, just like

* Additional resources worth reading

* Please refer to the [@link ChannelHandler], and
* [@link ChannelPipeline] to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.

* /opt/cola/permits/1266442493_1644246666.76/0/netty-transport-4-1-43-final-sources-jar/io/netty/channel/ChannelHandler.java

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When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect
transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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party saying it may be distributed under the terms of this Library
General Public License (also called "this License"). Each licensee is
addressed as "you".

A "library" means a collection of software functions and/or data
prepared so as to be conveniently linked with application programs
(which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work
which has been distributed under these terms. A "work based on the
Library" means either the Library or any derivative work under
copyright law: that is to say, a work containing the Library or a
portion of it, either verbatim or with modifications and/or translated
straightforwardly into another language. (Hereinafter, translation is
included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for
making modifications to it. For a library, complete source code means
all the source code for all modules it contains, plus any associated
interface definition files, plus the scripts used to control compilation
and installation of the library.

Activities other than copying, distribution and modification are not
covered by this License; they are outside its scope. The act of
running a program using the Library is not restricted, and output from
such a program is covered only if its contents constitute a work based
on the Library (independent of the use of the Library in a tool for
writing it). Whether that is true depends on what the Library does
and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's
complete source code as you receive it, in any medium, provided that
you conspicuously and appropriately publish on each copy an
appropriate copyright notice and disclaimer of warranty; keep intact
all the notices that refer to this License and to the absence of any
warranty; and distribute a copy of this License along with the
Library.

You may charge a fee for the physical act of transferring a copy,
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fee.

2. You may modify your copy or copies of the Library or any portion
of it, thus forming a work based on the Library, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:
a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2,
instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the
Library” must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

   a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

   b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest
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everyone can redistribute and change. You can do so by permitting
redistribution under these terms (or, alternatively, under the terms of the
ordinary General Public License).

To apply these terms, attach the following notices to the library. It is
safer to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least the
"copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your
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library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.2773 libcap-ng 0.7.11-1.el8
1.2773.1 Available under license:

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as the successor of the GNU Library Public License, version 2, hence
the version number 2.1.]

Preamble

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Free Software Foundation and other authors who decide to use it. You
can use it too, but we suggest you first think carefully about whether
this license or the ordinary General Public License is the better
strategy to use in any particular case, based on the explanations
below.

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for this service if you wish); that you receive source code or can get
it if you want it; that you can change the software and use pieces of
it in new free programs; and that you are informed that you can do
these things.

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distributors to deny you these rights or to ask you to surrender these
rights. These restrictions translate to certain responsibilities for
you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis
or for a fee, you must give the recipients all the rights that we gave
you. You must make sure that they, too, receive or can get the source
code. If you link other code with the library, you must provide
complete object files to the recipients, so that they can relink them
with the library after making changes to the library and recompiling.
it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free
library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation
Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

   a) The modified work must itself be a software library.

   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event the application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square
These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
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1.2782 asm 5.0.4

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 * Creates a new JSRInliner. <i>Subclasses must not use this</i> constructor. Instead, they must use the
 * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
 * version.
 *
 * @param mv
 *    the <code>MethodVisitor</code> to send the resulting inlined
 *    method code to (use <code>null</code> for none).
 * @param access
 *    the method's access flags (see {@link Opcodes}). This
 *    parameter also indicates if the method is synthetic and/or
 *    deprecated.
 * @param name
 *    the method's name.
 * @param desc
 *    the method's descriptor (see {@link Type}).
 * @param signature
 *    the method's signature. May be <tt>null</tt>.
 * @param exceptions
 *    the internal names of the method's exception classes (see
 *    {@link Type#getInternalName() getInternalName})). May be
 *    <tt>null</tt>.
 * @throws IllegalStateException
 *    If a subclass calls this constructor.
 */

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  jar/org/objectweb/asm/commons/JSRInlinerAdapter.java

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/**
 * Creates a new [ @link GeneratorAdapter ]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [ @link #GeneratorAdapter(int, MethodVisitor, int, String, String) ]
 * version.
 * 
 * @param mv
 *      the method visitor to which this adapter delegates calls.
 * @param access
 *      the method's access flags (see [ @link Opcodes ]).
 * @param name
 *      the method's name.
 * @param desc
 *      the method's descriptor (see [ @link Type Type ]).
 * @throws IllegalStateException
 *      If a subclass calls this constructor.
 */

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 */
/**
 * Constructs a new [ @link Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [ @link #Textifier(int)]
 * version.
 *
 * @throws IllegalStateException
 *             If a subclass calls this constructor.
 */

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 */
/**
 * Constructs a new [ @link ClassNode]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [ @link #ClassNode(int)]
* version.
*
* @throws IllegalStateException
*      If a subclass calls this constructor.
*/

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/ **
* Constructs a new [LocalVariableAnnotationNode]. <i>Subclasses must
* not use this constructor</i>. Instead, they must use the
* LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)
* version.
*
* @param typeRef
* a reference to the annotated type. See [TypeReference].
* @param typePath
* the path to the annotated type argument, wildcard bound, array
* element type, or static inner type within 'typeRef'. May be
* <tt>null</tt> if the annotation targets 'typeRef' as a whole.
* @param start
* the first instructions corresponding to the continuous ranges
* that make the scope of this local variable (inclusive).
* @param end
* the last instructions corresponding to the continuous ranges
* that make the scope of this local variable (exclusive). This
* array must have the same size as the 'start' array.
* @param index
* the local variable's index in each range. This array must have
* the same size as the 'start' array.
* @param desc
* the class descriptor of the annotation class.
*/

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  jar/org/objectweb/asm/xml/Processor.java
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  jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /opt/cola/permits/1145063382_1631418106.09/0/asm-5-0-4-sources-8-
  jar/org/objectweb/asm/xml/SAXContentHandler.java
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  jar/org/objectweb/asm/xml/SAXClassAdapter.java
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  writer.properties
* /opt/cola/permits/1145063382_1631418106.09/0/asm-5-0-4-sources-8-jar/org/objectweb/asm/optimizer/shrink-
  signatures.properties
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  frames.properties
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  annotations.properties
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 * Creates a new </i>AnalyzerAdapter</i>. <i>Subclasses must not use this
* constructor. Instead, they must use the
* [AnalyzerAdapter(int, String, int, String, String, MethodVisitor)]
* version.
*
* @param owner
* the owner's class name.
* @param access
* the method's access flags (see [Opcodes]).
* @param name
* the method's name.
* @param desc
* the method's descriptor (see [Type]).
* @param mv
* the method visitor to which this adapter delegates calls. May
* be <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
Zope Corporation. In 2001, the Python Software Foundation (PSF, see
https://www.python.org/psf/) was formed, a non-profit organization
created specifically to own Python-related Intellectual Property.
Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for
the Open Source Definition). Historically, most, but not all, Python
releases have also been GPL-compatible; the table below summarizes
the various releases.

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arch/arm64/boot/dts/cavium/thunder-*.dts*
arch/arm64/boot/dts/freescale/fsl-*.dts*
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include/dt-bindings/dma/sun4i-a10.h
include/dt-bindings/pinctrl/sun4i-a10.h
include/dt-bindings/reset/sun*.h

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[[contributing-to-docs]]
= Contributing to the documentation

This section shows you how to contribute to the Strimzi documentation and contains important guidelines for creating accessible content.

[[contribution-getting-started]]
== Getting started

Before you begin you need to:

. xref:setting-up-git[Install and set up Git]

[[contribution-accessibility]]
== Accessibility guidelines
Strimzi aims to make its content accessible.

When contributing to the documentation, ensure that your content adheres to the following guidelines:

* Images:
  ** Include a caption
  ** Provide alternative text
  ** Are described in the surrounding text
  * Images of text are not used (such as with code fragments)
  * Links provide descriptive text about the target (not _click here_)
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  ** Include a caption
  ** Contain headings
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  ** Don't contain empty cells
  * Color is not used as the only visual means to convey information (not _check the green text_)

Example image caption and description
[source,asciidoc]
----
.Operators within the Strimzi architecture
image:operators.png[Operators within the Strimzi architecture]
----

Example table headings
[source,asciidoc]
----
.File connectors
[cols="2*",options="header"]
|===
|File Connector
|Description

|FileStreamSourceConnector
|Transfers data to your Kafka cluster from a file (the source).
|===
|[

[[contributing]]
== Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

.Procedure
  . Open your terminal
  . `cd` to the directory where your documentation resides
  . Checkout the main branch
+ [source]-----$ git checkout main-----. Update your local repository and fork with the upstream content + [source]-----$ git pull upstream main$ git push origin main --force-----. Create a new branch for your work (using the issue number is helpful) + [source,options="nowrap",subs="+quotes"]-----$ git checkout -b <branch-name>-----. Make your edits in the editor of your choice. Save your changes locally. Build your documentation to verify that there are no build errors and that everything looks right. This can be done with the xref:make-tooling[Make tooling].. If you are creating new files, add the files to the repository + [source,options="nowrap",subs="+quotes"]-----$ git status$ git add <file-name>-----. Commit your changes + [source,options="nowrap",subs="+quotes"]-----$ git commit -a -s -m "<message>"-----+Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the link:https://developercertificate.org/[developer certificate of origin (DCO)].. Push your changes to your fork + [source]-----$ git push origin HEAD-----. If the update is rejected because the commit is behind, merge your changes + [source]
$ git pull upstream main
$ git push -f origin HEAD

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Add *SME Review Needed* label.
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1.2791 nettle 3.4.1-1

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<one line to give the program's name and a brief idea of what it does.>
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The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be
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<signature of Ty Coon>, 1 April 1989
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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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Julian Seward, jseward@acm.org
bzip2/libbzip2 version 1.0.8 of 13 July 2019

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...
library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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1.2812 commons-lang3 3.8.1

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* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/spi/Configurator.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/spi/HierarchyEventListener.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/MDC.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/spi/Filter.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/PropertyConfigurator.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/spi/LoggerRepository.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/FileAppender.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/Priority.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/LogManager.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/Category.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/RollingFileAppender.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/AppendersSkeleton.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/SimpleLayout.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/Layout.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/Appender.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/Log4jLoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/ConsoleAppender.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/PatternLayout.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/Logger.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/spi/LoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/spi/ErrorHandler.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/spi/LoggingEvent.java
* /opt/ws_local/PERMITS_SQL/1014254129_1594628093.81/0/log4j-over-slf4j-2-0-0-alpha1-sources.jar/org/apache/log4j/WriterAppender.java
1.2818 zstd 1.3.3

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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/common/threading.h

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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/legacy/zstd_v03.c
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/legacy/zstd_v06.c
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-
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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/legacy/zstd_v02.h
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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/common/mem.h
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstd_fast.h
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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/decompress/zstd_decompress.c
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstd_fast.c
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstdmt_compress.h
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstdmt_compress.c
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstd_compress.h
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstd_compress.c
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstdmt_compress.c
* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1-3-3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstdmt_compress.c
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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1.3.3-tar-gz/zstd-1.3.3/zstd/lib/compress/zstd_ldm.c

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* /opt/ws_local/PERMITS_SQL/1038327947_1589438971.26/0/zstd-1.3.3-tar-gz/zstd-1.3.3/PKG-INFO

1.2819 jline-terminal-jna 3.12.1

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* /opt/cola/permits/1260643378_1643189352.39/0/jline-terminal-jna-3-12-1-sources-jar/org/jline/terminal/impl/jna/NaNativePty.java
* /opt/cola/permits/1260643378_1643189352.39/0/jline-terminal-jna-3-12-1-sources-jar/org/jline/terminal/impl/jna/solaris/SolarisNativePty.java
* /opt/cola/permits/1260643378_1643189352.39/0/jline-terminal-jna-3-12-1-sources-jar/org/jline/terminal/impl/jna/freebsd/CLibrary.java
* /opt/cola/permits/1260643378_1643189352.39/0/jline-terminal-jna-3-12-1-sources-jar/org/jline/terminal/impl/jna/osx/OsXNativePty.java
* /opt/cola/permits/1260643378_1643189352.39/0/jline-terminal-jna-3-12-1-sources-jar/org/jline/terminal/impl/jna/linux/LinuxNativePty.java

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1.2821 errors 0.9.1

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1.2822 jline-remote-telnet 3.12.1

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* /opt/cola/permits/1260642975_1643189505.05/0/jline-remote-telnet-3-12-1-sources-jar/org/jline/builtins/telnet/ConnectionData.java
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class=org.apache.camel.converter.jaxb.FallbackTypeConverterLoader

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Julian Seward, jseward@bzip.org

bzip2/libbzip2 version 1.0.6 of 6 September 2010
This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for
the Russell programming language implementation. The first version of the
garbage collector was written primarily by Al Demers. It was then refined
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(ace@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)
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MySQL 8.0

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lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
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lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
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GCC RUNTIME LIBRARY EXCEPTION
Version 3.1, 31 March 2009

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his library, you
may remove it, but the Oracle program might not operate properly or at all witho
ut it. Depending
on the operating system the library can be found in the following locations:

- Linux: <librarydir-prefix>/mysql-shell/libssh.so
- OSX: <librarydir-prefix>/mysql-shell/libssh.dylib
- Windows: <installation-path><bin>libssh.dll

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Version 2.1, February 1999

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Additional Libraries Used by libssh
libssh has dependencies on the following libraries:

libgcrypt v1.7.3

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* Detect unordered_map in stl_hash.m4.

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* Added generation of field number constants.

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* HPUX support.

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* Fix bug with permanent callbacks that delete themselves when run.
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* Added atomicops for Solaris
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* Fixed minor IBM xlC compiler build issues
* Added atomicops for AIX (POWER)
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 Licensing Information User Manual

MySQL Router 8.0

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library
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4. You may copy and distribute the Library (or a portion or derivative of it,
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If distribution of object code is made by offering access to copy from a
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If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the
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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility
is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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1.2840 libverto 0.3.0 5.el8
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1.2841 libcroco 0.6.11-3

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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

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cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_0.pod
cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_1.pod
cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_2.pod
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cpan/Locale-Maketext-Simple/t/po_with_i_default/fr.po
cpan/Locale-Maketext-Simple/t/po_with_i_default/en.po
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cpan/Tie-RefHash/*
cpan/Win32API-File/*
dist/ExtUtils-Install/*
dist/Math-BigInt/*
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dist/ExtUtils-Command/*
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dist/I18N-Collate/*
dist/Safe/*
ext/Fcntl/*
ext/FileCache/*
ext/GDBM_File/*
ext/IPC-Open2/*
ext/IPC-Open3/*
ext/NDBM_File/*
ext/ODBM_File/*
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ext/PerlIO-encoding/*
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.5 of 10 December 2007

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* /opt/cola/permits/1274596154_1645218340.55/0/vertx-auth-common-3-9-1-sources-jar/examples/AuthCommonExamples.java
* /opt/cola/permits/1274596154_1645218340.55/0/vertx-auth-common-3-9-1-sources-jar/io/vertx/ext/auth/PRNG.java
* /opt/cola/permits/1274596154_1645218340.55/0/vertx-auth-common-3-9-1-sources-jar/io/vertx/ext/auth/package-info.java
* /opt/cola/permits/1274596154_1645218340.55/0/vertx-auth-common-3-9-1-sources-jar/io/vertx/ext/auth/HashingAlgorithm.java
* /opt/cola/permits/1274596154_1645218340.55/0/vertx-auth-common-3-9-1-sources-jar/io/vertx/ext/auth/AuthProvider.java
* /opt/cola/permits/1274596154_1645218340.55/0/vertx-auth-common-3-9-1-sources-jar/io/vertx/ext/auth/impl/hash/SHA512.java

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Found in path(s):
* /opt/cola/permits/1274596154_1645218340.55/0/vertx-auth-common-3-9-1-sources-jar/io/vertx/ext/auth/impl/AuthProviderInternal.java

1.2852 zlib 1.2.11
1.2852.1 Available under license :
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1.2853 autoconf 2.69 11

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1.2865 wso2-carbon-email-verification-ui 4.5.4

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1.2870 jline-builtins 3.12.1

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* /opt/cola/permits/1260643209_1643189050.43/0/jline-builtins-3-12-1-sources-jar/org/jline/builtins/Commands.java

1.2871 maven-shade-plugin 3.2.3

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay
The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Eclipse

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The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2
The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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<td>bsd</td>
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<td>tiles-jsp_2.0.5.wso2v1.jar</td>
<td>bundle</td>
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</table>
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          http://www.bouncycastle.org/licence.html
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1.2899 libboost-test1.67.0 1.67.0-13+deb10u1
1.2899.1 Available under license :

HOW TO GENERATE THE COPYRIGHT FILE
-------------------------------

The debian/copyright file for Boost is very complicated, because the
library has accumulated a huge number of files and contributors over
the years. It would be intractable to fill it by hand, and FTP masters
do not like the previous choice to just generically indicate the Boost
Software License and see each individual file for the differences.

Fortunately Boost itself already contains a small program, called bcp,
that searches for common regular expressions in each file to find the
file's license and copyright holders. The program has some
deficiencies, but is overall a good foundation to automatically
generate a debian/copyright file.

A patched fork of the bcp program is maintained by Giovanni Mascellani
in the repository [1].

[1] https://salsa.debian.org/gio/boost-copyright

It can be compiled with qmake and make. Then you change dir to where
you have unpacked the Boost tarball and run something like:

    find -type f | grep -v ^./debian/ | grep -v ^./.pc/ | bcp --report-debian --read-from-stdin debian/copyright

This will erase and regenerate the debian/copyright file. The
boost-copyright repository already contains a skeleton of the
copyright file (called manual_copyright), which is automatically
included at the beginning of the generated file.

Since bcp cannot identify the copyright status for each single file,
because some of them do not actually contain such information, the manual_copyright file contains some blanket stanzas for the main Boost directories, so that the copyright for each not better identified file is (reasonably) assigned to the people responsible for that subdirectory. The subdirectories loosely correspond to the individual Boost libraries. Also, a public domain dedication is presumed for the few and very simple files that are neither recognized by the program, neither contained in one of the well-known subdirectories.

The script generator.py, in the boost-copyright repository, can be used to manually regenerate most of manual_copyright based on the meta/repositories.json files available in the Boost distribution. However it is recommended to carefully check its output, because there will be some inaccuracies.

Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: Boost
Upstream-Contact: https://www.boost.org/
Files-Excluded:
*.o
*.js
*.rc
*.chm
*.vcproj
*.vcxproj
*.vcxproj.filters
*/resource.h
*/.gitignore
*/.gitattributes
*/.gitmodules
libs/beast/test/extern/zlib-1.2.11/contrib/*
libs/beast/test/extern/zlib-1.2.11/doc/*
libs/gil/doc/html/*
libs/locale/doc/html/*
libs/sort/doc/doxygen/html/*
doc/images/valid-html401.png
tools/build/src/engine/boehm_gc/config.guess
tools/build/src/engine/boehm_gc/config.sub

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libs/any/test/any_test_cv_to_rv_failed.cpp
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libs/any/test/any_test_temporary_to_ref_failed.cpp
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libs/conversion/.travis.yml
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libs/dll/doc/ack.qbk
libs/dll/doc/missuses.qbk
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libs/utility/iterator_adaptors.htm
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libs/interprocess/test/intrusive_ptr_test.cpp
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libs/interprocess/test/condition_test_template.hpp
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Files:
libs/spirit/classic/example/fundamental/functor_parser.cpp
libs/spirit/include/boost/spirit/home/classic/utility/functor_parser.hpp
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libs/fusion/include/boost/fusion/algorithm/iteration/accumulate.hpp
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libs/fusion/test/sequence/deque_move.cpp
libs/fusion/test/sequence/map_move.cpp
libs/fusion/test/sequence/vector_move.cpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/function_eval_expr.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/function_eval_expr_10.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/function_eval_expr_20.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/function_eval_expr_30.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/function_eval_expr_40.hpp
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libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem_fun_ptr_eval_10.hpp
libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem_fun_ptr_eval_20.hpp
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libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem_fun_ptr_eval_result_of_20.hpp
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libs/phoenix/example/define_expression.cpp
libs/phoenix/example/invert.cpp
libs/phoenix/include/boost/phoenix.hpp
libs/phoenix/include/boost/phoenix/core/call.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/actor_operator.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/actor_result_of.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/call.hpp
libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/actor_operator_10.hpp
Files:
libs/fusion/example/performance/functional.cpp
libs/fusion/include/boost/fusion/support/pair.hpp
libs/fusion/include/boost/fusion/support/sequence_base.hpp
libs/spirit/classic/example/techniques/no_rules_with_typeof/rule_parser_2_1.cpp
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libs/spirit/include/boost/spirit/home/classic/core/composite/no_actions.hpp
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libs/config/include/boost/config/abi/borland_prefix.hpp
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libs/config/include/boost/config/user.hpp
libs/config/include/boost/config/warning_disable.hpp
libs/config/include/boost/version.hpp
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libs/config/test/abi/abi_test.cpp
libs/config/test/abi/abi_test.hpp
libs/config/test/abi/main.cpp
libs/config/test/all/options_v2.jam
libs/config/test/boost_has_2arg_use_facet.ipp
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libs/config/test/boost_has_clock_gettime.ipp
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libs/type_traits/test/cxx14_aliases_test.cpp
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tools/boostdep/appveyor.yml
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libs/compute/perf/perf_stl_rotate.cpp
libs/compute/perf/perf_stl_rotate_copy.cpp
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libs/compute/perf/perf_stl_set_difference.cpp
libs/compute/perf/perf_stl_set_intersection.cpp
libs/compute/perf/perf_stl_set_symmetric_difference.cpp
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libs/math/include/boost/math/special_functions/detail/bessel_y0.hpp
libs/math/include/boost/math/special_functions/detail/bessel_y1.hpp
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1.2900 wagon-file 3.1.0

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1.2901 metrics 3.1.2

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1.2902 wso2-carbon-registry-resource-ui

4.6.38

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*/

size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

---

#1: 32 7648 0x83
#2: 7680 8704 0xa5
#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)

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Initialize empty image
f1c9645db14efddc7d8a322685f26eb bsd.img
Create new DOS partition table
57e721e38d1266c2df055067c18f2ecf9 bsd.img

---layout---------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout---------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------
__ts_dev__1 2048 4095 1024 83 Linux

-------------------
Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
2d8e8df51a88a045db233418dd73fbe bsd.img

---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optional): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

                  Device  Boot  Start  End    Blocks   Id  System
__ts_dev__1       2048   4095   1024    512M     83  Linux
__ts_dev__2       4096 20479   8192    32768M   a5  FreeBSD

-------------------
Create default BSD
2e1cee529cb59c9341afe0443f196a1 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#   start   end    size    fstype [fsize bsize   cpg]
c:  4096 20479  16384    unused        0     0
d:   0 16064 16065    unused        0     0

BSD disklabel command (m for help):
Command (m for help):
-------------------
b5c121c2091b2ff26b880551feac7112 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):
BSD disklabel command (m for help):
4 partitions:

<table>
<thead>
<tr>
<th>#</th>
<th>start</th>
<th>end</th>
<th>size</th>
<th>fstype</th>
<th>[fsize bsize cpg]</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>4096</td>
<td>6144</td>
<td>2048</td>
<td>4.2BSD</td>
<td>0     0     0</td>
</tr>
<tr>
<td>c</td>
<td>4096</td>
<td>20479</td>
<td>16384</td>
<td>unused</td>
<td>0     0     0</td>
</tr>
<tr>
<td>d</td>
<td>0</td>
<td>16064</td>
<td>16064</td>
<td>unused</td>
<td>0     0     0</td>
</tr>
</tbody>
</table>

BSD disklabel command (m for help):
Command (m for help):
-------------------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):

<table>
<thead>
<tr>
<th>0</th>
<th>unused</th>
<th>5</th>
<th>4.1BSD</th>
<th>9</th>
<th>4.4LFS</th>
<th>d</th>
<th>boot</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>swap</td>
<td>6</td>
<td>Eighth Edition</td>
<td>a</td>
<td>unknown</td>
<td>e</td>
<td>ADOS</td>
</tr>
<tr>
<td>2</td>
<td>Version 6</td>
<td>7</td>
<td>4.2BSD</td>
<td>b</td>
<td>HPFS</td>
<td>f</td>
<td>HFS</td>
</tr>
<tr>
<td>3</td>
<td>Version 7</td>
<td>8</td>
<td>MS-DOS</td>
<td>c</td>
<td>ISO-9660</td>
<td>10</td>
<td>AdvFS</td>
</tr>
<tr>
<td>4</td>
<td>System V</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

BSD disklabel command (m for help):

1.2904 fast-infoset 1.2.15

1.2905 jersey 2.28

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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/ChannelHandlerMask.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/ExtendedClosedChannelException.java
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 */
/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its {@link ChannelPipeline}. *
 *<h3>Sub-types</h3>
 *{@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 *subtypes:
 *<ul>
 *<li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
 *<li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 *</ul>
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 *
 */

// Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
its { @link ChannelPipeline}. *

<h3>Sub-types</h3>

{@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
subtypes:
<ul>
<li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
<li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
</ul>

Alternatively, the following adapter classes are provided for your convenience:
<ul>
<li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
<li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
<li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
</ul>

For more information, please refer to the documentation of each subtype.

<h3>The context object</h3>

A { @link ChannelHandler} is provided with a { @link ChannelHandlerContext}
object. A { @link ChannelHandler} is supposed to interact with the
{ @link ChannelPipeline} it belongs to via a context object. Using the
context object, the { @link ChannelHandler} can pass events upstream or
downstream, modify the pipeline dynamically, or store the information
(using { @link AttributeKey}s) which is specific to the handler.

<h3>State management</h3>

A { @link ChannelHandler} often needs to store some stateful information.
The simplest and recommended approach is to use member variables:

public interface Message {
   // your methods here
}

public class DataServerHandler extends { @link SimpleChannelInboundHandler}&lt;Message&gt; { [ 
   
   private boolean loggedIn;</b>
   
   { @code @Override}
public void channelRead0([@link ChannelHandlerContext] ctx, Message message) {
    if (message instanceof LoginMessage) {
        authenticate((LoginMessage) message);
        <b>loggedIn = true;</b>
    } else (message instanceof GetDataMessage) {
        if (<b>loggedIn</b>) {
            ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
        } else {
            fail();
        }
    }
    ...
} </pre>

Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
channel to avoid a race condition where a unauthenticated client can get
the confidential information:
<pre>
// Create a new handler instance per channel.
// See `{@link ChannelInitializer#initChannel(Channel)}`.
public class DataServerInitializer extends {@link ChannelInitializer}<{@link Channel}> {
    {@code @Override}
    public void initChannel({@link Channel} channel) {
        channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
    }
}
</pre>

<h4>Using `{@link AttributeKey}`s</h4>

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use `{@link AttributeKey}`s which is provided by
{`{@link ChannelHandlerContext}`}:

<pre>
public interface Message {
    // your methods here
}

{@code @Sharable}
public class DataServerHandler extends {@link SimpleChannelInboundHandler}<Message> {
    private final {@link AttributeKey}<{@link Boolean}> auth =
        {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};

    {@code @Override}
    public void channelRead0([@link ChannelHandlerContext] ctx, Message message) {
* public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*     {@link Attribute}<{@link Boolean}> attr = ctx.attr(auth);
*     if (message instanceof LoginMessage) {
*         authenticate((LoginMessage) o);
*         <b>attr.set(true)</b>;
*     } else (message instanceof GetDataMessage) {
*         if (Boolean.TRUE.equals(attr.get())) {
*             ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*         } else {
*             fail();
*         }
*     }
*     ...
* }
* </pre>
* Now that the state of the handler is attached to the {@link ChannelHandlerContext}, you can add the same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}<{@link Channel}> {
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*     <code>@Override</code>
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* </pre>
* 
* <h4>The {code @Sharable} annotation</h4>
* In the example above which used an {link AttributeKey}, you might have noticed the {code @Sharable} annotation.
* <p>
* If a {link ChannelHandler} is annotated with the {code @Sharable} annotation, it means you can create an instance of the handler just once and add it to one or more {link ChannelPipeline}s multiple times without a race condition.
* <p>
* If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
* <h3>Additional resources worth reading</h3>
* <p>Please refer to the [@link ChannelHandler], and
* [@link ChannelPipeline] to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/AbstractEventLoop.java
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  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
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  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
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  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
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  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
  */opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java
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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/socket/DuplexChannel.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/bootstrap/ServerBootstrapConfig.java
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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/Channel.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/ChannelOutboundHandler.java
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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/ChannelPromiseAggregator.java
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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/DefaultMaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/package-info.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/ChannelPool.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/MaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java

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  jar/io/netty/channel/socket/nio/NioChannelOption.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
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* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/PendingBytesTracker.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/internal/package-info.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/internal/ChannelUtils.java
* /opt/cola/permits/1262700237_1643433073.52/0/netty-transport-4-1-38-final-sources-
  jar/io/netty/channel/socket/ChannelOutputShutdownException.java
1.2909 gtk 2.24.31-2

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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/input/sax/DefaultSAXHandlerFactory.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/LineSeparator.java

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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/input/sax/XMLReaderJDOMFactory.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/input/sax/XMLReaderSAX2Factory.java
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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/filter/TextOnlyFilter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/filter/PassThroughFilter.java

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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/contrib/beans/BeanMapper.java
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Found in path(s):
* /opt/cola/permits/1135936329_161363824.69/0/jdom2-2-0-6-sources-1-
jar/org/jdom2/output/support/AbstractFormattedWalker.java
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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/xpath/XPath.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/AbstractSAXOutputProcessor.java

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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/NamespaceAware.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/JDOMConstants.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/filter/Filters.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/filter/ClassFilter.java
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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
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*/

Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/transform/JDOMSource.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/transform/JDOMResult.java
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/*
*/
/*
* ========================================================================
* Support methods for Text-content formatting. Should all be protected. The
* following are used when printing Text-based data. Because of complicated
* multi-sequential text sometimes the requirements are odd. All Text
* content will be output using these methods, which is why there is the None
* version.
* ========================================================================
*/

Found in path(s):
*/opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
jar/org/jdom2/output/support/AbstractXMLOutputProcessor.java
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Found in path(s):
* /opt/cola/permits/1135936329_161363824.69/0/jdom2-2-0-6-sources-1-
jar/org/jdom2/test/cases/TestCDATA.java
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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/DataConversionException.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/adapters/DOMAdapter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/IllegalDataException.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/Namespace.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/IllegalTargetException.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/adapters/JAXPDOMAdapter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/Verifier.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/adapters/AbstractDOMAdapter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/UncheckedJDOMFactory.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/filters/Filter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/StAXStreamProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/IllegalNameException.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/JDOMException.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/IllegalAddException.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/contrib/verifier/VerifierBuilder.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/JDOMLocator.java

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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/output/support/WalkerPRESERVE.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/LocatedDocType.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/LocatedProcessingInstruction.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/output/support/Walker.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/output/support/WalkerTRIM_FULL_WHITE.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/LocatedCDATA.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/Located.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/LocatedJDOMFactory.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/output/support/WalkerNORMALIZE.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/AttAwareXMLOutputProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/AttFilteredXMLOutputProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/LocatedComment.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/LocatedEntityRef.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/located/LocatedElement.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/located/LocatedText.java

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jar/org/jdom2/test/cases/TestFilterList.java
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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-0-6-sources-1-jar/org/jdom2/transform/XSLTransformException.java
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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/contrib/input/LineNumberSAXHandler.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/contrib/input/LineNumberElement.java

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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/contrib/dom/JDOMImplementation.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/xpath/XPathExpression.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/xpath/jaxen/JaxenCompiled.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/contrib/dom/JNamespaceAware.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/xpath/jaxen/JDOMCoreNavigator.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/Elem/Element.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/util/IteratorIterable.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/contrib/dom/JAttribute.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
  jar/org/jdom2/contrib/xpath/xalan/NamespacePointer.java
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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/test/cases/TestComment.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/test/cases/TestNamespace.java

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/*
*/
/*
* ==========================================================================
* Support methods for Text-content formatting. Should all be protected. The
* following are used when printing Text-based data. Because of complicated
* multi-sequential text sometimes the requirements are odd. All Text
* content will be output using these methods, which is why there is the None
* version.
* ==========================================================================
*/

Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-
jar/org/jdom2/output/support/AbstractOutputProcessor.java

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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/contrib/schema/ValidationError.java
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Found in path(s):
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1.jar/org/jdom2/internal/ReflectionConstructor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1.jar/org/jdom2/util/NamespaceStack.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1.jar/org/jdom2/internal/ArrayCopy.java

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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/input/StAXEventBuilder.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/xpath/jaxen/NamespaceContainer.java
* /opt/ cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/xpath/jaxen/JDOMNavigator.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/StAXStreamOutputter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/StAXStreamBuilder.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/filter/AttributeFilter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/StAXEventOutputter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/AttributeType.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/filter/AttributeFilter.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/StAXEventOutputter.java

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* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/DOMOutputProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/AbstractStAXStreamProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/StAXEventProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/FormatStack.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/SAXOutputProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/AbstractDOMOutputProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/AbstractStAXEventProcessor.java
* /opt/cola/permits/1135936329_1613638824.69/0/jdom2-2-0-6-sources-1-jar/org/jdom2/output/support/XMLOutputProcessor.java

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1.2915 debian-archive-keyring
2019.1+deb10u1

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<mvo@debian.org>

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1.2916 jctools-core 2.1.1

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 */

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1.2917 nss-softokn 3.44.0 8.el7_7

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1.2921 jboss-jaxb-api-2-3-spec 1.0.1.Final

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1.2925 aether-spi 1.7
1.2926 openshift-model-storageversionmigrator 5.10.2

1.2926.1 Available under license:

No license file was found, but licenses were detected in source scan.

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1.2927 shadow 0.79-6.el7

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* /opt/cola/permits/1000738091_1646171488.9/0/gson-2-8-5-sources-jar/com/google/gson/internal/LazilyParsedNumber.java
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* /opt/cola/permits/1000738091_1646171488.9/0/gson-2-8-5-sources-jar/com/google/gson/stream/JsonScope.java
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Found in path(s):
* /opt/cola/permits/1000738091_1646171488.9/jar/com/google/gson/json/JsonSyntaxException.java
* /opt/cola/permits/1000738091_1646171488.9/jar/com/google/gson/JsonSerializationContext.java

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* /opt/cola/permits/1000738091_1646171488.9/gson-2-8-5-sources-jar/com/google/gson/FieldAttributes.java
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<head>
<meta http-equiv="content-type" content="text/html; charset=iso-8859-1" />
<title>SLF4J License</title>
<link rel="stylesheet" type="text/css" media="screen" href="css/site.css" />
</head>
<body>
<script type="text/javascript">prefix='';</script>
<script src="templates/header.js" type="text/javascript"></script>
<div id="left">
<script src="templates/left.js" type="text/javascript"></script>
</div>
<div id="right">
<script src="templates/right.js" type="text/javascript"></script>
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<div id="content">

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1.2943 postgre-sql 14.2-r0

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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

  Author: Julio Merino <jmmv@users.sourceforge.net>

* atf-c/ui.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5cfff2bb5b6.

  Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.

  Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

  Author: Julio Merino <jmmv84@gmail.com>

===========================================================================
 vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2

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<!-- Generate ISC copyright comments from Docbook copyright metadata. -->

<xsl:stylesheet version="1.0"
    xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
    xmlns:xi="http://www.w3.org/2001/XInclude"
    xmlns:db="http://docbook.org/ns/docbook">

  <xsl:template name="isc.copyright.format">
    <xsl:param name="text"/>
    <xsl:value-of select="$isc.copyright.leader"/>
    <xsl:value-of select="normalize-space(substring-before($text, '&#10;'))"/>
    <xsl:text>&#10;</xsl:text>
    <xsl:variable name="rest" select="substring-after($text, '&#10;')"/>
    <xsl:if test="translate($rest, '&#9;&#32;', '')">
      <xsl:call-template name="isc.copyright.format">
        <xsl:with-param name="text" select="$rest"/>
      </xsl:call-template>
    </xsl:if>
  </xsl:template>

  <xsl:variable name="isc.copyright.text">

  </xsl:variable>

</xsl:stylesheet>
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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\{ case (a, b) => ... }`
val x: ((Int, Int) => Int) = (((a, b)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\{ case (param1, param2) => ... }`
val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: `\{ case (param1, ..., param3) => ... }`
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^  
three errors found
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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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jar/org/codehaus/classworlds/DuplicateRealmException.java
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* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1.jar/org/codehaus/plexus/classworlds/strategy/ParentFirstStrategy.java
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/*

$Id: ClassWorldException.java 7933 2008-12-17 17:33:58Z bentmann $

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* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1.jar/org/codehaus/plexus/classworlds/realm/DuplicateRealmException.java
* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1.jar/org/codehaus/plexus/classworlds/launcher/Configurator.java
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* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1.jar/org/codehaus/plexus/classworlds/strategy/AbstractStrategy.java

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson (jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DR5000 code. Bill Jansen (jansen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied Linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks (agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).

Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.

David Chase, then at Olivetti Research, suggested several improvements.

Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.

Jesse Hull and John Ellis supplied the C++ interface code.

Zhong Shao performed much of the experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)

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The header `<boost/mp11/mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid.

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* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
jar/com/ctc/wstx/util/SymbolTable.java
* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
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* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
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* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
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* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
jar/com/ctc/wstx/stax/WstxInputFactory.java
* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
jar/com/ctc/wstx/sw/RelaxNGSchemaFactory.java
* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
jar/com/ctc/wstx/mv/RelaxNGSchemaFactory.java
* /opt/cola/permits/1151709055_1617968139_56/0/woodstox-core-5-0-0-sources-1-
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-
  jar/com/ctc/wstx/util/BijectiveNsMap.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sax/WstxSAXParser.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sax/SAXProperty.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sax/SAXFeature.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sax/WstxSAXParserFactory.java

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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/dtd/StructValidator.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/dtd/ContentSpec.java
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sw/ReadWriterWrapper.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sw/StreamScanner.java
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sw/BaseStreamWriter.java
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sr/AttributeCollector.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/sr/TypedStreamReader.java
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/io/WstxInputData.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/io/EBCDICCodec.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/io/UTF8Reader.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/util/BaseNsContext.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/io/UTF32Reader.java
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* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/stax/WstxEventFactory.java
* /opt/cola/permits/1151709055_1617968139.56/0/woodstox-core-5-0-0-sources-1-jar/com/ctc/wstx/util/PrefixedName.java
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/**
 * Latch used to implement waiting on a DefaultPromise's result.
 *
 * Inspired by: http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/main/java/util/concurrent/locks/AbstractQueuedSynchronizer.java
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Found in path(s):
* /opt/cola/permits/1011581111_1611240383.69/0/scala-library-2-11-11-sources-jar/scala/concurrent/impl/Promise.scala

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/**
 *
 * A `ClassTag[T]` stores the erased class of a given type `T`, accessible via the `runtimeClass`
 * field. This is particularly useful for instantiating `Array`'s whose element types are unknown
 * at compile time.
 *
 * `ClassTag`'s are a weaker special case of [[scala.reflect.api.TypeTags#TypeTag]]s, in that they
 * wrap only the runtime class of a given type, whereas a `TypeTag` contains all static type
 * information. That is, `ClassTag`'s are constructed from knowing only the top-level class of a
 * type, without necessarily knowing all of its argument types. This runtime information is enough
 * for runtime `Array` creation.
 *
 * For example:
 * {{
 * scala> def mkArray[T : ClassTag](elems: T*) = Array[T](elems: _*)
 * mkArray: ([T](elems: T*)(implicit evidence$1: scala.reflect.ClassTag[T])Array[T]
 *
 * scala> mkArray(42, 13)
 * res0: Array[Int] = Array(42, 13)
 *
 * scala> mkArray("Japan","Brazil","Germany")
 * res1: Array[String] = Array(Japan, Brazil, Germany)
 * }}
 *
 * See [[scala.reflect.api.TypeTags]] for more examples, or the
 * [[http://docs.scala-lang.org/overviews/reflection/typetags-manifests.html Reflection Guide: TypeTags]]
 * for more details.
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  jar/io/netty/channel/ChannelFactory.java
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  jar/io/netty/channel/FixedRecvByteBufAllocator.java
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* /opt/cola/permits/1258617773_1643096322.09/0/netty-transport-4-1-71-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
* <p>
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
subtypes:
* <ul>
* <li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
* <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* For more information, please refer to the documentation of each subtype.
* </p>
* 
* <h3>The context object</h3>
* 
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext} object. A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object. Using the
* context object, the {@link ChannelHandler} can pass events upstream or downstream, modify the pipeline dynamically, or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
* 
* <h3>State management</h3>
* 
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* 
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     
*     <b>private boolean loggedIn;</b>
*     
*     [code @Override]
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else { 
*                 fail();
*             }
*         }
*     }
* }
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See {ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {ChannelInitializer}@Channel{Channel}
* {
*     @Override
*     public void initChannel({Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
* </pre>
*
* <h4>Using {AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {AttributeKey}s which is provided by
* {ChannelHandlerContext}:
* <pre>
* public interface Message {
*     // your methods here
* }
* </pre>
*
* {code @Sharable}
* public class DataServerHandler extends {SimpleChannelInboundHandler}@Message
* {
*     private final {AttributeKey}@Boolean{auth} =
*         {AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
* }
* </code>
* public void channelRead({ChannelHandlerContext} ctx, Message message) {
*     if (message instanceof LoginMessage) {
*         authenticate((LoginMessage) o);
*         attr.set(true);
*     } else (message instanceof GetDataMessage) {
*         if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*             ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*         } else {
*             fail();
*         }
*     }
*     ... 
* }
* </pre>
Now that the state of the handler is attached to the `@link ChannelHandlerContext`, you can add the same handler instance to different pipelines:
<pre>
public class DataServerInitializer extends `@link ChannelInitializer`<em>{@link Channel}</em> {

    private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();

    <code>@Override</code>
    public void initChannel(<em>{@link Channel}</em> channel) {
        channel.pipeline().addLast("handler", <b>SHARED</b>);
    }
}
</pre>

<h4>The `@Sharable` annotation</h4>

In the example above which used an `@link AttributeKey`, you might have noticed the `@code @Sharable` annotation.
If a `@link ChannelHandler` is annotated with the `@code @Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `@link ChannelPipeline`s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>. Additional resources worth reading

Please refer to the `@link ChannelHandler`, and `@link ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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------
Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core
The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

------

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

------

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

------

Apache
The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

-----
MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
  org.apache.tomcat:tomcat-jasper
  org.apache.tomcat:tomcat-juli
  org.apache.tomcat:tomcat-jsp-api
  org.apache.tomcat:tomcat-el-api
  org.apache.tomcat:tomcat-jasper-el
  org.apache.tomcat:tomcat-api
  org.apache.tomcat:tomcat-util-scan
  org.apache.tomcat:tomcat-util

  org.mortbay.jasper:apache-el
  org.apache.tomcat:tomcat-jasper-el
  org.apache.tomcat:tomcat-el-api

-----
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

-----
Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.
1.2993 snake-yaml 1.27

1.2993.1 Available under license:
No license file was found, but licenses were detected in source scan.

Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Found in path(s):
* /opt/cola/permits/1112120660_1607038687.49/0/snakeyaml-1-27-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

<name>Apache License, Version 2.0</name>
<url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>

Found in path(s):
* /opt/cola/permits/1112120660_1607038687.49/0/snakeyaml-1-27-jar/META-INF/maven/org.yaml/snakeyaml/pom.xml

1.2994 python-defaults 3.5.3-1

1.2994.1 Available under license:
This is the Debian GNU/Linux prepackaged version of the Python programming language. Python was written by Guido van Rossum <guido@cwi.nl> and others.

This package was put together by Klee Dienes <klee@debian.org> from sources from ftp.python.org:/pub/python, based on the Debianization by the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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--------------------------------------------------------------

A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
In Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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```
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  feature.hpp
  geometry
  box.hpp
  empty.hpp
  envelope.hpp
  for_each_point.hpp
  geometry.hpp
  line_string.hpp
  multi_line_string.hpp
  multi_point.hpp
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  point_arithmetic.hpp
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```
include/
mapbox
  geometry
    wagyu
      active_bound_list.hpp
      bound.hpp
      bubble_sort.hpp
      build_edges.hpp
      build_local_minima_list.hpp
      build_result.hpp
      config.hpp
      edge.hpp
```
interrupt.hpp
intersect.hpp
intersect_util.hpp
local_minimum.hpp
local_minimum_util.hpp
point.hpp
process_horizontal.hpp
process_maxima.hpp
quick_clip.hpp
ring.hpp
ring_util.hpp
scanbeam.hpp
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Author : Angus Johnson
Version : 6.4.0
Date : 2 July 2015
Website : http://www.angusj.com

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1.3001 jacoco-agent 0.8.5
1.3001.1 Available under license :
   Found license 'Eclipse Public License 1.0' in 'This program and the accompanying materials are made available under the terms of the Eclipse Public License 2.0 which is available at'
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1.3002 mssql-jdbc 7.0.0
1.3002.1 Available under license :
   No license file was found, but licenses were detected in source scan.

   <name>MIT License</name>

   Found in path(s):
   * /opt/cola/permits/1229306456_1640809786.49/0/mssql-jdbc-7-0-0-jre8-jar/META-INF/maven/com.microsoft.sqlserver/mssql-jdbc/pom.xml
   No license file was found, but licenses were detected in source scan.

   Manifest-Version: 1.0
   Bundle-Description: Microsoft JDBC Driver for SQL Server.
   Bundle-License: http://www.opensource.org/licenses/mit-license.php
   Bundle-SymbolicName: com.microsoft.sqlserver.mssql-jdbc
   Built-By: BLD-003-W81-64$
   Bnd-LastModified: 1533057440087
   Bundle-ManifestVersion: 2
   Bundle-Vendor: Microsoft Corporation
l,java.transaction.xa,java.xml.parsers,java.xml.stream,java.xml.transform,java.xml.transform.dom,java.xml.transform.sax,java.xml.transform.stax,java.xml.transform.stream,okhttp3;resolution:=optional,org.ietf.jgss,org.w3c.dom.org.xml.sax,retrofit2;resolution:=optional
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-3.5.0.201709291849
Export-Package: com.microsoft.sqlserver.jdbc;uses="javax.naming,javax.naming.spi,javax.security.auth.callback,javax.security.auth.login,java.sql,java.transaction.xa,microsoft.sql,org.ietf.jgss";version="7.0.0",microsoft.sql;version="7.0.0"
Bundle-Name: Microsoft JDBC Driver for SQL Server
Bundle-Version: 7.0.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 10.0.1
Name: com/microsoft/sqlserver/jdbc/InputStreamGetterArgs.class
SHA-256-Digest: sla7/i+Wp0fJ7/D36xIyzsqIfyQdDVZahgZPhdbTJ6E=
Name: com/microsoft/sqlserver/jdbc/SSLenType.class
SHA-256-Digest: mETZXg1aL2IWXLZSOMiNTBZ6zhdTpm6cWTZe94E7Yc=
Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap.class
SHA-256-Digest: UW9bytjxRsHuxvU3XZDq30UJd3K07X8/+GQm3odXAJs=
Name: com/microsoft/sqlserver/jdbc/TDSChannel$SSLHandhsakeState.class
SHA-256-Digest: t+gyRxG0t+8RywjawNqbbVFeL/Zj/Xs4bSH61ug0frE=
Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DrainStatus.class
SHA-256-Digest: jRRWNbPAb39tQXewqkvN1+jTd3DMDH5HYV1m5XJD/po=
Name: com/microsoft/sqlserver/jdbc/JavaType$1.class
SHA-256-Digest: e2GOV9jtKaCPyfBjRq70QI50mTTd/a3jJpUP301Jm2k=

Name: com/microsoft/sqlserver/jdbc/DDC.class
SHA-256-Digest: bSoLRdPScIP+NQr3eSAULZ6y1BAOZMLzNVktxXtgQ=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSetMetaData.class
SHA-256-Digest: h38qRrVYABGVvj1s4PLYLEUahFLEZT72yIex9UHhh7s=

Name: com/microsoft/sqlserver/jdbc/DBCType.class
SHA-256-Digest: Pxmf5eRYVYrqOOUjYTTYvEMKsrEyKWfhdHHRqa1RY3K8=

Name: com/microsoft/sqlserver/jdbc/KerbAuthentication$2.class
SHA-256-Digest: i6Sjn0gwOmd34+83VkJIkH1rpY4Q7EEKHV9MZa8YRbE=

Name: com/microsoft/sqlserver/jdbc/StreamPacket.class
SHA-256-Digest: HnQ7ld0/KCO6OS4Nn7Xj+yWVYPkkeD7wqmjg9dMdhc=

Name: com/microsoft/sqlserver/jdbc/SQLServerPooledConnection.class
SHA-256-Digest: AozzF0x1QrpMo3dV1v4UON99Nemor7+HYoOrHvmSgp4=

Name: com/microsoft/sqlserver/jdbc/KerbCallback.class
SHA-256-Digest: lt9fpt60JuJIpFqYp+E+EMy9zgmJJiIwakqQcceg=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataSource.class
SHA-256-Digest: s+YldRRG32uRUMZfrowRnAGjefy2AUlpCzfUBugfc=

Name: com/microsoft/sqlserver/jdbc/SQLServerCallableStatement.class
SHA-256-Digest: lhaUlouD3dOgBzR6ysz7fOuZ0geFBIoELTeRw7+MW4=

Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement$PrepStmtExecCmd.class
SHA-256-Digest: oxHFWMnr534XwPiyYQLD/GoeILW2mkOQ940DiZ5Qx3U=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$1.class
SHA-256-Digest: E1LaajyLMnwlQM4R/9ypki3LdmG8m7xgcqE1m3yJS5vg=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$BigOrSmallByteLenStrategy.class
SHA-256-Digest: yDhE2px/CcwPB11mLkKvMB6np8kvgaLAjBxvoYP2Rj0=

Name: com/microsoft/sqlserver/jdbc/SQLException.class
SHA-256-Digest: WjxJ5h20FEхаGxewZJeN5w62V6XY011wVwrEU5DDZCM=

Name: com/microsoft/sqlserver/jdbc/ISQLServerSavepoint.class
SHA-256-Digest: ewrh4dfpCrpi39vXuHAWYYNvY1v7/MANrqw7ffLAZM=

Name: com/microsoft/sqlserver/jdbc/SQLServerParameterMetaData.class
SHA-256-Digest: NBnUk0GeqUvZw2njczgSWKve73WN7roceOfl4bhEEvuI=
Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$16.class
SHA-256-Digest: CSTnLd3mQkW8s0HmE1PiQwjbOzfJQX2QYtd/21YaUo=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$15.class
SHA-256-Digest: 45Ocjf8dIFN20NO0FFzHluoxoj+wg5QNNCrULULHE8g=

Name: com/microsoft/sqlserver/jdbc/StreamInfo.class
SHA-256-Digest: CsnLlaiu5+id7r3/elufQ3GTLYosSuFwFP4q7FxMgIPr0=

Name: com/microsoft/sqlserver/jdbc/ISQLServerStatement.class
SHA-256-Digest: itFZPmHQ0QQuGuBXFLR9RQwyK4ntaxmb29hwLj28iCl=

Name: com/microsoft/sqlserver/jdbc/KrbAuthentication$3.class
SHA-256-Digest: HtyniRqz6SoXBgWRTmUr9QM3m/kIyIfI+1BUyOc6bDU=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$AddTask.class
SHA-256-Digest: QGOk4HUX7VFvRidive6AxUL/CPFPJoemEt4bR1PPMw=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_fr.class
SHA-256-Digest: MldpWXkVblTncqrNj44z547+6IfL+jkgnMDHyjVibU=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$FedAuthTokenCommand.class
SHA-256-Digest: dHLbgBRNq1l/Vv/8cLmiDB7RWsVIGWouls7Nos6ukZA=

Name: com/microsoft/sqlserver/jdbc/S SPIAuthentication.class
SHA-256-Digest: bMdOEQKbbNsFDtH+84a6dFEWJf25fRvd5EC4eIDWnk8=

Name: com/microsoft/sqlserver/jdbc/SQLCollation.class
SHA-256-Digest: qfZfUQd4DCqZgS16sgupW8UGCNVbboyrGkH9zforB3w=

Name: com/microsoft/sqlserver/jdbc/SQLServerEncryptionAlgorithmFactoryList.class
SHA-256-Digest: MwdLOU1SNMy15tpuCp/luYB7yi54V+wfAHOMgcdl8w=

Name: microsoft/sql/DateTimeOffset$SerializationProxy.class
SHA-256-Digest: BFoVFzEunz1xub5Qdu976/Asqy8PYthiTl4xWEZ9X7A=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$ListWeigher.class
SHA-256-Digest: HPcFXgQBfmxP8pyxaUfUEv7AWj9msnolw1HrSZhQW64=

Name: mssql/googlecode/concurrentlinkedhashmap/EntryWeigher.class
SHA-256-Digest: yiQBWiqthi+8jOuIx2HdBGDrFvdC9JFvLzBVEqLA=

Name: mssql/googlecode/concurrentlinkedhashmap/Linked.class
SHA-256-Digest: ihK/NpCRC2fxlcvb272Ww2sXNS/+/ZdsmR+8K15jppY=
Name: com/microsoft/sqlserver/jdbc/ColumnEncryptionSetting.class
SHA-256-Digest: V131HliXgLqW9NGdYCI12/MpJFFONcgQYCyqSFL66kJ3o=

Name: com/microsoft/sqlserver/jdbc/TDSChannel$ProxyOutputStream.class
SHA-256-Digest: sA4r/LY/OLFw+bXlWVD1lGgSMhD1VO/BoVvY9tMJuZQ=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$BulkTimeoutTimer.class
SHA-256-Digest: MiIYZarz47T9qI9RHQ8R6xAALpHn23HE0Wu5ceEKzEUw=

Name: com/microsoft/sqlserver/jdbc/RowType.class
SHA-256-Digest: a/Ip5hyQD7YVnBWAA8kimLx62PX24k2kMtWf3hILWBA=

Name: com/microsoft/sqlserver/jdbc/ISQLServerConnection.class
SHA-256-Digest: QtEyMWr69vyIkJi8zXIcfbwJjnzbZcQ9U9U8mm8UXGg=

Name: com/microsoft/sqlserver/jdbc/SQLServerDriverBooleanProperty.class
SHA-256-Digest: Akurq45CcF2oxIAOdXuM8PS2htGxmxNU5VQHG5718=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$FixedLenStrategy.class
SHA-256-Digest: LnWXNnbLhxbo6U1Wwt0T3trBRgjWm8g+y7qy/IhXCc=

Name: com/microsoft/sqlserver/jdbc/SQLServerAeadAes256CbcHmac256EncryptionKey.class
SHA-256-Digest: UcQuB+Gu5SSIEumk8KC2uWmWBkmwWNXbPDKBEXEDo=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$1DTCCommand.class
SHA-256-Digest: JbtWxcpHTWZPxtGFI+0QeSnzz5c+7zP9N1zfH7C6VFJ=

Name: com/microsoft/sqlserver/jdbc/DTVImpl.class
SHA-256-Digest: qszWTXx+bRojQddhtTTbe8vop+HVwDeAF/Ei03Rwj0fY=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataTable$1.class
SHA-256-Digest: v0zzZG98zthnGycAfswhH8lRKMSdRzaiXSvVDP+33f14=

Name: com/microsoft/sqlserver/jdbc/Shape.class
SHA-256-Digest: gnCukPlQ0ZnrewWugm4qx8qZS/8dEvr05TiiyW931LpU=

Name: com/microsoft/sqlserver/jdbc/ISqlServerDriver.class
SHA-256-Digest: sdQebZpOWU0WTU1+lSl+awWH+wa8Y1menJKfrD/BCCU=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$WriteThroughEntry.class
SHA-256-Digest: WYWDqIdnVj6gRKw47tAGyELoGHpdzuwBmGLc3Xal1A=
Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1ClientCursorInitializer.class
SHA-256-Digest: nAtYh7t9XIaCYah9E52691SKnJQ2AI2T4Lhj/ghRF8U=

Name: com/microsoft/sqlserver/jdbc/SQLServerKeyVaultAuthenticationCallback.class
SHA-256-Digest: 0FdwnxKnMw/W191KyrScQ7HHUL3pDEKVmAhl0gNUvno=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$StmtBatchExecCmd.class
SHA-256-Digest: 13ZtKtyYCHLBoYbwWng9yc45qyv/6x4wBpf5QeQNG4M=

Name: com/microsoft/sqlserver/jdbc/FailoverInfo.class
SHA-256-Digest: hb9q4mH03BF6G50rm//M27g81gZ4GCOqS3VXig5uNI=

Name: com/microsoft/sqlserver/jdbc/StreamError.class
SHA-256-Digest: jn0uxuMq+UN7swN31ZXVF672OJsiov7FYP1HNv4Ps=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1UpdateRowRPC.class
SHA-256-Digest: uZSMGIM2wbG0A2fOGRaSZyaFRDJeSHTa0e6SI9nu+kIa=

Name: com/microsoft/sqlserver/jdbc/TDSChannel.class
SHA-256-Digest: 1/IchH5Wri72b1b6j5FsuU/yHoQPOxVabm8NXINOZJg=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$BulkColumnMetaData.class
SHA-256-Digest: cVPvIoKUKQrUvqiPfn+9bH6JoSqvy3yHxIQcXFDTA=

Name: com/microsoft/sqlserver/jdbc/Util$1.class
SHA-256-Digest: zMeqSHT59bXP1QJHIK2tekl8rQkCS1zmNSi8j7ISE8=

Name: com/microsoft/sqlserver/jdbc/SocketFinder.class
SHA-256-Digest: yojrplB0E7dFmekrhhSkyRPBCXH6h2l1a9Oe1r9nE=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$ExecuteProperties.class
SHA-256-Digest: z3Rvmod0ugayelQrYoutBzUoTAuM6y8H4HLx66QyYOU=

Name: com/microsoft/sqlserver/jdbc/InternalSpatialDatatype.class
SHA-256-Digest: UsMk7vPMBpdawzaiXYfYX1ceWafeqLRf00elWMCQXc=

Name: com/microsoft/sqlserver/jdbc/TimeoutTimer.class
SHA-256-Digest: 0CeGIBMAnCly507KqfWHvd6Lix7/11pkogk3bgBgrY=

Name: com/microsoft/sqlserver/jdbc/ServerPortPlaceHolder.class
SHA-256-Digest: G+mtTBFl53Af5juR/g99ZQeYAFZk626dl.0ajTI9OCs=
Name: com/microsoft/sqlserver/jdbc/Encoding.class
SHA-256-Digest: v08HL2vIH7uz/H7rCmIJW9bPxj/NMmpBcBw0QFOmG0=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$KatmaiScaledTemporalStrategy.class
SHA-256-Digest: h87tcqfKpqPPkrQ8Esis/ZZYeplq2w/bgCdN+DRvYwGU=

Name: com/microsoft/sqlserver/jdbc/dataclassification/Label.class
SHA-256-Digest: 3M1Wao/gbb1JSThy88WBBHMTP6mvyZANkA29uGh1dxc=

Name: com/microsoft/sqlserver/jdbc/CekTable.class
SHA-256-Digest: 4EKK9gXmVrjWhDcZbJkv+CzF97s2/7hNXFVXufAu8o=

Name: com/microsoft/sqlserver/jdbc/dns/DNSUtilities.class
SHA-256-Digest: 421Trl1vL5Svm6YSOlJh2Gk6yzPeuY5sep6Nl0kVloA=

Name: com/microsoft/sqlserver/jdbc/DriverJDBCVersion.class
SHA-256-Digest: Dqfv0SW4fJqPL4s7eyMJqBW+GpfppLzUupku8UYx5Y=

Name: com/microsoft/sqlserver/jdbc/DataTypes.class
SHA-256-Digest: Sf9amf7GbCICyYLkw1q/lBl/aPZCHwlf/skyi5j+Ml=

Name: com/microsoft/sqlserver/jdbc/AsciiFilteredInputStream.class
SHA-256-Digest: uVrNftz4bNu70DdLeDxM1wgc4rbNzOooWKquXRh6Go=

Name: com/microsoft/sqlserver/jdbc/ServerDTVImpl.class
SHA-256-Digest: o0iSrWY0yc7bzoLiAE/jfu1sTUVxThio9yWy1osaks=

Name: com/microsoft/sqlserver/jdbc/SQLIdentifier.class
SHA-256-Digest: WzCncyBIneP2k0rQ+sch047H6sUsHIEtW5UTj4gvE=

Name: com/microsoft/sqlserver/jdbc/TDSReader.class
SHA-256-Digest: 5LxHILDVQo990VtRLbdTBetq2hLUyTwjRIwRD8JYXCg=

Name: com/microsoft/sqlserver/jdbc/SSLHandshakeOutputStream.class
SHA-256-Digest: 5EFZ+F+nalj7P7t8x8cEoJFSFmZLVUGPObAKLh+MA=

Name: com/microsoft/sqlserver/jdbc/TDSChannel$SSLHandshakeOutputStream.class
SHA-256-Digest: /tb6uEEx/mItLn8JVuNvb63fQKry4r8FleJe81wnqEY=

Name: com/microsoft/sqlserver/jdbc/SqlFedAuthToken.class
SHA-256-Digest: EfY71V+zbiWagI2aX6BYfg2MweF+qvTUyf45hHTrck=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource.class
SHA-256-Digest: 5un+maVbw5OaBzJKAsvrAwMrhX3LVPnceWVnKMiG6u4=
Name: com/microsoft/sqlserver/jdbc/UserTypes.class
SHA-256-Digest: HOcJQLDqMQrDHUFJLltZkNaDpG7zbdRj8Qu6MA63AxI=

Name: com/microsoft/sqlserver/jdbc/TDSWriter$1.class
SHA-256-Digest: X00XrCZexIsV7U9voqGz29uADqnEwX5fI4v6afBGc0M=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$ByteArrayWeigher.class
SHA-256-Digest: PVOXhSbqpSF1czf53c2XE7kog8TO+raEG/f4xWf9J5M=

Name: com/microsoft/sqlserver/jdbc/TDSWriter.class
SHA-256-Digest: U9TGvSMKVg8+fddeoHKvdSOiM+n+O7NExArLrWzzZ5R8=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_pt_BR.class
SHA-256-Digest: ZHjeae2Se5T/t2KoJXkkGB0iU3CLZoGsf/Zj0WSZXRl=

Name: com/microsoft/sqlserver/jdbc/SQLServerSQLXML.class
SHA-256-Digest: kQPmi1RwmMxG2HYKjyKm8CPy8E/M6/2TZwzhY+W2qsM=

Name: com/microsoft/sqlserver/jdbc/SSType.class
SHA-256-Digest: X3k/BoBuDSg8NlEnHbsn3HduBBLGhjwUJCWxWUYka+b8=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1CursorInitializer.class
SHA-256-Digest: eXz7C6sNdYVMg+dPrx7/w7SmljNu8qRKKaSimgx8MyY=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$DecimalNumericStrategy.class
SHA-256-Digest: ul7f8F8R8oUIRZKXzgLZnQ/kcS8OJ6rZGPfcIMxjWKg=

Name: com/microsoft/sqlserver/jdbc/JDBCType$1.class
SHA-256-Digest: 4IuxG8uxxivkRrlwp6V9TQ9C+7hNvWoAkZfq0hvWtI=
Name: com/microsoft/sqlserver/jdbc/TDS.class
SHA-256-Digest: QSnOx+1rNmR5cVPOooPV+d7J7DdCfoxD6PpBY1Tofuk=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$CityHash128Key.class
SHA-256-Digest: rJBcRaFiK6p3h5aqiw2kLhLbXs9jPUK/QVEgtfpohPg=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$SqlFedAuthInfo.class
SHA-256-Digest: j79hyw6f0hzXPeh5vA77sUR10d3PMLU6z2f0pYVoNzl=

Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$StmtExecOutParamHandler.class
SHA-256-Digest: WJsq0AKSj74rx3L1wpVUV/EXrNSLXWr46uFZbiKL/1E=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_es.class
SHA-256-Digest: yPQG6vVCSF+yYQuIR/noi5R8l2pcmhlWitf5coVmaRx=

Name: com/microsoft/sqlserver/jdbc/SQLServerMetaData.class
SHA-256-Digest: 1ctBf3SS/T4HjiuAnNPv7Q6TWJ1HDPhE1D1uMg7+38w=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataSourceObjectFactory.class
SHA-256-Digest: oHy4dy28ZXucWHhxIa/Uz1WvZpjAz0DUEsDWRdHuKFG=

Name: com/microsoft/sqlserver/jdbc/TimeoutTimer$1.class
SHA-256-Digest: znDjQ12O+gw3GuluhBA3n/ipAI40uInGUN8zRGkm8yA=

Name: mssql/googlecode/concurrentlinkedhashmap/LinkedDeque$2.class
SHA-256-Digest: EQs1tnIrumQl7G/EogVh6s4wQeT4dP50VssUDg7CYAn=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$SingletonWeigher.class
SHA-256-Digest: f4WjxoAKcPL2rYSZ0kzHfkI2vyCgZMlpp43bIgK8VT4=

Name: mssql/googlecode/concurrentlinkedhashmap/LinkedDeque.class
SHA-256-Digest: syn0fFpRneWnAAOq1g71Z8oFdNvV/uvUb8DFT+Jg/og=

Name: com/microsoft/sqlserver/jdbc/FailoverMapSingleton.class
SHA-256-Digest: V3Vh/x5q35tUeV+JseriFfHJx4GM32Br/d6ifXSpeU=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCommon$ColumnMetadata.class
SHA-256-Digest: 5tTqM4Bnlckxy1CCumJBuqJEBal+ECxU4Oxs7z9f2szE=

Name: com/microsoft/sqlserver/jdbc/ServerDTVImpl$1.class
SHA-256-Digest: 4reP16e/xxFq2rtjLrrNMgGEDWqVuU96bTyrIw6rer0=
Name: com/microsoft/sqlserver/jdbc/ISQLServerResultSet.class
SHA-256-Digest: OrRf/aH7a5mDDLmiT/ozUczEjK3/Ulowlw8Pj27qTP50=

Name: com/microsoft/sqlserver/jdbc/SQLServerDataSourceserializationProxy.class
SHA-256-Digest: VL1QwM9xoNQb9UbXcuZk554/Jz87xLZR8KzNMIdGZ9A=

Name: com/microsoft/sqlserver/jdbc/SQLServerXAConnection.class
SHA-256-Digest: FF32sRCb/8w9bO+SIvNtjHyxm1lQzz8TBHIn9kcnj24=

Name: com/microsoft/sqlserver/jdbc/Column$1.class
SHA-256-Digest: 4zEFHxe9GbIU+cZr7HmEbCtATZi2hOlubNbGo2zw7U=

Name: com/microsoft/sqlserver/jdbc/SQLServerResource_ru.class
SHA-256-Digest: dAL5Kxltpfz+pj08Iun08qorrUi0qQ+dTd7j84Em/x6E=

Name: com/microsoft/sqlserver/jdbc/StreamTableName.class
SHA-256-Digest: KSgstMMZmalA9iXAy7NwgTi+eJ98nmj1K4JpoYO0S3E=

Name: com/microsoft/sqlserver/jdbc/SSLProtocol.class
SHA-256-Digest: 5bX9EjhHFe2kZn7LEDf4q4+QcQ2sAQCTXwyEjUie8c8=

Name: com/microsoft/sqlserver/jdbc/StreamLoginAck.class
SHA-256-Digest: wVvyYdZoQHRYBpvMVTXQqEdO4XmqY92dHbCKCEBVzsI=

Name: com/microsoft/sqlserver/jdbc/Segment.class
SHA-256-Digest: Q1Dzo/UBE3c8d3LixCsSmL33JfpLHTsP1q9Q+6utzdY=

Name: com/microsoft/sqlserver/jdbc/StreamDone.class
SHA-256-Digest: KmkND7WkSKYUHADz3TW9/WAmBgd2lhAWQ1P4q/i0hGI=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$12.class
SHA-256-Digest: 4sh4IFlBEkGEF4i6Lq1v2Pzfzntm4mRowEtHQ=

Name: com/microsoft/sqlserver/jdbc/XMLTDSHeader.class
SHA-256-Digest: 6AQDjvhTGxhe6lJA7uvBHOb6S3lPSZiDsSzScG7Qw=

Name: com/microsoft/sqlserver/jdbc/IntColumnIdentityFilter.class
SHA-256-Digest: vJEmCpNXHr7JLrR/yXuZCfadcMnzO7R0ZKskapB44eg=

Name: com/microsoft/sqlserver/jdbc/SQLServerParameterMetaData$MetaDataInfo.class
SHA-256-Digest: XIUtD/lf2Ac3NnxqXEA6hIHuOVL09fRIS1c5JUdNH4=

Name: com/microsoft/sqlserver/jdbc/TypeInfo.class
SHA-256-Digest: eckkFH6V6vDV6w/MvYO1zdIBNEd5mO0mrUJCGs64y9Y=
Name: com/microsoft/sqlserver/jdbc/KeyStoreProviderCommon.class
SHA-256-Digest: 5qNMfMzHb+bf+5GJPUIgLzOPgT9m7DidiUih09dA0ty4=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DrainStatus$2.class
SHA-256-Digest: joBS5AHPtb72KommMS9bYbIGeOkW1ESd2kK/iiABDNLY=

Name: com/microsoft/sqlserver/jdbc/XidImpl.class
SHA-256-Digest: KXFeQc/8RpDv7KSNSIzsq2ti1qikAKQI3jY02tiqeo=

Name: com/microsoft/sqlserver/jdbc/DescribeParameterEncryptionResultSet2.class
SHA-256-Digest: Dfa+knmaEO2C/c3O4R7/T4HHZuWzvZ0zw6rCK+6T1Tc=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$6.class
SHA-256-Digest: dHbn6fFqA82pyPaO2M1RsDQ7Aq8XB1NyU4T1Y6qI5o0=

Name: com/microsoft/sqlserver/jdbc/dataclassification/ColumnSensitivity.class
SHA-256-Digest: BRpC+k0AFWKAOT9cXc9A51DKeLpF2O09/iEcobyTpE=

Name: com/microsoft/sqlserver/jdbc/TDSChannel$ProxyInputStream.class
SHA-256-Digest: c9zPZu28KB2dQlJcY32To07Q0V6p0TrHhRSMBMDigI=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$BoundedEntryWeigher.class
SHA-256-Digest: dh1gcYOGTVLSEwTd2Tj3yi3vcSD6sAQQKf7Xc7tXaNts=

Name: com/microsoft/sqlserver/jdbc/SQLServerClobAsciiOutputStream.class
SHA-256-Digest: 6Fufv5qMRCX57ySH86xGqzKSh+/RmAxOV/vQ6jva5w=

Name: com/microsoft/sqlserver/jdbc/JavaType.class
SHA-256-Digest: SwV79ecSoq2wNgSuuFiJaV2+FEbqGjcjNwhPgXMJX0c=

Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement$1PrepareHandleClose.class
SHA-256-Digest: Ucblf3lSGZhgROabdo8zqA3ZOT8sz0s+LNVWU2XkpGw=

Name: com/microsoft/sqlserver/jdbc/ParameterUtils.class
SHA-256-Digest: 1Wya2lItzmIcik/HECXo/YYBaq5rGZQmustLRASOF8=

Name: com/microsoft/sqlserver/jdbc/SQLServerBlobOutputStream.class
SHA-256-Digest: pmP56UsTgEtOEGECW12QnS5VDTCHG3gf5iJ24smAVE=

Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement$PrepStmtBatchExecCmd.class
SHA-256-Digest: euwj8M173O6Gtt33w7UWEhns+jC92FADQ9Y/76MWqE=
SHA-256-Digest: ceBWMD/nDK8wCb3zWWdShc0L0E7H1r7y7wIM9lupzD8=

Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$1.class
SHA-256-Digest: 7xDJb9FFymacSS5isu872Fbd6l34pBiAvZ5/vXngPEo=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$Node.class
SHA-256-Digest: LA2AJleTnI2OUiTzXepcO8o5zt/EYVw9YZ07X6tdDzD=

Name: com/microsoft/sqlserver/jdbc/EncryptionKeyInfo.class
SHA-256-Digest: PutVEqTmWpHyGww3GvHngnx/bEqvkDsvsm6fniumEe=

Name: com/microsoft/sqlserver/jdbc/Resource$ko.class
SHA-256-Digest: UnvPxZFKov3mZOWRpzut6lwW40qjW81/6KSTRRSTRZx=

Name: com/microsoft/sqlserver/jdbc/UninterruptableTDSCommand.class
SHA-256-Digest: b5b/bcIllIG+orFwlog4wTVD9tg6spokZ6AfY/FCh0=

Name: com/microsoft/sqlserver/jdbc/SQLServerClobBase.class
SHA-256-Digest: PgNjCmTbocMScZCk2cjD4ALcAveBvoWEqOTxntng6Fk=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$13.class
SHA-256-Digest: j962XbdOkyf03hIoAyGby/5GQVGRHm25Fwq1ql7wwks=

Name: microsoft/sql/DateTimeOffset.class
SHA-256-Digest: IMPZjcd7qXuKSn/iOizp42itfCKZo4uslgfuLgfpreE=

Name: com/microsoft/sqlserver/jdbc/Parameter$1.class
SHA-256-Digest: 4+M0826P4jWajIE1mALNsXd/fG0oCUUJZFE/2UtB08=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$FetchBuffer$FetchBufferTokenHandler.class
SHA-256-Digest: j34R7ZZM/4Xo04GkfBv0t06gY5EiorxFuB0GrbNkzBg=

Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$FetchBuffer.class
SHA-256-Digest: v2sggpyd/DxbQ+BycOiBEi5PIlIP2ukEcTkp/2/mUkTw=

Name: com/microsoft/sqlserver/jdbc/JDBCSyntaxTranslator$State.class
SHA-256-Digest: LUVjnsf6Tn6eqFwgtXA+f6RgRMTUp7gLrA/acd9ONk=

Name: com/microsoft/sqlserver/jdbc/SQLServerEncryptionAlgorithm.class
SHA-256-Digest: Pld64HTOpblE6Am75yY16XEG9GmOQQ2bQ+wb8W/K9608=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DrainStatus$3.class
SHA-256-Digest: 3O2d1JHOOk26IkGuWwth1Xq0voiEHHfwB1Oe65dpPSI=

Name: com/microsoft/sqlserver/jdbc/SQLServerEncryptionType.class
SHA-256-Digest: 2NItDniUp/HbRUXlcLJBKNDXBo3u5zn1wqKW1Hy1PI=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$FederatedAuthenticationFeatureExtensionData.class
SHA-256-Digest: pxA6rpLbBBnYsEN3NjlE3cSS9p+vy4CGG7SSS2B98dU=

Name: com/microsoft/sqlserver/jdbc/SQLServerConnectionPoolDataSource.class
SHA-256-Digest: i7BalOx3YGxkYWb2utwPjqx7GaJEi5Nhj5RKUMPOw=

Name: com/microsoft/sqlserver/jdbc/CertificateDetails.class
SHA-256-Digest: uQYvupG96hoaU0LktOPPJSwiE74KQzk4maeVjno0ws=

Name: com/microsoft/sqlserver/jdbc/SQLServerDriverStringProperty.class
SHA-256-Digest: 5R+nyJohp2sihPNmaoiirR3vIrKjjbPazlfqa/5SLc=

Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$3.class
SHA-256-Digest: cn+SCPH2ocmjjxuxb+DGIdWeX1xpm+TbMwATszDaPY=

Name: com/microsoft/sqlserver/jdbc/SQLServerXDataSource$SerializationProxy.class
SHA-256-Digest: zPLbHok5a4vY58/SXJ4ngqISBWKox1u3iV587+vsJqE=

Name: com/microsoft/sqlserver/jdbc/SQLServerEncryptionAlgorithmFactory.class
SHA-256-Digest: 4ZII95wrf6NY/iPDc1vIJHISIROk70o7/imjz8FiFtPY=

Name: com/microsoft/sqlserver/jdbc/TDSParser.class
SHA-256-Digest: vBFp+e0oh+N9iS8e7GoWBT2/bjiDpgPEnCS1xFkI5w4=

Name: com/microsoft/sqlserver/jdbc/SQLState.class
SHA-256-Digest: ZORtjf7NV+6x6m/Abpd2qKxK6APB5ntczBM2pDnMLDU=

Name: com/microsoft/sqlserver/jdbc/ActivityCorrelator.class
SHA-256-Digest: 8kYwyXY6+o9LDa1ZNE7i54BOHr/M/k5FISP1C1SBVI=

Name: com/microsoft/sqlserver/jdbc/GregorianCalendar.class
SHA-256-Digest: Yw3degHTKfFYQXnQiXTit41/EfFntMgaVyHFP5iaf8=

Name: com/microsoft/sqlserver/jdbc/ParsedSQLCacheItem.class
SHA-256-Digest: 6azB4YiOBRfamqMx9un/MxptvqhpMx/WzMStb0kYQ=

Name: com/microsoft/sqlserver/jdbc/Point.class
SHA-256-Digest: sWEsMOx8NriOdjULVB++vHlxVBE2poeon+3SmKhTYy+oQ=

Name: com/microsoft/sqlserver/jdbc/XMLSQLResultSet$1CloseServerCursor.class
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Name: com/microsoft/sqlserver/jdbc/SqlAuthentication.class
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Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder$8.class
SHA-256-Digest: GVMy5m9axr0Gf6vhZ8XsEr6/ML0X9YQzVmVqU86m47ndE=

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SHA-256-Digest: LMRucshjh/Yv2bA65Lj6khCoje0C2FTq+cGz0I/iPk=

Name: com/microsoft/sqlserver/jdbc/TVPSPMIPState.class
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Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$Values.class
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Name: com/microsoft/sqlserver/jdbc/JavaType$SetterConversionAE.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerDataColumn.class
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Name: com/microsoft/sqlserver/jdbc/StreamRetValue.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerResultSet$1ServerCursorInitializer.class
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Name: com/microsoft/sqlserver/jdbc/sqlVariantProbBytes.class
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Name: com/microsoft/sqlserver/jdbc/JaasConfiguration.class
SHA-256-Digest: dFTYmVvXaQyzQMMeox3NAk+qLKILyXfJFYKy5PSOg=
Name: com/microsoft/sqlserver/jdbc/TDSReaderMark.class
SHA-256-Digest: blZigAwmaalsMN/iaHco05cFcNvdTy1nZsbHmXzWUs=
Name: com/microsoft/sqlserver/jdbc/KeyStoreAuthentication.class
SHA-256-Digest: dFTYmVvXaQyzQMMeox3NAk+qLKILyXfJFYKy5PSOg=
Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$RemovalTask.class
SHA-256-Digest: hrXZpEGXIGPKwSrYyqGu3z35mYyG4tqGUZubj98=
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SHA-256-Digest: DaM0ZsuenmKm4rug8faKfVQyLvtuqNkDiQ90Nqa7hjQ=
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Name: com/microsoft/sqlserver/jdbc/SQLServerResultSetMetaData1.class
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SHA-256-Digest: F4M0PJeNjrMf5H4oqM49Vy2msogmEodK4eX00iY5M=
Name: com/microsoft/sqlserver/jdbc/SQLServerPreparedStatement$1.class
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SHA-256-Digest: 7A6Rzpl8A8mkG5FxF7AvUQkFKRin9ZAHJuci5hoBRCOI=
Name: com/microsoft/sqlserver/jdbc/DTV$SendByRPCOp.class
SHA-256-Digest: NA2MVjzdG0HBqagDJRXI2jh7WXR6z6YdXmw15Xtf2s=
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Name: com/microsoft/sqlserver/jdbc/SQLServerBulkCopy$1InsertBulk.class  
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Name: com/microsoft/sqlserver/jdbc/FedAuthDllInfo.class  
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Name: com/microsoft/sqlserver/jdbc/SqlVariant.class  
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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37267
Name: com/microsoft/sqlserver/jdbc/Geography.class
SHA-256-Digest: abuXx5UpNeLwaEB+jgmJ8H1X87Sjc1co+D2SlhdgHYs=

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SHA-256-Digest: jL19OSsweet1vjpRDrux1w8LOkGsj8ISP0uGcvx8M8=

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Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$KeyIterator.class
SHA-256-Digest: cobVKy0+XsSYmIAifGh/iqwh+PrtmdVLFx3vXfBR3o=

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Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$DiscardingListener.class
SHA-256-Digest: TBsF41aRfMQqerLd3UDQQpWbig/9p0aXNnSIOTC98Fc=

Name: com/microsoft/sqlserver/jdbc/SQLServerClobWriter.class
SHA-256-Digest: i2mQyY3koVPrkdiCUFcKEVXkH86r3rUTaTUng0Z7Pgg=

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Name: com/microsoft/sqlserver/jdbc/SQLServerClob.class
SHA-256-Digest: PGPaUebiY6XtwzjSI5qimiCGnC5ZecMR8hlLqmOd6wc=

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Name: com/microsoft/sqlserver/jdbc/ISQLServerConnection43.class
SHA-256-Digest: q4BM5f5J38THJvb6byWkwYY11Vuj6fFw+3hz2JMSI=
Name: com/microsoft/sqlserver/jdbc/TypeInfo$Builder.class
SHA-256-Digest: d8J0/Dj8P0fbgBZKG3Civ/R4OkdTPCNLkJqYYuNOGJeg=
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Name: com/microsoft/sqlserver/jdbc/PLPXInputStream.class
SHA-256-Digest: Ef87+KYz2dWSQQ5NFpBEldknMYUn4QsNADRDJK2U1A0=
Name: com/microsoft/sqlserver/jdbc/KerbAuthentication$RealmValidator.class
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Name: com/microsoft/sqlserver/jdbc/TDSWriter$TdsOrderUnique.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerColumnEncryptionAzureKeyVaultProvider.class
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Name: com/microsoft/sqlserver/jdbc/JavaType$2.class
SHA-256-Digest: xVu5aUNIDmV9Qqu0NZ0PaKzlXtdbNPmScMac2TwA0=
Name: com/microsoft/sqlserver/jdbc/SQLServerSymmetricKey.class
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Name: com/microsoft/sqlserver/jdbc/ColumnFilter.class
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Name: com/microsoft/sqlserver/jdbc/SQLCollation$SortOrder.class
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Name: com/microsoft/sqlserver/jdbc/UTC.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerResource_de.class
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SHA-256-Digest: i+WHAvTh20Hqvs0t5s52r41aQjIjPsZiODuxECbYI1s=

Name: com/microsoft/sqlserver/jdbc/SQLServerParameterMetaData$QueryMetaData.class
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Name: com/microsoft/sqlserver/jdbc/AsciiFilteredUnicodeInputStream.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerSymmetricKey.class
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Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap $ValueIterator.class
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SHA-256-Digest: j0t3BCakUHMC79ehWvIIa+rcN7rIMZwKYb/8a6UtyRo=

Name: com/microsoft/sqlserver/jdbc/SQLServerColumnEncryptionCertificate class
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Name: com/microsoft/sqlserver/jdbc/ServerBulkCopy.class
SHA-256-Digest: xe2vvMFAxbm54cSSbEo4OP0umTwiU989lmxSfv5gdDA=

Name: mssql/googlecode/concurrentlinkedhashmap/ConcurrentLinkedHashMap$Builder.class
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Name: com/microsoft/sqlserver/jdbc/JDBCType$UpdaterConversion.class
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Name: microsoft/sql/Types.class
SHA-256-Digest: 6Y35alHwarB+Y0XEXB/aV7YHBjcPNaA9pR4UGmzG8=

Name: com/microsoft/sqlserver/jdbc/ByteArrayOutputStreamToInputStream.class
Name: com/microsoft/sqlserver/jdbc/KerbAuthentication.class
SHA-256-Digest: NN0uhOL0qLdWhARoz4GkB67nCTCNMrRs4JnICVpckw=

Name: mssql/googlecode/concurrentlinkedhashmap/Weighers$SingletonEntry
Weigher.class
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Name: com/microsoft/sqlserver/jdbc/StreamColumns.class
SHA-256-Digest: iu0CgVt1YxU+QubxtT2bhlRLeluSMeu22QSHszWKovY=

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$EntryIterator.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerStatement$StmtExecCmd.class
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y.class
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Name: com/microsoft/sqlserver/jdbc/SQLServerConnection$ActiveDirectory
Authentication.class
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Found in path(s):
* /opt/cola/permits/1229306456_1640809786.49/0/mssql-jdbc-7-0-0-jre8-jar/META-INF/MANIFEST.MF

1.3003 commons-net 3.6
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Zstd-jni: JNI bindings to Zstd Library

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1.3007 kotlin 1.3.50

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[ "version":3,"file":"/kotlin.js","sources":[] ]"wrapper.js","arrayUtils.js","callableReferenceUtils.js","conversions.js","core.js","long.js","markerFunctions.js","misc.js","polyfills.js","rtti.js","arrayUtils.kt","runtime/Enum.kt","primitiveCompanionObjects.kt","generated/_Arrays.kt","generated/_Ranges.kt","kotlin/Byte.kt","kotlin/UInt.kt","kotlin/Short.kt","Ranges.kt","collections/Collections.kt","collections/Maps.kt","collections/Sets.kt","text/StringNumberConversions.kt","kotlin/UnsignedUtils.kt","collections/Iterables.kt","collections/Sequences.kt","util/Preconditions.kt","generated/_ArraysJs.kt","comparisons/Comparisons.kt","kotlin/Comparator.kt","util/Standard.kt","generated/_ComparisonsJs.kt","generated/_Collections.kt","kotlin/collections.kt","collections/Iterators.kt","generated/_Comparisons.kt","generated/_Maps.kt","kotlin/ranges.kt","generated/_Sequences.kt","dummy.kt","generated/_Sets.kt","generated/_Strings.kt","text/Strings.kt","kotlin/text/string.kt","kotlin/ByteBuffer.kt","kotlin/UIntArray.kt","kotlin/LongArray.kt","kotlin/ShortArray.kt","generated/_Arrays.kt","generated/_Collections.kt","generated/_Comparisons.kt","collections/Iterables.kt","collections/Sequences.kt","collections/Maps.kt","collections/HashSets.kt","collections/HashMaps.kt","collections/ArrayList.kt","collections/ArraysJs.kt","collections/LinkedHashSet.kt","kotlin/collections/AbstractMutableCollection.kt","kotlin/collections/AbstractMutableList.kt","kotlin/collections/AbstractMutableMap.kt","kotlin/collections/AbstractMutableSet.kt","kotlin/collections/ArrayList.kt","kotlin/collections/ArraysJs.kt","kotlin/collections/HashSets.kt","kotlin/collections/HashMaps.kt","collections/InternalHashCodeMap.kt","collections/InternalHashMap.kt","collections/InternalHashMap.kt","collections/InternalMap.kt","collections/InternalStringMap.kt","kotlin/collections/LinkedHashMap.kt","kotlin/collections/LinkedHashSet.kt","kotlin/concurrent.kt","kotlin/console.kt","kotlin/coroutines/EmptyContinuation.kt","kotlin/coroutines/Intrinsics.kt","kotlin/dates.kt","kotlin/dom/Builders.kt","kotlin/dom/Classes.kt","text/regex/RegexExtensions.kt","text/StringBuilder.kt","kotlin/dom/Domain.kt","kotlin/dom/EventListener.kt","kotlin/dom/ItemArrayLike.kt","kotlin/dom/Mutations.kt","kotlin/dynamic.kt","kotlin/exceptionUtils.kt","kotlin/exceptionUtils.kt","collections/Grouping.kt","kotlin/grouping.kt","kotlin/js.math.kt","kotlin/math.kt","kotlin/numbers.kt","kotlin/promise.kt","kotlin/random/PlatformRandom.kt","kotlin/reflect/JClass.kt","kotlin/reflect/JClassImpl.kt","kotlin/reflect/primitives.kt","kotlin/reflect/reflection.kt","kotlin/sequencce.kt","kotlin/text/Char.kt","kotlin/text/NumberConversions.kt","kotlin/text/regex.kt","kotlin/text/StringsCode.kt","kotlin/text/Utf8Encoding.kt","kotlin/time/DurationUnit.kt","kotlin/time/FormatToDecimals.kt"
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*/

Kotlin.getCallableRef = function(name, f) {
  f.callableName = name;
  return f;
};

Kotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {
  getter.get = getter;
  getter.set = setter;
  getter.callableName = name;
  returngetPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);
};

Kotlin.reflect.KMutableProperty0 = function(f) {
  f.mutable = true;
  return f;
};

Kotlin.reflect.KProperty0 = function(f) {
  f.immutable = true;
  return f;
};

Kotlin.reflect.KMutableProperty1 = function(f) {
  f.mutable = true;
  return f;
};

Kotlin.reflect.KProperty1 = function(f) {
  f.immutable = true;
  return f;
};

Kotlin.reflect.KMutablePropertyClass = function(f) {
  f.mutable = true;
  return Kotlin.kotlin.reflect.KMutableProperty0(f);
};

Kotlin.reflect.KPropertyClass = function(f) {
  f.immutable = true;
  return Kotlin.kotlin.reflect.KProperty0(f);
};

Kotlin.getCallableRef = function(name, f) {
  f.callableName = name;
  return f;
};

Kotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {
  getter.get = getter;
  getter.set = setter;
  getter.callableName = name;
  return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);
};

Kotlin.reflect.KMutableProperty1 = function(f) {
  f.mutable = true;
  return f;
};

Kotlin.reflect.KProperty1 = function(f) {
  f.immutable = true;
  return f;
};

Kotlin.reflect.KMutablePropertyClass = function(f) {
  f.mutable = true;
  return Kotlin.kotlin.reflect.KMutableProperty0(f);
};

Kotlin.reflect.KPropertyClass = function(f) {
  f.immutable = true;
  return Kotlin.kotlin.reflect.KProperty0(f);
};

Kotlin.getCallableRef = function(name, f) {
  f.callableName = name;
  return f;
};

Kotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {
  getter.get = getter;
  getter.set = setter;
  getter.callableName = name;
  return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);
};

Kotlin.reflect.KMutableProperty0 = function(f) {
  f.mutable = true;
  return f;
};

Kotlin.reflect.KProperty0 = function(f) {
  f.immutable = true;
  return f;
};

Kotlin.reflect.KMutableProperty1 = function(f) {
  f.mutable = true;
  return f;
};

Kotlin.reflect.KProperty1 = function(f) {
  f.immutable = true;
  return f;
};

Kotlin.reflect.KMutablePropertyClass = function(f) {
  f.mutable = true;
  return Kotlin.kotlin.reflect.KMutableProperty0(f);
};

Kotlin.reflect.KPropertyClass = function(f) {
  f.immutable = true;
  return Kotlin.kotlin.reflect.KProperty0(f);
};
function getStringHashCode(str) {
    var hash = 0;
    for (var i = 0; i < str.length; i++) {
        var code = str.charCodeAt(i);
        hash = (hash * 31 + code) | 0; // Keep it 32-bit.
    }
    return hash;
}

Kotlin.identityHashCode = getObjectHashCode;

/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit values as integers.
 * The internal representation of a long is the two given signed, 32-bit values because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow or change in sign. The algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a 32-bit positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion in *@param {number} low* The low (signed) 32 bits of the long.
 * @param {number} high* The high (signed) 32 bits of the long.
 * @constructor
 * @final
 */
Kotlin.Long = function(low, high) {
  /**
   * @type {number}
   * @private
   */
  this.low_ = low | 0;  // force into 32 signed bits.

  /**
   * @type {number}
   * @private
   */
  this.high_ = high | 0;  // force into 32 signed bits.
};

Kotlin.Long.$metadata$ = {
    kind: "class",
    simpleName: "Long",
    interfaces: []
};

// NOTE: Common constant values ZERO, ONE, NEG_ONE, etc. are defined below the 'from' methods on which they depend.

/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} value The 32-bit integer in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};

/**
 * Converts this number value to `Long`.
 * The fractional part, if any, is rounded down.
 * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MIN_VALUE` if it's greater than `Long.MAX_VALUE`.
 * @param {number} value The number in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_) | 0, (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }

  /*
   * Converts this number value to `Long`. The fractional part, if any, is rounded down.
   * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MAX_VALUE` if it's greater than `Long.MAX_VALUE`.
   * @param {number} value The number in question.
   * @return {!Kotlin.Long} The corresponding Long value.
   */
Kotlin.Long.fromValue = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_) | 0, (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }

  return new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
};

/*
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// *signed* integers. See the from* functions below for more* convenient ways of constructing Longs.

// The internal representation of a long is the two given signed, 32-bit values. We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow or change in sign. The algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a 32-bit positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion in
radix.

```javascript
* @param {string} str The textual representation of the Long.
* @param {number=} opt_radix The radix in which the text is written.
* @return {!Kotlin.Long} The corresponding Long value.
*/
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (str.charAt(0) == '-') {
    return Kotlin.Long.fromString(str.substring(1), radix).negate();
  } else if (str.indexOf('-') >= 0) {
    throw Error('number format error: interior "-" character: ' + str);
  }

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.
  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; i += 8) {
    var size = Math.min(8, str.length - i);
    var value = parseInt(str.substring(i, i + size),
                         radix);
    if (size < 8) {
      var power = Kotlin.Long.fromNumber(Math.pow(radix, size));
      result = result.multiply(power).add(Kotlin.Long.fromNumber(value));
    } else {
      result = result.multiply(radixToPower);
    }
  }
  return result;
};

// NOTE: the compiler should inline these constant values below and then remove/replace these variables, so there should be no runtime penalty for these:
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;
Kotlin.Long.TWO_PWR_31_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ / 2;
Kotlin.Long.TWO_PWR_48_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ / 2;
Kotlin.Long.TWO_PWR_64_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ * 2;
Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_64_DBL_ / 2;
Kotlin.Long.ONE = Kotlin.Long.fromInt(1);
Kotlin.Long.ZERO = Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);
Kotlin.Long.prototype.toInt = function() {
  return this.low_;
};
Kotlin.Long.prototype.toNumber = function() {
  return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +
         this.getLowBitsUnsigned();
};
Kotlin.Long.prototype.hashCode = function() {
  return this.high_ ^ this.low_;
};
```

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remDiv = rem.div(radixToPower);
var intval = rem.subtract(remDiv.multiply(radixToPower)).toString();
if (rem.isZero()) {
    var digits = intval;
} else {
    while (digits.length < 6) {
        digits += '0';
    }
    var result = '+' + digits + result;
}

rem = remDiv;
if (rem.isZero()) {
    return digits + result;
} else {
    while (digits.length < 6) {
        digits = '0' + digits;
    }
    result = '' + digits + result;
}

/** @return {number} The high 32-bits as a signed value. */
Kotlin.Long.prototype.getHighBits = function() {
  return this.high_;
};

/** @return {number} The low 32-bits as a signed value. */
Kotlin.Long.prototype.getLowBits = function() {
  return this.low_;
};

/** @return {number} The low 32-bits as an unsigned value. */
Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return this.low_ >= 0 ? this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;}

/** @return {number} Returns the number of bits needed to represent the absolute value of this Long. */
Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      return this.negate().getNumBitsAbs();
    }
  } else {
    var val = this.high_ != 0 ? this.high_ : this.low_;
    for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;
      }
    }
    return this.high_.length == 0 ? 0 : this.high_.length + bit + 33;
  }
};

/** @return {boolean} Whether this value is zero. */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

/** @return {boolean} Whether this value is negative. */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

/** @return {number} The value this.compare is less than the other. */
Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};

/** @return {number} The value this.compare is greater than the other. */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

/** @return {number} The value this.compare is less than or equal to the other. */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

/** @return {number} The value this.compare is greater than or equal to the other. */
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

/** @return {number} Returns the sum of this and the given Long. */
Kotlin.Long.prototype.add = function(other) {
var a48 = this.high_ >> 16;
var a32 = this.high_ & 0xFFFF;
var a16 = this.low_ >> 16;
var a0 = this.low_ & 0xFFFF;
var b48 = other.high_ >> 16;
var b32 = other.high_ & 0xFFFF;
var b16 = other.low_ >> 16;
var b0 = other.low_ & 0xFFFF;
var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
var c00 = a0 + b0;
var c16 = c00 >> 16;
c00 += 0xFFFF;
c16 += 0x16;
c32 += 0x16 +
b32:\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c48 += a48 + b48;\n c48 &= 0xFFFF;\n return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);\n\nKotlin.Long.prototype.subtract = function(other) {\n  \n  return this.add(other.negate());\n};\n\nKotlin.Long.prototype.multiply = function(other) {\n  \n  return this.negate().multiply(other).negate();\n};\n\nKotlin.Long.prototype.div = function(other) {\n  \n  return this.multiply(other.negate()).negate();\n};\n\nKotlin.Long.prototype.mod = function(other) {\n  \n  return this.multiply(other.negate()).negate();\n};
the remainder. Note\n  // that if it is too large, the product overflows and is negative:\n  var approxRes = Kotlin.Long.fromNumber(approx);\n  var approxRem = approxRem.multiply(other);\n  while (approxRem.isNegative() || approxRem.greaterThan(rem)) {\n    \n    \n  }\n  return res;
};

Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.div(other).multiply(other));
};

Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
                                 ~this.high_);
};

Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ &
                                 other.low_,
                                 this.high_ & other.high_);
};

Kotlin.Long.prototype.or = function(other) {
  return Kotlin.Long.fromBits(this.low_ | other.low_,
                                 this.high_ |
                                 other.high_);
};

Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^
                                 other.low_,
                                 this.high_ ^ other.high_);
};

Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(
          low << numBits,
          (high << numBits) | (low >>> (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
};

Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high >> numBits),
          high >> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32),
                                 high >= 0 ? 0 : -1);
    }
  }
};

Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          low >>> numBits) | (high >= 0 ? 0 : -1);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32),
                                 high >= 0 ? 0 : -1);
    }
  }
};

Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.Long.prototype.invoke = function() {
  return this.add(Kotlin.Long.ONE);\n  return this.subtract(Kotlin.Long.ZERO);
};

Kotlin.Long.prototype.valueOf = function() {
    return

```javascript
var TypedArray = arrays[i];
if (typeof TypedArray.prototype.map === "undefined") {
    // Patch map to work with TypedArrays if needed.
    for (var i = 0; i < arrays.length; ++i) {
        function(self, array) {
            return apply.call(this, self, [].slice.call(array));
        }
        Object.defineProperty(Function.prototype, 'apply', {
            value: (function() {}).apply(null, new Int32Array(0))
        } catch (e) {
            var apply = typedArraySlice
            });
        }
    }

    // Patch apply to work with TypedArrays if needed.
    try
    return Math.log((1 + x) / (1 - x)) / 2;

    function normalizeOffset(offset, length) {
        if (offset < 0) return
    Math.max(len + relativeEnd, 0) :
        Math.min(relativeEnd, length);
    }
    function typedArraySlice(begin, end) {
        var y = 0; var v = arguments.length;
    for (var i = 0; i < end; ++i) {
        if (arguments[i] === Infinity || arguments[i] === -Infinity) {
            return Infinity;

        Math.log10 = function(x) {
            return Math.log(x) * Math.LOG10E;
        };
    }
    if (typeof Math.log10 === "undefined") {
        Math.log10 = function(x) {
            return Math.log(x) / Math.LN10;
        };
    }
    if (typeof Math.expm1 === "undefined") {
        Math.expm1 = function(x) {
            if (Math.abs(x) < taylor_n_bound) {
                var x2 = x * x;
                var x3 = x2 * x;
                var x4 = x3 * x;
                return (-x4 / 4 + x3 / 3 - x2 / 2 + x);
            }
            return Math.log(x + 1);
        };
    }
    if (typeof Math.log1p === "undefined") {
        Math.log1p = function(x) {
            return Math.log((1 + x) / (1 - x)) / 2;
        };
    }
    if (typeof Math.asinh === "undefined") {
        Math.asinh = function(x) {
            return Math.log((1 + x) / (1 - x)) / 2;
        };
    }
    if (typeof Math.atanh === "undefined") {
        Math.atanh = function(x) {
            return Math.log((1 + x) / (1 - x)) / 2;
        };
    }
    if (typeof Math.acosh === "undefined") {
        Math.acosh = function(x) {
            return Math.log((1 + x) / (1 - x)) / 2;
        };
    }
    if (typeof Math.sinh === "undefined") {
        Math.sinh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.cosh === "undefined") {
        Math.cosh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.tanh === "undefined") {
        Math.tanh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.asinh === "undefined") {
        Math.asinh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.atanh === "undefined") {
        Math.atanh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.acosh === "undefined") {
        Math.acosh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.sinh === "undefined") {
        Math.sinh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.cosh === "undefined") {
        Math.cosh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.tanh === "undefined") {
        Math.tanh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.asinh === "undefined") {
        Math.asinh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.atanh === "undefined") {
        Math.atanh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.acosh === "undefined") {
        Math.acosh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.sinh === "undefined") {
        Math.sinh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.cosh === "undefined") {
        Math.cosh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.tanh === "undefined") {
        Math.tanh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.asinh === "undefined") {
        Math.asinh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.atanh === "undefined") {
        Math.atanh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.acosh === "undefined") {
        Math.acosh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.sinh === "undefined") {
        Math.sinh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.cosh === "undefined") {
        Math.cosh = function(x) {
            return Math.log((1 + Math.exp(x)) / (1 - Math.exp(x))) / 2;
        };
    }
    if (typeof Math.tanh === "undefined") {
Kotlin.kotlin.Comparable);
"string" || Kotlin.isType(value, Kotlin.kotlin.CharSequence));
"null," /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
Kotlin.kotlin.Comparable;
"null," /* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
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Kotlin.kotlin.Comparable;
"null," /* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
Kotlin.kotlin.Comparable;
"null," /* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
Kotlin.kotlin.Comparable;
fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public expect fun CharArray.elementAt(index: Int): Char

Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma
FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */

DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

Array<out T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}

ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}

ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}

CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

Array<out T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}
first element matching the given [predicate], or `null` if no such element was found.

```kotlin
*\@kotlin.internal.InlineOnly\public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {\n    return firstOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {\n    return firstOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {\n    return firstOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {\n    return firstOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {\n    return firstOrNull(predicate)\n}\n```

Returns the first element matching the given [predicate], or `null` if no such element was found.

```kotlin
*\@kotlin.internal.InlineOnly\public inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {\n    return lastOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {\n    return lastOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {\n    return lastOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {\n    return lastOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {\n    return lastOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {\n    return lastOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {\n    return lastOrNull(predicate)\n}\n
*\@kotlin.internal.InlineOnly\public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {\n    return lastOrNull(predicate)\n}\n```

Returns the last element matching the given [predicate], or `null` if no such element was found.

```kotlin
public fun <T> Array<out T>.first(): T {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n
public fun ByteArray.first(): Byte {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n
public fun ShortArray.first(): Short {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n
public fun IntArray.first(): Int {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n
public fun LongArray.first(): Long {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n
public fun FloatArray.first(): Float {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n```

Returns the first element matching the given [predicate], or `null` if no such element was found.

```kotlin
public fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {\n    return firstOrNull(predicate)\n}\n
public fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {\n    return firstOrNull(predicate)\n}\n
public fun ShortArray.find(predicate: (Short) -> Boolean): Short? {\n    return firstOrNull(predicate)\n}\n
public fun IntArray.find(predicate: (Int) -> Boolean): Int? {\n    return firstOrNull(predicate)\n}\n
public fun LongArray.find(predicate: (Long) -> Boolean): Long? {\n    return firstOrNull(predicate)\n}\n
public fun FloatArray.find(predicate: (Float) -> Boolean): Float? {\n    return firstOrNull(predicate)\n}\n
public fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {\n    return firstOrNull(predicate)\n}\n
public fun CharArray.find(predicate: (Char) -> Boolean): Char? {\n    return firstOrNull(predicate)\n}\n```

Returns the last element matching the given [predicate], or `null` if no such element was found.
Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */public fun DoubleArray.first(): Double {\n    if (isEmpty()) throw NoSuchElementException("Array is empty.");\n    return this[0];\n}

Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */public fun BooleanArray.first(): Boolean {\n    if (isEmpty()) throw NoSuchElementException("Array is empty.");\n    return this[0];\n}

Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */public fun CharArray.first(): Char {\n    if (isEmpty()) throw NoSuchElementException("Array is empty.");\n    return this[0];\n}

Returns first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun ShortArray.first(predicate: (Short) -> Boolean): Short {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun IntArray.first(predicate: (Int) -> Boolean): Int {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun LongArray.first(predicate: (Long) -> Boolean): Long {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun FloatArray.first(predicate: (Float) -> Boolean): Float {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun DoubleArray.first(predicate: (Double) -> Boolean): Double {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */public fun CharArray.first(predicate: (Char) -> Boolean): Char {\n    for (element in this) if (predicate(element)) return element\n    throw NoSuchElementException("Array contains no element matching the predicate.");\n}

Returns the first element, or `null` if the array is empty.\n */public fun <T> Array<out T>.firstOrNull(): T? {\n    return if (isEmpty()) null else this[0];\n}

Returns the first element, or `null` if the array is empty.\n */public fun ByteArray.firstOrNull(): Byte? {\n    return if (isEmpty()) null else this[0];\n}

Returns the first element, or `null` if the array is empty.\n */public fun ShortArray.firstOrNull(): Short? {\n    return if (isEmpty()) null else this[0];\n}

Returns the first element, or `null` if the array is empty.\n */public fun IntArray.firstOrNull(): Int? {\n    return if (isEmpty()) null else this[0];\n}

Returns the first element, or `null` if the array is empty.\n */public fun LongArray.firstOrNull(): Long? {\n    return if (isEmpty()) null else this[0];\n}

Returns the first element, or `null` if the array is empty.\n */public fun FloatArray.firstOrNull(): Float? {\n    return if (isEmpty()) null else this[0];\n}

Returns the first element, or `null` if the array is empty.\n */public fun DoubleArray.firstOrNull(): Double? {\n    return if (isEmpty()) null else this[0];\n}
the first element, or `null` if the array is empty.

```kotlin
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun <T> Array<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun <T> Array<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns a Boolean value if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns a Char value if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns a Double value if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns a Float value if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns an Int value if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns a Long value if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns a Short value if the [index] is out of bounds of this array.

```kotlin
fun *in*array.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Returns a Byte value if the [index] is out of bounds of this array.
element matching the given [predicate], or -1 if the array does not contain such element.

*/
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/
public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
element matching the given [predicate], or -1 if the array does not contain such element.

```kotlin
public inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```kotlin
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```
false.

```kotlin
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return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun FloatArray.lastOrNull(): Float? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun IntArray.lastOrNull(): Int? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array does not contain
 * `element`.java */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    if (element == null) {
        for (index in indices.reversed()) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element
    matching the predicate.")
}

/**
 * Returns last index of \[element\], or -1 if the array does not contain
 * \[element\].java */
public inline fun CharArray.lastIndexOf(element: Char): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns last index of \[element\], or -1 if the array does not contain
 * \[element\].java */
public inline fun BooleanArray.lastIndexOf(element: Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element
    matching the predicate.")
}

/**
 * Returns last index of \[element\], or -1 if the array does not contain
 * \[element\].java */
public inline fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns last index of \[element\], or -1 if the array does not contain
 * \[element\].java */
public inline fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns last index of \[element\], or -1 if the array does not contain
 * \[element\].java */
public inline fun <T> Array<out T>.lastIndexOf(element: T): Int {
    if (element == null) {
        for (index in indices.reversed()) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element
    matching the predicate.")
}

/**
 * Returns last index of \[element\], or -1 if the array does not contain
 * \[element\].java */
public fun <T> Array<out T>.lastIndex`: Int {
    if (element == null) {
        for (index in indices.reversed()) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}
```
public fun DoubleArray.lastOrNull(): Double? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or 'null' if the array is empty.
 */
public fun BooleanArray.lastOrNull(): Boolean? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or 'null' if the array is empty.
 */
public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
public inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
    return random(Random)
}
NoSuchElementException("Array is empty.") \n1 -> this[0] \nelse -> throw 
IllegalArgumentException("Array has more than one element.") \n} \n
/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long { 
    return when (size) { 
        0 -> throw NoSuchElementException("Array is empty.") \n1 -> this[0] \nelse -> throw IllegalArgumentException("Array has more than one element.") \n} \n
/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T { 
    var single: T? = null 
    var found = false 
    for (element in this) { 
        if (predicate(element)) { 
            if (found) throw IllegalArgumentException("Array contains more than one matching element.") 
            single = element 
            found = true 
        } 
    } 
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") 

    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte { 
    var single: Byte? = null 
    var found = false 
    for (element in this) { 
        if (predicate(element)) { 
            if (found) throw IllegalArgumentException("Array contains more than one matching element.") 
            single = element 
            found = true 
        } 
    } 
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") 

    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short { 
    var single: Short? = null 
    var found = false 
    for (element in this) { 
        if (predicate(element)) { 
            if (found) throw IllegalArgumentException("Array contains more than one matching element.") 
            single = element 
            found = true 
        } 
    } 
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") 

    @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int { 
    var single: Int? = null 
    var found = false 
    for (element in this) { 
        if (predicate(element)) { 
            if (found) throw IllegalArgumentException("Array contains more than one matching element.") 
            single = element 
            found = true 
        } 
    } 
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") 

    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long { 
    var single: Long? = null 
    var found = false 
    for (element in this) { 
        if (predicate(element)) { 
            if (found) throw IllegalArgumentException("Array contains more than one matching element.") 
            single = element 
            found = true 
        } 
    } 
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") 

    @Suppress("UNCHECKED_CAST")
    return single as Long
}
matching the given [predicate], or `null` if element was not found or more than one element was found.

```java
@throws IllegalArgumentException if [n] is negative.
@sample samples.collections.Collections.Transformations.drop(n: Int): List<T> { 
    \{ require(n >= 0) \} \{ \'Requested element count \$n\ is less than zero.\' \} \n    return takeLast((size - n).coerceAtLeast(0)) \n} *\n
// As a method
List<T> drop(n: Int) = takeLast((size - n).coerceAtLeast(0));
```

Returns a list containing all elements except first [n] elements.
require(n >= 0) { \n  'Requested element count \n  \n  return takeLast((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except first \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun FloatArray.drop(n: Int): List<Float> {

require(n >= 0) { "Requested element count \n
  \n  return takeLast((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except last \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {

require(n >= 0) { "Requested element count \n
  \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except last \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun ShortArray.dropLast(n: Int): List<Short> {

require(n >= 0) { "Requested element count \n
  \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except last \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun IntArray.dropLast(n: Int): List<Int> {

require(n >= 0) { "Requested element count \n
  \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except last \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun LongArray.dropLast(n: Int): List<Long> {

require(n >= 0) { "Requested element count \n
  \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except last \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun FloatArray.dropLast(n: Int): List<Float> {

require(n >= 0) { "Requested element count \n
  \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except last \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {

require(n >= 0) { "Requested element count \n
  \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n\n/**
 * Returns a list containing all elements except last \n  \n  IllegalArgumentException if \n  \n  @sample
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {

require(n >= 0) { "Requested element count \n
  \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n\n*/
List<Boolean> {\n    require(n >= 0) {"Requested element count \$n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))\n}/**\n * Returns a list containing all elements except last \$n elements.\n * @throws IllegalArgumentException if \$n is negative.\n * @sample samples.collections.Collections.Transformations.drop\n */
public fun List<Character>.dropLast(n: Int): List<Character> {\n    require(n >= 0) {"Requested element count \$n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))\n}/**\n * Returns a list containing all elements except last \$n elements that satisfy the given \[predicate\].\n */
public fun <T> Array<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n    return emptyList()\n}/**\n * Returns a list containing all elements except last elements that satisfy the given \[predicate\].\n */
public inline fun <T> Array<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n    var yielding = false\n    val list = ArrayList<T>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}/**\n * Returns a list containing all elements except first \$n elements that satisfy the given \[predicate\].\n */
public inline fun <T> Array<T>.dropWhile(predicate: (T) -> Boolean): List<T> {\n    var yielding = false\n    val list = ArrayList<T>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * predicate. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Appends all elements matching the given 
 * predicate to the given [collection]. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given 
 * predicate to the given [collection]. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given 
 * predicate to the given [collection]. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given 
 * predicate to the given [collection]. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given 
 * predicate to the given [collection]. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given 
 * predicate to the given [collection]. @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<R> {
    return filterIsInstanceTo(ArrayList<R>(), predicate)
}

/**
 * Appends all elements that are instances of specified type parameter R to the given 
 * [destination].
 */
public inline fun <reified R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ArrayList<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}
given [predicate].

/*\n*/
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo<ArrayList<Float>>(predicate)
}

/*\n*/
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo<ArrayList<Double>>(predicate)
}

/*\n*/
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo<ArrayList<Boolean>>(predicate)
}

/*\n*/
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo<ArrayList<Char>>(predicate)
}

/*\n*/
public fun <T : Any> Array<T>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/*\n*/
public fun <C : MutableCollection<in T>, T : Any> Array<T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : MutableCollection<in T>, T : Any> Array<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Int>> IntArray.filterNotTo(destination: NullableCollection<in Int>, predicate: (Int) -> Boolean): NullableCollection<in Int> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Long>> LongArray.filterNotTo(destination: NullableCollection<in Long>, predicate: (Long) -> Boolean): NullableCollection<in Long> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Float>> FloatArray.filterNotTo(destination: NullableCollection<in Float>, predicate: (Float) -> Boolean): NullableCollection<in Float> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Double>> DoubleArray.filterNotTo(destination: NullableCollection<in Double>, predicate: (Double) -> Boolean): NullableCollection<in Double> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Boolean>> BooleanArray.filterNotTo(destination: NullableCollection<in Boolean>, predicate: (Boolean) -> Boolean): NullableCollection<in Boolean> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Char>> CharArray.filterNotTo(destination: NullableCollection<in Char>, predicate: (Char) -> Boolean): NullableCollection<in Char> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Byte>> ByteArray.filterTo(destination: NullableCollection<in Byte>, predicate: (Byte) -> Boolean): NullableCollection<in Byte> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Short>> ShortArray.filterTo(destination: NullableCollection<in Short>, predicate: (Short) -> Boolean): NullableCollection<in Short> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Int>> IntArray.filterTo(destination: NullableCollection<in Int>, predicate: (Int) -> Boolean): NullableCollection<in Int> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Long>> LongArray.filterTo(destination: NullableCollection<in Long>, predicate: (Long) -> Boolean): NullableCollection<in Long> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Float>> FloatArray.filterTo(destination: NullableCollection<in Float>, predicate: (Float) -> Boolean): NullableCollection<in Float> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Double>> DoubleArray.filterTo(destination: NullableCollection<in Double>, predicate: (Double) -> Boolean): NullableCollection<in Double> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Boolean>> BooleanArray.filterTo(destination: NullableCollection<in Boolean>, predicate: (Boolean) -> Boolean): NullableCollection<in Boolean> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/*\n*/
public inline fun <C : NullableCollection<in Char>> CharArray.filterTo(destination: NullableCollection<in Char>, predicate: (Char) -> Boolean): NullableCollection<in Char> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean):
    C {
        for (element in this) if (predicate(element)) destination.add(element)
        return destination
    }

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C: MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean):
    C {
        for (element in this) if (predicate(element)) destination.add(element)
        return destination
    }

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean):
    C {
        for (element in this) if (predicate(element)) destination.add(element)
        return destination
    }

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate:
    (Double) -> Boolean):
    C {
        for (element in this) if (predicate(element)) destination.add(element)
        return destination
    }

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate:
    (Boolean) -> Boolean):
    C {
        for (element in this) if (predicate(element)) destination.add(element)
        return destination
    }

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate:
    (Char) -> Boolean):
    C {
        for (element in this) if (predicate(element)) destination.add(element)
        return destination
    }

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return ArrayList<in T>(size) { list.add(get(index)) } // T = type of array
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return ArrayList<in Byte>(size) { list.add(get(index)) } // T = type of array
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return ArrayList<in Short>(size) { list.add(get(index)) } // T = type of array
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: Iterable<Int>): List<Float> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return ArrayList<in Float>(size) { list.add(get(index)) } // T = type of array
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return ArrayList<in Double>(size) { list.add(get(index)) } // T = type of array
}
return copyOfRange(indices.start, indices.endInclusive + 1)\n} \n/*\n * Returns an array containing elements at indices in the specified [indices] range.\n */\n\npublic fun IntArray.sliceArray(indices: IntRange): IntArray {\n    \n    \n    \n    \n    \n    \n}​
if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Float>(n)
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

public fun DoubleArray.takeLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Double>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}
for (index in size - n until size)
    list.add(this[index])
return list
}  

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun DoubleArray.takeLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return this.asList()
    if (n == 1) return listOf(this[size - 1])
    var list = ArrayList<Double>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun BooleanArray.takeLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return this.asList()
    if (n == 1) return listOf(this[size - 1])
    var list = ArrayList<Boolean>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun CharArray.takeLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return this.asList()
    if (n == 1) return listOf(this[size - 1])
    var list = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun ShortArray.takeLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 */
public inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in
0..midPoint) {\n
val tmp = this[index]\n
this[index] = this[reverseIndex]\n
this[reverseIndex] = tmp\n
reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun
DoubleArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex =
lastIndex\n for (index in 0..midPoint) {\n
val tmp = this[index]\n
this[index] = this[reverseIndex]\n
this[reverseIndex] = tmp\n
reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n
*/\npublic fun BooleanArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var
reverseIndex = lastIndex\n for (index in 0..midPoint) {\n
val tmp = this[index]\n
this[index] =
this[reverseIndex]\n
this[reverseIndex] = tmp\n
reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the
array in-place.\n */\npublic fun CharArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0)
return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n
val tmp = this[index]\n
this[index]
= this[reverseIndex]\n
this[reverseIndex] = tmp\n
reverseIndex--\n }\n}\n\n/**\n * Returns a list with
elements in reversed order.\n */\npublic fun <T> Array<out T>.reversed(): List<T> {\n if (isEmpty()) return
emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements
in reversed order.\n */\npublic fun ByteArray.reversed(): List<Byte> {\n if (isEmpty()) return emptyList()\n val
list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n
*/\npublic fun ShortArray.reversed(): List<Short> {\n if (isEmpty()) return emptyList()\n val list =
toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n
*/\npublic fun IntArray.reversed(): List<Int> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n
list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun
LongArray.reversed(): List<Long> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n
list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun
FloatArray.reversed(): List<Float> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n
list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun
DoubleArray.reversed(): List<Double> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n
list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun
BooleanArray.reversed(): List<Boolean> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n
list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun
CharArray.reversed(): List<Char> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n
list.reverse()\n return list\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic
fun <T> Array<T>.reversedArray(): Array<T> {\n if (isEmpty()) return this\n val result = arrayOfNulls(this,
size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n
result[lastIndex - i] = this[i]\n return
result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun
ByteArray.reversedArray(): ByteArray {\n if (isEmpty()) return this\n val result = ByteArray(size)\n val
lastIndex = lastIndex\n for (i in 0..lastIndex)\n
result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n *
Returns an array with elements of this array in reversed order.\n */\npublic fun ShortArray.reversedArray():
ShortArray {\n if (isEmpty()) return this\n val result = ShortArray(size)\n val lastIndex = lastIndex\n for (i in
0..lastIndex)\n
result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this
array in reversed order.\n */\npublic fun IntArray.reversedArray(): IntArray {\n if (isEmpty()) return this\n val
result = IntArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n
result[lastIndex - i] = this[i]\n
return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun
LongArray.reversedArray(): LongArray {\n if (isEmpty()) return this\n val result = LongArray(size)\n val
lastIndex = lastIndex\n for (i in 0..lastIndex)\n
result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n *
Returns an array with elements of this array in reversed order.\n */\npublic fun FloatArray.reversedArray():
FloatArray {\n if (isEmpty()) return this\n val result = FloatArray(size)\n val lastIndex = lastIndex\n for (i in
0..lastIndex)\n
result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this
array in reversed order.\n */\npublic fun DoubleArray.reversedArray(): DoubleArray {\n if (isEmpty()) return
this\n val result = DoubleArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n
result[lastIndex -

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i] = this[i] \n * Returns an array with elements of this array in reversed order.\n */\n
@public fun BooleanArray.reversedArray(): BooleanArray \n {\n    if (isEmpty()) return this\n    val result = BooleanArray(size)\n    val lastIndex = lastIndex for (i in 0..lastIndex) \n        result[lastIndex - i] = this[i]\n    return result\n} \n
@public fun CharArray.reversedArray(): CharArray \n {\n    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex for (i in 0..lastIndex) \n        result[lastIndex - i] = this[i]\n    return result\n} \n
Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit \n {\n    if (size > 1) \n        sortWith(compareByDescending(selector))\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun CharArray.reversedArray(): CharArray \n {\n    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex for (i in 0..lastIndex) \n        result[lastIndex - i] = this[i]\n    return result\n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit \n {\n    if (size > 1) \n        sortWith(compareByDescending(selector))\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun IntArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun FloatArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun LongArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun DoubleArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun CharArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun ByteArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit \n {\n    if (size > 1) sortWith(compareByDescending(selector))\n} \n
@public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit \n {\n    if (size > 1) sortWith(compareBy(selector))\n} \n
@public fun ByteArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sortWith(reverseOrder())\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun <R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit \n {\n    if (size > 1) sortWith(compareByDescending(selector))\n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun IntArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun LongArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun ByteArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sortWith(reverseOrder())\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun <R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit \n {\n    if (size > 1) sortWith(compareByDescending(selector))\n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun IntArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun LongArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sort()\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun ByteArray.sortDescending(): Unit \n {\n    if (size > 1) \n        sortWith(reverseOrder())\n        reverse()\n    \n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n
@public fun <R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit \n {\n    if (size > 1) sortWith(compareByDescending(selector))\n} \n
Sorts elements in the array in-place according to natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *
(isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according the specified comparator.
 */
public fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <T, R : Comparable<R>>
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return
    sortedWith(compareByDescending(selector))
}

/**
/nn
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return
    sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public fun <T : Comparable<T>>
Array<out T>.sortedDescending(): List<T> {
    return
    sortedWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <T, R : Comparable<R>>
Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return
    sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order
 * of the value returned by specified [selector] function.
 */
public inline fun <T : Comparable<T>>
Array<out T>.sortedDescending(): List<T> {
    return
    sortedWith(reverseOrder())
}
according to their natural sort order.

```java
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sortedDescending(): List<Float> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sortedDescending(): List<Double> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun Array<*>.sortedWith(comparator: Comparator<*>): List<*> {
    return sortedArrayWith(comparator).toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ByteArray.sortedWith(comparator: Comparator<Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ShortArray.sortedWith(comparator: Comparator<Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun CharArray.sortedWith(comparator: Comparator<Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun <T> Array<out T>.asList(): List<T> {
    return this.toList()
}
```

---

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based on the contents of this array as if it is [List].

```kotlin
ShortArray.contentHashCode(): Int
```

```kotlin
IntArray.contentHashCode(): Int
```

```kotlin
LongArray.contentHashCode(): Int
```

```kotlin
FloatArray.contentHashCode(): Int
```

```kotlin
DoubleArray.contentHashCode(): Int
```

```kotlin
BooleanArray.contentHashCode(): Int
```

```kotlin
CharArray.contentHashCode(): Int
```

```kotlin
ByteArray.contentToString(): String
```

```kotlin
ShortArray.contentToString(): String
```

```kotlin
IntArray.contentToString(): String
```

```kotlin
LongArray.contentToString(): String
```

```kotlin
FloatArray.contentToString(): String
```

```kotlin
DoubleArray.contentToString(): String
```

```kotlin
CharArray.contentToString(): String
```

```kotlin
ByteArray.contentToString(): String
```

```kotlin
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param startIndexthe beginning (inclusive) of the subrange to copy, 0 by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
```
[destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* * @return the [destination] array.

@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.

@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.

@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

/**
 * Returns new array which is a copy of the original array.
 * @sample

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf():

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ByteArray.copyOf():

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ShortArray.copyOf():

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun IntArray.copyOf():

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun LongArray.copyOf():

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun FloatArray.copyOf():

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun DoubleArray.copyOf():

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun BooleanArray.copyOf():
BooleanArray\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n*\n*\npublic expect fun CharArray.copyOf():
CharArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n*\n*\nByteArray.copyOf(newSize: Int): ByteArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n*\n*\nCharArray.copyOf(newSize: Int): CharArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n*\n*\nCharArray.copyOf(newSize: Int): CharArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with \n`false` values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with \n`false` values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n*\n*\nCharArray.copyOf(newSize: Int): CharArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n*\n*\nCharArray.copyOf(newSize: Int): CharArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with `null` values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with `null` values.

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(newSize: Int): Array<T?>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@ Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

@ Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray
```

Fills this array or its subrange with the specified [element] value.

```kotlin
@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit
```

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

```kotlin
@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit
```

IllegalArgumentException if [fromIndex] is greater than [toIndex].
default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
public val <T> Array<out T>.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}
* Returns `true` if the array is empty.

```kotlin
public fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

public fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

public fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

public fun CharArray.isEmpty(): Boolean {
    return size == 0
}

public fun <T> Array<out T>.isEmpty(): Boolean {
    return !isEmpty()
}

public fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

public fun <T> Array<out T>.lastIndex: Int
    get() = size - 1

public fun ByteArray.lastIndexOf: Int
    get() = size - 1

public fun ShortArray.lastIndexOf: Int
    get() = size - 1

public fun IntArray.lastIndexOf: Int
    get() = size - 1

public fun LongArray.lastIndexOf: Int
    get() = size - 1

public fun FloatArray.lastIndexOf: Int
    get() = size - 1

public fun DoubleArray.lastIndexOf: Int
    get() = size - 1

public fun BooleanArray.lastIndexOf: Int
    get() = size - 1

public fun CharArray.lastIndexOf: Int
    get() = size - 1

public fun <T> Array<T>.plus(element: T): Array<T>
```
ByteArray.plus(elements: Collection<Byte>): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ByteArray.plus(elements: ByteArray): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ShortArray.plus(elements: ShortArray): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun IntArray.plus(elements: IntArray): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun LongArray.plus(elements: LongArray): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun CharArray.plus(elements: CharArray): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plusElement(element: T): Array<T>

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun IntArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun LongArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ByteArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ShortArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun FloatArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun BooleanArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect function
the given [comparator].

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

*/
public expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit

/**
 * Returns an array of Boolean containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Boolean>.toBooleanArray(): BooleanArray

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Byte>.toByteArray(): ByteArrayOutputStream

/**
 * Returns an array of Char containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Char>.toCharArray(): CharArray

/**
 * Returns an array of Double containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Double>.toDoubleArray(): DoubleArray

/**
 * Returns an array of Float containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Float>.toFloatArray(): FloatArray

/**
 * Returns an array of Int containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Int>.toIntArray(): IntArray

/**
 * Returns an array of Long containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Long>.toLongArray(): LongArray

/**
 * Returns an array of Short containing all of the elements of this generic array.
 */
public expect fun <T> Array<out Short>.toShortArray(): ShortArray

/**
 * Returns an array of Byte containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns an array of Short containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns an array of Int containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns an array of Long containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>

/**
 * Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V>

/**
 * Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public inline fun <K, V> ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V>

/**
 * Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public inline fun <K, V> ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V>

/**
 * Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public inline fun <K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V>
mapCapacity(size).coerceAtLeast(16) \n return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n|\n|\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /\n\n\n\n* Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given array.\n* \n* If any of two pairs would have the same key the last one gets added to the
map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* /
elements from the given array indexed by the key returned from [keySelector] function applied to each element. The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)\n\n* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element. *\n* The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Float>(capacity), keySelector)\n\n* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element. *\n* The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)\n\n* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element. *\n* The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)\n\n* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element. *\n* The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n\n* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element. *\n* The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *\n* The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *\n* The returned map preserves the entry iteration order of the original array. *\n*public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> { val capacity =
added to the map.
*
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function applied to each element of the given array n * and value is the element itself. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function applied to each element of the given array n * and value is the element itself. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function applied to each element of the given array n * and value is the element itself. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function applied to each element of the given array n * and value is the element itself. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function applied to each element of the given array n * and value is the element itself. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function and n * and value is provided by the [valueTransform] function applied to elements of the given array. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

public inline fun <T, K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function and n * and value is provided by the [valueTransform] function applied to elements of the given array. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

public inline fun <T, K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    } return destination
} /* Populates and returns the [destination] mutable map with key-value pairs, n * where key is provided by the [keySelector] function and n * and value is provided by the [valueTransform] function applied to elements of the given array. n * n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. n */

// Added to the map.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```java
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

```java
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where the key is provided by the [transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.
If any of two pairs would have the same key the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<K, V>, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * If any of two pairs would have the same key the last one gets added to the map.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<K, V>, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun
ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size)))
}

CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}

DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}

BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}

ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}
array.*\n*\n\n*/
public fun CharArray.toMutableList(): MutableList<Char> { val list = ArrayList<Char>(size)
for (item in this) list.add(item)
return list
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun <T> Array<T>.toSet(): Set<T> { return when (size) { 0 -> emptySet() 1 -> setOf(this[0]) else -> toCollection(LinkedHashSet<T>(mapCapacity(size))) } }

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ShortArray.toSet(): Set<Short> { return when (size) { 0 -> emptySet() 1 -> setOf(this[0]) else -> toCollection(LinkedHashSet<Short>(mapCapacity(size))) } }

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toSet(): Set<Int> { return when (size) { 0 -> emptySet() 1 -> setOf(this[0]) else -> toCollection(LinkedHashSet<Int>(mapCapacity(size))) } }

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toSet(): Set<Long> { return when (size) { 0 -> emptySet() 1 -> setOf(this[0]) else -> toCollection(LinkedHashSet<Long>(mapCapacity(size))) } }

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toSet(): Set<Float> { return when (size) { 0 -> emptySet() 1 -> setOf(this[0]) else -> toCollection(LinkedHashSet<Float>(mapCapacity(size))) } }

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet(): Set<Double> { return when (size) { 0 -> emptySet() 1 -> setOf(this[0]) else -> toCollection(LinkedHashSet<Double>(mapCapacity(size))) } }

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> { return when (size) { 0 -> emptySet() 1 -> setOf(this[0]) else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size))) } }

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}
invoked on each element of original array.
 */
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(LinkedHashMap<R, MutableList<R>>(0), transform){
            return destination.addAll(1)
    }
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> byteArray.flatMapTo(LinkedHashMap<K, MutableList<Byte>>(0), keySelector: (Byte) -> K) {
    return GroupBy(keySelector).groupBy
}
groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, T> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, T> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, T> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, T> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, T> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}
values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each key is associated with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n * @public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n * @public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M \n {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)\n \n if (list.isEmpty()) {\n list.add(element)\n }\n return destination\n }\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n * @public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M \n {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)\n \n if (list.isEmpty()) {\n list.add(element)\n }\n return destination\n }\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n * @public inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M \n {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)\n \n if (list.isEmpty()) {\n list.add(element)\n }\n return destination\n }\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n * @public inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M \n {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)\n \n if (list.isEmpty()) {\n list.add(element)\n }\n return destination\n }\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n * @public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M \n {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)\n \n if (list.isEmpty()) {\n list.add(element)\n }\n return destination\n }\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n * @public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M \n {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)\n \n if (list.isEmpty()) {\n list.add(element)\n }\n return destination\n }\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n * @public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M \n {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) {
ArrayList<Double>()
} return destination
}

/* Groups elements of the original array by the key returned by the given [keySelector] function
  * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
  */

public inline fun <K, M : MutableMap<K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Boolean>()
        } return destination
    }
}

/**
 * Groups elements of the original array by the key returned by the key returned by the given [keySelector]
 * function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
  */

public inline fun <K, M : MutableMap<K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Char>()
        } return destination
    }
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
  */

public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        } return destination
    }
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
  */

public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        } return destination
    }
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
  */

public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        } return destination
    }
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
  */

public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        } return destination
    }
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
  */

public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        } return destination
    }
}
val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations using the specified [keySelector] function to extract a key from each element.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
Returns a list containing the results of applying the given [transform] function\n* to each element and its index in
the original array.\n* @param [transform] function that takes the index of an element and the element itself\n* and
returns the result of the transform applied to the element.\n* @param inline fun <R>
CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n    return
    mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing only the non-null results of
 * applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and
 * returns the result of the transform applied to the element.\n * @param inline fun <T, R : Any> Array<T>.mapIndexedNotNull(\n    transform: (index: Int, T) -> R?): List<R> {\n    return
    mapIndexedNotNullTo(ArrayList<R>(), transform)\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and
 * returns the result of the transform applied to the element.\n * @param inline fun <T, R : Any, C : MutableCollection<R>> Array<T>.mapIndexedNotNullTo(\n    destination: C, transform: (index: Int, T) -> R?): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return destination\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and
 * returns the result of the transform applied to the element.\n * @param inline fun <T, R : Any, C : MutableCollection<R>> Array<T>.mapIndexedNotNullTo(\n    destination: C, transform: (index: Int, T) -> R?): C {\n    var index = 0\n    for (item in this)\n        destination.add(transform(index++, item))\n    return destination\n}
DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C

var index = 0

for (item in this)
    destination.add(transform(index++, item))

return destination

@

Applies the given [transform] function to each element and its index in the original array
and appends the results to the given [destination].

Applies the given [transform] function to each element and its index in the original array
and appends the results to the given [destination].

Returns a lazy [Iterable] that wraps each element of the original array
into an [IndexedValue] containing the index of that element and the element itself.

@
T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
```kotlin
if (set.add(key))
    list.add(e)
}

return list
}

// Returns a list containing only elements from the given array
// having distinct keys returned by the given [selector] function.

ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

// Returns a list containing only elements from the given array
// having distinct keys returned by the given [selector] function.

BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

// Returns a list containing only elements from the given array
// having distinct keys returned by the given [selector] function.

CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

// Returns a list containing only elements from the given array
// having distinct keys returned by the given [selector] function.

DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

---

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containing all distinct elements from both collections.

* The returned set preserves the element iteration order of the original array.

* Those elements of the [other] collection that are unique are iterated in the end

* in the order of the [other] collection.

* /public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double>

val set = this.toMutableSet() set.addAll(other) return set

* Returns a set containing all distinct elements from both collections.

* The returned set preserves the element iteration order of the original array.

* Those elements of the [other] collection that are unique are iterated in the end

* in the order of the [other] collection.

* /public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean>

val set = this.toMutableSet() set.addAll(other) return set

* Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean

for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* /public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean

val for (element in this) if (!predicate(element)) return false

* return true

* * * Returns `true` if all elements match the given [predicate].

* @sample samplescollections.Collections.Aggregates.any

* /public fun <T> Array<out T>.any(): Boolean

return isNotEmpty() return false

* return true

* * * Returns `true` if array has at least one element.

* @sample samples.collections.Collections.Aggregates.any

* /public fun ByteArray.any(): Boolean

return isNotEmpty() return false

* return true

* * * Returns `true` if array has at least one element.

* @sample samples.collections.Collections.Aggregates.any

* /public fun ShortArray.any(): Boolean

return isNotEmpty() return false

* return true

* * * Returns `true` if array has at least one element.

* @sample samplescollections.Collections.Aggregates.any

* /public fun IntArray.any(): Boolean

return isNotEmpty() return false

* return true

* * * Returns `true` if array has at least one element.

* @sample samplescollections.Collections.Aggregates.any

* /public fun DoubleArray.any(): Boolean

return isNotEmpty() return false

* return true

* * * Returns `true` if array has at least one element.

* @sample samplescollections.Collections.Aggregates.any

* /public fun FloatArray.any(): Boolean

return isNotEmpty() return false

* return true

* * * Returns `true` if array has at least one element.
samples.collections.Collections.Aggregates.any

```java
public fun DoubleArray.any(): Boolean {
    return
    !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return
    !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return
    !isEmpty()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```
class Acc":
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to current accumulator value and each element with its index in the original array.
 * @param operation
 * that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param operation
 * that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
public inline fun <T, R> Array.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param operation
 * that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
public inline fun <T, R> List<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
to each element and current accumulator value.

```kotlin
@public inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@public inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@public inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

*public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

*public inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
@Export
fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    for (element in this) action(index, element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    for (element in this) action(index++, element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
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@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

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 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

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 * Performs the given [action] on each element, providing sequential index with the element.
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@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@Export
public fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
for (i in 1..lastIndex) {
    val e = this[i]
    if (max < e) max = e
}

return max\n
*/

* Returns the largest element or `null` if there are no elements.

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```kotlin
lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e) if (minValue > v) { minValue = e
    }
    var minValue = v
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int?
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e) if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long?
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e) if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float?
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e) if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double?
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e) if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean?
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e) if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char?
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e) if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T?
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte?
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short?
    if (isEmpty()) return null
    var min =
this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(min, e) > 0) min = e
} return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(min, e) > 0) min = e
} return min
}
(Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
array can't be reduced."
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <S, T : S> Array<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
public inline fun <T> Array<T>.reduceIndexed(operation: (index: Int, acc: T, T) -> T): T {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
public inline fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
public inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator =
            operation(index, accumulator, this[index])
    }
    return accumulator
}
reduced.

```kotlin
var accumulator = this[0] for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}

return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @param acc initial accumulator
 */
public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

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Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/*
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
accumulator)\n --index\n |\n return accumulator\n |\n
/* Accumulates value starting with last element and applying [operation] from right to left\n to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself and\n and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n
/**\n * Accumulates value starting with last element and applying [operation] from right to left\n to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself and\n and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n
/**\n * Accumulates value starting with last element and applying [operation] from right to left\n to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself and\n and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n
/**\n * Accumulates value starting with last element and applying [operation] from right to left\n to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself and\n and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator

/**\n * Returns the sum of all values produced by [selector] function applied to\n * each element in the array.\n */\npublic inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\npublic inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
sum += selector(element)

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
sum += selector(element)
return sum
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {

var sum: Int = 0
for (element in this) {
sum += selector(element)

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
sum += selector(element)

return sum
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {

var sum: Double = 0.0
for (element in this) {
sum += selector(element)

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
sum += selector(element)

return sum
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
sum += selector(element)

return sum
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
sum += selector(element)

return sum
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
sum += selector(element)

return sum
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
var sum: Double = 0.0
for (element in this) {
sum += selector(element)

return sum
* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {

var sum: Int = 0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

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for (element in this) {

return sum

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* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.

* *public inline fun <T> Collection<out T>.sumByDouble(selector: (T) -> Double): Double {

var sum: Double = 0.0
for (element in this) {

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the array.
contains elements for which [predicate] yielded `false`.

* `/n */n public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
  \n  val first = ArrayAdapter<Int>(null, 0, null)
  val second = ArrayAdapter<Int>(null, 0, null)
  \n  for (element in this) {
    if (predicate(element)) {
      first.add(element)
    } else {
      second.add(element)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
  \n  val first = ArrayAdapter<Long>(null, 0, null)
  val second = ArrayAdapter<Long>(null, 0, null)
  \n  for (element in this) {
    if (predicate(element)) {
      first.add(element)
    } else {
      second.add(element)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
  \n  val first = ArrayAdapter<Byte>(null, 0, null)
  val second = ArrayAdapter<Byte>(null, 0, null)
  \n  for (element in this) {
    if (predicate(element)) {
      first.add(element)
    } else {
      second.add(element)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
  \n  val first = ArrayAdapter<Short>(null, 0, null)
  val second = ArrayAdapter<Short>(null, 0, null)
  \n  for (element in this) {
    if (predicate(element)) {
      first.add(element)
    } else {
      second.add(element)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
  \n  val first = ArrayAdapter<Char>(null, 0, null)
  val second = ArrayAdapter<Char>(null, 0, null)
  \n  for (element in this) {
    if (predicate(element)) {
      first.add(element)
    } else {
      second.add(element)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun IntArray.zip(other: Array<Int>): List<Pair<Int, Int>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun LongArray.zip(other: Array<Long>): List<Pair<Long, Long>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun ByteArray.zip(other: Array<Byte>): List<Pair<Byte, Byte>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun ShortArray.zip(other: Array<Short>): List<Pair<Short, Short>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun CharArray.zip(other: Array<Char>): List<Pair<Char, Char>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun DoubleArray.zip(other: Array<Double>): List<Pair<Double, Double>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun FloatArray.zip(other: Array<Float>): List<Pair<Float, Float>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun BooleanArray.zip(other: Array<Boolean>): List<Pair<Boolean, Boolean>> {
  \n  return zip(other) { t1, t2 -> t1 to t2 }
}

* `/n */n public inline fun samples.collections.Operations.zipIterable<T, R> Array<T>.zip(Iterable<R> it) {
  \n  val first = ArrayList<T>()
  val second = ArrayList<R>()
  \n  it.forEach { r ->
    if (predicate(r)) {
      first.add(r)
    } else {
      second.add(r)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun sample.collections.Operations.zipIterable<T, R> Array<T>.zip(Iterable<R> it) {
  \n  val first = ArrayList<T>()
  val second = ArrayList<R>()
  \n  it.forEach { r ->
    if (predicate(r)) {
      first.add(r)
    } else {
      second.add(r)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun sample.collections.Operations.zipIterable<T, R> ArrayList<T>.zip(Iterable<R> it) {
  \n  val first = ArrayList<T>()
  val second = ArrayList<R>()
  \n  it.forEach { r ->
    if (predicate(r)) {
      first.add(r)
    } else {
      second.add(r)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun sample.collections.Operations.zipIterable<T, R> CharArray.zip(Iterable<R> it) {
  \n  val first = ArrayList<Char>()
  val second = ArrayList<R>()
  \n  it.forEach { r ->
    if (predicate(r)) {
      first.add(r)
    } else {
      second.add(r)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun sample.collections.Operations.zipIterable<T, R> CharArray.zip(Iterable<R> it) {
  \n  val first = ArrayList<Char>()
  val second = ArrayList<R>()
  \n  it.forEach { r ->
    if (predicate(r)) {
      first.add(r)
    } else {
      second.add(r)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun sample.collections.Operations.zipIterable<T, R> CharArray.zip(Iterable<R> it) {
  \n  val first = ArrayList<Char>()
  val second = ArrayList<R>()
  \n  it.forEach { r ->
    if (predicate(r)) {
      first.add(r)
    } else {
      second.add(r)
    }
  }
  \n  return Pair(first, second)
}

* `/n */n public inline fun sample.collections.Operations.zipIterable<T, R> CharArray.zip(Iterable<R> it) {
  \n  val first = ArrayList<Char>()
  val second = ArrayList<R>()
  \n  it.forEach { r ->
    if (predicate(r)) {
      first.add(r)
    } else {
      second.add(r)
    }
  }
  \n  return Pair(first, second)
}
Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

```
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <R> CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R, V> Array<out T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <R, V> ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
 DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {\n    return list\n* Returns a list of values built from the elements of `this` array and the [other] array
with the same index.\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
 BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {\n    return list\n* Returns a list of pairs built from the elements of `this` collection and [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
 CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n    return list\n* Returns a list of pairs built from the elements of `this` collection and [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterable\n */\npublic infix fun <T, R> Array<out T>.zip(other: Iterable<R>) {\n    return zip(other) { t1, t2 -> t1 to t2 }\n* Returns a list of pairs built from the elements of `this` collection and [other] array with
the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterable\n */\npublic infix fun <R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n* Returns a list of pairs built from the elements of `this` collection and [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterable\n */\npublic infix fun <R> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n* Returns a list of pairs built from the elements of `this` collection and [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterable\n */\npublic infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n* Returns a list of pairs built from the elements of `this` collection and [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterable\n */\npublic infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n* Returns a list of pairs built from the elements of `this` collection and [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterable\n */\npublic infix fun <R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n* Returns a list of pairs built from the elements of `this` collection and [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n* @sample
samples.collections.Operations.zipIterable\n */\npublic infix fun <R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n* Returns a list of values built from the
elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operates.zipIterableWithTransform\n
fun Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n
/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operates.zipIterableWithTransform\n
fun ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n
/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operates.zipIterableWithTransform\n
fun ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n
/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operates.zipIterableWithTransform\n
fun IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n
/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operates.zipIterableWithTransform\n
fun LongArray.zip(other: Iterable<R>, transform: (a: Long, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n
/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operates.zipIterableWithTransform\n
fun FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n
/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Operates.zipIterableWithTransform\n
fun DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {\n        list.add(transform(this[i++], element))\n    }\n    return list\n}\n
*/
BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <V> ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index*n* using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*public inline fun <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index*n* using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index*n* using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index*n* using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index*n* using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index*n* using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index*n* using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.append(transform(element, transform)
        } else break
    } if (limit > 0 & & count > limit) buffer.append(truncated) buffer.append(postfix)
    return buffer
}
```

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separator, prefix, postfix, limit, truncated, transform).toString().

```kotlin
/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n...\n", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n...\n", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n...\n", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n...\n", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").
 */
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n...\n", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").
 */
public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n...\n", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().
}
```

```kotlin
/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

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iterated.

/*
public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return Iterable(this.iterator())
}*/

/*
public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return Iterable(this.iterator())
}*/

/*
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable(this.iterator())
}*/

/*
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable(this.iterator())
}*/

/*
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable(this.iterator())
}*/

/*
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable(this.iterator())
}*/

/*
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable(this.iterator())
}*/

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
val *\n\n@sample
samples.collections.Sequences.Building.sequenceFromArray<T> Array\n\n@sample
samples.collections.Sequences.Building.sequenceFromArray<Byte> Array\n\n@sample
samples.collections.Sequences.Building.sequenceFromArray<Short> Array\n\n@sample
samples.collections.Sequences.Building.sequenceFromArray<Int> Array\n\n@sample
samples.collections.Sequences.Building.sequenceFromArray<Long> Array\n\n@sample
samples.collections.Sequences.Building.sequenceFromArray<Float> Array\n\n@sample
samples.collections.Sequences.Building.sequenceFromArray<Double> Array

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the
sum of all elements in the array.\n */
public fun FloatArray.sum(): Float \n    var sum: Float = 0.0f \n    for \n        element in this \n    sum += element \n    return sum

/**
 * Returns the sum of all elements in the
 * array.
 */
public fun DoubleArray.sum(): Double \n    var sum: Double = 0.0f \n    for \n        element in this \n    sum += element \n    return sum

/*@SinceKotlin("1.3")*/
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int \n    return random(Random())

/*@SinceKotlin("1.3")*/
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long \n    return random(Random())

/*@SinceKotlin("1.3")*/
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char \n    return random(Random())

/*@SinceKotlin("1.3")*/
@kotlin.internal.InlineOnly
public inline fun IntRange.contains(element: Int?): Boolean \n    return contains(element)

/*@SinceKotlin("1.3")*/
@kotlin.internal.InlineOnly
public inline fun LongRange.contains(element: Long?): Boolean \n    return contains(element)

/*@SinceKotlin("1.3")*/
@kotlin.internal.InlineOnly
public inline fun CharRange.contains(element: Char?): Boolean \n    return contains(element)

/*@SinceKotlin("1.3")*/
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean \n    return contains(value.toInt())

/*@SinceKotlin("1.3")*/
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean \n    return contains(value.toLong())

/*@SinceKotlin("1.3")*/
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean \n    return contains(value.toShort())

/*@SinceKotlin("1.3")*/
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean \n    return contains(value.toDouble())
Checks if the specified [value] belongs to this range.

*\@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n*\@kotlin.jvm.JvmName("floatRangeContains")\n/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean { return contains(value.toFloat()) \n*\@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n*\@kotlin.jvm.JvmName("byteRangeContains")\n/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("shortRangeContains")\n/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")\n/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")\n
the specified [value] belongs to this range.
*/

@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean { 
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Int): Boolean { 
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Long): Boolean { 
    return value.toIntOrNull().let { if (it != null)
        contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Long): Boolean { 
    return value.toByteExactOrNull().let { if (it != null)
        contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean { 
    return value.toShortExactOrNull().let { if (it != null)
        contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Long): Boolean { 
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean { 
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean { 
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean { 
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean { 
    return value.toByteExactOrNull().let { if (it != null)
        contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean { 
    return value.toShortExactOrNull().let { if (it != null)
        contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean { 
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean { 
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to this value. 
 * If the [to] value is greater than 'this' value the returned progression is empty.
 */
public infix fun Int.downTo(to: Byte): IntProgression { 
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to this value. 
 * If the [to] value is greater than 'this' value the returned progression is empty.
 */
public infix fun Long.downTo(to: Byte): LongProgression { 
    return LongProgression.fromClosedRange(this, to.toLong(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to this value. 
 * If the [to] value is greater than 'this' value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Byte): IntProgression { 
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to this value. 
 * If the [to] value is greater than 'this' value the returned progression is empty.
 */
public infix fun Short.downTo(to: Byte): IntProgression { 
    return IntProgression.fromClosedRange(this.toFloat(), to.toFloat(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to this value. 
 * If the [to] value is greater than 'this' value the returned progression is empty.
 */
public infix fun Long.downTo(to: Byte): LongProgression { 
    return LongProgression.fromClosedRange(this.toLong(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * The [to] value should be less than or equal to this value. 
 * If the [to] value is greater than 'this' value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Byte): IntProgression { 
    return IntProgression.fromClosedRange(this.toDouble(), to.toDouble(), -1)
}
[to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Short.downTo(to: Byte): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Char.downTo(to: Char): CharProgression {\n    return CharProgression.fromClosedRange(this, to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Byte.downTo(to: Int): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Int.downTo(to: Byte): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Short.downTo(to: Int): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Byte.downTo(to: Short): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Int.downTo(to: Short): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Short.downTo(to: Long): LongProgression {\n    return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Byte.downTo(to: Long): LongProgression {\n    return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Int.downTo(to: Long): LongProgression {\n    return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Short.downTo(to: Byte): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Int.downTo(to: Byte): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */
public infix fun Short.downTo(to: Byte): IntProgression {\n    return IntProgression.fromClosedRange(this.toInt(), to, -1L)\n}
*/public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
public fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toByte() else null
}

internal fun Int.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toLong()..Long.MAX_VALUE.toLong()) this.toLong() else null
}

internal fun Long.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toLong()..Long.MAX_VALUE.toLong()) this.toLong() else null
}

internal fun Short.toLongExactOrNull(): Long? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toLong() else null
}

internal fun Double.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toLong()..Long.MAX_VALUE.toLong()) this.toLong() else null
}

internal fun Float.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toLong()..Long.MAX_VALUE.toLong()) this.toLong() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this until(to)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this until(to)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this until(to)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Short.until(to: Byte): IntRange {
    return this until(to)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Double.until(to: Byte): LongRange {
    return this until(to)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Float.until(to: Byte): LongRange {
    return this until(to)
}
this value up to but excluding the specified [to] value.

public fun Char.until(to: Char): CharRange {
    if (to <= '\u0000') return CharRange.EMPTYN
    return this .. (to-1).toChar().\n\n*\n*\n*

public fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTYN
    return this .. (to-1).toInt().\n\n*\n*\n*

public fun Short.until(to: Short): ShortRange {
    if (to <= Short.MIN_VALUE) return ShortRange.EMPTYN
    return this .. (to-1).toShort().\n\n*\n*\n*

public fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTYN
    return this .. (to-1).toLong().\n\n*\n*\n*

public fun T.until(to: T): TRange {
    if (to <= T.minValue) return TRange.EMPTYN
    return this .. (to-1).toT().\n\n*\n*\n*

public fun Byte.until(to: Byte): ByteRange {
    if (to <= Byte.MIN_VALUE) return ByteRange.EMPTYN
    return this .. (to-1).toByte().\n\n*\n*\n*

public fun CharRange.EMPTY
    return this .. (to-1).toChar().\n\n*\n*\n*

public fun IntRange.EMPTY
    return this .. (to-1).toInt().\n\n*\n*\n*

public fun ShortRange.EMPTY
    return this .. (to-1).toShort().\n\n*\n*\n*

public fun LongRange.EMPTY
    return this .. (to-1).toLong().\n\n*\n*\n*
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
        return this
    }
    return this
}

// Additional code for Float and Integer coercion
maximumValue) return maximumValue
  } else { 
    if (minimumValue !== null && this < minimumValue) return minimumValue
    if (maximumValue !== null && this > maximumValue) return maximumValue
    return this
  }
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        // this < start equiv to this <= start & & !(this >= start)
        range.lessThanOrEquals(range.start, this) -> range.start
        // this > end equiv to this >= end & & !(this <= end)
        range.lessThanOrEquals(range.endInclusive, this) & & !range.lessThanOrEquals(range.endInclusive) ->
        range.endInclusive
        else -> this
    }

/**
 * Ensures that this value lies in the specified [range].
 * @return this value if it's in the specified range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    return this.coerceIn<Int>(range)
}

/**
 * Ensures that this value lies in the specified [range].
 * @return this value if it's in the specified range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    return this.coerceIn<Long>(range)
}

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {

        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)
it's less than other, or a positive number if it's greater than other.

```kotlin
public inline operator fun compareTo(other: ULong): Int = 
    this.toULong().compareTo(other) /* Add the other value to this value. */

@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt = 
    this.toUInt().plus(other.toUInt()) /* Add the other value to this value. */
```

```kotlin
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: ULong): Int = 
    this.toULong().compareTo(other) /* Add the other value to this value. */
```

```kotlin
/** Add the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): UInt = 
    this.toUInt().plus(other.toUInt()) /* Add the other value to this value. */
```

```kotlin
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt = 
    this.toUInt().plus(other) /* Add the other value to this value. */
```

```kotlin
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = 
    this.toULong().plus(other) /* Add the other value to this value. */
```

```kotlin
/** Subtract the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt = 
    this.toUInt().minus(other.toUInt()) /* Subtract the other value from this value. */
```

```kotlin
/** Subtract the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt = 
    this.toUInt().minus(other.toUInt()) /* Subtract the other value from this value. */
```

```kotlin
/** Subtract the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt = 
    this.toUInt().minus(other) /* Subtract the other value from this value. */
```

```kotlin
/** Subtract the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = 
    this.toULong().minus(other) /* Subtract the other value from this value. */
```

```kotlin
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = 
    this.toUInt().times(other.toUInt()) /* Multiply the other value by this value. */
```

```kotlin
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt = 
    this.toUInt().times(other.toUInt()) /* Multiply the other value by this value. */
```

```kotlin
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt = 
    this.toUInt().times(other) /* Multiply the other value by this value. */
```

```kotlin
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = 
    this.toULong().times(other) /* Multiply the other value by this value. */
```

```kotlin
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = 
    this.toUInt().div(other.toUInt()) /* Divide by the other value. */
```

```kotlin
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = 
    this.toUInt().div(other.toUInt()) /* Divide by the other value. */
```

```kotlin
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = 
    this.toUInt().div(other) /* Divide by the other value. */
```

```kotlin
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = 
    this.toULong().div(other) /* Divide by the other value. */
```

```kotlin
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = 
    this.toUInt().rem(other.toUInt()) /* Calculate the remainder of dividing this value by the other value. */
```

```kotlin
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = 
    this.toUInt().rem(other.toUInt()) /* Calculate the remainder of dividing this value by the other value. */
```

```kotlin
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = 
    this.toUInt().rem(other) /* Calculate the remainder of dividing this value by the other value. */
```

```kotlin
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = 
    this.toULong().rem(other) /* Calculate the remainder of dividing this value by the other value. */
```

```kotlin
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): UByte = 
    UByte(data.inc()) /* Increment the value. */
```

```kotlin
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): UByte = 
    UByte(data.dec()) /* Decrement the value. */
```

```kotlin
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UByte): UByte = 
    UByte(this.data and other.data) /* Perform a bitwise AND operation between the two values. */
```

```kotlin
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UByte): UByte = 
    UByte(this.data or other.data) /* Perform a bitwise OR operation between the two values. */
```

```kotlin
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UByte): UByte = 
    UByte(this.data xor other.data) /* Perform a bitwise XOR operation between the two values. */
```

```kotlin
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): UByte = 
    UByte(data.inv()) /* Invert the bits in this value. */
```

```kotlin
/** Creates a range from this value to the specified value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UByte): UIntRange = 
    UIntRange(this.toUInt(), other.toUInt()) /* Create a range from this value to the specified value. */
```

```kotlin
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UByte): UByte = 
    UByte(this.data and other.data) /* Perform a bitwise AND operation between the two values. */
```

```kotlin
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UByte): UByte = 
    UByte(this.data or other.data) /* Perform a bitwise OR operation between the two values. */
```

```kotlin
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UByte): UByte = 
    UByte(this.data xor other.data) /* Perform a bitwise XOR operation between the two values. */
```

```kotlin
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): UByte = 
    UByte(data.inv()) /* Invert the bits in this value. */
```
Converts this [UByte] value to [Byte].

*\n
* If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `UByte`. Otherwise the result is negative.

*\n
* The resulting `Byte` value has the same binary representation as this `UByte`. Converts this [UByte] value to [Short].

*\n
* The least significant 8 bits of the resulting `Short` value are the same as the bits of this `UByte` value.

*\n
* Whereas the most significant 8 bits are filled with zeros.

*\n
* Converts this [UByte] value to [Int].

*\n
* The resulting `Int` value represents the same numerical value as this `UByte`.

*\n
* The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte` value.

*\n
* Whereas the most significant 24 bits are filled with zeros.

*\n
* Converts this [UByte] value to [Long].

*\n
* The resulting `Long` value represents the same numerical value as this `UByte`.

*\n
* The least significant 8 bits of the resulting `Long` value are the same as the bits of this `UByte` value.

*\n
* Whereas the most significant 56 bits are filled with zeros.

*\n
* Converts this [UByte] value to [UShort].

*\n
* The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `UByte` value.

*\n
* Whereas the most significant 8 bits are filled with zeros.

*\n
* Converts this [UByte] value to [UInt].

*\n
* The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `UByte` value.

*\n
* Whereas the most significant 24 bits are filled with zeros.

*\n
* Converts this [UByte] value to [ULong].

*\n
* The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value.

*\n
* Whereas the most significant 56 bits are filled with zeros.

*\n
* Converts this [UByte] value to [Float].

*\n
* The resulting `Float` value represents the same numerical value as this `UByte`.

*\n
* Converts this [UByte] value to [Double].

*\n
* The resulting `Double` value represents the same numerical value as this `UByte`.

*\n
* Converts this [UByte] value to [String].

*\n
* The resulting `String` value represents the same numerical value as this `UByte`.

*\n
* This value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Short`.

*\n
* The resulting `UByte` value is represented by the least significant 8 bits of this `Short` value.

*\n
* This value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Int`.

*\n
* The resulting `UByte` value is represented by the least significant 8 bits of this `Int` value.

*\n
* This value is positive and less than or equals to [Int.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Byte`.

*\n
* The resulting `UByte` value is represented by the least significant 8 bits of this `Byte` value.

*\n
* This value is positive and less than or equals to [Short.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Short`.

*\n
* The resulting `UByte` value is represented by the least significant 8 bits of this `Short` value.

*\n
* This value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Byte`.

*\n
* The resulting `UByte` value is represented by the least significant 8 bits of this `Byte` value.
Int.toUByte(): UByte = UByte(this.toByte())/**/ * Converts this [Long] value to [UByte]./* */ * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Long` value * The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.

```kotlin
/**
 * Converts this [Long] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Long` value. * The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Long.toUByte(): UByte = UByte(this.toByte())/**/ * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors./* */ Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file./* */ *// GENERATED FILE: DO NOT EDIT!/* */

public inline fun Long.toUByte(): UByte = UByte(this.toByte())
```

```
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
r
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {

        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt =UInt(this.data.times(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
```
/**
 * Converts this [UInt] value to [UByte].
 * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `UInt`. The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value. * Converts this [UInt] value to [UShort].
 * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `UInt`. The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value. * Converts this [UInt] value to [ULong].
 * The resulting `ULong` value represents the same numerical value as this `UInt`. The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value. whereas the most significant 32 bits are filled with zeros.
 * Converts this [UInt] value to [Float].
 * The fractional part, if any, is rounded down. Returns this value.
 * Converts this [UInt] value to [Double].
 * The fractional part, if any, is rounded down. Returns this value.
 * Converts this [Byte] value to [UInt].
 * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte` value.
 * whereas the most significant 24 bits are filled with the sign bit of this value.
 * Converts this [Short] value to [UInt].
 * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value.
 * whereas the most significant 16 bits are filled with the sign bit of this value.
 * Converts this [Int] value to [UInt].
 * The resulting `UInt` value has the same binary representation as this `Int` value.
 * Converts this [Long] value to [UInt].
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `Long` value. The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.
 */

/**
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found in the license/LICENSE.txt file.\n
package kotlin

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShort @PublishedApi internal
        constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
and 0xFFFF) */

* Converts this [UShort] value to [ULong]. */

* The resulting `ULong` value represents the same numerical value as this `UShort`. */

* The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `UShort` value. */

* whereas the most significant 48 bits are filled with zeros. */

* @kotlin.internal.InlineOnly */

* public inline fun toULong(): ULong =

* ULong(data.toLong() and 0xFFFF) */

* Converts this [UShort] value to [Float]. */

* The resulting `Float` value represents the same numerical value as this `UShort`. */

* */

@kotlin.internal.InlineOnly */

* public inline fun toFloat(): Float = this.toInt().toFloat() */

* Converts this [Byte] value to [UShort]. */

* If this value is positive, the resulting `UShort` value represents the same numerical value as this `Byte`. */

* The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value. */

* whereas the most significant 8 bits are filled with the sign bit of this value. */

* @SinceKotlin("1.3") */

* public @ExperimentalUnsignedTypes inline fun Byte.toUShort(): UShort = UShort(this.toShort()) */

* Converts this [Short] value to [UShort]. */

* If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Int`. */

* The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value. */

* @SinceKotlin("1.3") */

* public @ExperimentalUnsignedTypes inline fun Int.toUShort(): UShort = UShort(this.toShort()) */

* Converts this [Long] value to [UShort]. */

* If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Long`. */

* The resulting `UShort` value is represented by the least significant 16 bits of this `Long` value. */

* @SinceKotlin("1.3") */

* public @ExperimentalUnsignedTypes inline fun Long.toUShort(): UShort = UShort(this.toShort()) */

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* Auto-generated file. DO NOT EDIT! */

* package kotlin.ranges */

/ ** A range of values of type `Char`. */

* public class CharRange(start: Char, */

* endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> { */

* get() = first && override val endInclusive: Char get() = last */

* override fun contains(value: Char): Boolean =

* first <= value && & value <= last */

* override fun isEmpty(): Boolean =

* first > last */

* override fun equals(other: Any?): Boolean =

* CharRange && (& (isEmpty()) && & other.isEqualTo() ||

* first == other.first && & last == other.last */

* override fun hashCode(): Int =

* if (isInRange()) -1 else (31 *

* first.toInt() + last.toInt()) */

* companion object { */

* CharRange(1, 0) */

* IntProgression(start, endInclusive, 1), ClosedRange<Int> { */

* get() = first && override val endInclusive: Int get() =

* last && override fun contains(value: Int): Boolean =

* first <= value && & value <= last */

* override fun isEmpty(): Boolean =

* first > last */

* override fun equals(other: Any?): Boolean =

* IntRange && (& (isEmpty()) && & other.isInRange() ||

* first == other.first && & last == other.last */

* override fun hashCode(): Int =

* if (isInRange()) -1 else (31 *

* first + last) */

* override fun toString(): String = "/** An empty range of values of type Char. */

* public val EMPTY: CharRange = CharRange(1, 0) */

* */

* ** An empty range of values of type Char. */

* public val EMPTY: CharRange =

* IntRange(1, 0) */

* IntProgression(start, endInclusive, 1), ClosedRange<Int> { */

* get() = first && override val endInclusive: Int get() =

* last && override fun contains(value: Int): Boolean =

* first <= value && & value <= last */

* override fun isEmpty(): Boolean =

* first > last */

* override fun equals(other: Any?): Boolean =

* IntRange && (& (isEmpty()) && & other.isInRange() ||

* first == other.first && & last == other.last */

* override fun hashCode(): Int =

* if (isInRange()) -1 else (31 * first + last) */

* override fun toString(): String = "/** An empty range of values of type Int. */

* public val EMPTY: IntRange =

* IntRange(1, 0) */

* */

* ** An empty range of values of type Int. */

* public val EMPTY: IntRange =

* LongRange(start, endInclusive, Long) : LongProgression(start,
Override val start: Long get() = first
override val endInclusive: Long get() = last
override fun contains(value: Long): Boolean = first <= value && value <= last
override fun isEmpty(): Boolean = first > last
override fun equals(other: Any?): Boolean = other is LongRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last)
override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()
override fun toString(): String = "$first..$last"

companion object {
    /** An empty range of values of type Long. */
    public val EMPTY: LongRange = LongRange(1, 0)
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.contracts.*

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List*> && other.isEmpty()
    override fun hashCode(): Int = 1
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list
 * is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns an empty new [MutableList].
 * @sample samples.collections.Collections.Lists.emptyMutableList
 */
@SinceKotlin("1.1")
public inline fun <T> mutableListOf(): MutableList<T> = ArrayList()

/**
 * Returns an empty new [ArrayList].
 * @sample samples.collections.Collections.Lists.emptyArrayList
 */
@SinceKotlin("1.1")
public inline fun <T> arrayListOf(): ArrayList<T> = ArrayList()
samples.collections.Collections.Lists.mutableList

public fun <T> mutableListOf(vararg elements: T): MutableList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs =
true))

/**
 * Returns a new read-only list either of single given element, if it is not null, or empty list if
the element is null. The returned list is serializable (JVM).
 */
public fun <T> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

/**
 * Returns a new read-only list only of those given elements, that are not null. The returned list
is serializable (JVM).
 */
public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()

/**
 * Creates a new read-only list with the specified [size], where each element is calculated by
calling the specified [init] function. * The function [init] is called for each list element
sequentially starting from the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> =
    MutableList(size, init)

/**
 * Returns this Collection if it's not `null` and the empty list otherwise. * Checks if all elements
in the specified collection are contained in this collection.
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Collection<@kotlin.internal.OnlyInputTypes T>
    CollectionContainsAll(): Boolean {
    return this == null || this.isEmpty() || this.containsAll(
        Collection<@kotlin.internal.OnlyInputTypes T>()
    )
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<@kotlin.internal.OnlyInputTypes T> collectionContainsAll(): Boolean {
    return this == null || this.isEmpty() || this.containsAll(
        Collection<@kotlin.internal.OnlyInputTypes T>()
    )
}

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37421
Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
        this
}

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements.
 * The result is undefined if the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * 'null' value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point (`(-insertion point - 1)`).
 * @see List#indexOf
 * @see List#binarySearch
 * @see List#indexOf
 */
public fun <T> List<T>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compareValues(midVal, element)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] value using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.
 * The result is undefined if the list contains multiple elements with the specified [key], there is no guarantee which one will be found.
 * 'null' value is considered to be less than any non-null value.
 * @return the index of the element with the specified [key], if it is contained in the list within the specified range; otherwise, the inverted insertion point (`(-insertion point - 1)`).
 * @see List#indexOf
 * @see List#binarySearch
 * @see List#indexOf
 */
public inline fun <T, K : Comparable<K>> List<T>.binarySearchBy(
    key: K?,
    fromIndex: Int = 0,
    toIndex: Int = size,
    crossinline selector: (T) -> K?
): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }

/**
 * Searches this list or its range for an element for which [comparison] function returns zero using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the provided [comparison]
 * if the list contains multiple elements with which [comparison] function returns zero using the binary search algorithm.
 * The result is undefined if the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.
 */
public fun <T, K> List<T>.binarySearchByKey(key: K?, fromIndex: Int = 0, toIndex: Int = size): Int =
    binarySearch(fromIndex, toIndex) { comparator.compare(selector(it), key) }
that compares an element of the list with the element being searched.\n
```kotlin
*\n* @return the index of the found element, if it is contained in the list within the specified range;\n* otherwise, the inverted insertion point `(insertion point - 1)`.
*\n* The insertion point is defined as the index at which the element should be inserted,\n* so that the list (or the specified subrange of list) still remains sorted.\n* @sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n*/
List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else return mid // key found
    }
    return -(low + 1) // key not found
}

/**
* Checks that `from` and `to` are in the range of [0..size] and throws an appropriate exception, if they aren't.\n*/
private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex ->
            throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 ->
            throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size ->
            throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
        else ->
            return
    }
}

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.")
}

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.")
}

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274

    override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()
    override fun hashCode(): Int = 0

    override fun toString(): String = "{}"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true

    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing): Boolean = false
    override fun get(key: Any?): Nothing? = null
    override val entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet
    override val keys: Set<Any?> get() = EmptySet
    override val values: Collection<Nothing> get() = EmptyList

    private fun readResolve(): Any = EmptyMap
}

/**
* Returns an empty read-only map of specified type.\n*\n* @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n*/
public fun <K, V> emptyMap(): Map<K, V> = @Suppress("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

/**
* Returns a new read-only map with the specified contents, given as a list of pairs.\n*\n* @sample samples.collections.Maps.Instantiation.mapFromPairs\n*/
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    if (pairs.size > 0) pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else
        emptyMap()

/**
* Returns an empty new [MutableMap].\n*\n* @sample samples.collections.Maps.Instantiation.emptyMutableMap\n*/
@SinceKotlin("1.1")
@PublishedApi fun <K, V> mutableMapOf(): MutableMap<K, V> = LinkedHashMap()
given as a list of pairs where the first component is the key and the second is the value. If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. Entries of the map are iterated in the order they were specified. Entries of the map are iterated in the order they were specified.

```kotlin
public fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Returns an empty new [HashMap].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()

/**
 * Returns a new [HashMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value. If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. Entries of the map are iterated in the order they were specified.

@sample samples.collections.Maps.Instantiation.mutableMapFromPairs
@sample samples.collections.Maps.Instantiation.emptyMutableMap
*/
public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
    HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Returns an empty new [LinkedHashMap].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> = LinkedHashMap<K, V>()

/**
 * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value. Entries of the map are iterated in the order they were specified.

@sample samples.collections.Maps.Instantiation.linkedMapFromPairs
*/
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

/**
 * Calculate the initial capacity of a map, based on Guava's com.google.common.collect.Maps approach. This is equivalent to the Collection constructor for HashSet, (c.size()/.75f) + 1, but provides further optimisations for very small or very large sizes, allows support non-collection classes, and provides consistency for all map based class construction.

*/
@PublishedApi
internal fun mapCapacity(expectedSize: Int): Int {
    if (expectedSize < 3) {
        return expectedSize + 1
    }
    if (expectedSize < INT_MAX_POWER_OF_TWO) {
        return expectedSize + expectedSize / 3
    }
    return Int.MAX_VALUE // any large value
}

private const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1

/** Returns `true` if this map is not empty.
*/
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.isNotEmpty(): Boolean =
    !isEmpty()

/**
 * Returns `true` if this nullable map is either null or empty.
 *
@sample samples.collections.Maps.Usage.mapIsNullOrEmpty
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || isEmpty()
}

/**
 * Returns this map if it's not empty
 * or the result of calling [defaultValue] function if the map is empty.
 *
@sample samples.collections.Maps.Usage.mapOrEmpty
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()

/**
 * Returns this map if it's not empty
 * or the result of calling [defaultValue] function if the map is empty.
 *
@sample samples.collections.Maps.Usage.mapIfEmpty
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *> =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if the map contains the given key.
 *
@sample samples.collections.Maps.Usage.mapContainsKey
*/
@Suppress("UNCHECKED_CAST")
    containsKey(key)!!

/**
 * Returns the value corresponding to the given key.
 *
@sample samples.collections.Maps.Usage.mapGet
*/
@Suppress("UNCHECKED_CAST")
public inline operator fun <K, V> Map<out K, V>.get(key: K): V =
    get(key)!!

/**
 * Allows to use the index operator for storing values in a mutable map.
 *
@sample samples.collections.Maps.Usage.mapSet
*/
    put(key, value)

    @Sample
    fun main() {
        val map = mutableMapOf()
        map["key"] = "value"
        println(map["key"]) // prints "value"
    }
*/
"
map contains the specified \[key\]. Allows to overcome type-safety restriction of \(\text{containsKey}\) that requires to pass a key of type \`K\'.\n * Allows to overcome type-safety restriction of \(\text{containsValue}\) that requires to pass a key of type \`V\'. \n * Allows to overcome type-safety restriction of `\text{remove}` that requires to pass a key of type \`K\'. **\n
```kotlin
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K> Map<out K, *>.containsKey(key: K): Boolean =
Suppress("UNCHECKED_CAST") (this as Map<K, *>).containsKey(key) \n**\n
/**
 * Returns `true` if the map maps one or more keys to the specified \[value\]. \n * Allows to overcome type-safety restriction of \(\text{containsValue}\) that requires to pass a value of type \`V\'. \n */
@Suppress("UNCHECKED_CAST") // false warning, extension takes precedence in some cases\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> Map<K, V>.containsValue(value: V): Boolean =
Suppress("UNCHECKED_CAST") (this as Map<K, *>).containsValue(value) \n**\n
/**
 * Removes the specified key and its corresponding value from this map. \n * Allows to overcome type-safety restriction of \(\text{remove}\) that requires to pass a key of type \`K\'. \n */
@Suppress("UNCHECKED_CAST")
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K, V>.remove(key: K): V? =
Suppress("UNCHECKED_CAST") (this as MutableMap<K, V>).remove(key) \n**\n
/**
 * Converts entry to \[Pair\] with key being first component and value being second. \n */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> =
```

/**
 * Returns the value for the given key. \n * If the map doesn't contain a value for the specified key and \n * no implicit default value was provided for that map, \n * throws a NoSuchElementException. \n */
@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.getValue(key: K): V =
```

/**
 * Returns an \[Iterator\] over the entries in the \[Map\]. \n */
@kotlin.internal.InlineOnly
```

/**
 * Populates the given \[destination\] map with entries having the keys of this map and \n * the values obtained by applying the \[transform\] function to each entry in this \[Map\]. \n */
public inline fun <K, V, D, T> Map<out K, V>.forEach(transform: (K, V) -> D): Map<K, D> {
    val result = mutableMapOf<K, D>()
    transform.forEach { entry -> result[entry.key] = entry.value }
    return result
}
```
    return entries.associateByTo(destination, { it.key }, transform)
}

/**
 * Populates the given [destination] map with entries having the keys obtained
 * by applying the [transform] function to each entry in this [Map] and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite
 * the value associated with the former one.
 */
    return entries.associateByTo(destination, { it.key }, transform, { it.value })
}

/**
 * Puts all the given [pairs] into this [Map] and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite
 * the value associated with the former one.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the given [pairs] into this [Map] and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite
 * the value associated with the former one.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Returns a new map with entries having the keys obtained
 * by applying the [transform] function to each entry in this [Map] and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite
 * the value associated with the former one.
 */
public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a new Map with entries having the keys obtained
 * by applying the [transform] function to each entry in this [Map] and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite
 * the value associated with the former one.
 */
    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a map containing all key-value pairs with keys matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @sample samples.collections.Maps.Filtering.filterKeys
 */
public inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.key)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a map containing all key-value pairs with values matching
 * the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @sample samples.collections.Maps.Filtering.filterValues
 */
public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.value)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Appends all entries matching the given [predicate] into the mutable map given
 * as [destination] parameter.
 * @return the destination map.
 * @sample samples.collections.Maps.Filtering.filterTo
 */
    for (element in this) {
        if (predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Appends all entries not matching the given [predicate] into the given [destination] into the mutable map given
 * as [destination] parameter.
 * @return the destination map.
 * @sample samples.collections.Maps.Filtering.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Removes all entries matching the given [predicate] from the mutable map given
 * as [destination] parameter.
 * @return the destination map.
 * @sample samples.collections.Maps.Filtering.removeTo
 */
    for (element in this) {
        if (predicate(element)) {
            destination.remove(element.key, element.value)
        }
    }
    return destination
}

/**
 * Removes all entries not matching the given [predicate] from the given [destination] into the mutable map given
 * as [destination] parameter.
 * @return the destination map.
 * @sample samples.collections.Maps.Filtering.removeNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.remove(element.key, element.value)
        }
    }
    return destination
}
(Map.Entry<K, V>) -> Boolean): M {
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
    return filterNotTo(LinkedHashMap<K, V>(size), predicate).optimizeReadOnlyMap()
}

/**
 * Returns a new map containing all key-value pairs from the given collection of pairs.
 * The returned map preserves the entry iteration order of the original collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf((if (this is List) this[0] else iterator().next()).key to (it.value))
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(10)).toMapTo(destination = toMap(LinkedHashMap<K, V>(size).toMapTo(mapCapacity(10)).optimizeReadOnlyMap()).toMapTo(destination = toMap(LinkedHashMap<K, V>(size).toMapTo(mapCapacity(10))))))
}

/**
 * Creates a new read-only map by replacing or adding an entry to this map from a given key-value pair.
 * The returned map preserves the entry iteration order of the original map.
 */
public operator fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K, V> = if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given collection of key-value pairs.
 * The returned map preserves the entry iteration order of the original map.
 */
public operator fun <K, V> Map<out K, V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> = if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given array of key-value pairs.
 * The returned map preserves the entry iteration order of the original map.
 */
public operator fun <K, V> Map<out K, V>.plus(pairs: Array<out Pair<K, V>>): Map<K, V> = if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given sequence of key-value pairs.
 * The returned map preserves the entry iteration order of the original map.
 */
public operator fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K, V>>): Map<K, V> = toMap(LinkedHashMap(this)).optimizeReadOnlyMap()
(this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given sequence of key-value [pairs].
 * The returned map preserves the entry iteration order of the original map.*
 * Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].
 * @param pairs Sequence of Pair<K, V>
 * @return A new read-only map
 */
    LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()

/**
 * Creates a new read-only map by replacing or adding entries to this map from another [map].
 * @param map Another map
 * @return A new read-only map
 */
    LinkedHashMap(this).apply { putAll(map) }.optimizeReadOnlyMap()

/**
 * Appends or replaces the given [pair] in this mutable map.
 * @param pair Pair<K, V>
 * @return A new map
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}

/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.
 * @param pairs Collection of Pair<K, V>
 * @return A new map
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all entries from the given [map] in this mutable map.
 * @param map Another map
 * @return A new map
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}

/**
 * Removes the entry with the given [key] from this mutable map.
 * @param key Key
 * @return A new map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.minusAssign(key: K) {
    remove(key)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.
 * @param keys Collection of keys
 * @return A new map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.
 * @param keys Array of keys
 * @return A new map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

/**
 * Removes all entries from the keys of which are contained in the given [keys] sequence from this mutable map.
 * @param keys Sequence of keys
 * @return A new map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.minusAssign(keys: Sequence<K>) : Map<K, V> =
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()
package kotlin.collections

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is
Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"
    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()
    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/** Returns this Set if it's not `null` and the empty set otherwise. */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()
return null
    return int.toByte()}
* Parses the string as a [Short] number and returns the result
* or 'null' if the string is not a valid representation of a number.
*
@SinceKotlin("1.1")
@Published fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)
* Parses the string as a [Short] number and returns the result
* or 'null' if the string is not a valid representation of a number.
*
@SinceKotlin("1.1")
@Published fun String.toIntOrNull(radix: Int): Int? = toIntOrNull(radix)
*
@SinceKotlin("1.1")
@Published fun String.toLongOrNull(radix: Int): Long? = toLongOrNull(radix)
* Parses the string as a [Long] number and returns the result
* or 'null' if the string is not a valid representation of a number.
*
@SinceKotlin("1.1")
@Published fun String.toShortOrNull(radix: Int): Short? = toShortOrNull(radix)
* Parses the string as a [Short] number and returns the result
* or 'null' if the string is not a valid representation of a number.
*
@SinceKotlin("1.1")
@Published fun String.toLongOrNull(radix: Int): Long? = toLongOrNull(radix)
* Parses the string as a [Long] number and returns the result
* or 'null' if the string is not a valid representation of a number.
*
@SinceKotlin("1.1")
@Published fun String.toShortOrNull(): Short? = toShortOrNull()
val dividend = v1.toLong()
val divisor = v2.toLong()
if (divisor < 0) { // i.e., divisor >= 2^63
    return if (v1 < v2) ULong(0) else ULong(1)
} else {
    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend < 0) { // (dividend ushr 1) / divisor
        val rem = dividend % divisor
        return ULong(quotient + if (rem >= divisor) divisor else 0)
    }
    return ULong(dividend % divisor)
} // Otherwise, approximate the quotient, check, and correct if necessary.

val quotient = ((dividend ushr 1) / divisor) shl 1
val rem = dividend - quotient * divisor
return ULong(quotient + if (rem >= divisor) divisor else 0)
}

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong):

val dividend = v1.toLong()
val divisor = v2.toLong()
if (divisor < 0) { // i.e., divisor >= 2^63
    return if (v1 < v2) {
        v1 // dividend < divisor
    } else {
        v1 - v2 // dividend >= divisor
    }
} else {
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend % divisor)
    }
    return ULong(rem - if (rem >= divisor) divisor else 0)
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE -> v.toInt().toUInt()
    else -> (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt()      // Int.MAX_VALUE < v < UInt.MAXVALUE
}

@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE -> v.toLong().toULong()
    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL      // Long.MAX_VALUE + 1 < v < ULong.MAX_VALUE
}

@PublishedApi
internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

@PublishedApi
internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String
{
    if (v >= 0) return v.toString(base)
    var quotient = ((v ushr 1) / divisor) shl 1
    var rem = v - quotient * divisor
    if (rem >= divisor) {
        rem -= divisor
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values
 * through the [Iterator]
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce
 * an [Iterator]) that returns an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns the size of this iterable if it is known, or `null` otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null

/**
 * Returns the size of this iterable if it is known, or the specified [default] value otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default

/**
 * Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.
 */
@PublishedApi
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> = when (source)
{
    is Collection -> Collection<T>(source)
    else -> when (source)
    { is List -> List<T>(source)
    }
    else -> this
}
A sequence which returns the values from the underlying [sequence] that either match or do not match the specified predicate.

Otherwise, the sequence returns `false` are returned. The `true` values for which the predicate returns `false` are returned.

```java
/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 * @param sendWhen If `true`, values for which the predicate returns `true` are returned. Otherwise, the sequence returns `false`.
 */
internal class FilteringSequence<T, R, E>
constructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        private fun calcNext() {
            while (iterator.hasNext())
                nextState = 1
            val item = iterator.next()
            if (predicate(item) == sendWhen) {
                nextItem = item
                nextState = 1
            } else {
                nextItem = null
                nextState = 0
            }
        }
        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext()
            return nextState
        }
        override fun next(): R {
            if (nextState == -1)
                calcNext()
            if (nextState
```
override fun hasNext(): Boolean {
    if (nextState == -1) return true
    calcNext() // will change nextState
    return nextState == 1
}

@see constrainOnce
@see

class ConstrainedOnceSequence<T> {
    var nextItem: T? = null
    var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for normal iteration

    @Suppress("UNCHECKED_CAST")
    val result = nextItem as T
    // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
    nextState = -1

    return hasNext() {
        val item = iterator.next()
        if (!predicate(item)) {
            return false
        }
        change nextState
        return nextState == 1
    }
}

override fun next(): T {
    if (dropState == -1)
        drop()

    if (dropState == 0)
        throw NoSuchElementException()
    nextState = if (nextItem == null) 0 else 1
}

override fun iterator(): Iterator<T> = object : Iterator<T> {
    val iterator = sequence.iterator()
    var left = count
    while (left > 0 && iterator.hasNext()) {
        val item = iterator.next()
        if (!predicate(item)) {
            left--
        }
    }
}

override fun drop(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropTakeSequence(this, n1) }

override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else SubSequence(sequence, count, n1) }

internal class DistinctIterator<T, K>(private val source: Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {

    private val observed = HashSet<K>()

    override fun computeNext() {
        while
            @Suppress("UNCHECKED_CAST")
            val result = nextItem as T

        return if (dropState == -1) drop() else iterator.next()
        nextState = 1 || iterator.hasNext()
    }

    override fun hasNext(): Boolean {
        if (dropState == -1)
            drop()

        if (dropState == 0)
            return false
        change nextState
        return nextState == 1
    }
}

internal class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?, private val private val sequence: Sequence<T> : Sequence<T>, private val keySelector: (T) -> K) : Sequence<T> {

    override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)

    override fun drop(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropTakeSequence(this, n1) }

    override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else SubSequence(sequence, count, n1) }

    internal class DropWhileSequence<T> {
        init {
            require(count >= 0) { "count must be non-negative, but was $count." }
        }

        override fun iterator(): Iterator<T> = object : Iterator<T> {
            val iterator = sequence.iterator()
            var left = count
            while (left > 0 && iterator.hasNext()) {
                val item = iterator.next()
                if (!predicate(item)) {
                    left--
                }
            }
        }
    }

    internal class DistinctSequence<T, K>(private val source: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T> {

        override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)

        override fun drop(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropTakeSequence(this, n1) }

        override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else SubSequence(sequence, count, n1) }

        internal class DropSequence<T> : Sequence<T> {
            private val predicate: (T) -> Boolean

            constructor(
                sequence: Sequence<T>,
                predicate: (T) -> Boolean
            ) : super(sequence)

            override fun iterator(): Iterator<T> = sequence.iterator()

            override fun hasNext(): Boolean {
                return sequence.hasNext()
            }

            override fun next(): T {
                val item = sequence.next()
                if (!predicate(item)) {
                    return item
                }
                drop()
                return item
            }
        }

        internal class TakeSequence<T> : Sequence<T> {
            private val predicate: (T) -> Boolean

            constructor(
                sequence: Sequence<T>,
                predicate: (T) -> Boolean
            ) : super(sequence)

            override fun iterator(): Iterator<T> = sequence.iterator()

            override fun hasNext(): Boolean {
                return sequence.hasNext()
            }

            override fun next(): T {
                val item = sequence.next()
                if (!predicate(item)) {
                    return item
                }
                drop()
                return item
            }
        }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var dropState: Int = -1 // -1 for not dropping, 1 for normal iteration

        override fun hasNext(): Boolean {
            if (dropState == -1)
                drop()

            if (dropState == 0)
                throw NoSuchElementException()

            val result = nextItem as T

            dropState = if (nextItem == null) 0 else 1
        }

        override fun next(): T {
            if (dropState == -1)
                drop()

            if (dropState == 0)
                return result
            change nextState
            return nextState == 1 || iterator.hasNext()
        }
    }
}

internal class DropSequence<T> : Sequence<T> {
    private val predicate: (T) -> Boolean

    constructor(
        sequence: Sequence<T>,
        predicate: (T) -> Boolean
    ) : super(sequence)

    override fun iterator(): Iterator<T> = sequence.iterator()

    override fun hasNext(): Boolean {
        return sequence.hasNext()
    }

    override fun next(): T {
        val item = sequence.next()
        if (!predicate(item)) {
            return item
        }
        drop()
        return item
    }
}

internal class TakeSequence<T> : Sequence<T> {
    private val predicate: (T) -> Boolean

    constructor(
        sequence: Sequence<T>,
        predicate: (T) -> Boolean
    ) : super(sequence)

    override fun iterator(): Iterator<T> = sequence.iterator()

    override fun hasNext(): Boolean {
        return sequence.hasNext()
    }

    override fun next(): T {
        val item = sequence.next()
        if (!predicate(item)) {
            return item
        }
        drop()
        return item
    }
}

internal class DropWhileSequence<T> {
    init {
        require(count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var left = count
        while (left > 0 && iterator.hasNext()) {
            val item = iterator.next()
            if (!predicate(item)) {
                left--
            }
        }
    }
}

override fun hasNext(): Boolean {
    if (nextState == -1)
        calcNext() // will change nextState
    return nextState == 1
}

@see constrainOnce
@see

class ConstrainedOnceSequence<T> {
    var nextItem: T? = null
    var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for normal iteration

    @Suppress("UNCHECKED_CAST")
    val result = nextItem as T

    return if (dropState == -1) drop() else iterator.next()
    nextState = 1
    return
}

override fun next(): T {
    if (dropState == -1)
        drop()

    if (dropState == 0)
        throw NoSuchElementException()
    nextState = if (nextItem == null) 0 else 1
}

override fun iterator(): Iterator<T> = object : Iterator<T> {
    val iterator = sequence.iterator()
    var left = count
    while (left > 0 && iterator.hasNext()) {
        val item = iterator.next()
        if (!predicate(item)) {
            left--
        }
    }
}

override fun drop(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropTakeSequence(this, n1) }

override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else SubSequence(sequence, count, n1) }

internal class DistinctSequence<T, K>(private val source: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T> {

    override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)

    override fun drop(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropTakeSequence(this, n1) }

    override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else SubSequence(sequence, count, n1) }

    internal class DropSequence<T> : Sequence<T> {
        private val predicate: (T) -> Boolean

        constructor(
            sequence: Sequence<T>,
            predicate: (T) -> Boolean
        ) : super(sequence)

        override fun iterator(): Iterator<T> = sequence.iterator()

        override fun hasNext(): Boolean {
            return sequence.hasNext()
        }

        override fun next(): T {
            val item = sequence.next()
            if (!predicate(item)) {
                return item
            }
            drop()
            return item
        }
    }

    internal class TakeSequence<T> : Sequence<T> {
        private val predicate: (T) -> Boolean

        constructor(
            sequence: Sequence<T>,
            predicate: (T) -> Boolean
        ) : super(sequence)

        override fun iterator(): Iterator<T> = sequence.iterator()

        override fun hasNext(): Boolean {
            return sequence.hasNext()
        }

        override fun next(): T {
            val item = sequence.next()
            if (!predicate(item)) {
                return item
            }
            drop()
            return item
        }
    }
}

override fun hasNext(): Boolean {
    if (nextState == -1)
        calcNext() // will change nextState
    return nextState == 1
}

@see constrainOnce
@see

class ConstrainedOnceSequence<T> {
    var nextItem: T? = null
    var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for normal iteration

    @Suppress("UNCHECKED_CAST")
    val result = nextItem as T

    return if (dropState == -1) drop() else iterator.next()
    nextState = 1
    return
}

override fun next(): T {
    if (dropState == -1)
        drop()

    if (dropState == 0)
        throw NoSuchElementException()
    nextState = if (nextItem == null) 0 else 1
}
kotlin.sequences.sequence

```kotlin
/**
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()
}

/**
 * Returns a sequence defined by the starting value [seed] and the function [nextFunction],
 * which is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seed] is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times, each time starting with [seed].
 * @see kotlin.sequences.sequence
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequence(seed: T?,
    nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value,
 * and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")
package kotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is false.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is null.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}
```

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")
package kotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is false.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}
```
```kotlin
<T : Any> checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 * @sample samples.misc.Preconditions.failWithError
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())
```

```text
package kotlin.collections

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.Contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharArray.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Arrays.asList
 */
public actual fun <T> Array<out T>.asList(): List<T> {
```

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ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 * Nested arrays are treated as lists too.
 */
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
 */
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}
*structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

The elements are compared for equality with the \[\text{equals}\] function. For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ShortArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun IntArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun LongArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun FloatArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun DoubleArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun BooleanArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int {
    definedExternally
}
```
DoubleArray.contentHashCode(): Int
{n definedExternally
}>Returns a hash code based on the contents of this array as if it is [List].
{n definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun BooleanArray.contentHashCode(): Int
{n definedExternally
}>Returns a string representation of the contents of the specified array as if it is [List].

DoubleArray.contentHashCode(): Int
{n definedExternally
} Returns a hash code based on the contents of this array as if it is [List].
{n definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int
{n definedExternally
} Returns a string representation of the contents of the specified array as if it is [List].

DoubleArray.contentHashCode(): Int
{n definedExternally
} Returns a hash code based on the contents of this array as if it is [List].
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}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
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@SinceKotlin("1.1")
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DoubleArray.contentHashCode(): Int
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{n definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int
{n definedExternally
} Returns a string representation of the contents of the specified array as if it is [List].

DoubleArray.contentHashCode(): Int
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} Returns a hash code based on the contents of this array as if it is [List].
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/**
 * Returns a hash code based on the contents of this array as if it is [List].
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{n definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
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@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int
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DoubleArray.contentHashCode(): Int
{n definedExternally
} Returns a hash code based on the contents of this array as if it is [List].
{n definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int
{n definedExternally
} Returns a string representation of the contents of the specified array as if it is [List].

DoubleArray.contentHashCode(): Int
{n definedExternally
} Returns a hash code based on the contents of this array as if it is [List].
{n definedExternally
}
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@param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. 
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, 
startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 *
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. 
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline func ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, 
startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. 
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, 
startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. 
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0,
```kotlin
startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGS")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGS")
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGS")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}
```

> endIndex
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): CharArray {
arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
return destination
}

/**
* Returns new array which is a copy of the original array.
* @sample
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): CharArray {
arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
return destination
}

/**
* Returns new array which is a copy of the original array.
* @sample
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): CharArray {
arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
return destination
}

/**
* Returns new array which is a copy of the original array.
* @sample
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): CharArray {
arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
return destination
}

/**
* Returns new array which is a copy of the original array.
* @sample
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): CharArray {
arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
return destination
}
are filled with zero values.

```
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

IntArray.copyOf(newSize: Int): IntArray { 
  require(newSize >= 0) { "Invalid new array size: $newSize." } 
  * 
  return fillFrom(this, IntArray(newSize)).arrayCopyResize(newSize) * Returns new array which is a copy of the original array, resized to the given [newSize]. * The copy is either truncated or padded at the end with zero values if necessary.
  * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
  * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

FloatArray.copyOf(newSize: Int): FloatArray { 
  require(newSize >= 0) { "Invalid new array size: $newSize." } 
  * 
  return fillFrom(this, FloatArray(newSize)).arrayCopyResize(newSize) * Returns new array which is a copy of the original array, resized to the given [newSize]. * The copy is either truncated or padded at the end with zero values if necessary.
  * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
  * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

BooleanArray.copyOf(newSize: Int): BooleanArray { 
  require(newSize >= 0) { "Invalid new array size: $newSize." } 
  * 
  return withType("BooleanArray", arrayCopyResize(this, newSize, false).arrayCopyResize(newSize)) * Returns new array which is a copy of the original array, resized to the given [newSize]. * The copy is either truncated or padded at the end with `false` values if necessary.
  * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
  * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.

CharArray.copyOf(newSize: Int): CharArray { 
  require(newSize >= 0) { "Invalid new array size: $newSize." } 
  * 
  return withType("CharArray", fillFrom(this, CharArray(newSize)).arrayCopyResize(newSize)) * Returns new array which is a copy of the original array, resized to the given [newSize]. * The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
  * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
  * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.
```

`@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf`

`@Suppress("ACTUAL_WITHOUT_EXPECT")`
of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
\n*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\nopen public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n}

\n*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n}

\n*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n}

\n*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n}

\n*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n}

\n*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n}
of this array by default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<out T> {
    return this.asDynamic().concat(elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then the given [element].
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<out T> {
    return this.asDynamic().concat(arrayOf(element)) * Sorts the array in-place.
}

@sample samples.collections.Arrays.Sorting.sortArray
*/
IntArray.sort(): Unit {\n    definedExternally\n}\n
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort{
        a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int):
    Unit {
        asDynamic().sort(comparison)
    }

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int):
    Unit {
        asDynamic().sort(comparison)
    }

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int):
    Unit {
        asDynamic().sort(comparison)
    }

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int):
    Unit {
        asDynamic().sort(comparison)
    }

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int):
    Unit {
        asDynamic().sort(comparison)
    }

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int):
    Unit {
        asDynamic().sort(comparison)
    }

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int):
    Unit {
        asDynamic().sort(comparison)
    }

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {
    if (size > 1) sortArrayWith(this, comparator)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ByteArray.toTypedArray(): Array<Byte> {
    return js("[\]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ShortArray.toTypedArray(): Array<Short> {
    return js("[\]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun IntArray.toTypedArray(): Array<Int> {
    return js("[\]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.toTypedArray(): Array<Long> {
    return js("[\]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun DoubleArray.toTypedArray(): Array<Double> {
    return js("[\]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun FloatArray.toTypedArray(): Array<Float> {
    return js("[\]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun CharArray.toTypedArray(): Array<Char> {
    return js("[\]").slice.call(this)
}
FloatArray.toTypedArray(): Array<Float> { 
    return js("\["]").slice.call(this)\n}/**
 * Returns a *typed* object array containing all of the elements of this primitive array.\n */

DoubleArray.toTypedArray(): Array<Double> { 
    return js("\["]").slice.call(this)\n}/**
 * Returns a *typed* object array containing all of the elements of this primitive array.\n */

BooleanArray.toTypedArray(): Array<Boolean> { 
    return js("\["]").slice.call(this)\n}/**
 * Returns a *typed* object array containing all of the elements of this primitive array.\n */

CharArray.toTypedArray(): Array<Char> { 
    return Array(size) { index -> this[index] }\n}/**
 * Returns a *typed* object array containing all of the elements of this primitive array.\n */

*/
@file:kotlin.jvm.JvmName("ComparisonsKt")\n@file:kotlin.jvm.JvmMultifileClass\n@unpackage kotlin.comparisons\n
/**
 * Compares two values using the specified functions [selectors] to calculate the result of the comparison.\n * The functions are called sequentially, receive the given values \[a\] and \[b\] and return \[Comparable\]\n * objects. As soon as the [Comparable] instances returned by a function for \[a\] and \[b\] do not\n * compare as equal, the result of that comparison is returned.\n */
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*?>?): Int {
    require(selectors.size > 0)\n    return compareValuesByImpl(a, b, selectors)\n}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*?>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)\n        val v2 = fn(b)\n        val diff = compareValues(v1, v2)\n        if (diff != 0) return diff\n    }\n    return 0\n}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values \[a\] and \[b\] and return objects of type \[K\] which are then being\n * compared with the given \[comparator\].\n */
public inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))\n}

@kotlin.internal.InlineOnly
public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)

/**
 * Compares two nullable [Comparable] values. Null is considered less than any value.\n */
public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0\n    if (a == null) return -1\n    if (b == null) return 1\n    @Suppress("UNCHECKED_CAST") return (a as Comparable<Any>).compareTo(b)\n}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.\n /* The functions are called sequentially, receive the given values \[\[a\] and \[b\] and return \[Comparable\]\n * objects. As soon as the [Comparable] instances returned by a function for \[a\] and \[b\] values do not\n * compare as equal, the result of that comparison is returned from the [Comparator].\n */
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*?>?): Comparator<T> { 
    return Comparator { a, b -> compareValues(a, b, selectors) }\n}

@kotlin.internal.InlineOnly
public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b

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Create a comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.

```kotlin
@sample samples.comparisons.Comparisons.compareByWithComparator

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

Note that an order of [comparator] is reversed by this wrapper.

```kotlin
@sample samples.comparisons.Comparisons.compareByDescendingWithSingleSelector

val comparator = Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }
```

```kotlin
@sample samples.comparisons.Comparisons.compareByDescendingWithComparator

val comparator = Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }
```

```kotlin
@sample samples.comparisons.Comparisons.compareByDescendingWithComparator

val comparator = Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }
```

Create a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].

```kotlin
@sample samples.comparisons.Comparisons.thenByWithComparator

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

```kotlin
@sample samples.comparisons.Comparisons.thenByDescendingWithComparator

val comparator = Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }
```

```kotlin
@sample samples.comparisons.Comparisons.thenByDescendingWithComparator

val comparator = Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }
```

Create a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].

```kotlin
@sample samples.comparisons.Comparisons.thenComparator

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

```kotlin
@sample samples.comparisons.Comparisons.then

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

Create a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].

```kotlin
@sample samples.comparisons.Comparisons.then

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

Create a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].

```kotlin
@sample samples.comparisons.Comparisons.then

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

Create a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].

```kotlin
@sample samples.comparisons.Comparisons.then

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

Create a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].

```kotlin
@sample samples.comparisons.Comparisons.then

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```

Create a comparator comparing values after the primary comparator defined them equal. It uses the [selector] function to transform values and then compares them with the given [comparator].

```kotlin
@sample samples.comparisons.Comparisons.then

val comparator = Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
```
Comparator<in T>): Comparator<T> =

Comparator { a, b -\rightarrow T
    val previousCompare = this@then.compare(a, b)
    if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

Comparator<T>.thenDescending(Comparator<in T>): Comparator<T> =

Comparator { a, b -\rightarrow T
    val previousCompare = this@thenDescending.compare(a, b)
    if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when the former considered values equal.
 * @sample samples.comparisons.Comparisons.thenDescending
 */

public infix fun <T>
    Comparator<T> thenDescending(comparator: Comparator<in T>): Comparator<T> =

Comparator<T> { a, b -\rightarrow T
    val previousCompare = this@thenDescending.compare(a, b)
    if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering null value less than any other value.
 * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator
 */

public fun <T, C : Any>
    Comparator<T>.nullsFirst(comparator: Comparator<in T>): Comparator<T?> =

Comparator { a, b -\rightarrow T
    val previousCompare = this@nullsFirst.compare(a, b)
    if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering null value greater than any other value.
 * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator
 */

public fun <T, C : Any>
    Comparator<T>.nullsLast(comparator: Comparator<in T>): Comparator<T?> =

Comparator { a, b -\rightarrow T
    val previousCompare = this@nullsLast.compare(a, b)
    if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Provides a comparator of nullable [Comparable] values considering null value less than any other value.
 * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator
 */

public fun <T, C : Comparable<T>>
    nullsFirst(): Comparator<T?> =

Comparator { a, b -\rightarrow T
    when { a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
    }

/**
 * Provides a comparator of nullable [Comparable] values considering null value greater than any other value.
 * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator
 */

public fun <T, C : Comparable<T>>
    nullsLast(): Comparator<T?> =

Comparator { a, b -\rightarrow T
    when { a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
    }

/**
 * Returns a comparator that compares [Comparable] objects in natural order.
 * @sample samples.comparisons.Comparisons.naturalOrder
 */

public fun <T, C : Comparable<T>>
    naturalOrder(): Comparator<T> =

Comparator { a, b -\rightarrow T
    a.compareTo(b)

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 * @sample samples.comparisons.Comparisons.naturalOrder
 */

public fun <T, C : Comparable<T>>
    reverseOrder(): Comparator<T> =

Comparator { a, b -\rightarrow T
    b.compareTo(a)

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator :
    Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int =

/**
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 */

package kotlin
interface Comparator<T> {
    @JsName("compare")
    actual fun compare(a: T, b: T): Int
}

public actual inline fun <T> Comparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> = object : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparison(a, b)
}

/*@file:kotlin.jvm.JvmName("Comparable")*/
package kotlin

import kotlin.compare

actual fun kCompare(a: Any, b: Any): Int = if (a is Comparable<*>) a.compareTo(b) else throw NotImplementedError("An operation is not implemented")

/*@file:kotlin.jvm.JvmName("Comparable")*/
package kotlin

import kotlin.compiler.Compiler

class CompilerImpl : kCompilerImpl

/**
 * A compile-time function that allows to perform some compile-time operation.
 */
public class CompileTimeFunction<T> {
    private val _function: (CompilerImpl) -> T

    constructor(block: (CompilerImpl) -> T)
    
    fun invoke(): T = _function(impl)

    /**
     * @return a value that is the result of invoking the function.
     */
    public actual pure inline fun invoke(): T = _function(impl)

    private var impl: CompilerImpl
        get() = getCompiler().impl
        set(value) = _function = block(CompilerImpl(value))

    @PublishedApi
    inline fun handleExceptions(): Nothing = throw RuntimeException()
}

public class CompilerImpl {
    @PublishedApi
    inline fun throwUnimplementedError(): Nothing = throw NotImplementedError()

    @PublishedApi
    inline fun throwUnimplementedError(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")
}

/**
 * Calls the specified function [block] and returns its result.
 */
@PublishedApi
public inline fun <R> run(block: () -> R): R {
    return block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its result.
 */
@PublishedApi
public inline fun <T, R> T.run(block: T.() -> R): R {
    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 */
@PublishedApi
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    return receiver.block()
}

/**
 * Calls the specified function [block] with `this` value and returns `null`.
 */
@PublishedApi
public inline fun <T> T.apply(block: T.() -> Unit): T {
    block()
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@PublishedApi
public inline fun <T, R> T.let(block: (T) -> R): R {
    return block(this)
}

/**
 * Returns `null` if the given [predicate] or `null`, if it doesn't.
 */
@PublishedApi
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    return if (predicate(this)) this else null
}

/**
 * Returns `null` if the given [predicate] or `null`, if it doesn't.
 */
@PublishedApi
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    return if (!predicate(this)) this else null
}
Executes the given function \([\text{action}]\) specified number of \([\text{times}]\). A zero-based index of current iteration is passed as a parameter to \([\text{action}]\).

\[\text{repeat}(\text{times}, \text{action} : (\text{Int}) \to \text{Unit})\]

\[\text{index} \in 0 \text{ until \(\text{times}\)}\]

\[\text{action}(\text{index})\]

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```
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract {
        callsInPlace(action) \}
    for (index in 0 until \(\text{times}\)) {
        action(index)
    }
}
```

```
import kotlin.js.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun minOf(a: Byte, b: Byte): Byte {
    return if (a == b) a else b
}
```

```
import kotlin.js.*

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}
```

```
import kotlin.js.*

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}
```

```
import kotlin.js.*

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}
```

```
import kotlin.js.*

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}
```

```
import kotlin.js.*

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}
```

```
import kotlin.js.*

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}
```

```
import kotlin.js.*

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}
```
inline fun minOf(a: Byte, b: Byte): Byte { return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
 * Returns the smaller of two values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Int, b: Int): Int { return Math.min(a, b)
 * Returns the smaller of two values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Long, b: Long): Long { return if (a <= b) a else b
 * Returns the smaller of two values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Float, b: Float): Float { return Math.min(a, b)
 * Returns the smaller of two values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Double, b: Double): Double { return Math.min(a, b)
 * Returns the smaller of two values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Byte, b: Byte, c: Byte): Byte { return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Short, b: Short, c: Short): Short { return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Int, b: Int, c: Int): Int { return Math.min(a, b, c)
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Long, b: Long, c: Long): Long { return Math.min(a, b, c)
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Float, b: Float, c: Float): Float { return Math.min(a, b, c)
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Double, b: Double, c: Double): Double { return Math.min(a, b, c)
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Byte, b: Byte, c: Byte, d: Byte): Byte { return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt()).unsafeCast<Byte>()
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Short, b: Short, c: Short, d: Short): Short { return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt()).unsafeCast<Short>()
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Int, b: Int, c: Int, d: Int): Int { return Math.min(a, b, c, d)
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Long, b: Long, c: Long, d: Long): Long { return Math.min(a, b, c, d)
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Float, b: Float, c: Float, d: Float): Float { return Math.min(a, b, c, d)
 * Returns the smaller of three values.
 }

@SinceKotlin("1.1") inline fun minOf(a: Double, b: Double, c: Double, d: Double): Double { return Math.min(a, b, c, d)
 * Returns the smaller of three values.
 }

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections


import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

package open
collection

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throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.

```kotlin
public fun <T> Iterable<T>.elementAt(index: Int): T { // throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.")
    return get(index)
}
```

* Annotations

```kotlin
@sample
```

```kotlin
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}
```

* Annotations

```kotlin
@sample
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAt(index: Int): T {
    return get(index)
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAtOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) getOrNull(index) else null
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.first(): T {
    when (this) {
        is List -> return this.first()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            return iterator.next()
        }
    }
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[0]
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Collection contains no element matching the predicate.")
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.firstOrNull(): T? {
    when (this) {
        is List -> return firstOrNull()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw No SUCHElementException("Collection is empty.","
            return iterator.next()
        }
    }
}
```

* Annotations

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}
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public inline fun <T> Iterable<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}
```

* Annotations
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
* /
lastIndex
}

/**
 * Returns last index of [element], or -1 if the list does not contain such element.*
 * @throws NoSuchElementException if the list is empty.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOf(element: T): Int {
    return

    * Returns first index of [element], or -1 if the list does not contain element.*
* 
* /int

    * Returns index of the first element matching the given [predicate], or -1 if the collection does not contain such element.*
* 
* /Return

    * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.*
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* 
* /Return

    * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if the collection is empty.*
* 
* /Return

    * Returns an element at the given [index] or `null` if the list does not contain such element.*
* 
* /Return

    * Returns an element at the given [index] or the result of calling the
sortedWith(compareByDescending(selector))\n\n* Returns a list of all elements sorted descending according to their natural sort order.\n* The sort is **stable**. It means that equal elements preserve their order relative to each other after sorting.\n* Returns a list of all elements sorted according to the specified \n* comparator.\n* The sort is **stable**. It means that equal elements preserve their order relative to each other after sorting.\n* Returns a list of all elements sorted descending according to their natural sort order.

```kotlin
/**
 * Returns a list of all elements sorted according to the specified \n * comparator.\n * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other \n * after sorting.\n */
public fun <T> List<T>.sortedWithDescending(comparator: Comparator<T>): List<T> {
    return sortedWith(comparator)\n}

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 * The sort is _stable_. It means that equal elements preserve their order relative to each other \n * after sorting.\n */
public fun <T> List<T>.sortedWith(comparator: Comparator<T>): List<T> {
    return toList()\n}
```

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    return sortedWith(comparator)\n}
```
[keySelector] the last one gets added to the map.

```kotlin
public inline fun <T, K, M : MutableMap<K, V>, V> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value
 * is provided by the [valueTransform] function applied to elements of the given collection.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap<K, V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
public inline fun <K, V> Iterable<K>.associateTo(destination: Map<K, V>, transform: (K) -> Pair<K, V>): Map<K, V> {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Returns a [Map] where keys are elements from the given collection and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 */
@SinceKotlin("1.3") public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

```kotlin
/**
 * Appends all elements to
 * the given [destination] collection.
 */
public fun <T, C : MutableCollection<T>> Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

```kotlin
/**
 * Returns a [List] containing all elements.
 */
public fun <T> Iterable<T>.toList(): List<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else iterator().next())
            else -> this.toMutableList().optimizeReadOnlyList()
        }
    }
    return this.toMutableList().optimizeReadOnlyList().run { this@toList.size * this@toList.size } * Returns a [List] filled with all elements of this collection.
```
returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original collection. The returned map preserves the entry iteration order of the keys produced from the original collection.

```kotlin
public inline fun <T, K>
Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations.
 * 
 * @sample samples.collections.Collections.Transformations.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K>
Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}
```

```kotlin
/**
 * Applies the given [transform] function to each element and its index in the original collection and appends only the non-null results to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself.
 * 
 * @return The result of the transform applied to the element.
 * 
 * @sample samples.collections.Collections.Transformations.mapIndexedNotNullTo
 */
public inline fun <T, R : Any, C : MutableCollection<in R>>
Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}
```
Applies the given `transform` function to each element and its index in the original collection and appends the results to the given `destination`. `*` param `transform` function that takes the index of an element and the element itself in the original collection and returns the result of the transform applied to the element. `*` apex inline fun `<T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
  for (item in this)
  destination.add(transform(checkIndexOverflow(index++), item))

  return destination
} * Returns a list containing only the non-null results of applying the given `transform` function `*` to each element in the original collection. `*` apex inline fun `<T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
  return mapNotNullTo(ArrayList<R>(), transform)
} * Applies the given `transform` function to each element in the original collection and appends only the non-null results to the given `destination`. `*` apex inline fun `<T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
  for (item in this)
  destination.add(transform(item))

  return destination
} * Returns a lazy `Iterable` that wraps each element of the original collection into an `IndexedValue` containing the index of that element and the element itself. `*` apex inline fun `<T, R, C : MutableCollection<in R>, K> ContextualCollection<T, K, R>> Iterable<T>.mapNotNullTo(destination: C, transform: (K, T) -> R?): C {
  forEach {
    transform(e.key, e.value).let {
      destination.add(it)
    }
  }

  return destination
} * Applies the given `transform` function to each element of the original collection and appends the results to the given `destination`. `*` apex inline fun `<T, R : Any> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
  for (item in this)
  destination.add(transform(item))

  return destination
} * Returns a list containing only distinct elements from the given collection. `*` apex inline fun `<T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
  return this.toMutableSet().toList().distinct()
} * Returns a list containing only elements from the given collection having distinct keys returned by the given `selector` function. `*` apex inline fun `<T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
  if (this is Collection && isEmpty()) return true
  for (element in this) if (!predicate(element)) return false

  return true
} * Returns `true` if all elements match the given `predicate`. `*` apex inline fun `<T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
  if (this is Collection && isEmpty()) return false
  for (element in this) if (predicate(element)) return true

  return false
} * Returns `true` if at least one element matches the given `predicate`. `*` apex inline fun `<T> Iterable<T>.any(): Boolean {
  if (this is Collection) return isEmpty()
  return iterator().hasNext() && any()
} * Returns true if at least one element matches the given `predicate`. `*` apex inline fun `<T> Iterable<T>.anyWithPredicate(predicate: (T) -> Boolean): Boolean {
  if (this is Collection) return isEmpty() || iterator().hasNext() && anyWithPredicate(
} * Returns the number of elements in
Accumulates value starting with [initial] value and applying [operation] from left to right current accumulator value and each element.

\[\text{var max} = \text{iterator.next()};\]

while (iterator.hasNext()) {
    max = max < iterator.next() ? iterator.next() : max
}

Public inline fun <T> Iterable<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

Public inline fun <T>: Comparable<T>> Iterable<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < 
            if (v > maxValue) {
                maxValue = v
                maxElem = e
            }
        
        while (iterator.hasNext()) {
            val e = iterator.next()
            val v = selector(e)
            if (v > maxValue) {
                maxValue = v
                maxElem = e
            }
        }
    } while (iterator.hasNext())
    return maxEle
}

Accumulates value starting with [initial] value and applying [operation] from left to right current accumulator value and each element.

\[\text{var accumulator} = \text{initial} \text{for (element in this)} \text{accumulator} = \text{operation(accumulator, element)}\]

while (iterator.hasNext()) {
    val e = iterator.next()
    val v = selector(e)
    if (maxValue < v) {
        max = e
        value = v
    }
}

Public inline fun <T>: Comparable<R>> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}

Accumulates value starting with [initial] value and applying [operation] from right to left current accumulator value and each element.

\[\text{var accumulator} = \text{initial} \text{for (element in this)} \text{accumulator} = \text{operation(accumulator, element)}\]

while (!iterator.hasNext()) {
    val e = iterator.next()
    val v = selector(e)
    if (maxValue < v) {
        max = e
        value = v
    }
}

Public inline fun <T> Iterable<T>.foldRightIndexed(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    val iterator = listIterator(size)
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

Operations on Collections

Public inline fun <T> Collection<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(0) {
        count = count + 1
    }
    return size
}

Public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) {
        if (predicate(element)) checkCountOverflow(count++)
        count = count + 1
    }
    return count
}

Public fun <T>: Comparable<T>> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection) && isNotEmpty()) return size
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(count++)
    count = count + 1
    return count
}

This collection.

Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma
\[\text{maxElem} = e \text{ maxValue} = v \text{ nh } \text{ while (iterator.hasNext()) nh return maxElem || nh * * * n } ^ * \text{ Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.}^ * \text{ *Anumatic fun \langle T \rangle Iterables.\langle T \rangle .\text{ maxWith}([\text{comparator: Comparator\langle in T \rangle}]): T?} \{\text{val iterator = iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle return null} \text{ nh var max = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{val e = iterator.next\langle n \rangle if (comparator.compare\langle max, e \rangle < 0) max = e} \text{ nh return max} || nh * * * n } ^ * \text{ Returns the smallest element or `null` if there are no elements.}^ * \text{ *Anumatic fun \langle T \rangle Iterables.\langle T \rangle .\text{ minWith}([\text{comparator: Comparator\langle in T \rangle}]): T?} \{\text{val iterator = iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle return null} \text{ nh var min = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{val e = iterator.next\langle n \rangle if (e.isNaN\langle n \rangle) return e} \text{ nh if (min > e) min = e} \text{ nh return min} || nh * * * n } ^ * \text{ Returns the smallest element or `null` if there are no elements.}^ * \text{ *Anumatic fun \langle T \rangle Comparable\langle T \rangle .\text{ minWith\langle comparator: Comparator\langle in T \rangle} \rangle): T?} \{\text{val iterator = iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle return null} \text{ nh var min = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{val e = iterator.next\langle n \rangle if (e.isNaN\langle n \rangle) return e} \text{ nh if (min > e) min = e} \text{ nh var min = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{val e = iterator.next\langle n \rangle if (e.isNaN\langle n \rangle) return e} \text{ nh if (min > e) min = e} \text{ nh return min} || nh * * * n } ^ * \text{ Returns the first element yielding the smallest value of the given function or `null` if there are no elements.}^ * \text{ *Anumatic fun \langle T \rangle Comparable\langle T \rangle .\text{ minWith\langle comparator: Comparator\langle in T \rangle} \rangle): T?} \{\text{val iterator = iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle return null} \text{ nh var min = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{val e = iterator.next\langle n \rangle if (min > e) min = e} \text{ nh return min} || nh * * * n } ^ * \text{ Returns `true` if the collection has no elements.}^ * \text{ *Anumatic fun \langle T \rangle Comparable\langle T \rangle .\text{ minWith\langle comparator: Comparator\langle in T \rangle} \rangle): T?} \{\text{val iterator = iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle return null} \text{ nh if (predicate\langle e \rangle) return false\text{ return true} || nh * * * n } ^ * \text{ Performs the given [action] on each element and returns the collection itself afterwards.}^ * \text{ *Anumatic fun \langle T \rangle Comparable\langle T \rangle .\text{ minWith\langle comparator: Comparator\langle in T \rangle} \rangle): T?} \{\text{val iterator = iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle return null} \text{ nh if (min > e) min = e} \text{ nh return min} || nh * * * n } ^ * \text{ Returns value starting with the first element and applying [operation] from left to right to current accumulator value and each element.}^ * \text{ *Anumatic fun \langle S, T : S\rangle Iterable\langle T \rangle .\text{ reduce\langle operation: (acc: S, T) -> S\rangle: S\{val iterator = this.iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle) throw UnsupportedOperationException\langle "Empty collection can't be reduced."\} nh var accumulator: S = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{accumulator = operation\langle accumulator, iterator.next\langle n \rangle\rangle nh return accumulator\langle n \rangle || nh * * * n } ^ * \text{ Returns value starting with the first element and applying [operation] from left to right} || nh * to current accumulator value and each element with its index in the original collection.}^ * \text{ *Anuctive function that takes the index of an element, current accumulator value}^ * \text{ and the element itself and calculates the next accumulator value.}^ * \text{ *Anumatic fun \langle S, T : S\rangle Iterable\langle T \rangle .\text{ reduceIndexed\langle operation: (index: Int, acc: S, T) -> S\rangle: S\{val iterator = this.iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle) throw UnsupportedOperationException\langle "Empty collection can't be reduced."\} nh var index = 1\text{ nh var accumulator: S = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{accumulator = operation\langle checkIndexOverflow\langle index++\rangle, accumulator, iterator.next\langle n \rangle\rangle nh return accumulator\langle n \rangle || nh * * * n } ^ * \text{ Returns value starting with the last element and applying [operation] from right to left to each element and current accumulator value.}^ * \text{ *Anumatic fun \langle T, S : T\rangle Iterable\langle T \rangle .\text{ reduce\langle operation: (e: T, acc: S) -> S\rangle: S\{val iterator = this.iterator\langle n \rangle if (!iterator.hasNext\langle n \rangle) throw UnsupportedOperationException\langle "Empty collection can't be reduced."\} nh var accumulator: S = iterator.next\langle n \rangle while (iterator.hasNext\langle n \rangle) \{ \text{accumulator = operation\langle accumulator, iterator.next\langle n \rangle\rangle nh return accumulator\langle n \rangle || nh * * * n } ^ *
collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

```kotlin
public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty()) return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the first occurrence of the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}

/**
 * Splits the original collection into pair of lists, `first` and `second`, where `first` contains elements for which `predicate` yielded `true`, and `second` contains elements for which `predicate` yielded `false`.
 */
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    if (elements is Collection) {
        val result = ArrayList<T>(this.size + elements.size)
        result.addAll(this)
        result.addAll(elements)
        return result
    } else {
        val result = ArrayList<T>(this)
        result.addAll(elements)
        return result
    }
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.
 */
public operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}
```
snapshot is a list. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this collection. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any. @param false which means partial windows won't be preserved. Both [size] and [step] must be positive and can be greater than the number of elements in this collection. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved in any @param samples.versions.Sequences.Transforms.takeWindows

```kotlin
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val result = ArrayList<List<T>>((thisSize + step - 1) / step)
        var index = 0
        while (index < thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}
```

@sample

```kotlin
/**
 * Returns a list of results of applying the given [transform] function to
 * each list representing a view over the window of the given [size] sliding
 * along this collection with the given [step]. Note that the list passed to the [transform] function is ephemeral
 * and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made
 * a snapshot of it. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val result = ArrayList<R>((thisSize + step - 1) / step)
        val window = MovingSubList(this)
        var index = 0
        while (index < thisSize) {
            window.move(index, (index + size).coerceAtMost(thisSize))
            if (!partialWindows && window.size < size) break
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(transform(it))
    }
    return result
}
```

@sample

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

@sample

```kotlin
/**
 * Returns a list of values built from the elements of `this` collection and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in this) {
        if (i >= arraySize) break
        list.add(transform(element, other[i++]))
    }
    return list
}
```

@sample

```kotlin
Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
```
while (first.hasNext() && second.hasNext()) {
    list.add(transform(first.next(), second.next()))
}
return list
}

/**
 * Returns a list of pairs of each two
 * adjacent elements in this collection.
 * 
 * The returned list is empty if this collection contains less than two
 * elements.
 * 
 * @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<Pair<T, R>> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<Pair<T, T>>()
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit],
 * in which case only the first [limit] * elements will be appended, followed by the
 * [truncated] string (which defaults to "..."),.
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements and using the given [prefix] and [postfix] if
 * supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit],
 * in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "..."),.
 * 
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this
 * collection as an [Iterable].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning
 * its elements when being iterated.
 * 
 * @sample samples.collections.Sequences.Building.sequenceFromCollection
 */
public fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the
 * collection.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 * collection.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun
Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
license/LICENSE.txt file

/*
 * @file:kotlin.jvm.JvmMultifileClass
 * @file:kotlin.jvm.JvmName("ComparisonsKt")
 * @package kotlin.comparisons
 */

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns the greater of two values.
 * @since 1.1
 */
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values:
 */
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values:
 */
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values:
 */
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values:
 */
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values:
 */
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values:
 */
public expect inline fun maxOf(a: Double, b: Double): Double

/**
 * Returns the greater of three values:
 */
public expect fun <T> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c), comparator)
}

/**
 * Returns the greater of two values:
 * @since 1.1
 */
public fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) >= 0) a else b
}

/**
 * Returns the smaller of two values:
 * @since 1.1
 */
public expect fun <T : Comparable<T>> minOf(a: T, b: T): T

/**
 * Returns the smaller of two values:
 */
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values:
 */
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the smaller of two values:
 */
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the smaller of two values:
 */
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values:
 */
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values:
 */
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of three values:
 */
public expect fun <T> minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c), comparator)
}

/**
 * Returns the smaller of two values:
 * @since 1.1
 */
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

*/

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short, c: Short): Short

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the smaller of three values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

open class MapsKt

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt utility:// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given
 * [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each entry of the original map
 * and appends the results to the given [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns `true` if all entries match the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}
```

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/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt utility:// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given
 * [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each entry of the original map
 * and appends the results to the given [destination].
 */
public inline fun <K, V, R, C :MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns `true` if all entries match the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}
@sample samples.collections.Collections.Aggregates.any

fun <K, V> Map<out K, V>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns the number of entries matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    if (is_empty) return 0
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns `true` if at least one entry matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
fun <K, V> Map<out K, V>.count(): Int {
    return size
}

/**
 * Returns the number of entries matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    if (is_empty()) return 0
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Performs the given [action] on each entry.
 */
fun <K, V, M : Map<out K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply { for (element in this) action(element) }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 * @sample samples.collections.Collections.Aggregates.asIterable
 */
fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 * 
 * @sample samples.collections.Collections.Aggregates.asSequence
 */
fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 * 
 * The operation is _terminal_.
 */
operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) != -1
}


public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}
Returns the last element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

* @condition [Boolean] * *@public inline fun \( \text{Sequence<T>}.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    return last
}

@Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain [element].
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> \( \text{Sequence<T>}.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element, or `null` if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> \( \text{Sequence<T>}.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
public inline fun <T> \( \text{Sequence<T>}.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
        }
    }
    return last
}

/**
 * Returns single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <T> \( \text{Sequence<T>}.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns single element matching the given [predicate], or throws exception if there is no or more than one matching
 * element.
 * The operation is _terminal_.
 */
public inline fun <T> \( \text{Sequence<T>}.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.drop(n: Int): \text{Sequence<T>} {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.dropWhile(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing all elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filter(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filterNot(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, false, predicate)
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.dropFirst(n: Int): \text{Sequence<T>} {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.dropFirst(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.dropFirstWhile(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing all elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filterFirst(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filterFirstNot(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, false, predicate)
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.dropLast(n: Int): \text{Sequence<T>} {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.dropLast(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.dropLastWhile(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing all elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filterLast(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filterLastNot(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, false, predicate)
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.dropLastFirst(n: Int): \text{Sequence<T>} {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.dropLastFirst(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.dropLastFirstWhile(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing all elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filterLastFirst(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> \( \text{Sequence<T>}.filterLastFirstNot(predicate: (T) -> Boolean): \text{Sequence<T>} {
    return FilteringSequence(this, false, predicate)
}
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    // TODO: Rewrite with generalized MapFilterIndexingSequence
    return TransformingSequence(FilteredSequence(IndexingSequence(this), true, { predicate(it.index, it.value) })), { it.value }\n}\n\npublic fun <T> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C { for EachIndexed { index, element -> \n    if (predicate((index, element)) destination.add(element) } }\n    return destination\n}

/**
 * Returns a sequence containing all elements that are instances of specified type parameter R.
 *\n * The operation is _intermediate_ and _stateless_."/AFPublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIsInstanceTo(destination: C): C { for (element in this) if (element is R) destination.add(element) }\n    return destination\n}

/**
 * Returns a sequence containing first elements matching the given \[predicate\].
 *\n * The operation is _intermediate_ and _stateless_."/AFPublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C { for (element in this) if (predicate(element)) destination.add(element) }\n    return destination\n}

/**
 * Returns a sequence containing first \[n\] elements.
 *\n * The operation is _intermediate_ and _stateless_."/AFPublic fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return when {
        n == 0 -> emptySequence()\n        this is DropTakeSequence -> this.take(n)\n        else -> TakeSequence(this, n)\n    }
}

/**
 * Returns a sequence containing first elements satisfying the given \[predicate\].
 *\n * The operation is _intermediate_ and _stateful_."/AFPublic fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)\n}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 *\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting."/AFPublic fun <T> Sequence<T>.sorted(): Sequence<T> {\n    val sortedList = this.sortedList()\n    return sortedList\n}

/**
 * Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified \[selector\] function."/AFPublic fun <T, R : Comparable<R>> Sequence<T>.sortedBy(selector: (T) -> R): Sequence<T> {\n    return sortedBy\n}

Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 37478
sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to a natural sort order.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return sortedWith(compareBy())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareBy(comparator))
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareBy(comparator))
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareBy(compareByDescending()))
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(comparator: Comparator<T>): Sequence<T> {
    return sortedWith(compareByDescending())
}
applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and @sample in this case.

```kotlin
Sequence<K>.associateWith(destination: C): C
```

```kotlin
destination.add(item)
```

```kotlin
return destination
```

```kotlin
The operation is _terminal_ and @sample in this case.
```

```kotlin
function
```

```kotlin
* @sample in this case.
```

```kotlin
samples.collections
```

```kotlin
transform(function
```

```kotlin
* @sample in this case.
```

```kotlin
sequences.
```

```kotlin
Collections.Transformations.groupBy()
```

```kotlin
* @sample in this case.
```

```kotlin
transform(T) -> C
```

```kotlin
return groupByTo(LinkedHashMap<K, C>(), keySelector, valueTransform)
```

```kotlin
* @sample in this case.
```

```kotlin
sequences.
```

```kotlin
Collections.Transformations.groupByKeysAndValues()
```

```kotlin
* @sample in this case.
```

```kotlin
sequences.
```

```kotlin
Collections.Transformations.groupWith
```

```kotlin
* @sample in this case.
```

```kotlin
sequences.
```

```kotlin
Collections.Transformations.groupWith
```

```kotlin
* @sample in this case.
```

```kotlin
sequences.
```
val key = keySelector(element)
val list = destination.getOrPut(key) { ArrayList<T>() }
list.add(element)

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * The operation is _intermediate_ and _stateless_.
 * @param [keySelector] function applied to each element
 * @param [valueTransform] function that takes the index of an element and the element itself
 * @returns a sequence containing the results of applying the given [transform] function
 * to each element in the original sequence
 * @return The operation is _intermediate_ and _stateless_.
 */
val result = when {
    isIntermediateAndStateless ->
    destination
    isTerminalAndStateful ->
    destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * The operation is _intermediate_ and _stateless_.
 * @return A [Grouping] source from the sequence
 */
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to each element and its index in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}

/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function
 * to each element in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()
}

/**
 * Applies the given [transform] function to each element of the original sequence
 * and appends only the non-null results to the given [destination].
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Applies the given [transform] function to each element in the original sequence
 * and appends only the non-null results to the given [destination].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {
    return TransformingSequence(this, transform).filterNotNull()
}

/**
 * Applies the given [transform] function to each element in the original sequence
 * and appends only the non-null results to the given [destination].
 * The operation is _stateless_.
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}
appends the results to the given [destination].

The operation is _terminal_.

@since kotlin("1.1")
*/

public inline fun <T, R, C : MutableCollection<R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a sequence that wraps each element of
 * the original sequence into an [IndexedValue] containing the index of that element and the element itself.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {
    return IndexingSequence(this)
}

/**
 * Returns a sequence containing only distinct elements from the given sequence.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.distinct(): Sequence<T> {
    return this.distinctBy { it }
}

/**
 * Returns a sequence containing only elements from the given sequence
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {
    return DistinctSequence(this, selector)
}

/**
 * Returns a mutable set containing all distinct elements from the given sequence.
 * The returned set preserves the element iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this) set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if sequence has at least one element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 * The operation is _terminal_.
 */
@sinceKotlin("1.1")
public fun Sequence<Double>.max(): Double? {
    val
/**
 * Returns `true` if no elements match the given [predicate].
 *
 * The operation is `samples.collections.Collections.Aggregates.none`
 */
public fun <T> Sequence<T>.none(): Boolean {
    return
}

/**
 * Returns `true` if the sequence has no elements.
 *
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
@SinceKotlin("1.1")
public fun Sequence<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min < e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
@SinceKotlin("1.1")
public fun Sequence<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min < e) min = e
    }
    return min
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun Sequence<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T : Comparable<T>> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T : Comparable<T>> Sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    do {
        val e = iterator.next()
        if (maxElem == selector(e))
            maxElem = e
    } while (iterator.hasNext())
    return maxElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T> Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minElem == v)
            minElem = e
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T : Comparable<T>> Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    do {
        val e = iterator.next()
        val v = selector(e)
        if (min == v)
            min = e
    } while (iterator.hasNext())
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T> Sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    do {
        val e = iterator.next()
        val v = selector(e)
        if (max == v)
            max = e
    } while (iterator.hasNext())
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T : Comparable<T>> Sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    do {
        val e = iterator.next()
        val v = selector(e)
        if (max == v)
            max = e
    } while (iterator.hasNext())
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * 
 * The operation is _terminal_.
 * 
 * @sample
 */
public fun <T> Sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    do {
        val e = iterator.next()
        val v = selector(e)
        if (max == v)
            max = e
    } while (iterator.hasNext())
    return max
}
Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this)
        return false
    return true
}

Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    for (element in this)
        action(element)
    return this
}

Sequence<T>.reduce(accumulator: (S, T) -> S): S {
    var accumulator: S = this.iterator().next()
    while (this.iterator().hasNext()) {
        accumulator = operation(accumulator, this.iterator().next())
    }
    return accumulator
}

Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    var index = 1
    var accumulator: S = this.iterator().next()
    while (this.iterator().hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, this.iterator().next())
    }
    return accumulator
}

Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this)
        sum += selector(element)
    return sum
}

Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}

Sequence<T>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true).windowed(0, size, true)
}

Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) removed = true; false } iterator()
        }
    }
}

Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true).windowed(0, size, true)
}

Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true).windowed(0, size, true)
}

Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true).windowed(0, size, true)
}
sequence. Changing any of them between successive calls to `iterator` may affect the result.

* The operation is _intermediate_ and _stateful_ as

*/

public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the
elements contained in the given [elements] collection.

* Note that the source sequence and the collection being

* The operation is _intermediate_ and _stateful_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.

* The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

* The operation is _intermediate_ and _stateful_ as

*/

public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except
the elements contained in the given [elements] sequence.

* Note that the source sequence and the sequence being subtracted are

* The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.

* The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

* The operation is _intermediate_ and _stateless_ as

*/

public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence
and then the given [element].

* The operation is _intermediate_ and _stateless_ as

*/

public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten().unnecessary
}

/**
 * Returns a sequence containing all elements of original sequence and
then all elements of the given [elements] array.

* Note that the source sequence and the array being added are

* The operation is _intermediate_ and _stateless_ as

*/

public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList()).unnecessary
}

/**
 * Returns a sequence containing all elements of original sequence and
then all elements of the given [elements] collection.

* Note that the source sequence and the collection being added are

* The operation is _intermediate_ and _stateless_ as

*/

public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten().unnecessary
}
then all elements of the given [elements] sequence.\n* * \n* Note that the source sequence and the sequence being
added are iterated only when an `iterator` is requested from\n* the resulting sequence. Changing any of them
between successive calls to `iterator` may affect the result.\n* * The operation is _intermediate_ and _stateless_.\n* *\n
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {\n  return sequenceOf(this, elements).flatten()\n} \n* * Returns a sequence containing all elements of the original
sequence and then the given [element].\n* * * \n* The operation is _intermediate_ and _stateless_.\n* *\n
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {\n  return plus(element)\n} \n* * Returns a sequence of snapshots of the window of the given [size] sliding
along this sequence with the given [step], where each\n* * * \n* Returns a sequence of results of applying the given [transform] function to\n* * * \n* Several last lists may have less elements than the given [size].\n* * * \n* Both [size] and [step] must be positive and can be greater than the number of
* \n* * @param size the number of elements to take in each window\n* * * \n* @param step the number of elements to move the window forward by on each step, by default 1\n* *\n
/*
 * Returns a sequence of pairs of each two adjacent elements in
 * this sequence.
 * \n * The returned sequence is empty if this sequence contains less than two elements.\n* * * \n* The operation is _intermediate_ and _stateless_.\n* *\n
sequences.Collections.Transforms.zipWithTransform\n  */
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {
    return sequence result@
val iterator = iterator() if (!iterator.hasNext()) return @result
var current = iterator.next()
while (iterator.hasNext())
{ val next = iterator.next()
yield(transform(current, next))
current = next
}

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit],
 * in which case only the first [limit] elements will be appended, followed by the
 * [truncated] string (which defaults to "...").
 * The operation is _terminal_ * @sample
 * Open Source Used In Connected-Pharma
 */
public fun <T, A : Appendable>
Sequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A
{
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit],
 * in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
defaults to "...").
 * The operation is _terminal_ * @sample
 */
public fun <T>
Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T>
Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}

/**
 * Returns this sequence as a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> { return this }

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double { var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double { var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double { var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double { var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double { var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double { var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int { var sum: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int { var sum: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int { var sum: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Int { var sum: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Int { var sum: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Int { var sum: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return sum
}
(element in this) {\n    sum += element\n\n} return sum\n\n/**\n * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {\n        sum += element\n    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {\n        sum += element\n    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {\n        sum += element\n    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {\n        sum += element\n    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {\n        sum += element\n    }
    return sum
}

/**
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given [element].
 * 
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    var val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.
 * 
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * 
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given [element] if it isn't already in this set.
 * 
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.minusElement(element: T): Set<T> {
    return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * 
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.plus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size + 1))
    if (other.isEmpty())
        return this.toSet()
    if (other is Set)
        return this.filterNotTo(LinkedHashSet<T>()) { it in other }
    val result = LinkedHashSet<T>(this)
    result.addAll(other)
    return result
}

//
// NOTES:
//
// 1. This implementation is based on the standard algorithm,
//      but optimized for speed.
// 2. The iteration order of the original set is maintained.
// 3. The returned set is internally represented as a [LinkedHashSet],
//      which is the most efficient implementation for most purposes.
// 4. The returned set is not guaranteed to be [immutable].
// 5. The returned set may be [empty] if the original set is [empty].
// 6. The returned set may be [larger] than the original set.
//
//
// See:
//
//
// See also:
//
// [https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib]
//
result.addAll(this)

result.addAll(elements)

result.addAll(element)

result.add(element)

return result

* Returns a set containing all elements of the original set and the given [elements] array, * which aren't already in this set. * The returned set preserves the element iteration order of the original set.

* Returns a set containing all elements of the original set and the given [elements] collection, * which aren’t already in this set. * The returned set preserves the element iteration order of the original set.

* Returns a set containing all elements of the original set and the given [elements] sequence, * which aren’t already in this set. * The returned set preserves the element iteration order of the original set.

* Returns a set containing all elements of the original set and then the given [element] if it isn’t already in this set. * The returned set preserves the element iteration order of the original set.

result.addAll(elements)

result.addAll(element)

return result

* Returns a set containing all elements of the original set and the given [elements] array, * which aren't already in this set. * The returned set preserves the element iteration order of the original set.

* Returns a set containing all elements of the original set and then the given [element] if it isn’t already in this set. * The returned set preserves the element iteration order of the original set.

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* Returns a set containing all elements of the original set and then the given [element] if it isn’t already in this set. * The returned set preserves the element iteration order of the original set.
Char {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */
public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */
public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last character.
 * @throws NoSuchElementException if the char sequence is empty.
 */
public fun CharSequence.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[lastIndex]
}

/**
 * Returns the last character matching the given [predicate].
 * @throws NoSuchElementException if no such character is found.
 */
public inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

/**
 * Returns a single character, or throws an exception if the char sequence is empty or has more than one character.
 */
public fun CharSequence.single(): Char {
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence has more than one element.")
    }
}

/**
 * Returns a single character matching the given [predicate], or throws exception if there is no or more than one matching character.
 */
public inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

/**
 * Returns a string with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun String.drop(n: Int) = subSequence(n.coerceAtMost(length), length)

/**
 * Returns a random character from this char sequence.
 * @throws NoSuchElementException if this char sequence is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharSequence.random(): Char {
    return random(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness.
 */
@SinceKotlin("1.3")
public fun CharSequence.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return get(random.nextInt(length))
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 * @throws IllegalArgumentExce}$
samples.text.Strings.drop\n */
public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(coerceAtMost(length) - n)
}

/**
 * Returns a string with the last [n] characters removed.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.drop
 */
public fun CharSequence.dropLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return this.drop(n)
}

/**
 * Returns a string containing all characters except last characters that satisfy the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): String {
    return dropLastWhile(predicate)
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropFirstWhile(predicate: (Char) -> Boolean): String {
    return dropFirstWhile(predicate)
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.filter
 */
public inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filter(predicate)
}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.filter
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNot(predicate)
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 * 
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.filter
 */
public inline fun CharSequence.filterIndexedTo(destination: Appendable, predicate: (index: Int, Char) -> Boolean): Appendable {
    return filterIndexedTo(destination, predicate)
}

/**
 * Appends all characters not matching the given [predicate] to the given [destination].
 * 
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 * @sample samples.text.Strings.filter
 */
public inline fun String.filterNotIndexedTo(destination: Appendable, predicate: (index: Int, Char) -> Boolean): Appendable {
    return filterNotIndexedTo(destination, predicate)
}

/**
 * Filters the given [collection] to contain only those elements that satisfy the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * @sample samples.text.Strings.filter
 */
public inline fun <T> Collection<T>.filter(predicate: (index: Int, T) -> Boolean): Collection<T> {
    return filter(predicate)
}

/**
 * Filters the elements of the given [collection] using the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * @sample samples.text.Strings.filter
 */
public inline fun <T> Collection<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Collection<T> {
    return filterIndexed(predicate)
}

/**
 * Filters the given [collection] to contain only those elements that do not satisfy the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * @sample samples.text.Strings.filter
 */
public inline fun <T> Collection<T>.filterNot(predicate: (index: Int, T) -> Boolean): Collection<T> {
    return filterNot(predicate)
}

/**
 * Filters the elements of the given [collection] using the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * @sample samples.text.Strings.filter
 */
public inline fun <T> Collection<T>.filterNotIndexed(predicate: (index: Int, T) -> Boolean): Collection<T> {
    return filterNotIndexed(predicate)
}
matching the given [predicate] to the given [destination].\n*/
public inline fun <C : Appendable>
CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (index in 0 until length) {\n        val element = get(index)\n        if (predicate(element)) destination.append(element)\n    }\n    return destination\n}/**
 * Returns a string containing characters of the original string at specified range of [indices].\n */
public fun CharSequence.slice(indices: IntRange): String\n    return subSequence(indices)\n/**
 * Returns a string containing characters of the original string at specified range of [indices].\n */
public fun String.slice(indices: IntRange): String\n    return substring(indices)\n/**
 * Returns a string containing characters of the original string at specified range of [indices].\n */
public fun CharSequence.slice(indices: Iterable<Int>): String\n    return subSequence(indices)\n/**
 * Returns a string containing characters of the original string at specified range of [indices].\n */
public fun String.slice(indices: Iterable<Int>): String\n    return substring(indices)\n/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * @throws IllegalArgumentException if [n] is negative.\n */
public fun CharSequence.take(n: Int): CharSequence\n    return subSequence(0, n.coerceAtMost(length))\n/**
 * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n * @throws IllegalArgumentException if [n] is negative.\n */
public fun String.take(n: Int): String\n    return substring(length - n.coerceAtMost(length))\n/**
 * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].\n * @throws IllegalArgumentException if [n] is negative.\n */
public inline fun CharSequence.takeLast(n: Int): CharSequence\n    return subSequence(length - n.coerceAtMost(length), length)\n/**
 * Returns a string containing the first characters that satisfy the given [predicate].\n * @throws IllegalArgumentException if [n] is negative.\n */
public inline fun String.takeLast(n: Int): String\n    return substring(length - n.coerceAtMost(length))\n/**
 * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].\n * @throws IllegalArgumentException if [n] is negative.\n */
public fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence\n    for (index in 0 until length)\n        if (!predicate(get(index)))\n            return subSequence(0, index)\n    return subSequence(0, length)\n/**
 * Returns a string containing the characters of the original string at specified range of [indices].\n */
public fun String.takeWhile(predicate: (Char) -> Boolean): String\n    for (index in 0 until length)\n        if (!predicate(get(index)))\n            return substring(0, index)\n    return this
[transform] function * applied to characters of the given char sequence. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original char sequence. unpublished inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

@sample samples.text.Strings.associateWith(*

**unpublished fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {**
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}

@sample samples.text.Strings.associateByTo(*

**unpublished fun <K, V> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {**
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

@sample samples.text.Strings.associateWithTo(*

**unpublished fun <C : MutableCollection<in Char>> CharSequence.toCollection(destination: C): C {**
    for (item in this) {
        destination.add(item)
    }
    return destination
}

@sample samples.text.Strings.associateTo(*

**unpublished fun <C : MutableCollection<in Char>> CharSequence.toHashSet(): HashSet<Char> {**
    return toCollection(HashSet<Char>(mapCapacity(length)))
}

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containing all characters.

* `CharSequence.toList()`: List<Char>  
  return when (length) {  
    0 - > emptyList()  
    1 - > listOf(this[0])  
    else - > this.toMutableList()  
  }  

* `CharSequence.toSet()`: Set<Char>  
  return when (length) {  
    0 - > emptySet()  
    1 - > setOf(this[0])  
    else - > toCollection(LinkedHashSet<Char>[mapCapacity(length)])  
  }  

* `CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R>`  
  flatMapTo(ArrayList<R>(), transform)
applying the given [transform] function\n* to each character and its index in the original char sequence.\n*
@param [transform] function that takes the index of a character and the character itself\n* and returns the result of the transform applied to the character.\n */
CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> { \n    return mapIndexedTo(ArrayList<R>(length), transform)\n}

Returns a list containing only the non-null results of applying the given [transform] function\n* to each character and its index in the original char sequence.\n*
@public inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}

Applies the given [transform] function to each character and its index in the original char sequence\n* and returns the result of the transform applied to the character.\n*
@public inline fun <R : Any> CharSequence.mapIndexedNotNullTo(destination: C, transform: (Char) -> R?): List<R> {
    return mapIndexedNotNullTo(destination, transform)\n}

Applies the given [transform] function to each character of the original char sequence\n* and appends only the non-null results to the given [destination].\n*
@public inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination\n}

Applies the given [transform] function to each character of the original char sequence\n* and appends only the non-null results to the given [destination].\n*
@public inline fun <R : Any> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)\n}

Applies the given [transform] function to each character of the original char sequence\n* and returns the result of the transform applied to the character.\n*
@public inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C {
    for (element in this)
        transform(element)?.let { destination.add(it) }
    return destination\n}

Applies the given [transform] function to each character of the original char sequence\n* and appends only the non-null results to the given [destination].\n*
@public inline fun <R : Any> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination\n}

Returns `true` if all characters match the given [predicate].
*
@sample samples.collections.Collections.Aggregates.all

Returns `true` if char sequence has at least one character.\n*
@sample samples.collections.Collections.Aggregates.any\n
@public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator\n}

Returns the length of this char sequence.\n*
@public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator\n}

Accumulates value starting with [initial] value and applying [operation] from left to right accumulator value and each character.\n*
@public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator\n}

Accumulates value starting with [initial] value and applying [operation] from left to right accumulator value and each character.\n*
@public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator\n}
value and each character with its index in the original char sequence.

@param [operation] function that takes the index of a character, current accumulator value, and the character itself, and calculates the next accumulator value.

*public inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

  var index = 0
  var accumulator = initial
  for (element in this)
  
  return accumulator

  * Accumulates value starting with [initial] value and applying [operation] from right to left for each character and current accumulator value.

*public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R

  var index = lastIndex
  var accumulator = initial
  while (index > 0)
  
  return accumulator

  * Accumulates value starting with [initial] value and applying [operation] from right to left for each character with its index in the original char sequence and current accumulator value.

*public inline fun <R> CharSequence.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R

  var index = lastIndex
  var accumulator = initial
  while (index > 0)
  
  return accumulator

  * Performs the given [action] on each character.

*public inline fun <R> CharSequence.forEach(action: (Char) -> Unit): Unit

  for (element in this)
  action(element)

*public inline fun <R> CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit

  var index = 0
  for (item in this)
  action(index++, item)

*public fun CharSequence.max(): Char?

  if (isEmpty()) return null

  var max = this[0]
  for (i in 1..lastIndex)
  
  return max

  * Returns the largest character or `null` if there are no characters.

*public fun CharSequence.maxBy(selector: (Char) -> R): Char?

  if (isEmpty()) return null

  var maxElem = this[0]
  val lastIndex = this.lastIndex
  if (lastIndex == 0) return maxElem

  var maxValue = selector(maxElem)
  for (i in 1..lastIndex)
  
  return maxElem

  * Returns the first character yielding the largest value of the given function or `null` if there are no characters.

*public fun CharSequence.min(): Char?

  if (isEmpty()) return null

  var min = this[0]
  for (i in 1..lastIndex)
  
  return min

  * Returns the smallest character or `null` if there are no characters.

*public fun CharSequence.minBy(selector: (Char) -> R): Char?

  if (isEmpty()) return null

  var minElem = this[0]
  val lastIndex = this.lastIndex
  if (lastIndex == 0) return minElem

  var minValue = selector(minElem)
  for (i in 1..lastIndex)
  
  return minElem

  * Returns the first character yielding the smallest value of the given function or `null` if there are no characters.

*public fun CharSequence.minWith(comparator: Comparator<in Char>): Char?

  if (isEmpty()) return null

  var min = this[0]
  for (i in 1..lastIndex)
  
  return min

  * Returns the smallest character according to the provided [comparator] or `null` if there are no characters.

*public fun CharSequence.none(): Boolean

  return isEmpty()

*public inline fun <R> CharSequence.none(predicate: (Char) -> Boolean): Boolean

  for (element in this)
  if (predicate(element)) return
false
    return true
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { (for (element in this) action(element)) }
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right to current accumulator value and each character.
 */
@SinceKotlin("1.1")
public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right to current accumulator value and each character with its index in the original char sequence.
 */
@param [operation] function that takes the index of a character, current accumulator value and the character itself and calculates the next accumulator value.

/**
 * Accumulates value starting with last character and applying [operation] from right to left to current accumulator value and each character.
 */
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits this char sequence into a sequence of strings each not exceeding the given [size].
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into a sequence of strings each not exceeding the given [size].
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}
samples.collections.Collections.Transformations.chunkedSequence(size: Int): Sequence<String> { return chunkedSequence(size) { it.toString() } }

@SinceKotlin("1.2")
public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() } * @return sequence of results of the [transform] applied to each char sequence.

    Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.

    * You should not store it or allow it to escape in some way, unless you made a snapshot of it.

    The last char sequence may have less characters than the given [size].

    * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.


@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val result = ArrayList<R>((thisSize + step - 1) / step)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (end > thisSize) { if (partialWindows) thisSize else break }
        else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

@SinceKotlin("1.2")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val result = ArrayList<R>((thisSize + step - 1) / step)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (end > thisSize) { if (partialWindows) thisSize else break }
        else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}
of elements in this char sequence.

*param size the number of elements to take in each window
*param step the number of elements to move the window forward by on each step, by default 1
*param partialWindows controls whether or not to keep partial windows in the end if any,
*param `false` which means partial windows won't be preserved
*param `false` which means partial windows won't be preserved
*not preserving partial windows
*param samples.collections.Sequences.Transformations.takeWindows
*param partialWindows controls whether or not to keep partial windows in the end if any,
*param `false` which means partial windows won't be preserved
*param `false` which means partial windows won't be preserved

```kotlin
fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
```

```kotlin
fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index ->
        transform(subSequence(index, (index + size).coerceAtMost(length)))
    }
}
```

```kotlin
fun(CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}
```

```kotlin
inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun(CharSequence.zipWithNext): List<Pair<Char, Char>> {
    return zipWithNext { a, b -> a to b }
}
```

```kotlin
inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}
```

```kotlin
fun(CharSequence.asIterable()): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return Iterable(this.iterator()) { it.toString() as Char * param size the number of elements to take in each window
*param step the number of elements to move the window forward by on each step, by default 1
*param partialWindows controls whether or not to keep partial windows in the end if any,
*param `false` which means partial windows won't be preserved
*param samples.collections.Sequences.Transformations.takeWindows
*param partialWindows controls whether or not to keep partial windows in the end if any,
*param `false` which means partial windows won't be preserved
*not preserving partial windows
*param samples.collections.Sequences.Transformations.takeWindows
*param partialWindows controls whether or not to keep partial windows in the end if any,
*param `false` which means partial windows won't be preserved
*param `false` which means partial windows won't be preserved

```kotlin
fun(CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
```

```kotlin
fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index ->
        transform(subSequence(index, (index + size).coerceAtMost(length)))
    }
}
```

```kotlin
fun(CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}
```

```kotlin
inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun(CharSequence.zipWithNext): List<Pair<Char, Char>> {
    return zipWithNext { a, b -> a to b }
}
```

```kotlin
inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}
```

```kotlin
fun(CharSequence.asIterable()): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return Iterable(this.iterator()) { it.toString() as Char * param size the number of elements to take in each window
*param step the number of elements to move the window forward by on each step, by default 1
*param partialWindows controls whether or not to keep partial windows in the end if any,
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*param partialWindows controls whether or not to keep partial windows in the end if any,
*param `false` which means partial windows won't be preserved
*param `false` which means partial windows won't be preserved
```
having leading and trailing characters matching the [predicate] removed.\n\n*\n*\n*\n*\n\npublic inline fun
CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startFound = false
    var startIndex = 0
    var endIndex = length - 1
    while (startIndex <= endIndex)
        if (startFound)
            startFound = true
            else
                startIndex += 1
        else
            if (!predicate(this[index]))
                startFound = true
            else
                endIndex -= 1
    return subSequence(startIndex, endIndex + 1)
}

/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
public inline fun String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()
length
    * @sample samples.text.Strings.padStart

public fun CharSequence.padStart(length: Int, padChar: Char = ' '):
    return this.padStart(0, 0).padStart(length - this.length)
val sb = StringBuilder(length)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    sb.append(this)
    return sb

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 * \* @param length the desired string length.
 * \* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.
 * \* @return Returns a string of length at least [length] consisting of \* \* `this` string prepended with [padChar] as many times \* \* as are necessary to reach that length.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)
    val sb = StringBuilder(length)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    sb.append(this)
    return sb
}

/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 * \* @param length the desired string length.
 * \* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.
 * \* @return Returns a string of length at least [length] consisting of \* \* `this` string appended with [padChar] as many times \* \* as are necessary to reach that length.
 */
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)
    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return sb
}

/**
 * Returns a char sequence with content of this char sequence padded at the end with \* \* the specified character or space \* \* \* @param length the specified length \* \* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.
 * \* @return Returns a char sequence of length at least [length] consisting of \* \* `this` char sequence appended with [padChar] as many times \* \* as are necessary to reach that length.
 */
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)
    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return sb
}

/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 * \* @sample samples.text.Strings.stringIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 * \* @sample samples.text.Strings.stringIsEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `true` if this char sequence is not empty.
 * \* @sample samples.text.Strings.stringIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns \* \* `true` if this char sequence is not empty and contains some characters except of whitespace characters.
 * \* @sample samples.text.Strings.stringIsNotBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()

/**
 * Returns \* \* `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 * \* @sample samples.text.Strings.stringIsNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }
    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    override fun nextChar(): Char = get(index++)
    override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it's not empty \* \* or the result of calling [defaultValue] function if the char sequence is empty.
 * \* @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> C): C
    = (defaultValue() as Function0<C>).invoke()
> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters," +*
 * or the result of calling [defaultValue] function otherwise.\n * @sample samples.text.Strings.stringIfBlank
 */
@SinceKotlin("1.3")@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns the range of valid character indices for this char sequence.\n * If empty, returns an empty fun CharSequence.indices: IntRange\n */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.\n */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].\n */
public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate()
}

/**
 * Returns a substring specified by the given [range] of indices.\n */
public fun String.substring(range: IntRange): String =
    substring(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence specified by the given [range] of indices.\n */
public fun CharSequence.subSequence(range: IntRange): CharSequence =
    subSequence(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence.\n * This extension is chosen only for invocation with old-named parameters.\n * Replace parameter names with the same as those of [CharSequence.subSequence].\n */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
ReplaceWith("subSequence(startIndex = start, endIndex = end)")\npublic inline fun String.subSequence(start: Int, end: Int):
    CharSequence = subSequence(startIndex = start, endIndex = end)

/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].\n * @param startIndex the start index (inclusive).\n * @param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.\n */
@kotlin.internal.InlineOnly\npublic inline fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */
public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring of chars at indices from the specified [range] of this char sequence.\n */
public fun CharSequence.substring(range: IntRange): String =
    subSequence(range.start, range.endInclusive + 1).toString()

/**
 * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */
public fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */
public fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a substring before the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */
public fun String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}
String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns
 * [missingDelimiterValue] which defaults to the original string.
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a char sequence with content of this char sequence where its part at the given range
 * is replaced with the [replacement] char sequence.
 */
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    val sb = StringBuilder()
    sb.append(this, 0, startIndex)
    sb.append(replacement)
    sb.append(this, endIndex, length)
    return sb.toString()
}

/**
 * Replaces the part of the string at the given range with the [replacement] string.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    toString() as CharSequence.replaceRange(startIndex, endIndex, replacement).toString()

/**
 * Removes the part of string at the given range.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(startIndex: Int, endIndex: Int): String =
    toString() as CharSequence.removeRange(startIndex, endIndex).toString()
The code snippet provides a series of methods for manipulating strings and character sequences in Java. The methods are designed to remove prefixes, suffixes, and surrounding delimiters from strings, as well as replace parts of strings before or after a delimiter. Each method is annotated with a brief description of its functionality, explaining how it works and what it returns.

- `removePrefix()`: Removes a prefix from the start of a string or `CharSequence`. If the string does not start with the given prefix, it returns the original string.
- `removeSuffix()`: Removes a suffix from the end of a string or `CharSequence`. If the string does not end with the given suffix, it returns the original string.
- `removeSurrounding()`: Removes both a prefix and a suffix from a string or `CharSequence`. If the string does not start with the prefix or end with the suffix, it returns the original string.
- `removeSurrounding(delimiter)`: Removes a delimiter from both the start and end of a string or `CharSequence`. If the string does not contain the delimiter, it returns the original string.
- `replaceBefore(delimiter)`: Replaces the part of the string before the first occurrence of a delimiter with a replacement string. Returns the new string or the original string if the delimiter is not found.
- `replaceAfter(delimiter)`: Replaces the part of the string after the first occurrence of a delimiter with a replacement string. Returns the new string or the original string if the delimiter is not found.
- `replaceAfter(lastOccurrence)`: Replaces the part of the string after the last occurrence of a delimiter with a replacement string. Returns the new string or the original string if the delimiter is not found.

These methods are useful for text manipulation tasks, such as formatting strings or preparing data for further processing.
public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String
// JVM- and JS-specific
// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String
// JVM- and JS-specific

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement].
 *
 * The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a
 * replacement for that match.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)

/**
 * Returns `true` if this char sequence matches the given regular expression [regex].
 */
@kotlin.internal.InlineOnly
public inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)

/**
 * Implementation of [regionMatches] for CharSequences.
 * Invoked when it's already known that arguments are not Strings, so that
 * no additional type checks are performed.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if (otherOffset < 0 || otherOffset > length - length) {
        return false
    }
    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase)) {
            return false
        }
    }
    return true
}

/**
 * Returns `true` if this char sequence starts with the specified character.
 */
@kotlin.internal.InlineOnly
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 && this[0].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence ends with the specified character.
 */
@kotlin.internal.InlineOnly
public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this[this.lastIndex].equals(char, ignoreCase)
regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase) /* Returns true if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix. */

public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String) return this.startsWith(prefix, startIndex)
    else return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase) /* Returns true if this char sequence ends with the specified suffix. */

    /**
     * Returns true if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
     */
    public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
        if (!ignoreCase && this is String && prefix is String) return this.startsWith(prefix, startIndex)
        else return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase) /* Returns the longest string 'prefix' such that this char sequence and [other] char sequence both start with this prefix, * taking care not to split surrogate pairs. */
    }

    /**
     * Returns true if this char sequence ends with the specified suffix.
     */
    public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
        if (!ignoreCase && this is String && suffix is String) return this.endsWith(suffix)
        else return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase) /* Returns the longest string 'suffix' such that this char sequence and [other] char sequence both end with this suffix, * taking care not to split surrogate pairs. */
    }

    // common prefix and suffix

    /**
     * Returns the longest string 'prefix' such that this char sequence and [other] char sequence both start with this prefix,
     * taking care not to split surrogate pairs.
     * If this and [other] have no common prefix, returns the empty string.
     */
    public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
        val shortestLength = minOf(this.length, other.length)
        var i = 0
        while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {
            i++
        }
        if (this.hasSurrogatePairAt(i - 1) || other.hasSurrogatePairAt(i - 1)) {
            i--
        }
        return subSequence(0, i).toString()
    }

    /**
     * Returns the longest string 'suffix' such that this char sequence and [other] char sequence both end with this suffix,
     * taking care not to split surrogate pairs.
     * If this and [other] have no common suffix, returns the empty string.
     */
    public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
        val thisLength = this.length
        val otherLength = other.length
        val shortestLength = minOf(thisLength, otherLength)
        var i = 0
        while (i < shortestLength && this[thisLength - i - 1].equals(other[otherLength - i - 1], ignoreCase)) {
            i++
        }
        if (this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {
            i--
        }
        return subSequence(thisLength - i, thisLength).toString()
    }

    // indexOfAny()

    /**
     * Finds the index of the first occurrence of any of the specified [chars] in this char sequence,
     * starting from the specified [startIndex] and optionally ignoring the case.
     */
    public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
        if (!ignoreCase && chars.size == 1 && this is String) {
            val char = chars.single()
            return nativeIndexOf(char, startIndex)
        }

        for (index in startIndex.coerceAtLeast(0)..lastIndex) {
            val charAtIndex = get(index)
            if (chars.any { it.equals(charAtIndex, ignoreCase) }) return index
        }
        return -1
    }

    /**
     * Finds the index of the last occurrence of any of the specified [chars] in this char sequence,
     * starting from the specified [startIndex] and optionally ignoring the case.
     */
    public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
        if (!ignoreCase && chars.size == 1 && this is String) {
            val char = chars.single()
            return nativeLastIndexOf(char, startIndex)
        }

        for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {
            val charAtIndex = get(index)
            if (chars.any { it.equals(charAtIndex, ignoreCase) }) return index
        }
        return -1
    }

    private fun CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex: Int, ignoreCase: Boolean, last: Boolean = false): Int {
        val indices = if (!last)
            startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)
        else
            startIndex.coerceAtMost(lastIndex) downTo endIndex.coerceAtLeast(0)

        if (this is String && other is String) {
            for (index in indices) {
                if (other.regionMatches(0, this, index, 0, other.length, ignoreCase)) return index
            }
        }
        return -1
    }

    // other sample methods
character. By default 'false'.

```kotlin
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
            indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
            nativeIndexOf(char, startIndex)
}

/**
 * Returns the index within this char sequence of the first occurrence of the specified [string],
 * starting from the specified [startIndex].
 * @return An index of the first occurrence of [string] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
            lastIndexOf(string, startIndex, length, ignoreCase)
    else
            nativeLastIndexOf(string, startIndex)
}

/**
 * Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.
 * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (other is String)
            indexOf(other, ignoreCase = ignoreCase) >= 0
    else
            indexOf(other, 0, length, ignoreCase) >= 0

/**
 * Returns `true` if this char sequence contains the specified character.
 * @param ignoreCase `true` to ignore character case when comparing characters. By default 'false'.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =
    indexOf(char, ignoreCase = ignoreCase) >= 0

/**
 * Returns `true` if this char sequence contains at least one match of the specified regular expression.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharSequence.contains(regex: Regex): Boolean = regex.containsMatchIn(this)
```

```
//
rangesDelimitedBy

private class DelimitedRangesSequence(
    private val input: CharSequence,
    private val startIndex: Int,
    private val limit: Int,
    private val getNextMatch: CharSequence.(currentIndex: Int) -> Pair<Int, Int>?
) : Sequence<IntRange> {

    override fun iterator(): Iterator<IntRange> = object :
        Iterator<IntRange> {
            var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
            var currentStartIndex: Int = startIndex.coerceIn(0, input.length)
            var nextSearchIndex: Int = -1
            var nextItem: IntRange? = null
            var counter: Int = 0

            private fun calcNext() {
                if (nextSearchIndex < 0) {
                    nextSearchIndex = -1
                    nextItem = null
                } else if (limit > 0 && ++counter >= limit || nextSearchIndex > input.length) {
                    nextItem = currentStartIndex..input.lastIndex
                    nextSearchIndex = -1
                } else {
                    val match = input.getMatchAt(nextSearchIndex)
                    if (match == null) {
                        nextItem = currentStartIndex..input.lastIndex
                        nextSearchIndex = -1
                    } else {
                        (index, length) = match
                        nextItem = currentStartIndex..index + length
                        nextSearchIndex = currentStartIndex + if (length == 0) 1 else
```
@param delimiters One or more characters to be used as delimiters.

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified
 * [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param *\n
 */
public fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }
    val delimitersList = delimiters.asList()

    return nextState == 1
}

/**
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param *\n
 */
private fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase).let { it.first to it.second.length } })
}

/**
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param *\n
 */
private fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    return nextState == 1
}

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param *\n
 */
public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> {
    val delimitersList = delimiters.asList()

    return nextState == 1
}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param *\n
 */
override fun next(): IntRange {
    if (nextState == -1)
        calcNext()
    if (nextState == 0)
        throw NoSuchElementException()
    val result = nextState == 1

    return nextState == 1
}

override fun hasNext(): Boolean {
    if (nextState == -1)
        calcNext()
    if (nextState == 0)
        throw NoSuchElementException()
    return nextState == 1
}

override fun hasPrev(): Boolean {
    if (nextState == 1)
        calcPrev()
    if (nextState == 0)
        throw NoSuchElementException()
    return nextState == 1
}

/**
 * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param *\n
 */
private fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    return nextState == 1
}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param *\n
 */
private fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    return nextState == 1
}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param *\n
 */
private fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    return nextState == 1
}
ignoreCase `true` to ignore character case when matching a delimiter. By default `false`. `@param limit The maximum number of substrings to return.` `@param public fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = Int(0));` `\n` 

```kotlin
public fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> = rangesDelimitedBy(delimiters, ignoreCase, limit).map { substring(it) }
```

```kotlin
/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].

 * This is a specialized version of split which receives single non-empty delimiter and offers better performance.

 * `@param limit The maximum number of substrings to return.`

 */
public fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> = rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
```

```kotlin
/**
 * Splits this char sequence around matches of the given regular expression.

 * `@param limit Non-negative value specifying the maximum number of substrings to return.`

 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> = regex.split(this, limit)
```

```kotlin
/**
 * Converts the characters in the specified array to a string.

 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}
```

```kotlin
/**
 * Converts the characters from a portion of the specified array to a string.

 * `@throws IndexOutOfBoundsException if either [offset] or [length] are less than zero or `offset + length` is out of [chars] array bounds.`

 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: \${chars.size}; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}
```

```kotlin
/**
 * Concatenates characters in this [CharArray] into a String.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}
```

```kotlin
/**
 * Concatenates characters in this [CharArray] or its subrange into a String.

 * `@param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.`

 * `@param endIndex the end (exclusive) of the subrange of characters, size of this array by default.`

 * `@throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.`

 */
@SinceKotlin("1.2")
public actual fun CharArray.subSequence(startIndex: Int, endIndex: Int): String {
    if (startIndex < 0 || endIndex > this.size)
        throw IndexOutOfBoundsException("startIndex: $startIndex; endIndex: $endIndex")
    var result = ""
    for (index in startIndex until endIndex) {
        result += chars[index]
    }
    return result
}
```

```kotlin
/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.

 * The lines returned do not include terminating line separators.

 */
public fun CharSequence.lines(): List<String> = lineSequence().toList()
```

```kotlin
/**
 * Splits this char sequence around matches of the given regular expression.

 * `@param limit Non-negative value specifying the maximum number of substrings to return.`

 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> = regex.split(this, limit)
```

```kotlin
/**
 * Converts the characters in the specified array to a string.

 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}
```

```kotlin
/**
 * Converts the characters from a portion of the specified array to a string.

 * `@throws IndexOutOfBoundsException if either [offset] or [length] are less than zero or `offset + length` is out of [chars] array bounds.`

 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: \${chars.size}; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}
```

```kotlin
/**
 * Concatenates characters in this [CharArray] or its subrange into a String.

 * `@param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.`

 * `@param endIndex the end (exclusive) of the subrange of characters, size of this array by default.`

 * `@throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.`

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun CharArray.subSequence(startIndex: Int, endIndex: Int): String {
    if (startIndex < 0 || endIndex > this.size)
        throw IndexOutOfBoundsException("startIndex: $startIndex; endIndex: $endIndex")
    var result = ""
    for (index in startIndex until endIndex) {
        result += chars[index]
    }
    return result
}
```
@throws IllegalArgumentException if [startIndex] is greater than [endIndex].

*\@Since Kotlin("1.3")*/
\@ExperimentalStdlibApi
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size):
String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size);\n    var result = ""\n    for (index in startIndex until endIndex) {\n        result += this[index]\n    }\n    return result\n}

*\@Since Kotlin("1.3")*/
\@ExperimentalStdlibApi
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

*\@Since Kotlin("1.3")*/
\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\@ExperimentalStdlibApi
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length):
CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

*\@Since Kotlin("1.3")*/
\@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

*\@Since Kotlin("1.3")*/
\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
) {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size);\n    throwOnInvalidSequence = throwOnInvalidSequence || throwOnInvalidSequence \n    throwOnInvalidSequence{\n        if (startIndex > endIndex) {\n            throw IndexOutOfBoundsException("Start index \n        }
    return encodeUtf8(this, startIndex, endIndex,
        throwOnInvalidSequence)\n    }
}

*\@Since Kotlin("1.3")*/
\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\@ExperimentalStdlibApi
public actual fun String.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

*\@Since Kotlin("1.3")*/
\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\@ExperimentalStdlibApi
public actual fun String.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
) {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size);\n    throwOnInvalidSequence = throwOnInvalidSequence \n    throwOnInvalidSequence{\n        if (startIndex > endIndex) {\n            throw IndexOutOfBoundsException("Start index \n        }
    return decodeUtf8(this, startIndex, endIndex,
        throwOnInvalidSequence)\n    }
}

*\@kotlin.internal.InlineOnly*/
public actual inline fun String.toUpperCase(): String =
asDynamic().toUpperCase()\r\n\r\n/**\r\n * Returns a copy of this string converted to lower case using the rules of
the default locale.\r\n *\r\n * @sample samples.text.Strings.toLowerCase\r\n
*/\r\n@kotlin.internal.InlineOnly\r\npublic actual inline fun String.toLowerCase(): String =
asDynamic().toLowerCase()\r\n\r\n@kotlin.internal.InlineOnly\r\ninternal actual inline fun
String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str,
fromIndex)\r\n\r\n@kotlin.internal.InlineOnly\r\ninternal actual inline fun String.nativeLastIndexOf(str: String,
fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)\r\n\r\n@kotlin.internal.InlineOnly\r\ninternal inline
fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s,
position)\r\n\r\n@kotlin.internal.InlineOnly\r\ninternal inline fun String.nativeEndsWith(s: String): Boolean =
asDynamic().endsWith(s)\r\n\r\n@kotlin.internal.InlineOnly\r\npublic actual inline fun String.substring(startIndex:
Int): String = asDynamic().substring(startIndex)\r\n\r\n@kotlin.internal.InlineOnly\r\npublic actual inline fun
String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex,
endIndex)\r\n\r\n@kotlin.internal.InlineOnly\r\npublic inline fun String.concat(str: String): String =
asDynamic().concat(str)\r\n\r\n@kotlin.internal.InlineOnly\r\npublic inline fun String.match(regex: String):
Array<String>? = asDynamic().match(regex)\r\n\r\n//native public fun String.trim(): String\r\n//TODO:
String.replace to implement effective trimLeading and trimTrailing\r\n\r\n@kotlin.internal.InlineOnly\r\ninternal
inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern,
replacement)\r\n\r\n@SinceKotlin(\"1.2\")\r\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUME
NTS\")\r\npublic actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {\r\n if
(ignoreCase) {\r\n
val n1 = this.length\r\n
val n2 = other.length\r\n
val min = minOf(n1, n2)\r\n
if
(min == 0) return n1 - n2\r\n
var start = 0\r\n
while (true) {\r\n
val end = minOf(start + 16, min)\r\n
var s1 = this.substring(start, end)\r\n
var s2 = other.substring(start, end)\r\n
if (s1 != s2) {\r\n
s1 = s1.toUpperCase()\r\n
s2 = s2.toUpperCase()\r\n
if (s1 != s2) {\r\n
s1 =
s1.toLowerCase()\r\n
s2 = s2.toLowerCase()\r\n
if (s1 != s2) {\r\n
return
s1.compareTo(s2)\r\n
}\r\n
}\r\n
}\r\n
if (end == min) break\r\n
start =
end\r\n
}\r\n
return n1 - n2\r\n } else {\r\n
return compareTo(other)\r\n }\r\n}\r\n\r\n\r\nprivate val
STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true)
}\r\n\r\n@SinceKotlin(\"1.2\")\r\npublic actual val String.Companion.CASE_INSENSITIVE_ORDER:
Comparator<String>\r\n get() = STRING_CASE_INSENSITIVE_ORDER\r\n","/*\r\n * Copyright 2010-2019
JetBrains s.r.o. and Kotlin Programming Language contributors.\r\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\r\n */\r\n\r\n// Auto-generated file. DO NOT
EDIT!\r\n\r\npackage kotlin\r\n\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic inline class
UByteArray\r\n@Suppress(\"NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS\")\r\n@Publish
edApi\r\ninternal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {\r\n\r\n /**
Creates a new array of the specified [size], with all elements initialized to zero. */\r\n public constructor(size: Int) :
this(ByteArray(size))\r\n\r\n /**\r\n * Returns the array element at the given [index]. This method can be called
using the index operator.\r\n *\r\n * If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\r\n * where the behavior is unspecified.\r\n */\r\n public
operator fun get(index: Int): UByte = storage[index].toUByte()\r\n\r\n /**\r\n * Sets the element at the given
[index] to the given [value]. This method can be called using the index operator.\r\n *\r\n * If the [index] is out
of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\r\n * where the behavior is
unspecified.\r\n */\r\n public operator fun set(index: Int, value: UByte) {\r\n
storage[index] =
value.toByte()\r\n }\r\n\r\n /** Returns the number of elements in the array. */\r\n public override val size: Int
get() = storage.size\r\n\r\n /** Creates an iterator over the elements of the array. */\r\n public override operator
fun iterator(): UByteIterator = Iterator(storage)\r\n\r\n private class Iterator(private val array: ByteArray) :
UByteIterator() {\r\n
private var index = 0\r\n
override fun hasNext() = index < array.size\r\n
override
fun nextUByte() = if (index < array.size) array[index++].toUByte() else throw
NoSuchElementException(index.toString())\r\n }\r\n\r\n override fun contains(element: UByte): Boolean {\r\n

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// TODO: Eliminate this check after KT-30016 gets fixed.
Currently JS BE does not generate special bridge method for this method.
if ((element as Any?) != UByte) return false

storage.contains(element.toByteArray())

// Currently JS BE does not generate special bridge method for this method.
// JS BE does not generate special bridge method for this method.
return false

storage.contains(element.toByteArray())

// Currently JS BE does not generate special bridge method for this method.
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storage.contains(element.toByteArray())

// Currently JS BE does not generate special bridge method for this method.
// JS BE does not generate special bridge method for this method.
return false

storage.contains(element.toByteArray())
edApi\ninternal constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> { /* ... */ }

Creates a new array of the specified [size], with all elements initialized to zero. */// public constructor(size: Int): this(LongArray(size)) /* ... */ * Returns the array element at the given [index]. This method can be called using the index operator. /* ... */ * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS: */// where the behavior is unspecified. /* ... */ public operator fun get(index: Int): ULong = storage[index].toULong() /* ... */ * Sets the element at the given [index] to the given [value]. This method can be called using the index operator. /* ... */ * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS: */// where the behavior is unspecified. /* ... */ public operator fun set(index: Int, value: ULong) { storage[index] = value.toLong() } /* ... */ * Returns the number of elements in the array. */// public override val size: Int get() = storage.size /* ... */ * Creates an iterator over the elements of the array. */// private class Iterator(private val array: LongArray) : ULongIterator() { /* ... */ * The function [init] is called for each array element sequentially starting from the first one. /* ... */ should return the value for an array element given its index. /* ... */ @SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly @PublishedApi inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray { return ULongArray(LongArray(size) { index -> init(index).toLong() }) /* ... */ * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. */// Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. /* ... */ package kotlin /* ... */ * @Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS") */

@PublishedApi internal val data: Long) : Comparable<ULong> { /* ... */ companion object { /* ... */ * A constant holding the minimum value an instance of ULong can have: /* ... */ public const val MIN_VALUE: ULong = ULong(0) /* ... */ * A constant holding the maximum value an instance of ULong can have: /* ... */ public const val MAX_VALUE: ULong = ULong(-1) /* ... */ * The number of bytes used to represent an instance of ULong in a binary form. /* ... */ public const val SIZE_BYTES: Int = 8 /* ... */ * The number of bits used to represent an instance of ULong in a binary form. /* ... */ public const val SIZE_BITS: Int = 64 /* ... */ * Compares this value with the specified value for order. /* ... */ Returns zero if this value is equal to the specified other value, a negative number if it’s less than other, or a positive number if it’s greater than other. /* ... */ * Comparisons of ULong values have a sign bit and the sign bit is always interpreted as positive. /* ... */ @PublishedApi public inline operator fun compareTo(other: ULong): Int = this.compareTo(other) /* ... */ * Compares this value with the specified value for order. /* ... */ Returns zero if this value is equal to the specified other value, a negative number if it’s less than other, or a positive number if it’s greater than other. /* ... */ @PublishedApi public inline operator fun compareTo(other: UByte): Int = this.compareTo(other) /* ... */ * Compares this value with the specified value for order. /* ... */ Returns zero if this value is equal to the specified other value, a negative number if it’s less than other, or a positive number if it’s greater than other. /* ... */ @PublishedApi public inline operator fun compareTo(other: UShort): Int = this.compareTo(other) /* ... */ * Compares this value with the specified value for order. /* ... */ Returns zero if this value is equal to the specified other value, a negative number if it’s less than other, or a positive number if it’s greater than other.
number if it's less than other.

* or a positive number if it's greater than other.

*/

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
public override inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val < other: ULong делаляет другое значение другим

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

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     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
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     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

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     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

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val > other: ULong делает другое значение другим

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     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

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     * Compares this value with the specified value for order.
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val > other: ULong делает другое значение другим

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     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
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@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */

@kotlin.internal.InlineOnly
val > other: ULong делает другое значение другим

/**
 *
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): ULong = ULong(data.inv())
/** Converts this [ULong] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()
/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()
/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data
/** Converts this [ULong] value to [UInt]. */
@kotlin.internal.InlineOnly
public inline fun toUInt():UInt = data.toUInt()
/** Converts this [ULong] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()
/** Converts this [ULong] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): ULong = ULong(data.inv())
/** Converts this [ULong] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()
/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()
/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data
/** Converts this [ULong] value to [UInt]. */
@kotlin.internal.InlineOnly
public inline fun toUInt():UInt = data.toUInt()
/** Converts this [ULong] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()
/** Converts this [ULong] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()
value, whereas the most significant 56 bits are filled with the sign bit of this value.

```kotlin
/*
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 * found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
internal class UShortArray @Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")(internal val storage: ShortArray) : Collection<UShort> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    constructor(size: Int) : this(ShortArray(size))

    /**
     * Returns the array element at the given [index]. This method can be
     * called using the index operator. If the [index] is out of bounds of this array, throws an
     * [OutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
     */
    operator fun get(index: Int): UShort = storage[index].toUShort()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an
     * [OutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
     */
    operator fun set(index: Int, value: UShort) {
        storage[index] = value.toShort()
    }

    /** Returns the number of elements in the array. */
    override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    override operator fun iterator(): UShortIterator = Iterator(storage)

    private class Iterator(private val array: ShortArray) :
        UShortIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UShort) return false
        return storage.contains(element.toShort())
    }

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
    }
}
```
override fun isEmpty(): Boolean = this.storage.size == 0

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * The function [init] is called for each array element sequentially starting from the first one. It should return the value
 * for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toShort() })
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * The function [init] should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.component5(): UInt {\n    return get(4)\n}

/**
 * Returns 5th *element* from the collection.
*/
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
ULongArray.component5(): ULong {\n    return get(4)\n}

/**
 * Returns 5th *element* from the collection.
*/
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component5(): UByte {\n    return get(4)\n}

/**
 * Returns 5th *element* from the collection.
*/
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.component5(): UShort {\n    return get(4)\n}

/**
 * Returns an element at the given [index] or
 * throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * \n * @sample
 * samples.collections.Collections.Elements.elementAt
*/
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nexpect fun UIntArray.elementAt(index: Int): UInt

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * \n * @sample
 * samples.collections.Collections.Elements.elementAt
*/
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nexpect fun ULongArray.elementAt(index: Int): ULong

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * \n * @sample
 * samples.collections.Collections.Elements.elementAt
*/
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nexpect fun UByteArray.elementAt(index: Int): UByte

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * \n * @sample
 * samples.collections.Collections.Elements.elementAt
*/
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nexpect fun UShortArray.elementAt(index: Int): UShort
ULongArray.elementAtOrNull(index: Int): ULong? { return this.getOrNull(index) } // * @sample samples.Collections.Elements

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UByteArray.elementAtOrNull(index: Int): UByte? { return this.getOrNull(index) } // * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UShortArray.elementAtOrNull(index: Int): UShort? { return this.getOrNull(index) } // * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UintArray.find(predicate: (UInt) -> Boolean): UInt? { return firstOrNull(predicate) } // * Samples.collections.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? { return firstOrNull(predicate) } // * Samples.collections.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? { return firstOrNull(predicate) } // * Samples.collections.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? { return firstOrNull(predicate) } // * Samples.collections.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UintArray.first(): UInt { return storage.first().toUInt() } // * Throws [NoSuchElementException] if the array is empty.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun ULongArray.first(): ULong { return storage.first().toULong() } // * Throws [NoSuchElementException] if the array is empty.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UByteArray.first(): UByte { return storage.first().toUByte() } // * Throws [NoSuchElementException] if the array is empty.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UShortArray.first(): UShort { return storage.first().toUShort() } // * Throws [NoSuchElementException] if the array is empty.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UintArray.findLast(predicate: (UInt) -> Boolean): UInt? { return lastOrNull(predicate) } // * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? { return lastOrNull(predicate) } // * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? { return lastOrNull(predicate) } // * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? { return lastOrNull(predicate) } // * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

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element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toULong()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toULong()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) }
}
```

```kotlin
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) }
}
```
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int { return storage.indexOfLast { predicate(it.toUInt()) } }

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int { return storage.indexOfLast { predicate(it.toULong()) } }

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int { return storage.indexOfLast { predicate(it.toUByte()) } }

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int { return storage.indexOfLast { predicate(it.toUShort()) } }

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt { return storage.last().toUInt() }

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong { return storage.last().toULong() }

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte { return storage.last().toUByte() }

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(): UShort { return storage.last().toUShort() }

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int { return storage.lastIndexOf(element.toInt()) }

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int { return storage.lastIndexOf(element.toULong()) }
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.random(random: Random): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return
}
get(random.nextInt(size))

/**
 * Returns a random element from this array using the specified source of randomness.
 * @param random the specified source of randomness
 * @return the array's element
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @param random the specified source of randomness
 * @return the array's element
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.random(random: Random): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @param random the specified source of randomness
 * @return the array's element
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UInt
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as ULong
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UByte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UShort
}
UShortArray.single(predicate: (UShort) -> Boolean): UShort {\n    var single: UShort? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.\")\n            single = element\n            found = true\n        }\n    }\n    if (found) throw NoSuchElementException("Array contains no element matching the predicate.\")\n    return single\n}

@Suppress("UNCHECKED_CAST")\nreturn single as UShort
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.singleOrNull(): UInt? {\n    var single: UInt? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull(): ULong? {\n    var single: ULong? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull(): UByte? {\n    var single: UByte? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull(): UShort? {\n    var single: UShort? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single
}

/**
 * Returns a list containing all elements except first \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.drop(n: Int): List<UInt> {\n    require(n >= 0) { "Requested element count $n is less than zero."}\n    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.drop(n: Int): List<ULong> {\n    require(n >= 0) { "Requested element count $n is less than zero."}\n    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.drop(n: Int): List<UByte> {\n    require(n >= 0) { "Requested element count $n is less than zero."}\n    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.drop(n: Int): List<UShort> {\n    require(n >= 0) { "Requested element count $n is less than zero."}\n    return takeLast((size - n).coerceAtLeast(0))\n}
require(n >= 0) { "Requested element count $n is less than zero." } \n  return takeLast((size - \n  n).coerceAtLeast(0))\n} \n\n/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.\n * \n * @sample
 * samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } \n  return takeLast((size - \n  n).coerceAtLeast(0))\n} \n\n/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.\n * \n * @sample
 * samples.collections.Collections.Transformations.dropLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.\n * \n * @sample
 * samples.collections.Collections.Transformations.dropLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } \n  return take((size - \n  n).coerceAtLeast(0))\n} \n\n/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.dropLastWhile
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
} \n\n/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.dropLastWhile
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
} \n\n/**
 * Returns a list containing all elements except first elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.dropFirstWhile
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.dropFirstWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in 0 until lastIndex)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}
```kotlin
UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> { return filterIndexedTo(ArrayList<UByte>(), predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> { return filterIndexedTo(ArrayList<UShort>(), predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> { return filterNotTo(ArrayList<UByte>(), predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UShortArray.filterNotTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C { return filterNotToToList(destination, predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> { return filterNotTo(ArrayList<UInt>(), predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun ULongArray.filterNotTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C { return filterNotToToList(destination, predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UByteArray.filterNotTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C { return filterNotToToList(destination, predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UShortArray.filterNotTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C { return filterNotToToList(destination, predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

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* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun ULongArray.filterNotTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C { return filterNotToToList(destination, predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

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* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UByteArray.filterNotTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C { return filterNotToToList(destination, predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.

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* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `@public inline fun UShortArray.filterNotTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C { return filterNotToToList(destination, predicate) } * @param [predicate] function that takes the index of an element and the element itself * and returns the result of predicate evaluation on the element.
elements not matching the given [predicate] to the given [destination].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C :
    MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C :
    MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C :
    MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C :
    MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C :
    MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C :
    MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C :
    MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
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public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList<UInt>()
    val list = ArrayList<UInt>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList<ULong>()
    val list = ArrayList<ULong>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}
Returns a list containing elements at specified [indices].

@experimental
@sinceKotlin("1.3")
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte>
{
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@experimental
@sinceKotlin("1.3")
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort>
{
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UShort>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@experimental
@sinceKotlin("1.3")
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray
{
    return UIntArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray
{
    return ULongArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray
{
    return UByteArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray
{
    return UShortArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun UIntArray.sliceArray(indices: IntRange): UIntArray
{
    return UIntArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun ULongArray.sliceArray(indices: IntRange): ULongArray
{
    return ULongArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun UByteArray.sliceArray(indices: IntRange): UByteArray
{
    return UByteArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun UShortArray.sliceArray(indices: IntRange): UShortArray
{
    return UShortArray(storage.sliceArray(indices))
}

@experimental
@sinceKotlin("1.3")
public fun UIntArray.take(n: Int): List<UInt>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

@experimental
@sinceKotlin("1.3")
public fun ULongArray.take(n: Int): List<ULong>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    var count = 0
    val list = ArrayList<ULong>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

@experimental
@sinceKotlin("1.3")
public fun UByteArray.take(n: Int): List<UByte>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    var count = 0
    val list = ArrayList<UByte>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

@experimental
@sinceKotlin("1.3")
public fun UShortArray.take(n: Int): List<UShort>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    var count = 0
    val list = ArrayList<UShort>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

@experimental
@sinceKotlin("1.3")
public fun UIntArray.take(n: Int): List<UInt>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

@experimental
@sinceKotlin("1.3")
public fun ULongArray.take(n: Int): List<ULong>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UByte>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.takeLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n == 1) return listOf(this.size - 1)
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n == 1) return listOf(this.size - 1)
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
samples.collections.Collections.Transformations.take

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
    {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n}** Returns a list containing first elements satisfying the given [predicate].**\n* \n* \n* @sample samples.collections.Collections.Transformations.take

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in this)
    {\n        if (!predicate(item))
            break\n        list.add(item)\n    }\n    return list\n}** Returns a list containing first elements satisfying the given [predicate].**\n* \n* \n* @sample samples.collections.Collections.Transformations.take

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this)
    {\n        if (!predicate(item))
            break\n        list.add(item)\n    }\n    return list\n}** Returns a list containing first elements satisfying the given [predicate].**\n* \n* \n* @sample samples.collections.Collections.Transformations.take

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>()
    for (item in this)
    {\n        if (!predicate(item))
            break\n        list.add(item)\n    }\n    return list\n}** Returns a list containing first elements satisfying the given [predicate].**\n* \n* \n* @sample samples.Collections.Transformations.take

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UIntArray.reverse(): Unit {
    storage.reverse()\n}** Reverses elements in the array in-place.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun ULongArray.reverse(): Unit {
    storage.reverse()\n}** Reverses elements in the array in-place.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UByteArray.reverse(): Unit {
    storage.reverse()\n}** Reverses elements in the array in-place.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UShortArray.reverse(): Unit {
    storage.reverse()\n}** Reverses elements in the array in-place.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}** Returns a list with elements in reversed order.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}** Returns a list with elements in reversed order.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}** Returns a list with elements in reversed order.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}** Returns a list with elements in reversed order.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())\n}** Returns an array with elements of this array in reversed order.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())\n}** Returns an array with elements of this array in reversed order.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())\n}** Returns an array with elements of this array in reversed order.**\n
*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())\n}** Returns an array with elements of this array in reversed order.**\n
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37533
Returns an array with elements of this array in reversed order.

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun
UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
} // Returns an array with elements of this array in reversed order.

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun
UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
} // Sorts elements in the array in-place descending according to their natural sort order.

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort() // reverse()  * Sorts elements in the array in-place descending according to their natural sort order.
    }
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort() // reverse()  * Sorts elements in the array in-place descending according to their natural sort order.
    }
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort() // reverse()  * Sorts elements in the array in-place descending according to their natural sort order.
    }
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort() // reverse()  * Sorts elements in the array in-place descending according to their natural sort order.
    }
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns a list of all elements sorted according to their natural sort order.
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns a list of all elements sorted according to their natural sort order.
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns a list of all elements sorted according to their natural sort order.
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns a list of all elements sorted according to their natural sort order.
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes\n@public fun
UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}
UShortArray { if (isEmpty()) return this
        return this.copyOf().apply { sortDescending() }
    }

    fun UShortArray.sortedDescending(): List<UInt> { return copyOf().apply { sort() }.reversed() }

    fun UIntArray.sortedDescending(): List<UInt> { return copyOf().apply { sort() }.reversed() }

    fun UByteArray.sortedDescending(): List<UByte> { return copyOf().apply { sort() }.reversed() }

    fun UShortArray.sortedDescending(): List<UShort> { return copyOf().apply { sort() }.reversed() }

    fun ByteArray.asByteArray(): ByteArray { return storage }

    fun IntArray.asIntArray(): IntArray { return storage }

    fun LongArray.asLongArray(): LongArray { return storage }

    fun ShortArray.asShortArray(): ShortArray { return storage }

    fun UByteArray.asUByteArray(): UByteArray { return UByteArray(this) }

    fun UIntArray.asUIntArray(): UIntArray { return UIntArray(this) }

    fun ULongArray.asULongArray(): ULongArray { return ULongArray(this) }


ShortArray.asUShortArray(): UShortArray

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UCharArray.asUShortArray(): UShortArray

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UCharArray.asUCharArray(): UCharArray

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UCharArray.asUShortArray(): UShortArray

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.asUCharArray(): UCharArray

@SinceKotlin("1.3")
which is a copy of the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}
specified [element] value.
   @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
   @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit
   { storage.fill(element.toInt(), fromIndex, toIndex) }

   Fills this array or its subrange with the specified [element] value. 0 by default.
   @param fromIndex the start of the range (exclusive), size of this array by default.
   @param toIndex the end of the range (exclusive), size of this array by default.
   @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
   @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit
   { storage.fill(element.toLong(), fromIndex, toIndex) }

   Fills this array or its subrange with the specified [element] value. 0 by default.
   @param fromIndex the start of the range (inclusive), size of this array by default.
   @param toIndex the end of the range (exclusive), size of this array by default.
   @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
   @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit
   { storage.fill(element.toByte(), fromIndex, toIndex) }

   Fills this array or its subrange with the specified [element] value. 0 by default.
   @param fromIndex the start of the range (inclusive), size of this array by default.
   @param toIndex the end of the range (exclusive), size of this array by default.
   @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
   @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit
   { storage.fill(element.toShort(), fromIndex, toIndex) }

   Returns the range of valid indices for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UIntArray.indices: IntRange
   get() = storage.indices

   Returns the range of valid indices for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val ULongArray.indices: IntRange
   get() = storage.indices

   Returns the range of valid indices for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UByteArray.indices: IntRange
   get() = storage.indices

   Returns the range of valid indices for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UShortArray.indices: IntRange
   get() = storage.indices

   Returns the range of valid indices for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UIntArray.lastIndex: Int
   get() = storage.lastIndex

   Returns the last valid index for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val ULongArray.lastIndex: Int
   get() = storage.lastIndex

   Returns the last valid index for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UByteArray.lastIndex: Int
   get() = storage.lastIndex

   Returns the last valid index for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UShortArray.lastIndex: Int
   get() = storage.lastIndex

   Returns the last valid index for the array.

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UIntArray.plus(element: UInt): UIntArray
   get() = UIntArray(storage + element.toInt())

   Returns an array containing all elements of the original array and then the given
   [element].

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val ULongArray.plus(element: ULong): ULongArray
   get() = ULongArray(storage + element.toLong())

   Returns an array containing all elements of the original array and then the given
   [element].

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   public inline val UByteArray.plus(element: UByte): UByteArray
   get() = UByteArray(storage + element.toByte())

   Returns an array containing all elements of the original array and then the given
   [element].

   * @since Kotlin("1.3")
   @ExperimentalUnsignedTypes
   get() = UShortArray(storage + element.toShort())

   Returns an array containing all elements of the original array and then the given
   [element].
operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

operator fun UShortArray.plus(element: UShort): UShortArray {
    return UShortArray(storage + element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage + elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element
 * is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}
[IntArray], which is a copy of this array where each element is a signed reinterpretation
* of the corresponding
element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray],
 * which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray],
 * which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array
 * containing all of the elements of this primitive array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.toTypedArray(): Array<UInt>
{
    return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array
 * containing all of the elements of this primitive array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.toTypedArray(): Array<ULong> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns an array of type [UByteArray],
 * which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type [UIntArray],
 * which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of type [ULongArray],
 * which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type [ULongArray],
 * which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf())
}

/**
 * Returns a single
list of all elements yielded from results of [transform] function being invoked on each element of original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :
MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :
MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :
MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function\n* applied to each element and returns a map where each group key is associated with a
 * list of corresponding elements.\n*\n* The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n*\n* @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K>
UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function\n* applied to each element and returns a map where each group key is associated with a
 * list of corresponding elements.\n*\n* The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n*\n* @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K>
UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function\n* applied to each element and returns a map where each group key is associated with a
 * list of corresponding elements.\n*\n* The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n*\n* @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K>
UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
```
original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements. * The returned map preserves the entry iteration order of the keys produced from the original array. * * @sample
samples.collections.Collections.Transformations.groupBy

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector).\n}

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector).\n}

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}

/*\n@SinceKotlin("1.3."")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform).\n}
fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<ULong>()
        }
        list.add(element)
    }
    return destination
}

fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}

fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}

fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, C : MutableCollection<R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} *\@param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.

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that wraps each element of the original array into an `IndexedValue` containing the index of that element and the element itself. It returns `true` if all elements match the given predicate.

```kotlin
public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}
```

`all` is a property that returns `true` if all elements match the given predicate. It iterates through the array and checks each element against the predicate. If any element does not match the predicate, it returns `false`. Otherwise, it returns `true`.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

This is a common operation in programming to check if all elements in an array satisfy a certain condition. It can be used for verification purposes, data validation, or ensuring that an operation can be performed on all elements in an array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@Experimental UnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.any(): Boolean {
    return storage.any()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.any(): Boolean {
    return storage.any()
}
```
UIntArray.count(predicate: (UInt) -> Boolean): Int

```kotlin
let count = this.count { predicate(it) } /* Returns the number of elements matching the given predicate. */
```

**Returns the number of elements matching the given predicate.**

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int

```kotlin
count = 0
for (element in this) if predicate(element) ++count
return count
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int

```kotlin
count = 0
for (element in this) if predicate(element) ++count
return count
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int

```kotlin
count = 0
for (element in this) if predicate(element) ++count
return count
```

**Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.**

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```

**Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```

**Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```

**Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```

**Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.**

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

```kotlin
index = 0
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator
```
right

* to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value

* and the element itself, and calculates the next accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

UShortArray.foldIndexed(initial: R, operation: (Int, acc: R, UShort) -> R): R {

var index = 0

var accumulator = initial

for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {

var index = lastIndex

var accumulator = initial

while (index >= 0) {

accumulator = operation(get(index--), accumulator)

}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {

var index = lastIndex

var accumulator = initial

while (index >= 0) {

accumulator = operation(get(index--), accumulator)

}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right
to left to each element and current accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {

var index = lastIndex

var accumulator = initial

while (index >= 0) {

accumulator = operation(get(index--), accumulator)

--index

}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right
to left to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {

var index = lastIndex

var accumulator = initial

while (index >= 0) {

accumulator = operation(get(index--), accumulator)

--index

}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right
to left to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {

var index = lastIndex

var accumulator = initial

while (index >= 0) {

accumulator = operation(get(index--), accumulator)

--index

}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right
to left to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {

var index = lastIndex

var accumulator = initial

while (index >= 0) {

accumulator = operation(get(index--), accumulator)

--index

}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right
to left to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly

public inline fun <R>

UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {

var index = lastIndex

var accumulator = initial

while (index >= 0) {

accumulator = operation(get(index--), accumulator)

--index

}

return accumulator
}
value and applying [operation] from right to left\n * to each element with its index in the original array and current
accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n
```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun `<R> UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial\n    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index
    }
    return accumulator\n}
```

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (value in this) action(index++, value)
}
```

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public fun UIntArray.max(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        if (max < this[i]) max = this[i]
    }
    return max
}
```

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public fun ULongArray.max(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        if (max < this[i]) max = this[i]
    }
    return max
}
```

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public fun UByteArray.max(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        if (max < this[i]) max = this[i]
    }
    return max
}
```

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public fun UShortArray.max(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        if (max < this[i]) max = this[i]
    }
    return max
}
```
An inline fun `<R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    \n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {
            maxElem = e\n            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {
            maxElem = e\n            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {
            maxElem = e\n            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {
            maxElem = e\n            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided `comparator` or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided `comparator` or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided `comparator` or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided `comparator` or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (min > e) min = e
    }
    return min
}
return minElement numelIN * Returns the smallest element or `null` if there are no elements.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun ULongArray.min() : ULong? {
    when (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        if (min > e) min = e
    }
    return min numelIN * Returns the smallest element or `null` if there are no elements.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UByteArray.min() : UByte? {
    when (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        if (min > e) min = e
    }
    return min numelIN * Returns the first element yielding the smallest value of the given function or
    `null` if there are no elements numelIN * numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R) : UInt? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
    if (lastIndex == 0) return min numelIN
    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (minValue > v) {
            minElement = e
            minValue = v
        }
    }
    return minElement numelIN numelIN numelIN * Returns the first element yielding the smallest value of the given function or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun <R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R) : ULong? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
    if (lastIndex == 0) return min numelIN
    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (minValue > v) {
            minElement = e
            minValue = v
        }
    }
    return minElement numelIN numelIN numelIN * Returns the first element yielding the smallest value of the given function or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R) : UByte? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
    if (lastIndex == 0) return min numelIN
    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (minValue > v) {
            minElement = e
            minValue = v
        }
    }
    return minElement numelIN numelIN numelIN * Returns the first element yielding the smallest value of the given function or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R) : UShort? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
    if (lastIndex == 0) return min numelIN
    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (minValue > v) {
            minElement = e
            minValue = v
        }
    }
    return minElement numelIN numelIN numelIN * Returns the first element yielding the smallest value of the given function or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public fun UIntArray.minWith(comparator: Comparator<in UInt>) : UInt? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
    int if (lastIndex == 0) return min numelIN
    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (comparator.compare(min, e) > 0) min = e
    }
    return min numelIN numelIN numelIN * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public fun ULongArray.minWith(comparator: Comparator<in ULong>) : ULong? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
    int if (lastIndex == 0) return min numelIN
    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (comparator.compare(min, e) > 0) min = e
    }
    return min numelIN numelIN numelIN * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public fun UByteArray.minWith(comparator: Comparator<in UByte>) : UByte? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
    int if (lastIndex == 0) return min numelIN
    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (comparator.compare(min, e) > 0) min = e
    }
    return min numelIN numelIN numelIN * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in@kotlin.internal.InlineOnly@public fun UShortArray.minWith(comparator: Comparator<in UShort>) : UShort? {
    when (isEmpty()) return null
    var min = this[0] numelIN lastIndex = this.lastIndex
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    var minValue = selector(minElement) for (i in 1..lastIndex) {
        if (comparator.compare(min, e) > 0) min = e
    }
    return min numelIN numelIN numelIN * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements numelIN numelIN @sample samples.collections.Collections.Aggregates.minBy
val e = this[i]
if (comparator.compare(min, e) > 0) min = e
return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWithPredicate(predicate: (UShort) -> Boolean): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWithPredicate(predicate: (UInt) -> Boolean): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWithPredicate(predicate: (ULong) -> Boolean): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWithPredicate(predicate: (UByte) -> Boolean): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWithPredicate(predicate: (UShort) -> Boolean): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWithPredicate(predicate: (UInt) -> Boolean): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWithPredicate(predicate: (ULong) -> Boolean): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
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@SinceKotlin("1.3")
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public fun UByteArray.minWithPredicate(predicate: (UByte) -> Boolean): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWithPredicate(predicate: (UShort) -> Boolean): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (index in 1..lastIndex) {
        val e = this[index]
        if (predicate(e)) min = e
    }
    return min
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(index, accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(index, accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRight(operation: (UInt, acc: ULong, ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = operation(index, accumulator, this[index])
    while (index >= 0)
        accumulator = operation(index, accumulator, this[index])
    return accumulator
}
ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value
 * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexed(operation: (Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by
 * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```kotlin
/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 * UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
 *     var sum: UInt = 0u
 *     for (element in this) {
 *         sum += selector(element)
 *     }
 *     return sum
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 * ULongArray.sumBy(selector: (ULong) -> ULong): ULong {
 *     var sum: ULong = 0u
 *     for (element in this) {
 *         sum += selector(element)
 *     }
 *     return sum
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 * UByteArray.sumBy(selector: (UByte) -> UByte): UByte {
 *     var sum: UByte = 0u
 *     for (element in this) {
 *         sum += selector(element)
 *     }
 *     return sum
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 * UShortArray.sumBy(selector: (UShort) -> UShort): UShort {
 *     var sum: UShort = 0u
 *     for (element in this) {
 *         sum += selector(element)
 *     }
 *     return sum
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 * UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
 *     var sum: Double = 0.0
 *     for (element in this) {
 *         sum += selector(element)
 *     }
 *     return sum
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 * UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
 *     var sum: Double = 0.0
 *     for (element in this) {
 *         sum += selector(element)
 *     }
 *     return sum
 */

/*
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */

/*
 * @Sample Collections.
 */
```
values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with
 * the same index\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with
 * the same index\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with
 * the same index\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with
 * the same index\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest
 * collection. The returned list has length of the shortest collection. The returned list has length of the shortest
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 * collection. The returned list has length of the shortest collection.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@sample samples.collections.Operations.zipIterableWithTransform

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, V> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest
 * collection. The returned list has length of the shortest collection. The returned list has length of the shortest
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 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UShortArray.zip(other: UShortArray): List<Pair<UShort, UShort>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

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    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UShortArray.zip(other: UShortArray): List<Pair<UShort, UShort>> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@public infix fun UShortArray.zip(other: UShortArray): List<Pair<UShort, UShort>> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
with the same index
* using the provided [transform] function applied to each pair of elements.

* The returned list has length of the shortest array.

* The returned list has length of the shortest array.

* Sample code:

```kotlin
samples.collections.Iterables.Operations.zipIterableWithTransform

* A ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V>  
*   Returns a list of values built from the elements of 'this' array and the [other] array
*   with the same index * using the provided [transform] function applied to each pair of elements.
*   The returned list has length of the shortest array.

* A UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V>  
*   Returns a list of values built from the elements of 'this' array and the [other] array
*   with the same index * using the provided [transform] function applied to each pair of elements.

*   Returns a list of values built from the elements of 'this' array and the [other] array
*   with the same index * using the provided [transform] function applied to each pair of elements.

* A UIntArray.sum(): UInt  
*   Returns the sum of all elements in the array.

* A ULongArray.sum(): ULong  
*   Returns the sum of all elements in the array.

* A UByteArray.sum(): UInt  
*   Returns the sum of all elements in the array.

* A UShortArray.sum(): UInt  
*   Returns the sum of all elements in the array.

* A @file:kotlin.jvm.JvmMultifileClass@file:kotlin.jvm.JvmName("UCollectionsKt")@package  
*   kotlin.collections NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
* See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
Collection<UByte>.toUByteArray(): UByteArray
\nval result = UByteArray(size)\nvar index = 0\nfor (element in this) {\n    result[index++] = element\n} return result\n
/*\n * Returns an array of UInt containing all of the elements of this collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Collection<UInt>.toUIntArray(): UIntArray {\n    val result = UIntArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    } return result\n}

/**\n * Returns an array of ULong containing all of the elements of this collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Collection<ULong>.toULongArray(): ULongArray {\n    val result = ULongArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    } return result\n}

/**\n * Returns an array of UShort containing all of the elements of this collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Collection<UShort>.toUShortArray(): UShortArray {\n    val result = UShortArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    } return result\n}

/**\n * Returns the sum of all elements in the collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Iterable<UInt>.sum(): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum += element\n    } return sum\n}

/**\n * Returns the sum of all elements in the collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Iterable<ULong>.sum(): ULong {\n    var sum: ULong = 0uL\n    for (element in this) {\n        sum += element\n    } return sum\n}

/**\n * Returns the sum of all elements in the collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Iterable<UByte>.sum(): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum += element\n    } return sum\n}

/**\n * Returns the sum of all elements in the collection.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Iterable<UShort>.sum(): UShort {\n    var sum: UShort = 0u\n    for (element in this) {\n        sum += element\n    } return sum\n}

/**\n * Returns the greater of two values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UInt, b: UInt): UInt {\n    return if (a >= b) a else b\n}

/**\n * Returns the greater of two values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: ULong, b: ULong): ULong {\n    return if (a >= b) a else b\n}

/**\n * Returns the greater of two values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UByte, b: UByte): UByte {\n    return if (a >= b) a else b\n}

/**\n * Returns the greater of two values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UShort, b: UShort): UShort {\n    return if (a >= b) a else b\n}

/**\n * Returns the greater of three values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {\n    return maxOf(a, maxOf(b, c))\n}

/**\n * Returns the greater of three values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {\n    return maxOf(a, maxOf(b, c))\n}

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/**\n * Returns the greater of three values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: UShort, b: UShort, c: UShort): UShort {\n    return maxOf(a, maxOf(b, c))\n}

/**\n * Returns the smaller of two values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UInt, b: UInt): UInt {\n    return if (a <= b) a else b\n}

/**\n * Returns the smaller of two values.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: ULong, b: ULong): ULong {\n    return if (a <= b) a else b\n}

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

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@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

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 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}

return if (a <= b) a else b
}
Checks if the specified [value] belongs to this range.

- An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun UIntRange.contains(value: UShort): Boolean {
    return (value.toUInt()) in this
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic operator fun ULongRange.contains(value: ULong): Boolean {
    return (value.toULong()) in this
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression(fromClosedRange(this, to, -1u).toUInt(), -1)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression(fromClosedRange(this, to, -1u).toUInt(), -1)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression(fromClosedRange(this, to, -1L).toULong(), -1L)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression(fromClosedRange(this.toUInt(), to, -1u).toUInt(), -1u)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression(fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression(fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression(fromClosedRange(first, last, step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)
    return ULongProgression(fromClosedRange(first, last, step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UIntRange.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun ULongRange.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UByte.valueOf(0)
    return this .. (to - 1u).toUByte()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UShort.until(to: UShort): UIntRange {
    if (to <= UShort.MIN_VALUE) return UShort.valueOf(0)
    return this .. (to - 1u).toUShort()
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UByte.contains(value: UByte): Boolean {
    return (value.shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UShort.contains(value: UShort): Boolean {
    return (value.shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UByte.contains(value: UByte): Boolean {
    return (value.shr UShort.SIZE_BITS) == 0uL && contains(value.toUShort())
}

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 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\npublic infix fun UShort.contains(value: UShort): Boolean {
    return (value.shr UShort.SIZE_BITS) == 0uL && contains(value.toUShort())
}
UShort): UIntRange

    if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt() 

*\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.

```kotlin
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

```kotlin
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

```kotlin
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

```kotlin
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

```kotlin
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

```kotlin
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

```kotlin
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

```kotlin
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

```kotlin
/**
 * Ensures that this value lies in the specified range [minimumValue].[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return
```
this
} | \n | /*n * Ensures that this value lies in the specified range [minimumValue].\n | * [maximumValue].\n | * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [minimumValue].\n | [maximumValue].\n | * \n | * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun UInt.coerceIn(range: ClosedRange<UInt>): UInt {\n  if (range is ClosedFloatingPointRange) {\n    return this.coerceIn<UInt>(range)
  }\n  if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n  if (this < range.start) return range.start\n  if (this > range.endInclusive) return range.endInclusive\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun ULong.coerceIn(range: ClosedRange<ULong>): ULong {\n  if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n  if (this < range.start) return range.start\n  if (this > range.endInclusive) return range.endInclusive\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Int.coerceIn(range: ClosedRange<Int>): Int {\n  if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n  if (this < range.start) return range.start\n  if (this > range.endInclusive) return range.endInclusive\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Char.coerceIn(minimumValue: Char, maximumValue: Char): Char {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Boolean.coerceIn(minimumValue: Boolean, maximumValue: Boolean): Boolean {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun String.coerceIn(minimumValue: String, maximumValue: String): String {\n  if (minimumValue.length > maximumValue.length) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this.length < minimumValue.length) return minimumValue\n  if (this.length > maximumValue.length) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\nfun Collection<*>.coerceIn(minimumValue: Collection<*>, maximumValue: Collection<*>): Collection<*> {\n  if (minimumValue.size > maximumValue.size) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  if (this.size < minimumValue.size) return minimumValue\n  if (this.size > maximumValue.size) return maximumValue\n  return this
} | \n | /*n * Ensures that this value lies in the specified range [range].\n | * \n | * @return this value if it's in the [range], or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.\n | * \n | * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*/
return sum
}

/**
 * Returns the sum of all elements in the sequence.\n */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element\n    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.\n */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.\n */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

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package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets\n */
public enum class AnnotationTarget {
    /** Class, interface or object, annotation class is also included */
    CLASS,
    /** Annotation class only */
    ANNOTATION_CLASS,
    /** Generic type parameter (unsupported yet) */
    TYPE_PARAMETER,
    /** Property */
    PROPERTY,
    /** Field, including property's backing field */
    FIELD,
    /** Local variable */
    LOCAL_VARIABLE,
    /** Value parameter of a function or a constructor */
    VALUE_PARAMETER,
    /** Constructor only (primary or secondary) */
    CONSTRUCTOR,
    /** Function (constructors are not included) */
    FUNCTION,
    /** Property getter only */
    PROPERTY_GETTER,
    /** Property setter only */
    PROPERTY_SETTER,
    /** Type usage */
    TYPE,
    /** Any expression */
    EXPRESSION,
    /** File */
    FILE,
    /** Type alias */
    TYPEALIAS,
    /** Type usage */
    TYPE,
    /** Any expression */
    EXPRESSION,
    /** File */
    FILE,
    /** Type alias */
    TYPEALIAS
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.\n */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Target(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection. By default, both are true.\n */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.\n */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented
BASIS,

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the License for the specific language governing permissions and limitations under the License.

*\n
*/

package kotlin.internal

/**
 * Specifies that the corresponding built-in method exists depending on platform.*\n * Current implementation for JVM looks whether method with same JVM descriptor exists in the
 * module JDK.* For example MutableMap.remove(K, V) available only if corresponding
 * method *\n * `java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z` is defined in JDK (i.e. for major versions >= 8).*\n
*\n
*/

package kotlin.internal

private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of
 * the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in
 * case of a negative [step].
 *
 * No validation on passed parameters is performed. The given parameters
 * should satisfy the condition:
 * - either `step > 0` and `start <= end`.*\n * - or `step < 0` and `start >= end`.*\n *
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
private fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/package kotlin.collections

/** An iterator over
 * a sequence of values of type `Byte`. */
public abstract class ByteIterator : Iterator<Byte> {
    override final fun next() = nextByte()
    public abstract fun nextByte(): Byte
}

/** An iterator over a sequence of values of type `Char`. */
public abstract class CharIterator : Iterator<Char> {
    override final fun next() = nextChar()
    public abstract fun nextChar(): Char
}

/** An iterator over a sequence of values of type `Short`. */
public abstract class ShortIterator : Iterator<Short> {
    override final fun next() = nextShort()
    public abstract fun nextShort(): Short
}

/** An iterator over a sequence of values of type `Int`. */
public abstract class IntIterator : Iterator<Int> {
    override final fun next() = nextInt()
    public abstract fun nextInt(): Int
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()
    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Double`. */
public abstract class DoubleIterator : Iterator<Double> {
    override final fun next() = nextDouble()
    public abstract fun nextDouble(): Double
}

/** An iterator over a sequence of values of type `Boolean`. */
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()
    public abstract fun nextBoolean(): Boolean
}

/** An iterator over a sequence of values of type `Float`. */
public abstract class FloatIterator : Iterator<Float> {
    override final fun next() = nextFloat()
    public abstract fun nextFloat(): Float
}

/** An iterator over a sequence of values of type `String`. */
public abstract class StringIterator : Iterator<String> {
    override final fun next() = nextString()
    public abstract fun nextString(): String
}

/** An iterator over a sequence of values of type `Byte`. */
public abstract class ByteArrayIterator : Iterator<Byte> {
    override final fun next() = nextByte()
    public abstract fun nextByte(): Byte
}

/** An iterator over a sequence of values of type `Char`. */
public abstract class CharArrayIterator : Iterator<Char> {
    override final fun next() = nextChar()
    public abstract fun nextChar(): Char
}

/** An iterator over a sequence of values of type `Short`. */
public abstract class ShortArrayIterator : Iterator<Short> {
    override final fun next() = nextShort()
    public abstract fun nextShort(): Short
}

/** An iterator over a sequence of values of type `Int`. */
public abstract class IntArrayIterator : Iterator<Int> {
    override final fun next() = nextInt()
    public abstract fun nextInt(): Int
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongArrayIterator : Iterator<Long> {
    override final fun next() = nextLong()
    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Double`. */
public abstract class DoubleArrayIterator : Iterator<Double> {
    override final fun next() = nextDouble()
    public abstract fun nextDouble(): Double
}

/** An iterator over a sequence of values of type `Boolean`. */
public abstract class BooleanArrayIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()
    public abstract fun nextBoolean(): Boolean
}

/** An iterator over a sequence of values of type `Float`. */
public abstract class FloatArrayIterator : Iterator<Float> {
    override final fun next() = nextFloat()
    public abstract fun nextFloat(): Float
}

/** An iterator over a sequence of values of type `String`. */
public abstract class StringArrayIterator : Iterator<String> {
    override final fun next() = nextString()
    public abstract fun nextString(): String
}
IntIterator : Iterator<Int> {
    override final fun next() = nextInt() /* Returns the next value in the sequence without boxing. */
    public abstract fun nextInt(): Int /* An iterator over a sequence of values of type `Long`. */
}

LongIterator : Iterator<Long> {
    override final fun next() = nextLong() /* Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long /* An iterator over a sequence of values of type `Float`. */
}

FloatIterator : Iterator<Float> {
    override final fun next() = nextFloat() /* Returns the next value in the sequence without boxing. */
    public abstract fun nextFloat(): Float /* An iterator over a sequence of values of type `Double`. */
}

DoubleIterator : Iterator<Double> {
    override final fun next() = nextDouble() /* Returns the next value in the sequence without boxing. */
    public abstract fun nextDouble(): Double /* An iterator over a sequence of values of type `Boolean`. */
}

BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean() /* An iterator over a sequence of values of type `Char`. */
    public abstract fun nextBoolean(): Boolean /* An iterator over a progression of values of type `Char`. */
}

CharProgressionIterator(first: Char, last: Char, step: Int) : CharIterator() {
    private val finalElement = last.toInt()
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first.toInt() else finalElement

    override fun hasNext(): Boolean = hasNext
    override fun nextChar(): Char {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value.toChar()
    }
}

IntProgressionIterator(first: Int, last: Int, step: Int) : IntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext
    override fun nextInt(): Int {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

LongProgressionIterator(first: Long, last: Long, step: Long) : LongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext
    override fun nextLong(): Long {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}
CharProgressionIterator(first, last, step) /* Checks if the progression is empty. */

isNotEmpty(): Boolean = if (step > 0) first > last else first < last override fun equals(other: Any?): Boolean =


other is CharProgression && (isNotEmpty() && other.isNotEmpty()) || override fun hashCode(): Int =


if (isEmpty()) -1 else (31 * (31 * first.toInt()) + last.toInt()) + step.toInt()).hashCode()


override fun toString(): String = if (step > 0) "$first downTo $last step ${-step}"


companion object {


    /**

     * The first element in the progression.
     */

    public val first: Char = first


    /**

     * The last element in the progression.
     */

    public val last: Char = last


/**

 * A progression of values of type `Char`.

 */

public open class CharProgression

    internal constructor

    (

            first: Char,

            endInclusive: Char,

            step: Int)

    : Iterable<Long> {

    init {

        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")

        if (step == Char.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be non-zero.")

        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE")

        if (step == Char.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Char.MIN_VALUE")

    }


    override fun iterator(): CharIterator = CharProgressionIterator(first, last, step) /* Checks if the progression is empty. */

    public open fun
type arguments provided for the innermost class first. * then its outer class, and so on. * For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`. *@SinceKotlin("1.1.")*/

public val arguments: List<KTypeProjection> =
        type arguments provided for the innermost class first, * then its outer class, and so on. * For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`. *@SinceKotlin("1.1.")*/

public val arguments: List<KTypeProjection> =

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 * limitations under the License.
 */

package kotlin.reflect

/**
 * Visibility is an aspect of a Kotlin declaration regulating where that
declaration is accessible in the source code.
 * Visibility can be changed with one of the following modifiers:
 * `public`, `protected`, `internal`, `private`.
 * Note that some Java visibilities such as package-private and protected
 * (which also gives access to items from the same package) cannot be represented in Kotlin,
 * so there's no [KVisibility] value corresponding to them.
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html)
 * for more information.
 */
@SinceKotlin("1.1")
enum class KVisibility {
    /**
     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.
     */
    PUBLIC,

    /**
     * Visibility of declarations marked with the `protected` modifier.
     */
    PROTECTED,

    /**
     * Visibility of declarations marked with the `internal` modifier.
     */
    INTERNAL,

    /**
     * Visibility of declarations marked with the `private` modifier.
     */
    PRIVATE,
}

/*
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 * found in the license/LICENSE.txt file.
 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
            else throw NoSuchElementException("$index")
        }
    }

    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator:
    $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("longArrayIterator")
internal fun longArrayIterator(array: LongArray) = object : LongIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++]
    else throw NoSuchElementException("$index")
}

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array.size
override fun nextInt() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\noverride fun nextFloat() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\noverride fun nextDouble() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\noverride fun nextLong() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\narray.size
override fun nextInt() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\narray.size
override fun nextFloat() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\narray.size
override fun nextDouble() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\narray.size
override fun nextLong() = if (index < array.size) array[index++] else throw
NoSuchElementException("\narray.size\narray.size
array.size

representation of the exception.

*\n
public override fun toString(): String =

when (value) {

Failure -> value.toString() // "Failure($exception)"

else -> "Success($value)"

} // companion with constructors

// * Companion object for [Result] class that contains its constructor functions

* [success] and [failure].

* Returns an instance that encapsulates the given [value] as successful value.

* @InlineOnly

public inline fun <T> success(value: T): Result<T> =

Result(value)

* @InlineOnly

public inline fun <T> failure(exception: Throwable): Result<T> =

Result(createFailure(exception))

internal class Failure(

@JvmField

val exception: Throwable

) : Serializable {

override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception

override fun hashCode(): Int = exception.hashCode()

override fun toString(): String = "Failure($exception)"

}

/**

 * Creates an instance of internal marker [Result.Failure] class to

 * make sure that this class is

 * not exposed in ABI.

 */

@PublishedApi

@SinceKotlin("1.3")

internal fun createFailure(exception: Throwable): Any =

Result.Failure(exception)

/**

 * Throws exception if the result is failure. This

 * internal function minimizes inlined bytecode for [getOrThrow] and makes sure that in the future we can\n
 * add some exception-alonging logic here (if needed).

 */

@PublishedApi

@SinceKotlin("1.3")

internal fun Result<*>.throwOnFailure() {

if (value is Result.Failure) throw value.exception

}

/**

 * Calls the specified function [block] and returns its

 * encapsulated result if invocation was successful,\n
 * or throws the encapsulated exception if it is

 * failure.

 */

@InlineOnly

@SinceKotlin("1.3")

public inline fun <R> runCatching(block: () -> R): Result<R> {

return try {

Result.success(block())

} catch (e: Throwable) {

Result.failure(e)

}

}

/**

 * Calls the specified function [block] with `this` value as its receiver and

 * returns its encapsulated result if invocation was successful or the

 * result of [onFailure] function for encapsulated exception if it is

 * failure.

 */

@InlineOnly

@SinceKotlin("1.3")

public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {

return try {

Result.success(block())

} catch (e: Throwable) {

Result.failure(e)

}

}

// -- extensions ---

/**

 * Returns the encapsulated value if this instance

 * represents [success] or throws the encapsulated exception if it is

 * failure.

 */

@InlineOnly

@SinceKotlin("1.3")

public inline fun <T> Result<T>.getOrThrow(): T {

throwOnFailure()

return value as T

}

/**

 * Returns the encapsulated value if this instance

 * represents [success] or the

 * result of [onFailure] function for encapsulated exception if it is

 * failure.

 */

@InlineOnly

@SinceKotlin("1.3")

public inline fun <R, T : R> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {

contract {

callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)

}

return when (val exception = exceptionOrNull()) {

null -> value as T

else -> onFailure(exception)

}

/**

 * Returns the the result of

 * [onSuccess] for encapsulated value if this instance represents [success] or the result of

 * [onFailure] function for encapsulated exception if it is

 * failure.

 */

@InlineOnly

@SinceKotlin("1.3")

public inline fun <R, T> Result<T>.fold(

onSuccess: (value: T) -> R,

onFailure: (exception: Throwable) -> R

): R {

contract {

callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)

callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)

}

return when (val exception = exceptionOrNull()) {

null -> onSuccess(value as T)

else -> onFailure(exception)

}
onFailure(exception))

* @InlineOnly * @SinceKotlin("1.3") * `public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R>` * Return the encapsulated result of the given [transform] function applied to encapsulated value * if this instance represents [success][Result.isSuccess] or
the original encapsulated exception if it is [failure][Result.isFailure].

* @InlineOnly * @SinceKotlin("1.3") * `public inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R>` * Return the encapsulated result of the given [transform] function applied to encapsulated value * if this instance represents [success][Result.isSuccess] or
the original encapsulated exception if it is [failure][Result.isFailure].

* @InlineOnly * @SinceKotlin("1.3") * `public inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R>` * Return the encapsulated result of the given [transform] function applied to encapsulated exception * if this instance represents [failure][Result.isFailure] or
the original encapsulated value if it is [success][Result.isSuccess].

* @InlineOnly * @SinceKotlin("1.3") * `public inline fun <R, T : R> Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R>` * Return the encapsulated result of the given [transform] function applied to encapsulated exception * if this instance represents [failure][Result.isFailure] or
the original encapsulated value if it is [success][Result.isSuccess].

* @InlineOnly * `public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T>` * Return the given [action] on encapsulated exception if this instance represents [failure][Result.isFailure].

* @InlineOnly * `public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T>` * Return the given [action] on encapsulated value if this instance represents [success][Result.isSuccess].

* @InlineOnly * `public inline fun <T> Result<T>.onSuccessOrFailure(onSuccess: (value: T) -> Unit, onFailure: (exception: Throwable) -> Unit): Result<T>` * Return the given [action] on encapsulated value if this instance represents [success][Result.isSuccess].

* @InlineOnly * `public inline fun <T> Result<T>.onSuccessOrFailureOrCancellation(onSuccess: (value: T) -> Unit, onFailure: (exception: Throwable) -> Unit, onCancel: () -> Unit): Result<T>` * Return the given [action] on encapsulated value if this instance represents [success][Result.isSuccess].

* @InlineOnly * `public inline fun <T> Result<T>.onSuccessOrFailureOrCancellationOrCompletion(onSuccess: (value: T) -> Unit, onFailure: (exception: Throwable) -> Unit, onCancel: () -> Unit, onCompletion: () -> Unit): Result<T>` * Return the given [action] on encapsulated value if this instance represents [success][Result.isSuccess].

* @InlineOnly * `public inline fun <T> Result<T>.onSuccessOrFailureOrCancellationOrCompletionOrPending(onSuccess: (value: T) -> Unit, onFailure: (exception: Throwable) -> Unit, onCancel: () -> Unit, onCompletion: () -> Unit, onPending: () -> Unit): Result<T>` * Return the given [action] on encapsulated value if this instance represents [success][Result.isSuccess].
suspend' functions. These `suspend` extensions can only invoke other member or extension 'suspend' functions on
this particular*receiver* and are restricted from calling arbitrary suspension functions.*
*/
@SinceKotlin("1.3")@Target(AnnotationTarget.CLASS)@Retention(AnnotationRetention.BINARY)
@public annotation class RestrictsSuspension
isFunction: *Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.*
@SinceKotlin("1.3")@InlineOnly@public inline fun <T> Continuation<T>.resume(value: T): Unit =
resumeWith(Result.success(value))@SinceKotlin("1.3")@InlineOnly@public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
resumeWith(Result.failure(exception))@SinceKotlin("1.3")@InlineOnly@public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
resumeWithException(exception)

/**
 * Creates a [Continuation] instance with the given [context] and implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")@InlineOnly@public inline fun <T> Continuation<T>.resumeWith(context: CoroutineContext, crossinline resumeWith: (Result<T>) -> Unit): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine without a receiver and with result type [T].
 */
@SinceKotlin("1.3")@Suppress("UNCHECKED_CAST")@public fun <T> (suspend () -> T).createCoroutine(completion: Continuation<T>): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Creates a coroutine with receiver type [R] and result type [T].
 */
@SinceKotlin("1.3")@Suppress("UNCHECKED_CAST")@public fun <R, T> (suspend R.() -> T).createCoroutine(receiver: R, completion: Continuation<T>): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Obtains the current continuation instance inside suspend functions and suspends the currently running coroutine.
 */
@SinceKotlin("1.3")@public suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =

suspendCoroutineUninterceptedOrReturn { c: Continuation<T> ->
    val safe = SafeContinuation(c.intercepted())
    block(safe) { safe.getOrThrow() }
    safe.getOrThrow() * Returns the context of the current coroutine.

    @SinceKotlin("1.3")
    @Suppress("WRONG_MODIFIER_TARGET")
    inline val coroutineContext: CoroutineContext
        get() { throw NotImplementedError("Intrinsic") }

    /**
     * Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends. * In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

    * The coroutine is started directly in the invoker’s thread without going through the [ContinuationInterceptor] that might have been present in the completion’s [CoroutineContext]. It is the invoker’s responsibility to ensure that a proper invocation context is established.

    * This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

    * When `suspended` is true the continuation is created, but not executed.

    * Create an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.

    * The continuation is invoked when the coroutine completes with a result or exception.

    * This function returns an unintercepted continuation.

    * Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

    * If `true` the continuation is created, but not executed.

    * Create an unintercepted coroutine with receiver type [R] and result type [T].

    * This function creates a new, fresh instance of suspendable computation every time it is invoked.

    * The continuation is invoked when the coroutine completes with a result or an exception.

    * This function returns an unintercepted continuation.

    * Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

    * If `true` the continuation is created, but not executed.

    * Create a new, fresh instance of suspendable computation every time it is invoked.

    * The continuation is invoked when the coroutine completes with a result or an exception.

    * This function returns an unintercepted continuation.

    * Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

    * If `true` the continuation is created, but not executed.
[Continuation] instance's\n
* The [completion] continuation is invoked when coroutine completes with result or exception.\n
* This function returns unintercepted continuation.\n
* Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n
* [ContinuationInterceptor] that might be present in the [CoroutineContext].\n
* It is the invoker's responsibility to ensure that a proper invocation context is established.\n
* Note that [completion] of this function may get invoked in an arbitrary context.\n
* Invocations on resume continuation guarantees that execution of\n
* both the coroutine and [completion] happens in the invocation context established by\n
* [ContinuationInterceptor].\n
* Repeated invocation of any resume function on the resulting continuation corrupts the\n
* state machine of the coroutine and may result in arbitrary behaviour or exception.\n
* [continuation] of this function may get invoked in an arbitrary context.\n
* This function returns unintercepted continuation.

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* [continuation] of this function may get invoked in an arbitrary context.
according to the IEEE 754 floating-point "double format" bit layout.* \n * preserving NaN values exact layout.* \n * Note that in KotlinJS [Float] range is wider than "single format" bit layout can represent.* \n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.* \n * Note that in KotlinJS [Float] range is wider than "single format" bit layout can represent.* \n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.* \n * Note that in KotlinJS [Float] range is wider than "single format" bit layout can represent.* \n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.* \n * Note that in KotlinJS [Float] range is wider than "single format" bit layout can represent.* \n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.* \n * Note that in KotlinJS [Float] range is wider than "single format" bit layout can represent.* \n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.* \n * Note that in KotlinJS [Float] range is wider than "single format" bit layout can represent.* \n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.*
an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            return this@asList.lastIndexOf(element)
        }
    }
}
```

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            return this@asList.lastIndexOf(element)
        }
    }
}
```

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            return this@asList.lastIndexOf(element)
        }
    }
}
```

```kotlin
*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            return this@asList.lastIndexOf(element)
        }
    }
}
```
as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/*
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 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Deprecated("Use `external` modifier instead", level = DeprecationLevel.ERROR)
public annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS)
internal annotation class library(public val name: String = "")

/**
 * Denotes an `external` declaration that must be
imported from native JavaScript library. The compiler produces the code relevant for the target module system, for example, in case of CommonJS, it will import the declaration via the `require(...)` function. The annotation can be used on top-level external declarations (classes, properties, functions) and files. In case of file (which can’t be `external`) the following rule applies: all the declarations in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file. Example: import `@Module("jquery")` and external abstract class `JQuery() { // some declarations here }` External fun `JQuery(element: Element): JQuery` It is not interpreted by the Kotlin compiler, it’s passed as is directly to the target module system. By default, an `external` declaration is available regardless your target module system. However, by applying `@JsModule` annotation you can make a declaration unavailable to plain module system. Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment `@JsModule` with the `@JsNonModule` annotation. Example: `$@JsModule("jquery")@JsNonModule$ external abstract class JQuery() { // some declarations here }` Time and space cost for reading a JavaScript file using `@JsModule` annotation The compiler turns references to `external` declarations either to plain unprefixed names (in case of plain modules) or to plain imports. However, if a JavaScript library provides its declarations in packages, you won’t be satisfied with this. You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)` annotation. Note that a file marked with the `@JsQualifier(...)` annotation can’t contain non-`external` declarations. Example: `module my.jsModuleName { package some.kotlinPackage; String * @property }` Note that a file marked with the `@JsQualifier(...)` annotation can’t contain non-`external` declarations. Example: `module my.jsModuleName { package some.kotlinPackage; String * @property }`
actual abstract override fun put(key: K, value: V): V? 
actual override fun putAll(from: Map<K, V>): 

for ((key, value) in from) {
    //private var _values:
    //MutableCollection<V?> = null
    val entry = findEntry(key)
    if (entry == null) {
        // Adding the key
        //entry = this@AbstractMutableMap.put(key)
        // Adding the value
        entry = this@AbstractMutableMap.putValue(key, value)
    } else {
        // Replacing the value
        entry.value = value
    }
}

override fun clear() = this@AbstractMutableMap.clear()
}\r\n\r\n actual override fun add(element: E): Boolean {\r\n
array.asDynamic().push(element)\r\n
modCount++\r\n
return true\r\n }\r\n\r\n actual override fun add(index: Int, element: E): Unit {\r\n
array.asDynamic().splice(insertionRangeCheck(index), 0, element)\r\n
modCount++\r\n }\r\n\r\n actual
override fun addAll(elements: Collection<E>): Boolean {\r\n
if (elements.isEmpty()) return false\r\n\r\n
array += elements.toTypedArray<Any?>()\r\n
modCount++\r\n
return true\r\n }\r\n\r\n actual override
fun addAll(index: Int, elements: Collection<E>): Boolean {\r\n
insertionRangeCheck(index)\r\n\r\n
if
(index == size) return addAll(elements)\r\n
if (elements.isEmpty()) return false\r\n
when (index) {\r\n
size -> return addAll(elements)\r\n
0 -> array = elements.toTypedArray<Any?>() + array\r\n
else ->
array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(),
array.copyOfRange(index, size))\r\n
}\r\n\r\n
modCount++\r\n
return true\r\n }\r\n\r\n actual
override fun removeAt(index: Int): E {\r\n
rangeCheck(index)\r\n
modCount++\r\n
return if (index ==
lastIndex)\r\n
array.asDynamic().pop()\r\n
else\r\n
array.asDynamic().splice(index, 1)[0]\r\n
}\r\n\r\n actual override fun remove(element: E): Boolean {\r\n
for (index in array.indices) {\r\n
if
(array[index] == element) {\r\n
array.asDynamic().splice(index, 1)\r\n
modCount++\r\n
return true\r\n
}\r\n
}\r\n
return false\r\n }\r\n\r\n override fun removeRange(fromIndex: Int,
toIndex: Int) {\r\n
modCount++\r\n
array.asDynamic().splice(fromIndex, toIndex - fromIndex)\r\n
}\r\n\r\n actual override fun clear() {\r\n
array = emptyArray()\r\n
modCount++\r\n }\r\n\r\n\r\n actual
override fun indexOf(element: E): Int = array.indexOf(element)\r\n\r\n actual override fun lastIndexOf(element:
E): Int = array.lastIndexOf(element)\r\n\r\n override fun toString() = arrayToString(array)\r\n override fun
toArray(): Array<Any?> = js(\"[]\").slice.call(array)\r\n\r\n\r\n private fun rangeCheck(index: Int) = index.apply
{\r\n
AbstractList.checkElementIndex(index, size)\r\n }\r\n\r\n private fun insertionRangeCheck(index: Int)
= index.apply {\r\n
AbstractList.checkPositionIndex(index, size)\r\n }\r\n}","/*\r\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\r\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\r\n */\r\n\r\npackage
kotlin.collections\r\n\r\n\r\n@UseExperimental(ExperimentalUnsignedTypes::class)\r\n@SinceKotlin(\"1.3\")\r\n@
kotlin.js.JsName(\"contentDeepHashCodeImpl\")\r\ninternal fun <T> Array<out T>.contentDeepHashCodeImpl():
Int {\r\n var result = 1\r\n for (element in this) {\r\n
val elementHash = when {\r\n
element == null ->
0\r\n
isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()\r\n\r\n
element is UByteArray -> element.contentHashCode()\r\n
element is UShortArray ->
element.contentHashCode()\r\n
element is UIntArray -> element.contentHashCode()\r\n
element is
ULongArray -> element.contentHashCode()\r\n\r\n
else
-> element.hashCode()\r\n
}\r\n\r\n
result = 31 * result + elementHash\r\n }\r\n return result\r\n}","/*\r\n * Copyright 2010-2019 JetBrains s.r.o.
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that can be found in the license/LICENSE.txt file.\r\n */\r\n\r\npackage kotlin.collections\r\n\r\ninternal fun <T>
sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {\r\n if (getStableSortingIsSupported()) {\r\n
array.asDynamic().sort(comparison)\r\n } else {\r\n
mergeSort(array.unsafeCast<Array<T>>(), 0,
array.lastIndex, Comparator(comparison))\r\n }\r\n}\r\n\r\ninternal fun <T> sortArrayWith(array: Array<out T>,
comparator: Comparator<in T>) {\r\n if (getStableSortingIsSupported()) {\r\n
val comparison = { a: T, b: T ->
comparator.compare(a, b) }\r\n
array.asDynamic().sort(comparison)\r\n } else {\r\n
mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)\r\n }\r\n}\r\n\r\ninternal fun <T :
Comparable<T>> sortArray(array: Array<out T>) {\r\n if (getStableSortingIsSupported()) {\r\n
val
comparison = { a: T, b: T -> a.compareTo(b) }\r\n
array.asDynamic().sort(comparison)\r\n } else {\r\n
mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())\r\n }\r\n}\r\n\r\nprivate var
_stableSortingIsSupported: Boolean? = null\r\nprivate fun getStableSortingIsSupported(): Boolean {\r\n
_stableSortingIsSupported?.let { return it }\r\n _stableSortingIsSupported = false\r\n\r\n val array =
js(\"[]\").unsafeCast<Array<Int>>()\r\n // known implementations may use stable sort for arrays of up to 512
elements\r\n // so we create slightly more elements to test stability\r\n for (index in 0 until 600)
array.asDynamic().push(index)\r\n val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }\r\n

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array.asDynamic().sort(comparison)
for (index in 1 until array.size) {
    if (a and 3) == (b and 3) & a >= b return false
}

_stableSortingIsSupported = true
return true

private fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>) {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()
    val result = mergeSort(array, buffer, start, endInclusive, comparator)
    return result
}

    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer
    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        if (comparator.compare(leftValue, rightValue) <= 0) {
            target[i] = leftValue
            leftIndex++
        } else {
            target[i] = rightValue
            rightIndex++
        }
    }

    return target
}
constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this() {
    // This implementation of HashMap has no need of load factors or capacities.
    require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
    require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

actual constructor(original: Map<out K, V>) : this() {
    this.putAll(original)
}

actual override fun clear() {
    internalMap.clear()
    // structureChanged(this)
}

actual override fun containsKey(key: K): Boolean = internalMap.contains(key)

actual override fun containsValue(value: V): Boolean = internalMap.any { equality.equals(it.value, value) }

private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null

actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>
    get() {
        if (_entries == null) {
            _entries = createEntrySet()
        }
        return _entries!!
    }

internalMap.clear()
// structureChanged(this)

actual override val size: Int get() = internalMap.size

/**
 * Constructs an instance of [HashMap] with [String] keys, which stores the keys as properties of JS object without hashing them.
 */
public fun stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with [String] elements, which stores the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet<String>(this).apply { addAll(elements) }
}

package kotlin.collections

import
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element, move head to next

head = next
next = null
prev = null
head = next!!
next = prev!!
prev = null
next = head

/*
   * The hashmap that keeps track of our
   * entries and the chain. Note that we
   * * duplicate the key here to eliminate changes to HashMap and minimize
   * * code here, at the expense of additional space.
   */

map = HashMap<K, ChainEntry<K, V>>()

/*
   * Constructs an empty [LinkedHashMap] instance.
   */
actual constructor():

super() { map = HashMap<K, ChainEntry<K, V>>() internal constructor(backingMap: HashMap<K, Any>) : super() @Suppress("UNCHECKED_CAST") // expected to work due to

earaser(map = backingMap as HashMap<K, ChainEntry<K, V>>())

/*
   * Constructs an empty [LinkedHashMap] instance.
   * *
   * @param initialCapacity the initial capacity (ignored)
   * @param loadFactor the load factor (ignored)
   * * @throws IllegalArgumentException if the initial capacity or load factor are negative
   */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {

super(initialCapacity, loadFactor) {

map = LinkedHashMap<E, Any>(initialCapacity, loadFactor)
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/*
   * Constructs the
   * * implementation of [LinkedHashMap] with [String] keys, which stores the keys as properties of
   * * JS object without hashing them.
   */
public fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {

return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }
}

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 * this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
/*
 * Based on GWT LinkedHashSet
 * Copyright 2008 Google Inc.
 */
package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [LinkedHashSet]
 * instance.
 *
 * This implementation preserves the insertion order of elements during the iteration.
 * *
 * * public actual open class LinkedHashSet<E> : HashSet<E>, MutableSet<E> {

internal constructor(map: LinkedHashMap<E, Any>) : super(map) {

/*
 * Constructs a new empty
 * [LinkedHashSet] with the elements of the specified collection.
 */
actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>(), addAll(elements))

/*
 * Constructs a new [LinkedHashSet] filled with the elements of the specified collection.
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))
fun clone(): Any {
    return LinkedHashMap(this)
}

/**
 * Creates a new instance of [LinkedHashSet] with the specified [String] elements.
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf()).apply {
        addAll(elements)
    }
}

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 * the license/LICENSE.txt file.
 */

package kotlin

import kotlin.contracts.*

@Deprecated("Do not use Synchronized annotation in pure Kotlin/JS code", level = DeprecationLevel.ERROR)
public typealias Synchronized = kotlin.jvm.Synchronized

@Deprecated("Do not use Volatile annotation in pure Kotlin/JS code", level = DeprecationLevel.ERROR)
public typealias Volatile = kotlin.jvm.Volatile

@kotlin.internal.InlineOnly
public actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

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 * the license/LICENSE.txt file.
 */

package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun println(message: Any?) {
        println(message)
    }

    override fun println() {
        println()
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun println(message: Any?) {
        println(message)
    }

    override fun println() {
        println()
    }

    override fun flush() {
        println()
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode)
        NodeJsOutput(js("process.stdout"))
    else
        BufferedOutputToConsoleLog()
}

fun println(): Any {
    return LinkedHashSet(this)
}

/**
 * Creates a new instance of [LinkedHashSet] with the specified [String] elements.
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf()).apply {
        addAll(elements)
    }
}

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 * the license/LICENSE.txt file.
 */

package kotlin.coroutines.js.internal

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    // ...
}

fun println(): Any {
    return LinkedHashSet(this)
}

/**
 * Creates a new instance of [LinkedHashSet] with the specified [String] elements.
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf()).apply {
        addAll(elements)
    }
}

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public typealias Volatile = kotlin.jvm.Volatile

@kotlin.internal.InlineOnly
public actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

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 */

package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun println(message: Any?) {
        println(message)
    }

    override fun println() {
        println()
    }

    override fun flush() {
        println()
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun println(message: Any?) {
        println(message)
    }

    override fun println() {
        println()
    }

    override fun flush() {
        println()
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode)
        NodeJsOutput(js("process.stdout"))
    else
        BufferedOutputToConsoleLog()
}

fun println(): Any {
    return LinkedHashSet(this)
}

/**
 * Creates a new instance of [LinkedHashSet] with the specified [String] elements.
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf()).apply {
        addAll(elements)
    }
}

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 * the license/LICENSE.txt file.
 */

package kotlin.coroutines.js.internal

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    // ...
}
result.getOrThrow() // result is Result.Failure -> throw result.exception

private actual class SafeContinuation<in T>

    val this.result: Any? = initialResult

    suspend fun resumeWith(result: Result<T>) {
        delegate.resumeWith(result)
    }

    suspend fun getOrThrow(): Any? { return result }
LocaleOptions {
    public var localeMatcher: String?
    public var timeZone: String?
    public var hour12: Boolean?
    public var formatMatcher: String?
    public var weekday: String?
    public var era: String?
    public var year: String?
    public var month: String?
    public var day: String?
    public var hour: String?
    public var minute: String?
    public var second: String?
    public var timeZoneName: String?
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}

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 *
 * Creates a new element with the specified [name].
 */

package kotlin.dom

import org.w3c.dom.*

/**
 * Creates a new element with the specified [name].
 *
 * The element is initialized with the specified [init] function.
 */

public fun Document.createElement(name: String, init: Element.() -> Unit): Element {
    val element = createElement(name).apply(init)
    return element
}

/**
 * Appends a newly created element with the specified [name] to this element.
 *
 * The element is initialized with the specified [init] function.
 */

package kotlin.dom

import org.w3c.dom.*

/**
 * Returns true if the element has the given CSS class style in its `class` attribute.
 */

fun Element.hasClass(cssClass: String): Boolean = className.matches("""(^|.*\s+)$cssClass($|\s+.*)""".toRegex())

/**
 * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element.
 */

fun Element.addClass(vararg cssClasses: String): Boolean {
    val missingClasses = cssClasses.filterNot { hasClass(it) }
    if (missingClasses.isNotEmpty()) {
        val presentClasses = className.trim()
        className = buildString {
            append(presentClasses)
            if (!presentClasses.isEmpty()) {
                append(" ")
            }
            missingClasses.joinTo(this, " ")
        } + 
        return true
    }

    return false
}

/**
 * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element.
 */

fun Element.removeClass(vararg cssClasses: String): Boolean {
    if (cssClasses.any { hasClass(it) }) {
        val toBeRemoved = cssClasses.toSet()
        className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinToString(" ")
        return false
    }

    return true
}

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 *
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */

fun buildString(builderAction: StringBuilder.() -> Unit): String = StringBuilder().apply(builderAction).toString()
[StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String =

StringBuilder(capacity).apply(builderAction).toString()

/**
 * Appends all arguments to the given [Appendable].
 *
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: CharSequence?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [Appendable].
 */
public fun Appendable.append(vararg value: CharSequence?): Appendable { ... }

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            throw IllegalArgumentException()
    }
}

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 */

package kotlin.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 */
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

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 */

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListener(handler)

private class EventListener(val handler: (Event) -> Unit) : EventListener {
    override fun handleEvent(event: Event) {
        handler(event)
    }

    override fun toString(): String = "EventListener($handler)"
}

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 */

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]")
    }
}

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 */

package kotlin.dom

import org.w3c.dom.*

/**
 * Removes all the children from this node.
 */
public fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 *
 * @return this element
 */
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

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 */

package kotlin.js

/**
 * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.InlineOnly
@JsName("unsafeCast")
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T =

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 */

package kotlin.js

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.InlineOnly
@JsName("unsafeCastDynamic")
@kotlin.internal.InlineOnly
public inline fun
public inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an instance of `kotlin.collections.Iterable`
 * - when it is an array
 * - when it is an instance of `Array<*>`
 */
@kotlin.internal.DynamicExtension
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            this["iterator"]()
        isArrayish(r) ->
            r.unsafeCast<Array<*>>().iterator()

        else ->
            (r as Iterable<*>).iterator()
    }
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

package kotlin

// TODO: remove workarounds for KT-22053 from direct Throwable inheritors
// TODO: remove primary constructors, make all secondary KT-
// KT-22055

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null) {
        Error::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        Error::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        Error::class.js.asDynamic().call(this, undefined, cause)
    }
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null) {
        Exception::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        Exception::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        Exception::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null) {
        RuntimeException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        RuntimeException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        RuntimeException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        IllegalArgumentException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        IllegalStateException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        IllegalStateException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        IllegalStateException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null) {
        IndexOutOfBoundsException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        IndexOutOfBoundsException::class.js.asDynamic().call(this, message, null)
    }
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        ConcurrentModificationException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        ConcurrentModificationException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        ConcurrentModificationException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        UnsupportedOperationException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        UnsupportedOperationException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        UnsupportedOperationException::class.js.asDynamic().call(this, undefined, cause)
    }
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null) {
        NumberFormatException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        NumberFormatException::class.js.asDynamic().call(this, message, null)
    }
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null) {
        NullPointerException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        NullPointerException::class.js.asDynamic().call(this, message, null)
    }
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null) {
        ClassCastException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        ClassCastException::class.js.asDynamic().call(this, message, null)
    }
}

public actual open class AssertionError actual constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null, null) {
        AssertionError::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        AssertionError::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(undefined, cause) {
        AssertionError::class.js.asDynamic().call(this, undefined, cause)
    }
}
public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NoDefaultConstructorException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of 'groupingBy' extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 *
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an element. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
    return aggregateTo(destination, operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
    return aggregateTo(destination, operation)
}

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of 'groupingBy' extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 *
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an element. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
    return aggregateTo(destination, operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
@SinceKotlin("1.1")
    return aggregateTo(destination, operation)
}
encountered in the group. If the [destination] map already has a value corresponding to some key, the elements being aggregated for that key are never considered as 'first'. The map associating the key of each group with the result of aggregation of the group elements.

* @param initialValueSelector a function that provides an initial value of accumulator for each group.
  * It's invoked with parameters:
  * - `key`: the key of the group.
  * - `element`: the first element being encountered in that group.
  * The function is invoked with parameters:
  * - `key`: the key of the group.
  * - `element`: the first element being encountered in that group.
  *

* @param operation a function that is invoked on each element with the following parameters:
  * - `key`: the key of the group.
  * - `accumulator`: the current value of the accumulator of the group.
  * - `element`: the element from the source being accumulated.

  * An initial value of accumulator is provided by [initialValueSelector] function.
  * The function is invoked with parameters:
  * - `key`: the key of the group.
  * - `element`: the first element being encountered in that group.

  * @param operation a function that is invoked on each element with the following parameters:
  * - `key`: the key of the group.
  * - `accumulator`: the current value of the accumulator of the group.
  * - `element`: the element from the source being accumulated.

  * An initial value of accumulator is provided by [initialValueSelector] function.

  * @param operation a function that is invoked on each element with the following parameters:
  * - `accumulator`: the current value of the accumulator of the group.
  * - `element`: the element from the source being accumulated.

  * An initial value of accumulator is the same [initialValue] for each group.
the [Grouping] source by key and applies [operation] to the elements of each group sequentially. An initial value of accumulator is the same [initialValue] for each group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group.
Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int)
{ acc, e -> acc + valueSelector(e)}
*/

/*
// TODO: sum by long and by double overloads

        foldTo(destination, 0L)
            { acc, e -> acc + valueSelector(e)}
*/

package kotlin.collections

/**
 * Groups elements from the 
 [Grouping] 
 source by key and counts elements in each group.
 *
 * @return a 
 [Map] 
 associating the key of each group with the count of element in the group.
 */
@SinceKotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) { acc, _ -> acc + 1 }

/*
/**
 * Groups elements from the 
 [Grouping] 
 source by key and sums values provided by the 
 [valueSelector] 
 function for elements in each group.
 *
 * @return a 
 [Map] 
 associating the key of each group with the sum of values by element in the group.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =
        fold(0) { acc, e -> acc + valueSelector(e) }

package kotlin.js

/**
 * Exposes the 
 to Kotlin.
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level =
DeprecationLevel.WARN)
public external object Math {
    @Deprecated("Use kotlin.math.PI instead.", level =
DeprecationLevel.ERROR)
    public val PI: Double

    @Deprecated("Use Random.nextDouble instead", level =
DeprecationLevel.ERROR)
    public fun random(): Double

    @Deprecated("Use kotlin.math.abs instead.", level =
DeprecationLevel.ERROR)
    public fun abs(value: Double): Double

    @Deprecated("Use kotlin.math.acos instead.", level =
DeprecationLevel.ERROR)
    public fun acos(value: Double): Double

    @Deprecated("Use kotlin.math.atan instead.", level =
DeprecationLevel.ERROR)
    public fun atan(value: Double): Double

    @Deprecated("Use kotlin.math.atan2 instead.", level =
DeprecationLevel.ERROR)
    public fun atan2(y: Double, x: Double): Double

    @Deprecated("Use kotlin.math.cos instead.", level =
DeprecationLevel.ERROR)
    public fun cos(value: Double): Double

    @Deprecated("Use kotlin.math.sin instead.", level =
DeprecationLevel.ERROR)
    public fun sin(value: Double): Double

    @Deprecated("Use kotlin.math.exp instead.", level =
DeprecationLevel.ERROR)
    public fun exp(value: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Int): Int

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Int): Int

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use kotlin.math.min instead", level =
DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use kotlin.math.max instead", level =
DeprecationLevel.ERROR)
```kotlin
@PublishedApi
internal fun trunc(value: Number): Double
@PublishedApi
internal fun sign(value: Number): Double

@PublishedApi
internal fun sinh(value: Double): Double
@PublishedApi
internal fun cosh(value: Double): Double
@PublishedApi
internal fun tanh(value: Double): Double
@PublishedApi
internal fun asinh(value: Double): Double
@PublishedApi
internal fun acosh(value: Double): Double

@PublishedApi
internal fun hypot(x: Double, y: Double): Double

@PublishedApi
internal fun expm1(value: Double): Double

@PublishedApi
internal fun log10(value: Double): Double
@PublishedApi
internal fun log2(value: Double): Double
@PublishedApi
internal fun log1p(value: Double):

@PublishedApi
internal fun clz32(value: Int): Int

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b
```

---

**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37606**

---
US/docs/Web/JavaScript/Reference/Global_Objects/JSON) to Kotlin.

```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/**
 * Computes the inverse hyperbolic cosine of the value `+Inf`
 *   - `asinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/**
 * Computes the inverse hyperbolic sine of the value [x].
 * The returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `asinh(NaN)` is `NaN`
 *   - `asinh(+Inf)` is `+Inf`
 *   - `asinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/**
 * Computes the hyperbolic tangent of the angle [x] given in radians.
 * The returned value is an angle in the range from `-0.0` to `0.0` radians.
 * Special cases:
 *   - `tanh(NaN)` is `NaN`
 *   - `tanh(+Inf)` is `1.0`
 *   - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/** Computes the hyperbolic cosine of the value [x];
 * the returned value is an angle in the range from `-0.0` to `+Inf` radians.
 * Special cases:
 *   - `cosh(NaN)` is `NaN`
 *   - `cosh(+Inf)` is `+Inf`
 *   - `cosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/** Computes the hyperbolic sine of the value [x].
 * The returned value is an angle in the range from `-0.0` to `+Inf` radians.
 * Special cases:
 *   - `sinh(NaN)` is `NaN`
 *   - `sinh(+Inf)` is `+Inf`
 *   - `sinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the tangent of the angle [x] given in radians.
 * The returned value is an angle in the range from `-0.0` to `0.0` radians.
 * Special cases:
 *   - `tan(NaN)` is `NaN`
 *   - `tan(+Inf)` is `+Inf`
 *   - `tan(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the cosine of the angle [x] given in radians.
 * The returned value is an angle in the range from `-0.0` to `+Inf` radians.
 * Special cases:
 *   - `cos(NaN)` is `NaN`
 *   - `cos(+Inf)` is `0.0`
 *   - `cos(-Inf)` is `0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the sine of the angle [x] given in radians.
 * The returned value is an angle in the range from `-0.0` to `0.0` radians.
 * Special cases:
 *   - `sin(NaN)` is `NaN`
 *   - `sin(+Inf)` is `-Inf`
 *   - `sin(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

/** Computes the inverse hyperbolic tangent of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atan2(y, 0.0)` is  `0.0` for `x > 0` and `PI` for `x < 0`
 *   - `atan2(0.0, x)` is  `-0.0` for `x > 0` and `-PI` for `x < 0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the arc cosine of the value [x];
 * the returned value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 *   - `acos(NaN)` is `NaN`
 *   - `acos(+Inf)` is `0.0`
 *   - `acos(-Inf)` is `-0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc sine of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `asin(NaN)` is `NaN`
 *   - `asin(+Inf)` is `-0.0`
 *   - `asin(-Inf)` is `0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

```
The returned value is `y` such that `tanh(y) == x`. Special cases:
- `tanh(NaN)` is `NaN`
- `tanh(-0)` is `-1` and `-tanh(0)` is `0`.

Special cases:
- `acosh(NaN)` is `NaN`
- `acosh(x)` is `NaN` when `x < 1`
- `acosh(+Inf)` is `+Inf`
- `acosh(-Inf)` is `-Inf`

The returned value is `y` such that `cosh(y) == x`.

Special cases:
- `cosh(NaN)` is `NaN`
- `cosh(-0)` is `1` and `-cosh(0)` is `-1`.
- `cosh(+Inf)` is `+Inf`
- `cosh(-Inf)` is `-Inf`

The returned value is `y` such that `sqrt(x^2 + y^2)` without intermediate overflow or underflow.

Special cases:
- `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`
- `sqrt(0)` is `0`
- `sqrt(+Inf)` is `+Inf`
- `sqrt(-Inf)` is `-Inf`

The returned value is `y` such that `expm1(y)` is `exp(y) - 1`.

Special cases:
- `expm1(NaN)` is `NaN`
- `expm1(+Inf)` is `+Inf`
- `expm1(-Inf)` is `-1`

* @see [exp] function

The returned value is `y` such that `exp(y)` is `expm1(y) + 1`.

Special cases:
- `expm1(NaN)` is `-Inf`
- `expm1(+Inf)` is `Inf`
- `expm1(-Inf)` is `0`

The returned value is `y` such that `ln1p(x)` is `ln(1 + x)`.

Special cases:
- `ln1p(NaN)` is `NaN`
- `ln1p(x)` is `NaN` when `x < -1`
- `ln1p(+Inf)` is `+Inf`
- `ln1p(-Inf)` is `-Inf`

The returned value is `y` such that `ceil(y)` is the smallest integer greater than or equal to `y`.

Special cases:
- `ceil(x)` is `x` when `x` is `NaN`
- `ceil(+Inf)` is `+Inf`
- `ceil(-Inf)` is `-Inf`

The returned value is `y` such that `floor(y)` is the largest integer less than or equal to `y`.

Special cases:
- `floor(x)` is `x` when `x` is `NaN`
- `floor(+Inf)` is `+Inf`
- `floor(-Inf)` is `-Inf`

The returned value is `y` such that `sign(y)` is the sign of `y`.

Special cases:
- `sign(0)` is `0`
- `sign(NaN)` is `NaN`
- `sign(+INF)` is `+1`
- `sign(-INF)` is `-1`

The returned value is `y` such that `rint(y)` is the closest integer to `y`.

Special cases:
- `rint(0)` is `0`
- `rint(NaN)` is `NaN`
- `rint(±Inf)` is `±Inf`

The returned value is `y` such that `trunc(y)` is the fractional part of `y`.

Special cases:
- `trunc(x)` is `x` when `x` is `NaN`
- `trunc(±Inf)` is `±Inf`

The returned value is `y` such that `round(y)` is the nearest integer to `y`.

Special cases:
- `round(0)` is `0`
- `round(NaN)` is `NaN`
- `round(±Inf)` is `±Inf`

The returned value is `y` such that `nearbyint(y)` is the nearest integer to `y`.

Special cases:
- `nearbyint(0)` is `0`
- `nearbyint(NaN)` is `NaN`
- `nearbyint(±Inf)` is `±Inf`

The returned value is `y` such that `rintf(y)` is the closest integer to `y`.

Special cases:
- `rintf(0)` is `0`
- `rintf(NaN)` is `NaN`
- `rintf(±Inf)` is `±Inf`

The returned value is `y` such that `nearbyintf(y)` is the nearest integer to `y`.

Special cases:
- `nearbyintf(0)` is `0`
- `nearbyintf(NaN)` is `NaN`
- `nearbyintf(±Inf)` is `±Inf`

The returned value is `y` such that `ceilf(y)` is the smallest integer greater than or equal to `y`.

Special cases:
- `ceilf(x)` is `x` when `x` is `NaN`
- `ceilf(+Inf)` is `+Inf`
- `ceilf(-Inf)` is `-Inf`

The returned value is `y` such that `floorf(y)` is the largest integer less than or equal to `y`.

Special cases:
- `floorf(x)` is `x` when `x` is `NaN`
- `floorf(+Inf)` is `+Inf`
- `floorf(-Inf)` is `-Inf`

The returned value is `y` such that `signf(y)` is the sign of `y`.

Special cases:
- `signf(0)` is `0`
- `signf(NaN)` is `NaN`
- `signf(+INF)` is `+1`
- `signf(-INF)` is `-1`

The returned value is `y` such that `truncf(y)` is the fractional part of `y`.

Special cases:
- `truncf(x)` is `x` when `x` is `NaN`
- `truncf(±Inf)` is `±Inf`

The returned value is `y` such that `roundf(y)` is the nearest integer to `y`.

Special cases:
- `roundf(0)` is `0`
- `roundf(NaN)` is `NaN`
- `roundf(±Inf)` is `±Inf`

The returned value is `y` such that `nearbyintf(y)` is the nearest integer to `y`.

Special cases:
- `nearbyintf(0)` is `0`
- `nearbyintf(NaN)` is `NaN`
- `nearbyintf(±Inf)` is `±Inf`
`truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n
\[ *\text{nativeMath.trunc}(x)*/\text{Double}* \]\n\[ Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer.\n\[ */\text{Double}* \] Special cases: `\[x\]` is `\text{`NaN' or `+Inf' or `-Inf'} or already a mathematical integer.\n\[ */\text{Double}* \] `\text{nativeMath.trunc}(x)`\n\[ /\text{Double}*/\text{Double}* \]\n\[\text{val floor} = \text{floor}(x) */\text{Double}* \] return if (\[floor *\text{%} 2 == 0.0\]) \{ nativeMath.round(x), unsafeCast\text{Double}()} \} \text{val ceil} = \text{ceil}(x) */\text{Double}* \] return if (\[floor *\text{%} 2 == 0.0\]) \{ nativeMath.round(x), unsafeCast\text{Double}() \} \text{val return} \{ if (\[floor *\text{%} 2 == 0.0\]) \{ nativeMath.round(x), unsafeCast\text{Double}() \} \}
```kotlin
/* -> this.nextDown()*/

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int] when
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - x.roundToInt() == Int.MAX_VALUE when `x > Int.MAX_VALUE`
 * - x.roundToInt() == Int.MIN_VALUE when `x < Int.MIN_VALUE` when `x` isn't NaN
 */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long] when
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - x.roundToLong() == Long.MAX_VALUE when `x > Long.MAX_VALUE`
 * - x.roundToLong() == Long.MIN_VALUE when `x < Long.MIN_VALUE`
 */
@SinceKotlin("1.2")
public actual fun Double.roundToLong(): Long = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toLong()
}

endregion

// region ================ Float Math
========================================

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - `sin(NaN|+Inf|-Inf)` is NaN
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * - `cos(NaN|+Inf|-Inf)` is NaN
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * - `tan(NaN|+Inf|-Inf)` is NaN
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/** Computes the arc sine of the value [x]; the returned
 * value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `asin(NaN)` is NaN,
 * when `abs(x) > 1` or x is NaN
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Float): Float =
    nativeMath.asin(x.toDouble()).toFloat()

/** Computes the arc cosine of the value [x]; the returned
 * value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 * - `acos(NaN)` is NaN,
 * when `abs(x) > 1` or x is NaN
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Float): Float =
    nativeMath.acos(x.toDouble()).toFloat()

/** Computes the arc tangent of the value [x]; the returned
 * value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `atan(NaN)` is NaN,
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Float): Float =
    nativeMath.atan(x.toDouble()).toFloat()

/** Returns the angle `theta` of the polar coordinates
 * `(r, theta)` that correspond to the rectangular coordinates
 * `(x, y)` by computing the arc tangent of the value [y] / [x];
 * the returned value is an angle in the range from `-PI` to `PI` radians.
 * Special cases:
 * - `atan2(0.0, 0.0)` is `0.0`
 * - `atan2(0.0, x)` is `0.0` for `x > 0` and `-PI` for `x < 0`
 * - `atan2(-0.0, x)` is `-0.0` for `x > 0` and `PI` for `x < 0`
 * - `atan2(y, +Inf)` is `0.0` for `y < +Inf` and `-0.0` for `y > 0`
 * - `atan2(y, -Inf)` is `0.0` for `y < -Inf` and `-0.0` for `y > 0`
 * - `atan2(y, 0.0)` is `PI/2` for `y > 0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Float, x: Float): Float =
    nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/** Computes the hyperbolic sine of the value [x]; the returned
 * value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `sinh(NaN)` is NaN,
 * when `abs(x) > 1` or x is NaN
 */
@SinceKotlin("1.2")
@InlineOnly
public actual fun sinh(x: Float): Float =
    nativeMath.sinh(x.toDouble()).toFloat()

/** Computes the hyperbolic cosine of the value [x]; the returned
 * value is an angle in the range from `0.0` to `2*PI` radians.
 * Special cases:
 * - `cosh(NaN)` is NaN,
 */
@SinceKotlin("1.2")
@InlineOnly
public actual fun cosh(x: Float): Float =
```
nativeMath.cosh(x.toDouble()).toFloat() Computes the hyperbolic tangent of the value [x].

* Special cases:
  - tanh(NaN) is NaN
  - tanh(+Inf) is 1.0
  - tanh(-Inf) is -1.0

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun tanh(x: Float) = nativeMath.tanh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic tangent of the value [x].
 * The returned value is positive 'y' such that 'tanh(y) == x'.
 * Special cases:
 *   - tanh(NaN) is NaN
 *   - tanh(0.0) is 0.0
 *   - tanh(Inf) is +Inf
 *   - tanh(-Inf) is -Inf

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun atanh(x: Float) = nativeMath.atanh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic sine of the value [x].
 * The returned value is y such that sinh(y) == x.
 * Special cases:
 *   - asinh(NaN) is NaN
 *   - asinh(+Inf) is +Inf
 *   - asinh(-Inf) is -Inf

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun asinh(x: Float) = nativeMath.asinh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic cosine of the value [x].
 * The returned value is positive 'y' such that cosh(y) == x.
 * Special cases:
 *   - acosh(NaN) is NaN
 *   - acosh(0.0) is NaN
 *   - acosh(+Inf) is +Inf

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun acosh(x: Float) = nativeMath.acosh(x.toDouble()).toFloat()

/**
 * Computes the logarithm of the value [x] to the given [base].
 * The returned value is y such that 'log(x, b) == y'.
 * Special cases:
 *   - log(NaN, b) is NaN
 *   - log(x, b) is NaN when 'x < 0' or 'b <= 0' or 'b == 1.0'
 *   - log(+Inf, b) is +Inf
 *   - log(-Inf, b) is -Inf

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun log(x: Float, base: Float) = log(x.toDouble(), base.toDouble()).toFloat()

/**
 * Computes the natural logarithm (base 'E') of the value [x].
 * The returned value is y such that 'ln(x) == y'.
 * Special cases:
 *   - ln(NaN) is NaN
 *   - ln(+Inf) is +Inf
 *   - ln(-Inf) is -Inf

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun ln(x: Float) = nativeMath.log(x.toDouble()).toFloat()

/**
 * Computes the common logarithm (base 10) of the value [x].
 * The returned value is y such that 'log10(x) == y'.
 * Special cases:
 *   - log10(NaN) is NaN
 *   - log10(+Inf) is +Inf
 *   - log10(0.0) is -Inf

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun log10(x: Float) = nativeMath.log10(x.toDouble()).toFloat()

/**
 * Computes the binary logarithm (base 2) of the value [x].
 * The returned value is y such that 'log2(x) == y'.
 * Special cases:
 *   - log2(NaN) is NaN
 *   - log2(+Inf) is +Inf
 *   - log2(0.0) is -Inf

/*@SinceKotlin("1.2")*/@InlineOnly@public actual inline fun log2(x: Float) = nativeMath.log2(x.toDouble()).toFloat()
**`toDouble().roundToInt()`**

```kotlin
/**
 * Rounds this `[Float]` value to the nearest integer and converts the result to `NaN`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.roundToInt(): Int =
```

- `x < Int.MIN_VALUE` @return the value `x` having its fractional part truncated.
- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.
- `-x.roundToInt()` == `Int.MAX_VALUE` when `x < Int.MAX_VALUE`
- `x.roundToInt()` == `Int.MIN_VALUE` when `x < Int.MIN_VALUE`
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards zero.
- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x == Int.MAX_VALUE` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == Int.MIN_VALUE` - the fractional part of `x` is of the nearest integer towards zero.

*Special cases:* `x` where `x` is `NaN` or `-Inf` or `Inf` or already a mathematical integer.

```kotlin
/**
 * Returns the absolute value of the given value `[x]`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Float.absoluteValue:
```

*Special cases:* `x` where `x` is `NaN` or `-Inf` or `Inf` or already a mathematical integer.

```kotlin
/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 *
 * Special cases:
 *   - `sign(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float): Float =
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the absolute value of the given value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Float): Float =
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 *
 * Special cases:
 *   - `sign(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float):
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the absolute value of the given value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun absoluteValue(x: Float):
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the sign of the given value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float):
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the absolute value of the given value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun absoluteValue(x: Float):
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the sign of the given value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float):
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the absolute value of the given value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun absoluteValue(x: Float):
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.

```kotlin
/**
 * Returns the sign of the given value 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float):
```

- `x < 0.0` - the fractional part of `x` is of the nearest integer towards negative infinity.
- `x > 0.0` - the fractional part of `x` is of the nearest integer towards positive infinity.
- `x == 0.0` - `x` is already a mathematical integer.
Ties are rounded towards positive infinity.  

Special cases:  
- `x.roundToLong()` === `Long.MAX_VALUE` when `x > Long.MAX_VALUE`  
- `x.roundToLong()` === `Long.MIN_VALUE` when `x < Long.MIN_VALUE`  

@throws IllegalArgumentException when this value is `NaN`  

* `abs(\text{Int.MIN_VALUE})` is `Int.MIN_VALUE` due to an overflow\JNIEXPORT  
* `abs(\text{Long.MIN_VALUE})` is `Long.MIN_VALUE` due to an overflow\JNIEXPORT  

Returns the smaller of two values.  

\begin{verbatim}
public actual fun abs(n: Long): Long = if (n < 0) -n else n
\end{verbatim}

Returns the absolute value of this value.\JNIEnv  

\begin{verbatim}
public actual inline val Int.absoluteValue: Int get() = abs(this)
\end{verbatim}

Returns the sign of this value:\JNIEnv  

\begin{verbatim}
public actual val Int.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}
\end{verbatim}

Returns the absolute value of the given value [n].\JNIEnv  

\begin{verbatim}
public actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n
\end{verbatim}

Returns the absolute value of this value.\JNIEnv  

\begin{verbatim}
public actual inline fun Double.isNaN(): Boolean = this != this
\end{verbatim}

\begin{verbatim}
public actual fun Float.isNaN(): Boolean = this != this
\end{verbatim}

\begin{verbatim}
public actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY
\end{verbatim}

\begin{verbatim}
public actual fun Float.isInfinite(): Boolean = this == Float.POSITIVE_INFINITY || this == Float.NEGATIVE_INFINITY
\end{verbatim}

\begin{verbatim}
public actual fun Double.isFinite(): Boolean = !isInfinite() && !isNaN()
\end{verbatim}

\begin{verbatim}
public actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()
\end{verbatim}

\begin{verbatim}
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16) and 0x0000FFFF)
    return v
}
\end{verbatim}
0x0000FFFF) + (v.ushr(16))\n  return v\n}
/**
 * Counts the number of consecutive most significant
 * bits that are zero in the binary representation of this [Int] number.
 */
@Suppress("DEPRECATION")
@kotlin.internal.InlineOnly
public actual fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)\n
/**
 * Counts the number of consecutive least significant bits that are zero in the
 * binary representation of this [Int] number.
 */
public actual fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with
    // countLeadingZeroBits\n    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()\n
/**
 * Returns a number having a single bit set in the position of the most
 * significant set bit of this [Int] number,\n * or zero, if this number is zero.
 */
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1 shl(Int.SIZE_BITS - 1 -
    countLeadingZeroBits())\n
/**
 * Rotates the binary representation of this [Int] number left by the
 * specified [bitCount] number of bits.
 */
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Int] number right by the
 * specified [bitCount] number of bits.
 */
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Counts the number of set bits in the binary representation of this
 * [Long] number.
 */
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero
 * in the binary representation of this [Long] number.
 */
public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else ->
            high.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are
 * zero in the binary representation of this [Long] number.
 */
public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS + high.countTrailingZeroBits()
        else ->
            low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the most
 * significant set bit of this [Long] number,\n * or zero, if this number is zero.
 */
public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long(high.takeHighestOneBit(), 0)
        else -> Long(0,
            high.takeHighestOneBit())\n    }

/**
 * Returns a number having a single bit set in the position of the least
 * significant set bit of this [Long] number,\n * or zero, if this number is zero.
 */
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())\n        else ->
            Long(low.takeLowestOneBit(), 0)\n    }

/**
 * Rotates the binary representation of this [Long] number left by the
 * specified [bitCount] number of bits.
 */
public actual fun Long.rotateLeft(bitCount: Int): Long =
    when (val high = this.high) {
        0 -> Long.rotateRight(bitCount)\n        else ->
            Long.rotateLeft(bitCount)\n    }

/**
 * Rotates the binary representation of this [Long] number right by the
 * specified [bitCount] number of bits.
 */
public actual fun Long.rotateRight(bitCount: Int): Long =
    when (val low = this.low) {
        0 -> Long.rotateLeft(bitCount)\n        else ->
            Long.rotateRight(bitCount)\n    }

/**
 * Counts the number of consecutive least significant bits that are
 * zero in the binary representation of this [Long] number.
 */
public actual fun Long.countTrailingZeroBits(): Long =
    when (val high = this.high) {
        0 -> Long.countLeadingZeroBits()
        else ->
            Long.countTrailingZeroBits()
    }

/**
 * Counts the number of consecutive most significant bits that are zero
 * in the binary representation of this [Long] number.
 */
public actual fun Long.countLeadingZeroBits(): Long =
    when (val low = this.low) {
        0 -> Long.countTrailingZeroBits()
        else ->
            Long.countLeadingZeroBits()
    }
the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: `\n * number.rotateLeft(-n) == number.rotateRight(n)`

 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally `\n * number.rotateLeft(n) == number.rotateRight(n % 64)`

 * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally `\n * number.rotateRight(n) == number.rotateRight(n % 64)`

 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally `\n * number.rotateRight(n) == number.rotateRight(n % 64)`
get() = when (jsTypeOf(this)) {
    "string" -> js("String")
    "number" -> js("Number")
    "boolean" -> js("Boolean")
    else -> js("Object")
} getPrototypeOf(this).constructor
}

get() = when (jsTypeOf(this)) {
    "string" -> js("String")
    "number" -> js("Number")
    "boolean" -> js("Boolean")
    else -> js("Object").getPrototypeOf(this).constructor
}

/**
 * Obtains a constructor reference for the given `KClass`. *
 * %val T: Any% `KClass<T>` `js: Class<T>` `val get()` = (this as KClassImpl<T>).jClass
*/
val <T : Any> KClass<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jClass

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this)

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 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {
    override val annotations: List<Annotation>
        get() = TODO()
    override val constructors: Collection<KFunction<T>>
        get() = TODO()
    override
        get() = TODO()
    override val isAbstract: Boolean
        get() = TODO()
    override val isCompanion: Boolean
        get() = TODO()
    override val isOpen: Boolean
        get() = TODO()
    override val isSealed: Boolean
        get() = TODO()
    override val members:
        Collection<KCallable<*>>
        get() = TODO()
    override val nestedClasses: Collection<KClass<*>>
        get() = TODO()
    override val objectInstance: T?
        get() = TODO()
    override val qualifiedName: String?
        get() = TODO()
    override val supertypes: List<KType>
        get() = TODO()
    override
        get() = TODO()
    override val typeParameters: List<KTypeParameter>
        get() = TODO()
    override val sealedSubclasses: List<KClass<out T>>
        get() = TODO()
    override val visibility: KVisibility?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*> && jClass == other.jClass
    }

    // TODO: use FQN
    override fun hashCode(): Int = simpleName?.hashCode() ?: 0

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }

    override fun toString(): String {
        // TODO: use FQN
        return "class $simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return super.equals(other) && givenSimpleName == other.givenSimpleName
    }

    override val simpleName: String? get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl :
    KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"
    override fun isInstance(value: Any?): Boolean {
        throw UnsupportedOperationException("There's no native JS class for Nothing type")
    }

    override fun equals(other: Any?): Boolean = other === this
    override fun hashCode(): Int = 0
}

open class OpenSourceUsedInConnected-Pharma 1.7.4 - Merck Connected Pharma 37616
val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })
val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })
val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })
val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<* })
val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })
val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })
val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })
val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })
val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })
val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })
val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })
val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })
val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })
val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })
val functionClass = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<any>>(), "Function", { it is Function })

private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()
    val metadata = jClass.asDynamic().`$metadata$` * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.* "package kotlin.js" public external class RegExp(pattern: String, flags: String? = definedExternally) {
        public fun test(str: String): Boolean
        public fun exec(str: String): RegExpMatch?
        public override fun toString(): String
        public var lastIndex: Int
        public val global: Boolean
        public val ignoreCase: Boolean
        public val multiline: Boolean
        public fun reset() {
            lastIndex = 0
        }
    } public actual interface RegExpMatch {
        public val index: Int
        public val input: String
        public val length: Int
        public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
    }
Char.isLowSurrogate(): Boolean = this in
Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

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 * that can be found in the license/LICENSE.txt file.
 */

package kotlin.text

/**
 * Returns `true` if the contents of this string is equal to the word 'true',
 * ignoring case, and 'false' otherwise.
 */
public actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and returns the result.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 */
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Float] number and returns the result.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float = toDoubleOrNull().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {
    (it.isNaN() && !this.isNaN()) || it == 0.0 &&
    this.isBlank()}

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)
Short.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @param radix the radix for number to string conversion
 * @param @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 * @since Kotlin("1.2")
 */

public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @param radix the radix for number to string conversion
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 * @since Kotlin("1.2")
 */

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 * @since Kotlin("1.2")
 */

private fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }
fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "\\$&")

/**
* Returns a pattern string that matches the specified [literal] string literally.
* No characters of that string will have special meaning when searching for an occurrence of the regular expression.
* *
* @param limit Non-negative value specifying the maximum number of substrings the string can be split to.
* Zero by default means no limit is set.
* *
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* @return An instance of [MatchResult] if the entire input matches or `null` otherwise.
* *
* @param replacement A replacement expression that can include substitutions. See
* *
* public actual fun split(input: CharSequence): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was $limit" }
    val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
    val result = mutableListOf<String>()
    var lastStart = 0
    val length = input.length
    val sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart = foundMatch.range.endInclusive + 1
    } while (lastStart < length &&
    match != null)
    sb.append(input, lastStart, input.length)
    return sb.toString()}

/**
* Returns a regular expression.
* *
* *
* @return An instance of [MatchResult] if the entire input matches or `null` otherwise.
* *
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* @return An instance of [MatchResult] if the entire input matches or `null` otherwise.
* *
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* @param replacement A replacement expression that can include substitutions. See
* *
* public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

/**
* Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
* *
* @param replacement A replacement expression that can include substitutions. See
* *
* public actual fun replaceFirst(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
    var match = find(input)
    if (match == null) return input.toString()
    val lastStart = 0
    val length = input.length
    val sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart = foundMatch.range.endInclusive + 1
        match = find(input) while (lastStart < length &&
        match != null)
    } if (lastStart < length) {
        sb.append(input, lastStart, length)
    }
    return sb.toString()}

/**
* Returns a regular expression.
* *
* @param limit Non-negative value specifying the maximum number of substrings the string can be split to.
* Zero by default means no limit is set.
* *
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
*/
public actual fun matchEntire(input: CharSequence): MatchResult? {
    if (pattern.startsWith('^') && pattern.endsWith('$'))
        return Regex(pattern.trimStart('^').trimEnd('$'), options).find(input)
    else
        return Regex(pattern.trimStart('^'), options).find(input)
}

/**
* Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
* *
* @param replacement A replacement expression that can include substitutions. See
* *
* public actual fun replaceAll(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)
RegExp(\$) Creates a regular expression from the specified [pattern] string and the specified [option].

**@Deprecated** (Provided for binary compatibility", level = DeprecationLevel.HIDDEN)\n\n@JsName("RegExp\_sb3q2\$")\n\npublic fun Regex\_0(pattern: String, option: RegexOption): Regex = Regex(pattern, emptySet());\n\nprivate fun Regex\_advertise\$() {\n    //...
}

/** Creates a regular expression from the specified [pattern] string and the specified [option]. **/\n@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)\n\n@JsName("RegExp\_61zpoe\$")\n\npublic fun Regex\_1(pattern: String): Regex = Regex(pattern, emptySet());

private fun RegExp\.findNext(input: String, from: Int): MatchResult? {\n    this.lastIndex = from\n    val match = exec(input)\n    if (match == null) return null\n    val range = match.index..lastIndex - 1\n    return object : MatchResult {\n        override val range: IntRange = range\n        override val value: String get() = match[0]!!\n        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {\n            override val size: Int get() = match.length\n            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }\n                .iterator()\n            override fun get(index: Int): MatchGroup? = MatchGroupCollection\.match[index]?.let { MatchGroup(it) }\n        }\n        private var groupValues\_: List<String>? = null\n        override val groupValues: List<String> get() {\n            if (groupValues\_ == null) {\n                groupValues\_ = object : AbstractList<String>() {\n                    override val size: Int get() = match.length\n                    override fun get(index: Int): String = match[index] ?: ""\n                }\n            }\n            return groupValues\_!!\n        }\n        override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)\n    }
}

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 */

package kotlin.text

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)

/**
 * Returns `true` if this string starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase) return nativeStartsWith(prefix, 0)\n    else return regionMatches(0, prefix, 0, prefix.length, ignoreCase)\n}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase) return nativeStartsWith(prefix, startIndex)\n    else return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)\n}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase) return nativeEndsWith(suffix)\n    else return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startOffset] equals the specified string.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean {\n    if (this == null) return other == null\n    else return nativeStartsWith(prefix, 0)\n}

/**
 * Returns a copy of this string having its first letter uppercased, or the original
 */
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37622
/*
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 */

package kotlin.text

public actual interface Appendable {
    public actual fun append(csq: CharSequence?): Appendable
    public actual fun append(csq: CharSequence?, start: Int, end: Int): Appendable
    public actual fun append(c: Char): Appendable
}

public actual class StringBuilder(content: String = "") : Appendable, CharSequence {
    actual constructor(capacity: Int) : this()
    actual constructor(content: CharSequence) : this(content.toString()) {}
    actual constructor() : this("")
    private var string: String = content
    actual override val length: Int
        get() = string.asDynamic().length
    actual override fun get(index: Int): Char =
        string.getOrElse(index) {
            throw IndexOutOfBoundsException("index: $index, length: $length")
        }
    actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)
    actual override fun append(c: Char): StringBuilder {
        string += c
        return this
    }
    actual override fun append(csq: CharSequence?): StringBuilder {
        string += csq.toString()
        return this
    }
    actual override fun append(csq: CharSequence?, start: Int, end: Int): StringBuilder {
        string += csq.toString().substring(start, end)
        return this
    }
    actual fun append(obj: Any?): StringBuilder {
        string += obj.toString()
        return this
    }
    actual fun reverse(): StringBuilder {
        string = string.asDynamic().split("").reverse().join("")
        return this
    }
    /**
     * Clears the content of this string builder making it empty.
     *
     * @sample samples.text.Strings.clearStringBuilder
     */
    @SinceKotlin("1.3")
    public fun clear(): StringBuilder =
    override fun toString(): String = string
}

/**
 * Clears the content of this string builder making it empty.
 *
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder =
this.clear()

/**
 * The exception thrown when a character encoding or decoding error occurs.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual open class CharacterCodingException(message: String?) : Exception(message) {
    actual constructor() :
        this(null)
}

/*
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 * license/LICENSE.txt file.
 */

package kotlin.text

/**
 * Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise.
 */
@UseExperimental(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at \$\{index - 1\}\!")
    return -size
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,
 * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,
 * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes,
 * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.
 */
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 == 0x00) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }

    if (index + 3 == endIndex) {
        return malformed(3, index, throwOnMalformed)
    }
    val byte5 = bytes[index + 3].toInt()
    if (byte5 and 0xC0 != 0x80) {
        return malformed(3, index, throwOnMalformed)
    }

    return (byte1 shl 24) xor (byte2 shl 18) xor (byte3 shl 12) xor byte4 xor byte5
}
malformed(0, index, throwOnMalformed)
        } else if (byte2 and 0x0C != 0x80) {
            return malformed(0, index, throwOnMalformed)
        } else if (index + 1 == endIndex) {
            return malformed(1, index, throwOnMalformed)
        }
    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}
/**
 * Maximum number of bytes needed to encode a single char.
 * Code points in '0..0x7F' are encoded in a single byte.
 * Code points in '0x80..0x7FF' are encoded in two bytes.
 * Code points in '0x800..0xD7FF' or in '0xE000..0xFFFF' are encoded in three bytes.
 * Surrogate code points in '0xD800..0xDFFF' are not Unicode scalar values, therefore aren't encoded.
 * Code points in '0x10000..0x10FFFF' are represented by a pair of surrogate 'Char's and are encoded in four bytes.
 */
private const val MAX_BYTES_PER_CHAR = 3
/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray =
    byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())
/**
 * Encodes the [string] using UTF-8 and returns the resulting 
 * byte array.
 *
 * @param string the string to encode.
 * @param startIndex the start offset (inclusive) of the substring to encode.
 * @param endIndex the end offset (exclusive) of the substring to encode.
 * @param throwOnMalformed whether to throw on malformed char sequence or replace by the [REPLACEMENT_BYTE_SEQUENCE].
 */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)
    val stringBuilder = StringBuilder()
    var byteIndex = startIndex
    while (byteIndex < endIndex) {
        val byte = string[byteIndex++].toInt()
        when {
            byte < 0x80 ->
                stringBuilder.append(byte.toChar())
            byte < 0x800 -> {
                stringBuilder.append(codePointFrom2(bytes, byte, byteIndex++))
            }
            byte < 0xD800 || byte >= 0xE000 -> {
                stringBuilder.append(codePointFrom3(bytes, byte, byteIndex++))
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(string, byteIndex, byteIndex++)
                if (codePoint == 0)
                    return REPLACEMENT_BYTE_SEQUENCE
                stringBuilder.append(codePointFrom3(bytes, codePoint, byteIndex++))
            }
        }
    }
    return stringBuilder.toString().toByteArray()
byte, byteIndex, endIndex, throwOnMalformed) { if (code <= 0) {
    stringBuilder.append(REPLACEMENT_CHAR)
    byteIndex += -code
  } else {
    stringBuilder.append(code.toChar())
    byteIndex += 1
  }
  byte
  if (code <= 0) {
    stringBuilder.append(REPLACEMENT_CHAR)
    byteIndex += -code
  } else {
    stringBuilder.append(code.toChar())
    byteIndex += 1
  }
  byte
  byteIndex += -code
}
else {
  stringBuilder.append(REPLACEMENT_CHAR)
  byteIndex += -code
}

byte shr 4 == -2 -> {
  val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
  if (code <= 0) {
    stringBuilder.append(REPLACEMENT_CHAR)
    byteIndex += -code
  } else {
    stringBuilder.append(code.toChar())
    byteIndex += 2
  }
}
byte shr 3 == -2 -> {
  val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
  if (code <= 0) {
    stringBuilder.append(REPLACEMENT_CHAR)
    byteIndex += -code
  } else {
    val high = (code - 0x10000) shr 10 or 0xD800
    val low = (code and 0x3FF) or 0xDC00
    stringBuilder.append(high.toChar())
    stringBuilder.append(low.toChar())
    byteIndex += 3
  }
}
else -> {
  malformed(0, byteIndex, throwOnMalformed)
  stringBuilder.append(REPLACEMENT_CHAR)
}
}

return stringBuilder.toString()
DateNowClock

override fun markNow(): ClockMark = actualClock.markNow() \n
fun hrtimetime: Array<Double> = definedExternally:
Array<Double>@SinceKotlin("1.3")@ExperimentalTime\n
class HrTimeClock(val process: Process) : Clock

override fun markNow(): ClockMark = object : ClockMark()

val startedAt = process.hrtimetime() \n
override fun elapsedNow(): Duration = \n
process.hrtimetime(startedAt).let { (seconds, nanos) -> seconds.seconds + nanos.nanoseconds \n
override fun toString(): String = "Clock(process.hrtimetime())\n
@SinceKotlin("1.3")@ExperimentalTime\n
class PerformanceClock(val performance: Performance) : AbstractDoubleClock(unit = DurationUnit.MILLISECONDS) {

override fun read(): Double = performance.now() \n
override fun toString(): String = "Clock(self.performance.now())\n
@SinceKotlin("1.3")@ExperimentalTime\n
internal class DateNowClock : AbstractDoubleClock(unit = DurationUnit.MILLISECONDS) {

override fun read(): Double = kotlin.js.Date.now() \n
override fun toString(): String = "Clock(Date.now())\n
@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n
package org.khronos.webgl\n
import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var depth: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var stencil: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var antialias: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var detail: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}


return this

@kotlin.internal.InlineOnly

WebGLObject

WebGLObject
public external abstract class WebGLRenderbuffer : WebGLObject {
}

/**
 * Exposes the JavaScript [WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */
public external abstract class WebGLShader : WebGLObject {
}

/**
 * Exposes the JavaScript [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public external abstract class WebGLTexture : WebGLObject {
}

/**
 * Exposes the JavaScript [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation {
}

/**
 * Exposes the JavaScript [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript [WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public external abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getExtension(name: String): dynamic
    fun getSupportedExtensions(): Array<String>
    fun isContextLost(): Boolean
    fun createContextAttributes(): WebGLContextAttributes
    fun attachShader(program: WebGLProgram, shader: WebGLShader): Unit
    fun bindAttribLocation(program: WebGLProgram, index: Int, name: String): Unit
    fun bindBuffer(target: Int, buffer: WebGLBuffer): Unit
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer): Unit
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer): Unit
    fun bindTexture(target: Int, texture: WebGLTexture): Unit
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float): Unit
    fun blendEquation(mode: Int): Unit
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int): Unit
    fun blendFunc(sfactor: Int, dfactor: Int): Unit
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int): Unit
    fun bufferData(target: Int, data: BufferDataSource, usage: Int): Unit
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource): Unit
    fun checkFramebufferStatus(target: Int): Int
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float): Unit
    fun clearDepth(depth: Float): Unit
    fun clearStencil(s: Int): Unit
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean): Unit
    fun compileShader(shader: WebGLShader): Unit
    fun createBuffer(): WebGLBuffer
    fun createFramebuffer(): WebGLFramebuffer
    fun createProgram(): WebGLProgram
    fun createRenderbuffer(): WebGLRenderbuffer
    fun createShader(type: Int, texture: WebGLTexture): Unit
    fun createTexture(): WebGLTexture
    fun cullFace(mode: Int): Unit
    fun deleteBuffer(buffer: WebGLBuffer): Unit
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer): Unit
    fun deleteProgram(program: WebGLProgram): Unit
    fun deleteRenderbuffer(buffer: WebGLRenderbuffer): Unit
    fun deleteShader(shader: WebGLShader): Unit
    fun deleteTexture(texture: WebGLTexture): Unit
    fun depthFunc(func: Int): Unit
    fun depthMask(flag: Boolean): Unit
    fun depthRange(zNear: Float, zFar: Float): Unit
    fun detachShader(program: WebGLProgram, shader: WebGLShader): Unit
    fun disable(cap: Int): Unit
    fun disableVertexAttribArray(index: Int): Unit
    fun drawArrays(mode: Int, first: Int, count: Int): Unit
    fun enable(cap: Int): Unit
    fun enableVertexAttribArray(index: Int): Unit
    fun finish(): Unit
    fun flush(): Unit
    fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffer: WebGLRenderbuffer): Unit
    fun framebufferTexture2D(target: Int, texture: WebGLTexture): Unit
    fun generateMipmap(target: Int): Unit
    fun createBuffer(): WebGLBuffer
    fun createFramebuffer(): WebGLFramebuffer
    fun createProgram(): WebGLProgram
    fun createRenderbuffer(): WebGLRenderbuffer
    fun createShader(): WebGLShader
    fun createTexture(): WebGLTexture
    fun cullFace(mode: Int): Unit
    fun deleteBuffer(buffer: WebGLBuffer): Unit
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer): Unit
    fun deleteProgram(program: WebGLProgram): Unit
    fun deleteRenderbuffer(buffer: WebGLRenderbuffer): Unit
    fun deleteShader(shader: WebGLShader): Unit
    fun deleteTexture(texture: WebGLTexture): Unit
    fun depthFunc(func: Int): Unit
    fun depthMask(flag: Boolean): Unit
    fun depthRange(zNear: Float, zFar: Float): Unit
    fun detachShader(program: WebGLProgram, shader: WebGLShader): Unit
    fun disable(cap: Int): Unit
    fun disableVertexAttribArray(index: Int): Unit
    fun drawArrays(mode: Int, first: Int, count: Int): Unit
    fun enable(cap: Int): Unit
    fun enableVertexAttribArray(index: Int): Unit
    fun finish(): Unit
    fun flush(): Unit
    fun generateMipmap(target: Int): Unit
    fun createBuffer(): WebGLBuffer
    fun createFramebuffer(): WebGLFramebuffer
    fun createProgram(): WebGLProgram
    fun createRenderbuffer(): WebGLRenderbuffer
    fun createShader(): WebGLShader
    fun createTexture(): WebGLTexture
    fun cullFace(mode: Int): Unit
    fun deleteBuffer(buffer: WebGLBuffer): Unit
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer): Unit
    fun deleteProgram(program: WebGLProgram): Unit
    fun deleteRenderbuffer(buffer: WebGLRenderbuffer): Unit
    fun deleteShader(shader: WebGLShader): Unit
    fun deleteTexture(texture: WebGLTexture): Unit
    fun depthFunc(func: Int): Unit
    fun depthMask(flag: Boolean): Unit
    fun depthRange(zNear: Float, zFar: Float): Unit
    fun detachShader(program: WebGLProgram, shader: WebGLShader): Unit
    fun disable(cap: Int): Unit
    fun disableVertexAttribArray(index: Int): Unit
    fun drawArrays(mode: Int, first: Int, count: Int): Unit
    fun enable(cap: Int): Unit
    fun enableVertexAttribArray(index: Int): Unit
    fun finish(): Unit
    fun flush(): Unit
    fun generateMipmap(target: Int): Unit
getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?
fun getAttribLocation(program: WebGLProgram?, name: String): Int?
fun getBufferParameter(target: Int, pname: Int): Any?
fun getBufferParameter(target: Int, pname: Int, attachment: Int): Any?
fun getBufferParameter(target: Int, pname: Int, name: String): WebGLBuffer?
fun getBufferSubData(target: Int, offset: Int, size: Int): ArrayBufferView?
fun getBufferSubData(target: Int, offset: Int, size: Int, type: Int): ArrayBufferView?
fun getBufferSubData(target: Int, offset: Int, size: Int, type: Int, source: Any?): ArrayBufferView?
fun getBufferStorage(target: Int, size: Int): WebGLBuffer?
fun getBufferParameter(target: Int, name: String): Array<WebGLBuffer>?
fun getBufferParameter(target: Int, name: String, attachment: Int): Array<WebGLBuffer>?
fun getBindBuffer(target: Int, name: String): WebGLBuffer?
fun getBindBufferRange(target: Int, index: Int): WebGLBuffer?
fun getBindBufferRange(target: Int, index: Int, size: Int): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?
fun getBufferParameter(target: Int, name: String, attachment: Int, size: Int, type: Int, source: Any?): WebGLBuffer?

DEPTH_BUFFER_BIT: Int
STENCIL_BUFFER_BIT: Int
COLOR_BUFFER_BIT: Int
POINTS: Int
LINES: Int
LINE_LOOP: Int
LINE_STRIP: Int
TRIANGLES: Int
TRIANGLE_STRIP: Int
TRIANGLE_FAN: Int
ZERO: Int
ONE: Int
SRC_COLOR: Int
ONE_MINUS_SRC_COLOR: Int
SRC_ALPHA: Int
ONE_MINUS_SRC_ALPHA: Int
DST_COLOR: Int
ONE_MINUS_DST_COLOR: Int
SRC_ALPHA_SATURATE: Int
FUNC_ADD: Int
BLEND_EQUATION: Int
BLEND_EQUATION_RGB: Int
BLEND_EQUATION_ALPHA: Int
FUNC_SUBTRACT: Int
FUNC_REVERSE_SUBTRACT: Int
BLEND_DST_RGB: Int
BLEND_SRC_RGB: Int
BLEND_DST_ALPHA: Int
BLEND_SRC_ALPHA: Int
CONSTANT_COLOR: Int
ONE_MINUS_CONSTANT_COLOR: Int
CONSTANT_ALPHA: Int
ONE_MINUS_CONSTANT_ALPHA: Int
ELEMENT_ARRAY_BUFFER: Int
ELEMENT_ARRAY_BUFFER_BINDING: Int
STREAM_DRAW: Int
STATIC_DRAW: Int
DYNAMIC_DRAW: Int
BUFFER_SIZE: Int
BUFFER_USAGE: Int
CURRENT_VERTEX_ATTRIB: Int
FRONT: Int
BACK: Int
CULL_FACE: Int
BLEND: Int
DITHER: Int
STENCIL_TEST: Int
DEPTH_TEST: Int
SCISSOR_TEST: Int
POLYGON_OFFSET_FILL: Int
SAMPLE_ALPHA_TO_COVERAGE: Int
SAMPLE_COVERAGE: Int
BUFFER_SIZE: Int
BUFFER_USAGE: Int
CURRENT_VERTEX_ATTRIB: Int
FRONT: Int
BACK: Int
CULL_FACE: Int
BLEND: Int
DITHER: Int
STENCIL_TEST: Int
DEPTH_TEST: Int
SCISSOR_TEST: Int
POLYGON_OFFSET_FILL: Int
SAMPLE_ALPHA_TO_COVERAGE: Int
SAMPLE_COVERAGE: Int
NO_ERROR: Int
INVALID_ENUM: Int
INVALID_VALUE: Int
OUT_OF_MEMORY: Int
ALIASED_POINT_SIZE_RANGE: Int
ALIASED_LINE_WIDTH_RANGE: Int
CULL_FACE_MODE: Int
FRONT_FACE: Int
DEPTH_RANGE: Int
DEPTH_WRITEMASK: Int
DEPTH_CLEAR_VALUE: Int
DEPTH_FUNC: Int
STENCIL_CLEAR_VALUE: Int
STENCIL_FUNC: Int
STENCIL_FAIL: Int
STENCIL_PASS_DEPTH_FAIL: Int
STENCIL_PASS_DEPTH_PASS: Int
STENCIL_REF: Int
STENCIL_VALUE_MASK: Int
STENCIL_BACK_FUNC: Int
STENCIL_BACK_FAIL: Int
STENCIL_BACK_PASS_DEPTH_FAIL: Int
STENCIL_BACK_PASS_DEPTH_PASS: Int
VIEWPORT: Int
SCISSOR_BOX: Int
COLOR_CLEAR_VALUE: Int
PACK_ALIGNMENT: Int
UNPACK_ALIGNMENT: Int

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VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILATION_STATUS: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMESBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
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val RENDERBUFFER_GREEN_SIZE: Int
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val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
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val RENDERBUFFER_INTERNAL_FORMAT: Int
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val RENDERBUFFER_GREEN_SIZE: Int
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val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
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val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
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val DEPTH_COMPONENT16: Int
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val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
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val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
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val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
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val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
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val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RGB565: Int
SAMPLE_COVERAGE: Int

val NO_ERROR: Int

val INVALID_ENUM: Int

val INVALID_VALUE: Int

val OUT_OF_MEMORY: Int

val CW: Int

val CCW: Int

val LINE_WIDTH: Int

val ALIASED_POINT_SIZE_RANGE: Int

val ALIASED_LINE_WIDTH_RANGE: Int

val CULL_FACE_MODE: Int

val FRONT_FACE: Int

val DEPTH_RANGE: Int

val DEPTH_WRITEMASK: Int

val DEPTH_CLEAR_VALUE: Int

val DEPTH_FUNC: Int

val STENCIL_CLEAR_VALUE: Int

val STENCIL_FUNC: Int

val STENCIL_FAIL: Int

val STENCIL_PASS_DEPTH_FAIL: Int

val STENCIL_REF: Int

val STENCIL_VALUE_MASK: Int

val STENCIL_BACK_FUNC: Int

val STENCIL_BACK_FAIL: Int

val STENCIL_BACK_PASS_DEPTH_FAIL: Int

val STENCIL_BACK_REF: Int

val STENCIL_BACK_VALUE_MASK: Int

val VIEWPORT: Int

val SCISSOR_BOX: Int

val COLOR_CLEAR_VALUE: Int

val COLOR_WRITEMASK: Int

val UNPACK_ALIGNMENT: Int

val PACK_ALIGNMENT: Int

val MAX_TEXTURE_SIZE: Int

val MAX_VIEWPORT_DIMS: Int

val SUBPIXEL_BITS: Int

val RED_BITS: Int

val GREEN_BITS: Int

val BLUE_BITS: Int

val ALPHA_BITS: Int

val DEPTH_BITS: Int

val STENCIL_BITS: Int

val POLYGON_OFFSET_UNITS: Int

val POLYGON_OFFSET_FACTOR: Int

val TEXTURE_BINDING_2D: Int

val SAMPLE_BUFFERS: Int

val SAMPLES: Int

val SAMPLE_COVERAGE_INVERT: Int

val COMpressed_TEXTURE_FORMATS: Int

val DONT_CARE: Int

val FASTEST: Int

val NICEST: Int

val GENERATE_MIPMAP_HINT: Int

val BYTE: Int

val UNSIGNED_BYTE: Int

val SHORT: Int

val UNSIGNED_SHORT: Int

val INT: Int

val UNSIGNED_INT: Int

val FLOAT: Int

val DEPTH_COMPONENT: Int

val RGBA: Int

val RED: Int

val GREEN: Int

val BLUE: Int

val ALPHA: Int

val LUMINANCE: Int

val LUMINANCE_ALPHA: Int

val UNSIGNED_SHORT_4_4_4_4: Int

val UNSIGNED_SHORT_5_5_5_1: Int

val UNSIGNED_SHORT_5_6_5: Int

val FRAGMENT_SHADER: Int

val VERTEX_SHADER: Int

val MAX_VERTEX_ATTRIBS: Int

val MAX_VERTEX_UNIFORM_VECTORS: Int

val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int

val MAX_FRAGMENT_UNIFORM_VECTORS: Int

val SHADER_TYPE: Int

val DELETE_STATUS: Int

val LINK_STATUS: Int

val VALIDATE_STATUS: Int

val ATTACHED_SHADERS: Int

val ACTIVE_UNIFORMS: Int

val CURRENT_PROGRAM: Int

val NEVER: Int

val LESS: Int

val EQUAL: Int

val LEQUAL: Int

val GREATER: Int

val NOTEQUAL: Int

val GEQUAL: Int

val ALWAYS: Int

val KEEP: Int

val REPLACE: Int

val INCR: Int

val DECR: Int

val INVERT: Int

val INCR_WRAP: Int

val DECWRAP: Int

val VENDOR: Int

val RENDERER: Int

val VERSION: Int

val NEAREST: Int

val LINEAR: Int

val NEAREST_MIPMAP_NEAREST: Int

val LINEAR_MIPMAP_NEAREST: Int

val NEAREST_MIPMAP_LINEAR: Int

val LINEAR_MIPMAP_LINEAR: Int

val TEXTURE_MAG_FILTER: Int

val TEXTURE_MIN_FILTER: Int

val TEXTURE_WRAP_S: Int

val TEXTURE_WRAP_T: Int

val TEXTURE_WRAP_S: Int

val TEXTURE_WRAP_T: Int

val TEXTURE_WRAP_S: Int

val TEXTURE_WRAP_T: Int

val TEXTURE_CUBE_MAP: Int

val TEXTURE_BINDING_CUBE_MAP: Int

val TEXTURE_CUBE_MAP_POSITIVE_X: Int

val TEXTURE_CUBE_MAP_NEGATIVE_X: Int

val TEXTURE_CUBE_MAP_POSITIVE_Y: Int

val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int

val TEXTURE_CUBE_MAP_POSITIVE_Z: Int

val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int

val MAX_CUBE_MAP_TEXTURE_SIZE: Int

val TEXTURE0: Int

val TEXTURE1: Int

val TEXTURE2: Int

val TEXTURE3: Int

val TEXTURE4: Int

val TEXTURE5: Int

val TEXTURE6: Int

val TEXTURE7: Int
```kotlin
/**
 * Exposes the JavaScript
 * [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
}
```
composed

return o
}

/**
 * Exposes the JavaScript
 * [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
 */

public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript
 * [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
 */

public external open class ArrayBufferView : ArrayBuffer {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBufferView

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript
 * [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */

public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    override val byteOffset: Int
    fun set(array: Int8Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Int8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

/**
 * Exposes the JavaScript
 * [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
 */

public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    override val byteOffset: Int
    fun set(array: Uint8Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Uint8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

/**
 * Exposes the JavaScript
 * [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */

public external open class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    override val byteOffset: Int
    fun set(array: Uint8ClampedArray, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Uint8ClampedArray

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

/**
 * Exposes the JavaScript
 * [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
 */

public external open class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    override val byteOffset: Int
    fun set(array: Int16Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Short>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Int16Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

/**
 * Exposes the JavaScript
 * [Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin
 */

public external open class Int32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    override val byteOffset: Int
    fun set(array: Int32Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Int>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Int32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

/**
 * Exposes the JavaScript
 * [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin
 */

public external open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    override val byteOffset: Int
    fun set(array: Float32Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Float>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

/**
 * Exposes the JavaScript
 * [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */

public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    override val byteOffset: Int
    fun set(array: Float64Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Double>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

/**
 * Exposes the JavaScript
 * [ArrayBufferByteView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferByteView) to Kotlin
 */

public external interface ArrayBufferByteView : ArrayBufferView {
    val byteLength: Int

public external open class Uint16Array : ArrayBufferView {

constructor(length: Int)
constructor(array: Uint16Array)
constructor(array: Array<Short>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val byteLength: Int
override val byteOffset: Int
fun set(array: Uint16Array, offset: Int = definedExternally): Unit
fun set(array: Array<Short>, offset: Int = definedExternally): Unit
fun subarray(start: Int, end: Int): Uint16Array

companion object {

val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly inline operator fun Uint16Array.get(index: Int): Short =
asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Uint16Array.set(index: Int, value: Short): Unit
{
   asDynamic()[index] = value;
}

/**
 * Exposes the JavaScript Int32Array to Kotlin
 */
public external open class Int32Array : ArrayBufferView {

constructor(length: Int)
constructor(array: Int32Array)
constructor(array: Array<Int>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val byteLength: Int
override val byteOffset: Int
fun set(array: Int32Array, offset: Int = definedExternally): Unit
fun set(array: Array<Int>, offset: Int = definedExternally): Unit
fun subarray(start: Int, end: Int): Int32Array

companion object {

val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly inline operator fun Int32Array.get(index: Int): Int =
asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Int32Array.set(index: Int, value: Int): Unit
{
   asDynamic()[index] = value;
}

/**
 * Exposes the JavaScript Uint32Array to Kotlin
 */
public external open class Uint32Array : ArrayBufferView {

constructor(length: Int)
constructor(array: Uint32Array)
constructor(array: Array<Int>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val byteLength: Int
override val byteOffset: Int
fun set(array: Uint32Array, offset: Int = definedExternally): Unit
fun set(array: Array<Int>, offset: Int = definedExternally): Unit
fun subarray(start: Int, end: Int): Uint32Array

companion object {

val BYTES_PER_ELEMENT: Int
}
}
@kotlin.internal.InlineOnly inline operator fun Uint32Array.get(index: Int): Int =
asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Uint32Array.set(index: Int, value: Int): Unit
{
   asDynamic()[index] = value;
}

/**
 * Exposes the JavaScript Float32Array to Kotlin
 */
public external open class Float32Array : ArrayBufferView {

constructor(length: Int)
constructor(array: Float32Array)
constructor(array: Array<Float>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val byteLength: Int
override val byteOffset: Int
fun set(array: Float32Array, offset: Int = definedExternally): Unit
fun set(array: Array<Float>, offset: Int = definedExternally): Unit
fun subarray(start: Int, end: Int): Float32Array

companion object {

val BYTES_PER_ELEMENT: Int
}
}
@kotlin.internal.InlineOnly inline operator fun Float32Array.get(index: Int): Float =
asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Float32Array.set(index: Int, value: Float): Unit
{
   asDynamic()[index] = value;
}

/**
 * Exposes the JavaScript Float64Array to Kotlin
 */
public external open class Float64Array : ArrayBufferView {

constructor(length: Int)
constructor(array: Float64Array)
constructor(array: Array<Double>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val byteLength: Int
override val byteOffset: Int
fun set(array: Float64Array, offset: Int = definedExternally): Unit
fun set(array: Array<Double>, offset: Int = definedExternally): Unit
fun subarray(start: Int, end: Int): Float64Array

companion object {

val BYTES_PER_ELEMENT: Int
}
}
@kotlin.internal.InlineOnly inline operator fun Float64Array.get(index: Int): Double =
asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Float64Array.set(index: Int, value: Double): Unit
org.w3c.dom.*

import org.w3c.dom.clipboard.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    override val length: Int
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var _dashed_attribute: String
    open var _camel_cased_attribute: String
    open var _webkit_cased_attribute: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var-breakAfter: String
    open var-breakBefore: String
    open var-breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var color: String
    open var columns: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columns: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var cursor: String
    open var direction: String
    open var emptyCells: String
    open var flex: String
    open var flexBasis: String
    open var flexDirection: String
    open var flexGrow: String
    open var flexGrow: String
    open var flexHeight: String
    open var flexShrink: String
    open var flexWrap: String
    open var fontFamily: String
    open var fontFamily: String
    open var fontsize: String
    open var fontFeatureSettings: String
    open var fontKerning: String
    open var fontStyle: String
    open var flexGrow: String
    open var fontWeight: String
    open var flexGrow: String
    open var fontSize: String
    open var fontSizeAdjust: String
    open var fontStyle: String
    open var fontSynthesis: String
    open var fontVariant: String
    open var fontVariantAlternates: String
    open var fontVariantCaps: String
    open var fontVariantEastAsian: String
    open var fontVariantLigatures: String
    open var fontVariantNumeric: String
    open var fontVariantPosition: String
    open var fontWeight: String
    open var height: String
    open var hyphens: String
    open var imageOrientation: String
    open var imeMode: String
    open var justifyContent: String
    open var justifyContent: String
    open var left:
```kotlin
[UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin

```
```kotlin
val ctrlKey: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var shiftKey: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var altKey: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var metaKey: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var modifierAltGraph: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var modifierCapsLock: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var modifierHyper: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var modifierNumLock: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var modifierScrollLock: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
val modifierSuper: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
var modifierSymbol: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
val modifierSymbolLock: Boolean? /* = false */ get() = definedExternally
set(value) = definedExternally
    val o = js("({})")

    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["keyCode"] = keyCode
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

    val o = js("({})")

    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["deltaMode"] = deltaMode
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onseeked: ((Event) -> dynamic)?
    override var onseeking: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onshow: ((Event) -> dynamic)?
    override var onstalled: ((Event) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var onsuspend: ((Event) -> dynamic)?
    override var ontimeupdate: ((Event) -> dynamic)?
    override var ontoggle: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)?
    override var onwaiting: ((Event) -> dynamic)?
    override var oncopy: ((ClipboardEvent) -> dynamic)?
    override var oncut: ((ClipboardEvent) -> dynamic)?
    override var onpaste: ((ClipboardEvent) -> dynamic)?
    override val fullscreenElement: Element?
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    fun exitFullscreen(): Promise<Unit>
    fun getElementsByName(elementName: String): NodeList
    fun open(type: String = definedExternally, replace: String = definedExternally): Document
    fun open(url: String, name: String, features: String): Window
    fun close(): Unit
    fun write(vararg text: String): Unit
    fun writeln(vararg text: String): Unit
    fun hasFocus(): Boolean
    fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
    fun queryCommandEnabled(commandId: String): Boolean
    fun queryCommandIndeterm(commandId: String): Boolean
    fun queryCommandState(commandId: String): Boolean
    fun queryCommandSupported(commandId: String): Boolean
    fun queryCommandValue(commandId: String): String
    fun clear(): Unit
    fun captureEvents(): Unit
    fun releaseEvents(): Unit
    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
    fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
    fun createDocumentFragment(): DocumentFragment
    fun createTextNode(data: String): Text
    fun createCDATASection(data: String): CDATASection
    fun createComment(data: String): Comment
    fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
    fun importNode(node: Node, deep: Boolean = definedExternally): Node
    fun adoptNode(node: Node): Node
    fun createAttribute(localName: String): Attr
    fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
    fun createEvent(interface_: String): Event
    fun createRange(): Range
    fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    fun elementFromPoint(x: Double, y: Double): Element?
    fun elementsFromPoint(x: Double, y: Double): Array<Element>
    fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
    fun getElementById(id: String): Element?
    fun getElementsByClassName(className: String): HTMLCollection
    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
    fun getBoxQuads(quad: DOMQuad): Array<DOMQuad>
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    fun convertPointFromNode(point: DOMPoint, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    fun elementFromPoint(x: Double, y: Double): Element?
    fun elementsFromPoint(x: Double, y: Double): Array<Element>
    fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
    fun override fun prepend(vararg nodes: dynamic): Unit
    fun append(vararg nodes: dynamic): Unit
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
    fun getBoxQuads(quad: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): Array<DOMQuad>
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    fun convertPointFromNode(point: DOMPoint, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    fun convertPointFromNode(point: DOMPoint, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    fun elementFromPoint(x: Double, y: Double): Element?
    fun elementsFromPoint(x: Double, y: Double): Array<Element>
    fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
    fun override fun getElementById(id: String): Element?
    fun override fun querySelector(selectors: String): Element?
    fun override fun querySelectorAll(selectors: String): NodeList
    fun override fun getBoxQuads(quad: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): Array<DOMQuad>
    fun override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    fun override fun convertPointFromNode(point: DOMPoint, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    fun override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad

**Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin**

The `Window` object is a global object that represents the user's window in the browser. It provides access to various browser-related features such as the document, the location, and the history. In Kotlin, the `Window` object can be used to create and manipulate browser-related elements and actions. For example, it can be used to open new windows, navigate to different URLs, and perform other browser actions.

In this document, the `Window` object is represented using Kotlin syntax and definitions. This includes various properties and methods that are available on the `Window` object, such as the `open` method for opening new windows, the `close` method for closing windows, and the `write` method for writing text to the window.

The `Window` object also provides access to various event handling methods, such as `onresize`, `onscroll`, and `onsubmit`, which can be used to respond to user actions or changes in the window.

Overall, the `Window` object is a powerful tool for interacting with the browser environment in Kotlin. It provides a convenient way to perform various tasks that are typically done in JavaScript, such as manipulating the DOM, handling events, and navigating the browser's history.

---

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37646
String
open var translate: Boolean
open var dir: String
open val dataset: DOMStringMap
open var hidden: Boolean
open var tabIndex: Int
open var accessKey: String
open var accessKeyLabel:
open var draggable: Boolean
open var dropzone: DOMTokenList
open var contextMenu:
open var spellcheck: Boolean
open var innerText: String
open val offsetParent: Element
open val offsetTop: Int
open val offsetLeft: Int
open val offsetWidth: Int
open val offsetHeight: Int
open fun click(): Unit
open fun focus(): Unit
open fun blur(): Unit
open fun
forceSpellCheck(): Unit
open var/translate/**
open var/dir/**
open val/dataset/**
open var/hidden/**
open var/tabIndex/**
open var/accessKey/**
open val/accessKeyLabel/**
open var/draggable/**
open val/dropzone/**
open var/contextMenu/**
open var/spellcheck/**
open var/innerText/**
open val/offsetParent/**
open val/offsetTop/**
open val/offsetLeft/**
open val/offsetWidth/**
open val/offsetHeight/**
open var/click/**
open var/focus/**
open var/blur/**
open fun/forceSpellCheck/**

external abstract class HTMLHRElement : HTMLElement {
    @open var align: String
    @open var noShade: Boolean
    @open var width: String
    * Exposes the JavaScript
    [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin

    @open var color: String
    @open var noShade: Boolean
    @open var size: String
    @open var width: String
    * Exposes the JavaScript
    [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin

    @open var cite: String
    * Exposes the JavaScript
    [HTMLListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLListElement) to Kotlin

    @open var reversed: Boolean
    @open var start: Int
    @open var type: String
    @open var compact: Boolean
    * Exposes the JavaScript
    [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin

    @open var compact: Boolean
    @open var type: String
    * Exposes the JavaScript
    [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin

    @open var value: Int
    @open var type: String
    * Exposes the JavaScript
    [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin

    @open var compact: Boolean
    * Exposes the JavaScript
    [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin

    @open var align: String
    * Exposes the JavaScript
    [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin

    @open var target: String
    @open var download: String
    @open var ping: String
    @open var rel: String
    @open var relList: DOMTokenList
    @open var hreflang: String
    @open var type: String
    @open var text: String
    @open var referrerPolicy: String
    @open var coords: String
    @open var charset: String
    @open var name: String
    @open var rev: String
    @open var shape: String
    * Exposes the JavaScript
    [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin

    @open var dateTime: String
    * Exposes the JavaScript
    [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin

    * Exposes the JavaScript
    [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin

    @open var clear: String
    * Exposes the JavaScript
    [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin

    @open var origin: String
    @open var protocol: String
    @open var username: String
    @open var password: String
    @open var host: String
    @open var hostname: String
    @open var port: String
    @open var search: String
    @open var hash: String
    * Exposes the JavaScript
    [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin

    @open var href: String
    @open var origin: String
    @open var protocol: String
    @open var username: String
    @open var password: String
    @open var host: String
    @open var hostname: String
    @open var port: String
    @open var search: String
    @open var hash: String
    * Exposes the JavaScript
    [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin

    @open var dateTime: String
    * Exposes the JavaScript
    [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin

    @open var val relList: DOMTokenList
    @open var href: String
    * Exposes the JavaScript
    [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin

    @open var value: String
    * Exposes the JavaScript
    [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin

    @open var value: String
var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onplaying:
((Event) -> dynamic)?
override var onprogress: ((ProgressEvent) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onresize:
((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onseeked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var ontimeupdate: ((Event) -> dynamic)?
override var ontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override var contentEditable: Boolean
override fun prepend(vararg nodes: dynamic): Unit
override fun append(vararg nodes: dynamic): Unit
override fun querySelector(selectors: String): Element
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic): Unit
override fun after(vararg nodes: dynamic): Unit
override fun replaceWith(vararg nodes: dynamic): Unit
override fun remove(): Unit
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

/**
 * Exposes the JavaScript
[HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
*/
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open var sandbox: DOMTokenList
    open var allowFullscreen: Boolean
    open var allowUserMedia: Boolean
    open var width: String
    open var height: String
    open var referrerPolicy: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var align: String
    open var scrolling: String
    open var frameborder: String
    open var longDesc: String
    open var marginHeight: String
    open var marginWidth: String
    fun getSVGDocument(): Document

/**
 * Exposes the JavaScript
[HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
*/
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document

/**
 * Exposes the JavaScript
[HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
*/
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var openValue: HTMLFormElement?
    fun getSVGDocument(): Document
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit

/**
 * Exposes the JavaScript
[HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
*/
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

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Kotlin

```kotlin
override val firstElementChild: Element
override val lastElementChild: Element
override val childElementCount: Int
override val prevElementSibling: Element
override val nextElementSibling: Element
```

CSSStyleDeclaration

```kotlin
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
```

DocumentFragment

```kotlin
override var onscroll: ((Event) -> dynamic)?
```

Document

```kotlin
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
```

Selection

```kotlin
override var onsubmit: ((Event) -> dynamic)?
```

Text

```kotlin
override var ontoclick: ((PointerEvent) -> dynamic)?
```

HTMLCollection

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Node

```kotlin
override var oncut: ((ClipboardEvent) -> dynamic)?
```

TextContent

```kotlin
override var oncopy: ((ClipboardEvent) -> dynamic)?
```

NodeList

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Window

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

GlobalEventHandlers

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Node

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

HTMLCollection

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

NodeList

```kotlin
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NodeList

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GlobalEventHandlers

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Node

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HTMLCollection

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NodeList

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
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Window

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

GlobalEventHandlers

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Node

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override var onpaste: ((ClipboardEvent) -> dynamic)?
```

HTMLCollection

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NodeList

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```

Window

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

GlobalEventHandlers

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Node

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

HTMLCollection

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

NodeList

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Window

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

GlobalEventHandlers

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Node

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

HTMLCollection

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

NodeList

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```

Window

```kotlin
override var onpaste: ((ClipboardEvent) -> dynamic)?
```
external abstract class VideoTrackList : EventTarget {

    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?

    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]}

/**
 * Exposes the JavaScript [VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin
 */
public external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var selected: Boolean
}

public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open var oncuechange: ((Event) -> dynamic)?
    fun addCue(cue: TextTrackCue): Unit
    fun removeCue(cue: TextTrackCue): Unit
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin
 */
public external abstract class TextTrackCue : EventTarget {
    open val track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)?
    open var onexit: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript [TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun TrackEventInit(track: UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false, EventInit(values: TrackEventInit) /* = null */) : TrackEventInit {
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection
}

/**
 * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList

    open var referrerPolicy: String
    open var noHref: Boolean
}

/**
 * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: String
}

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open var tHead: HTMLTableSectionElement?
open val tFoot:
open var align: String?
open var border: String?
open var frame: String?
open var rules: String?
open var summary: String
open var width: String
open var bgColor: String
open var cellPadding:
open var cellSpacing: String
fun createCaption(): HTMLTableCaptionElement
fun deleteCaption(): Unit
fun createTHead(): HTMLTableSectionElement
fun deleteTHead(): Unit
fun createTFoot(): HTMLTableSectionElement
fun deleteTFoot(): Unit
fun insertRow(index: Int = definedExternally): HTMLTableRowElement
fun deleteRow(index: Int): Unit
fun createTBody(): HTMLTableSectionElement
fun insertCell(index: Int = definedExternally): HTMLElement
fun deleteCell(index: Int): Unit
fun setAttribute(name: String, value: String)

/**
 * Exposes the JavaScript
[HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin
 */
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding:
    open var cellSpacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption(): Unit
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead(): Unit
    fun createTFoot(): HTMLTableSectionElement
    fun deleteTFoot(): Unit
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int): Unit
    fun createTBody(): HTMLTableSectionElement
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int): Unit
    fun setAttribute(name: String, value: String)

/**
 * Exposes the JavaScript
[HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

/**
 * Exposes the JavaScript
[HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int): Unit

/**
 * Exposes the JavaScript
[HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int): Unit

/**
 * Exposes the JavaScript
[HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

/**
 * Exposes the JavaScript
[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit(): Unit
    fun reset(): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setAttribute(name: String, value: String)

[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin

/**
 * Exposes the JavaScript
[HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open val form: HTMLFormElement?
    open var htmlFor: String
    open val control: HTMLElement?

/**
 * Exposes the JavaScript
[HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var...
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int
}

/**
 * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin
 */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement

public external abstract class HTMLFieldSetElement : HTMLElement {
    open var align: String?
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open var validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String
}

/**
 * Exposes the JavaScript
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?
}

public external interface RelatedEventInit : EventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally): Unit
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally): Unit
    fun close(returnValue: String = definedExternally): Unit
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event: String
    open var htmlFor: String
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>
}

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}
public external abstract class HTMLCanvasElement : HTMLElement, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally):
        String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? =
        definedExternally): Unit
    var alpha: Boolean? /* = true */
    fun get() = definedExternally
    var set(value) = definedExternally
    var @kotlin.internal.InlineOnly
        val canvas: HTMLCanvasElement
        get() = definedExternally
        set(value) = definedExternally
    var globalAlpha: Double
    var globalCompositeOperation: String
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
    var strokeStyle: dynamic
    var fillStyle: dynamic
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double):
        CanvasGradient
    fun createPattern(image: dynamic, repetition: String): CanvasPattern
    fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit
    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit
    fun measureText(text: String): TextMetrics
    fun drawImage(image: dynamic, dx: Double, dy: Double, dw: Double, dh: Double): Unit
    fun drawImage(image: dynamic, sx: Double, sy: Double, sw: Double, sh: Double): Unit

public external interface CanvasHitRegion {
    fun addHitRegion(options: HitRegionOptions = definedExternally): Unit
    fun removeHitRegion(id: String): Unit
    fun clearHitRegions(): Unit
}

public external interface CanvasImageData {
    fun createImageData(sw: Double, sh: Double): ImageData
    fun getImageData(sw: Double, sy: Double, dx: Double, dy: Double): ImageData
    fun putImageData(imageData: ImageData, dx: Double, dy: Double, dirtyX: Double, dirtyY: Double, dirtyWidth: Double, dirtyHeight: Double): Unit
}

public external interface CanvasPathDrawingStyles {
    var lineWidth: Double
    var lineCap: CanvasLineCap
    var lineJoin: CanvasLineJoin
    var miterLimit: Double
    var lineDashOffset: Double
    fun setLineDash(segments: Array<Double>): Unit
    fun getLineDash(): Array<Double>
}

public external interface CanvasTextDrawingStyles {
    var font: String
    var textAlign: CanvasTextAlign
    var textBaseline: CanvasTextBaseline
    var direction: CanvasDirection
}

public external interface CanvasPath {
    fun closePath(): Unit
    fun moveTo(x: Double, y: Double): Unit
    fun lineTo(x: Double, y: Double): Unit
    fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
    fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
    fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
    fun arcTo(x1: Double, y1: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
    fun rect(x: Double, y: Double, w: Double, h: Double): Unit
    fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally): Unit
    fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally): Unit
}

/**
 * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin
 */
public external abstract class CanvasGradient {
    fun addColorStop(offset: Double, color: String): Unit
}

/**
 * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin
 */
public external abstract class CanvasPattern {
    fun setTransform(transform: dynamic = definedExternally): Unit
}

/**
 * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
 */
public external abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val actualBoundingBoxRight: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val actualBoundingBoxAscent: Double
    open val actualBoundingBoxDescent: Double
    open val emHeightAscent: Double
    open val emHeightDescent: Double
    open val hangingBaseline: Double
    open val alphabeticBaseline: Double
    open val ideographicBaseline: Double
}

public external interface HitRegionOptions {
    var path: Path2D? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var fillRule: CanvasFillRule?
    get() = definedExternally
    set(value) = definedExternally
    var id: String?
    get() = definedExternally
    set(value) = definedExternally
    var parentID: String? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var cursor: String? /* = "inherit" */
    get() = definedExternally
    set(value) = definedExternally
    var control: Element? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var label: String? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var role: String?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun HitRegionOptions(path: Path2D? /* = null */
    get() = definedExternally
    var fillRule: CanvasFillRule?
    get() = definedExternally
    var id: String?
    get() = definedExternally
    var parentID: String? /* = null */
    get() = definedExternally
    var cursor: String? /* = "inherit" */
    get() = definedExternally
    var control: Element? /* = null */
    get() = definedExternally
    var label: String? /* = null */
    get() = definedExternally
    var role: String?
    get() = definedExternally

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JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin

```kotlin
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
  var dataTransfer: DataTransfer?
  var get() = definedExternally
  set(value) = definedExternally
}
```

```kotlin
public external interface DragEventInit : MouseEventInit {
  var dataTransfer: DataTransfer? /* = null */
  get() = definedExternally
  set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
  val o = js("({})")
  o["dataTransfer"] = dataTransfer
  o["screenX"] = screenX
  o["screenY"] = screenY
  o["clientX"] = clientX
  o["clientY"] = clientY
  o["button"] = button
  o["buttons"] = buttons
  o["relativeTarget"] = relativeTarget
  o["ctrlKey"] = ctrlKey
  o["shiftKey"] = shiftKey
  o["altKey"] = altKey
  o["metaKey"] = metaKey
  o["modifierAltGraph"] = modifierAltGraph
  o["modifierCapsLock"] = modifierCapsLock
  o["modifierFn"] = modifierFn
  o["modifierFnLock"] = modifierFnLock
  o["modifierHyper"] = modifierHyper
  o["modifierNumLock"] = modifierNumLock
  o["modifierScrollLock"] = modifierScrollLock
  o["modifierSuper"] = modifierSuper
  o["modifierSymbol"] = modifierSymbol
  o["modifierSymbolLock"] = modifierSymbolLock
  o["view"] = view
  o["detail"] = detail
  o["bubbles"] = bubbles
  o["composed"] = cancelable
  o["composed"] = cancelable
  o["return"] = return
  history
  History
  History
  BarProp
  BarProp
  History
  History
  Location
  Location
  PopStateEvent
  PopStateEvent
  HashChangeEvent
  HashChangeEvent
  History
  History
  Location
  Location
  HashChangeEvent
  HashChangeEvent
  History
  History
  Location
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  History
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  Location
  HashChangeEvent
  HashChangeEvent
  History
  History
  Location
  Location
  HashChangeEvent
  HashChangeEvent
```

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma
Boolean? = false, composed: Boolean? = false): HashChangeEventInit {
    val o = js("({})")

    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript PageTransitionEvent to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean
    open val oldURL: String
    open val newURL: String
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val composed: Boolean

    return o
}

/**
 * Exposes the JavaScript PageTransitionEventInit to Kotlin
 */
public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun PageTransitionEventInit(persisted: Boolean = false, bubbles: Boolean = false, cancelable: Boolean = false, composed: Boolean = false): PageTransitionEventInit {
    val o = js("({})")

    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript BeforeUnloadEvent to Kotlin
 */
public external open class BeforeUnloadEvent : Event {
    open val returnValue: String
}

/**
 * Exposes the JavaScript ApplicationCache to Kotlin
 */
public external abstract class ApplicationCache : EventTarget {
    open val status: Short
    open var onchecking: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onnoupdate: ((Event) -> dynamic)?
    open var ondownloading: ((Event) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onupdateready: ((Event) -> dynamic)?
    open var oncached: ((Event) -> dynamic)?
    open var onobsolete: ((Event) -> dynamic)?

    fun update(): Unit
    fun abort(): Unit
    fun swapCache(): Unit

    companion object {
        val UNCACHED: Short
        val IDLE: Short
        val CHECKING: Short
        val DOWNLOADING: Short
        val UPDATEREADY: Short
        val OBSOLETE: Short
    }
}

/**
 * Exposes the JavaScript NavigatorOnLine to Kotlin
 */
public external interface NavigatorOnLine {
    val onLine: Boolean
}

/**
 * Exposes the JavaScript ErrorEvent to Kotlin
 */
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open val message: String
    open val filename: String
    open val lineno: Int
    open val colno: Int
    open val error: Any
}

public external interface ErrorEventInit : EventInit {
    var message: String
        get() = definedExternally
        set(value) = definedExternally
    var filename: String
        get() = definedExternally
        set(value) = definedExternally
    var lineno: Int
        get() = definedExternally
        set(value) = definedExternally
    var colno: Int
        get() = definedExternally
        set(value) = definedExternally
    var error: Any
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ErrorEventInit(message: String = "", filename: String = "", lineno: Int = 0, colno: Int = 0, error: Any = null, bubbles: Boolean = false, cancelable: Boolean = false, composed: Boolean = false): ErrorEventInit {
    val o = js("({})")

    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript PromiseRejectionEvent to Kotlin
 */
public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
    open var promise: Promise<Any>
    open var reason: Any

    return o
}

public external interface PromiseRejectionEventInit : EventInit {
    var promise: Promise<Any>
        get() = definedExternally
        set(value) = definedExternally
    var reason: Any
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun PromiseRejectionEventInit(promise: Promise<Any> = undefined, bubbles: Boolean = false, cancelable: Boolean = false, composed: Boolean = false): PromiseRejectionEventInit {
    val o = js("({})")

    o["promise"] = promise
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}
GlobalEventHandlers to Kotlin

*public external interface GlobalEventHandlers {
    var ongotpointercapture: ((PointerEvent) -> dynamic)?
    var onlostpointercapture: ((PointerEvent) -> dynamic)?
    var onpointerdown: ((PointerEvent) -> dynamic)?
    var onpointermove: ((PointerEvent) -> dynamic)?
    var onpointercancel: ((PointerEvent) -> dynamic)?
    var onpointerout: ((PointerEvent) -> dynamic)?
    var onpointerover: ((PointerEvent) -> dynamic)?
    var onpointerenter: ((PointerEvent) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onblur: ((FocusEvent) -> dynamic)?
    var oncancel: ((Event) -> dynamic)?
    var oncanplay: ((Event) -> dynamic)?
    var oncanplaythrough: ((Event) -> dynamic)?
    var onchange: ((Event) -> dynamic)?
    var oncontextmenu: ((MouseEvent) -> dynamic)?
    var ondblclick: ((MouseEvent) -> dynamic)?
    var ondragstart: ((DragEvent) -> dynamic)?
    var ondragend: ((DragEvent) -> dynamic)?
    var ondragexit: ((DragEvent) -> dynamic)?
    var ondragleave: ((DragEvent) -> dynamic)?
    var ondragover: ((DragEvent) -> dynamic)?
    var ondragstart: ((DragEvent) -> dynamic)?
    var ondragend: ((DragEvent) -> dynamic)?
    var ondragover: ((DragEvent) -> dynamic)?
    var ondragstart: ((DragEvent) -> dynamic)?
    var ondragend: ((DragEvent) -> dynamic)?
    var ondragover: ((DragEvent) -> dynamic)
fun btoa(data: String): String
fun atob(data: String): String
fun setTimeout(handler: dynamic, timeout: Int = definedExternally): Unit
fun clearTimeout(handle: Int = definedExternally): Unit
fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun clearInterval(handle: Int = definedExternally): Unit
fun createImageBitmap(image: dynamic, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>

/**
 * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
val appCodeName: String
val appName: String
val appVersion: String
val platform: String
val product: String
val productSub: String
val userAgent: String
val vendor: String
val vendorSub: String
val oscpu: String
val taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript
[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
val language: String
val languages: Array<String>
}

public external interface NavigatorContentUtils {
fun registerProtocolHandler(scheme: String, url: String, title: String): Unit
fun registerContentHandler(mimeType: String, url: String, title: String): Unit
fun isProtocolHandlerRegistered(scheme: String, url: String): String
fun isContentHandlerRegistered(mimeType: String, url: String): String
fun unregisterProtocolHandler(scheme: String, url: String): Unit
fun unregisterContentHandler(mimeType: String, url: String): Unit
}

public external interface NavigatorCookies {
val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript
[NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external interface NavigatorPlugins {
val plugins: PluginArray
val mimeTypes: MimeTypeArray
fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript
[PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
override val length: Int
fun refresh(reload: Boolean = definedExternally): Unit
override fun item(index: Int): Plugin?
fun namedItem(name: String): Plugin?
}
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript
[MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin
 */
public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
override val length: Int
override fun item(index: Int): MimeType?
fun namedItem(name: String): MimeType?
}
@kotlin.internal.InlineOnly inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript
[Plugin](https://developer.mozilla.org/en/docs/Web/API/Plugin) to Kotlin
 */
public external abstract class Plugin : ItemArrayLike<MimeType> {
open val name: String
open val description: String
open val filename: String
override val length: Int
override fun item(index: Int): MimeType?
fun namedItem(name: String): MimeType?
}
@kotlin.internal.InlineOnly inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript
[MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin
 */
public external abstract class MimeType {
open val type: String
open val description: String
open val suffixes: String
open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript
[ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin
 */
public external abstract class ImageBitmap : TexImageSource {
open val width: Int
open val height: Int
fun close(): Unit
var imageOrientation: ImageOrientation
get() = definedExternally
set(value) = definedExternally

premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
get() = definedExternally
set(value) = definedExternally

var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
get() = definedExternally
set(value) = definedExternally

var resizeWidth: Int?
get() = definedExternally
set(value) = definedExternally

var resizeHeight: Int?
get() = definedExternally
set(value) = definedExternally

var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline fun ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE,
premultiplyAlpha: PremultiplyAlpha? = PremultiplyAlpha.DEFAULT,
colorSpaceConversion: ColorSpaceConversion? = ColorSpaceConversion.DEFAULT,
resizeWidth: Int? = undefined,
resizeHeight: Int? = undefined,
resizeQuality: ResizeQuality? = ResizeQuality.LOW):
ImageBitmapOptions {
    var o: js"{"imageOrientation": imageOrientation, "premultiplyAlpha": premultiplyAlpha, "colorSpaceConversion": colorSpaceConversion, "resizeWidth": resizeWidth, "resizeHeight": resizeHeight, "resizeQuality": resizeQuality}" = undefined

    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin
 */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrWindow?
    open val ports: Array<MessagePort>

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }
}

public external interface MessageEventInit : EventInit {
    var data: Any? /* = null */
    var origin: String? /* = "" */
    var lastEventId: String? /* = "" */
    var source: UnionMessagePortOrWindow? /* = null */
    var ports: Array<MessagePort>? /* = arrayOf() */

    get() = definedExternally
}

@kotlin.internal.InlineOnly
    var o: js"{"data": data, "origin": origin, "lastEventId": lastEventId, "source": source, "ports": ports, "bubbles": bubbles, "cancelable": cancelable, "composed": composed}" = composed

    return o
}

/**
 * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin
 */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close(): Unit

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }
}

public external interface EventSourceInit {
    var withCredentials: Boolean?
}

@kotlin.internal.InlineOnly
public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    var o: js"{"withCredentials": withCredentials}" = withCredentials

    return o
}

/**
 * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
 */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Int
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    fun close(code: Short = definedExternally, reason: String = definedExternally): Unit
    fun send(data: String):
Unit\n
fun send(data: Blob): Unit\nfun send(data: ArrayBuffer): Unit\nfun send(data: ArrayBufferView): Unit\n
companion object {\n  val CONNECTING: Short\n  val OPEN: Short\n  val CLOSING: Short\n}

/**
 * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin\n */
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {\n  var wasClean: Boolean? /* = false */\n  var code: Short? /* = 0 */\n  var reason: String? /* = "" */\n  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n}

/**
 * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin\n */
public external open class MessageChannel {\n  val port1: MessagePort\n  val port2: MessagePort\n}

/**
 * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin\n */
public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindow, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n  var onmessage: ((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n  fun start(): Unit\n  fun close(): Unit\n}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin\n */
public external open class BroadcastChannel(name: String) : EventTarget {\n  val name: String\n  var onmessage: ((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?): Unit\n  fun close(): Unit\n}

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin\n */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {\n  val self: WorkerGlobalScope\n  val location: WorkerLocation\n  var onerror: ((Event) -> dynamic)?\n  var onlanguagechange: ((Event) -> dynamic)?\n  var onoffline: ((Event) -> dynamic)?\n  var ononline: ((Event) -> dynamic)?\n  var onrejectionhandled: ((Event) -> dynamic)?\n  var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?\n  fun importScripts(vararg urls: String): Unit\n}

/**
 * Exposes the JavaScript [DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin\n */
public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {\n  var onmessage: ((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n  fun close(): Unit\n}

/**
 * Exposes the JavaScript [SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin\n */
public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {\n  val name: String\n  val applicationCache: ApplicationCache\n  var onconnect: ((Event) -> dynamic)?\n  fun close(): Unit\n}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin\n */
public external interface AbstractWorker {\n  fun override_var onerror: ((Event) -> dynamic)?\n  fun terminate(): Unit\n  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit\n}
Unit

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
    get() = definedExternally
    set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
    get() = definedExternally
    set(value) = definedExternally
}

public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Int
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware, NavigatorLocation, WorkerLocation {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun getItem(key: String): String?
    fun setItem(key: String, value: String): Unit
    fun removeItem(key: String): Unit
    fun clear(): Unit
}

@kotlin.internal.InlineOnly inline operator fun Storage.get(key: String): String? = asDynamic()[key]
@kotlin.internal.InlineOnly inline operator fun Storage.set(key: String, value: String): Unit {
    asDynamic()[key] = value
}

/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var oldValue: String? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var newValue: String? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var url: String?
    get() = definedExternally
    set(value) = definedExternally
    var storageArea: Storage?
    get() = definedExternally
    set(value) = definedExternally
}

    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable?
    o["composed"] = composed?
    return o
}

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var hspace: Int
open var name: String
open var _object: String
open var vspace: Int

/**
 * Exposes the JavaScript
 * HTMLMarqueeElement
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    fun start(): Unit
    fun stop(): Unit
}

/**
 * Exposes the JavaScript
 * HTMLFrameSetElement
 */
public external abstract class HTMLFrameSetElement : HTMLElement {
    open var cols: String
    open var rows: String
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameBorder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String
}

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean
}

/**
 * Exposes the JavaScript
 * HTMLFontElement
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String
}

public external interface External {
    fun AddSearchProvider(): Unit
    fun IsSearchProviderInstalled(): Unit
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventInit(bubbles: Boolean? = false,
    cancelable: Boolean? = false, composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {
    val o = js("({})")
    o["capture"] = capture
    return o
}

public external interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AddEventListenerOptions(passive: Boolean? = false,
    once: Boolean? = false, capture: Boolean? = false): AddEventListenerOptions {
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    o["capture"] = capture
    return o
}

public external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript
 * DocumentOrShadowRoot
 */
[import](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin

*\n
```kotlin
/**
 * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
 */
public external interface ParentNode {
    val children: HTMLCollection
    val firstElementChild: Element?
    val lastElementChild: Element?
    val childElementCount: Int
    fun prepend(vararg nodes: dynamic): Unit
    fun append(vararg nodes: dynamic): Unit
    fun querySelector(selectors: String): Node
    fun querySelectorAll(selectors: String): NodeList
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript [NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to Kotlin
 */
public external interface NonDocumentTypeChildNode {
    val previousElementSibling: Element?
    val nextElementSibling: Element?
}

/**
 * Exposes the JavaScript [ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin
 */
public external interface ChildNode {
    fun before(vararg nodes: dynamic): Unit
    fun after(vararg nodes: dynamic): Unit
    fun replaceWith(vararg nodes: dynamic): Unit
    fun remove(): Unit
}

/**
 * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
 */
public external interface Slotable {
    val assignedSlot: HTMLSlotElement?
}

/**
 * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 */
public external abstract class NodeList : ItemArrayLike<Node> {
    override val length: Int
    override fun item(index: Int): Node?
    fun get(index: Int): Node? = asDynamic()[index]
}

/**
 * Exposes the JavaScript [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 */
public external abstract class HTMLCollection : UnionElementOrHTMLCollection, ItemArrayLike<Element> {
    override val length: Int
    override fun item(index: Int): Element?
    fun get(index: Int): Element? = asDynamic()[index]
    fun get(name: String): Element? = asDynamic()[name]
}

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally): Unit
    fun disconnect(): Unit
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */ get() = asDynamic()["childList"]
    var attributes: Boolean? get() = asDynamic()["attributes"]
    var characterData: Boolean? get() = asDynamic()["characterData"]
    var subtree: Boolean? /* = false */ get() = asDynamic()["subtree"]
    var attributeOldValue: Boolean? get() = asDynamic()["attributeOldValue"]
    var characterDataOldValue: Boolean? get() = asDynamic()["characterDataOldValue"]
    var attributeFilter: Array<String> = asDynamic()["attributeFilter"]
}

    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}
```

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37671
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37672
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

[DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin

```kotlin
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode
    open val host: Element
    override val fullscreenElement: Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, UnionElementOrProcessingInstruction, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent {
    open var innerHTML: String
    open var outerHTML: String
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val tagName: String
    open var id: String
    open var className: String
    open val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val shadowRoot: ShadowRoot?
    open var scrollTop: Double
    open var scrollLeft: Double
    open val scrollWidth: Int
    open val scrollHeight: Int
    fun requestFullscreen(): Promise<Unit>
    fun setPointerCapture(pointerId: Int): Unit
    fun releasePointerCapture(pointerId: Int): Unit
    fun hasPointerCapture(pointerId: Int): Boolean
    fun insertAdjacentHTML(position: String, text: String): Unit
    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String): Unit
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String): Unit
    fun removeAttribute(qualifiedName: String): Unit
    fun removeAttributeNS(namespace: String?, localName: String): Unit
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr?
    fun removeAttributeNode(attr: Attr): Attr?
    fun attachShadow(init: ShadowRootInit): ShadowRoot
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun insertAdjacentElement(where: String, element: Element): Element?
    fun insertAdjacentText(where: String, data: String): Unit
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView(): Unit
    fun scrollIntoView(arg: dynamic): Unit
    fun scroll(options: ScrollToOptions = definedExternally): Unit
    fun scroll(x: Double, y: Double): Unit
    fun scrollBy(options: ScrollToOptions = definedExternally): Unit
    fun scrollBy(x: Double, y: Double): Unit
    fun scrollBy(options: ScrollToOptions = definedExternally): Unit
    fun scrollIntoView(arg: dynamic): Unit
    fun scrollBy(x: Double, y: Double): Unit
    fun scrollBy(options: ScrollToOptions = definedExternally): Unit
}
```

[ShadowRootInit](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot)
```kotlin
[NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin

```
var z: Double? /* = 0.0 */
    get() = definedExternally
    set(value) =

var w: Double? /* = 1.0 */
    get() = definedExternally
    set(value) =
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {

open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}
@kotlin.internal.InlineOnly inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}
DOMMatrix
(|https://developer.mozilla.org/en/docs/Web/API/DOMMatrix|) to Kotlin

```kotlin
public external open class DOMMatrix() : DOMMatrixReadOnly {  
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)

    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double

    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double

    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
```

ScrollOptions

```kotlin
public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */ get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}
```

ScrollToOptions

```kotlin
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
    var top: Double?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}
```

MediaQueryList

```kotlin
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?): Unit
    fun removeListener(listener: EventListener?): Unit
    fun addListener(listener: ((Event) -> Unit)?): Unit
    fun removeListener(listener: ((Event) -> Unit)?): Unit
}
```

MediaQueryListEvent

```kotlin
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    var media: String
    var matches: Boolean
}
```

MediaQueryListEventInit

```kotlin
public external interface MediaQueryListEventInit : EventInit {
    var media: String
    var matches: Boolean
}
```

Screen

```kotlin
public external abstract class Screen
```

[Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37677]
"\n".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n/* please, don't implement this interface! */ public external interface TextTrackMode {\n    companion object\n}\n\npublic inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()\n\nTextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()\n\nTextTrackMode.Companion.SHOWING: TextTrackMode get() = "showing".asDynamic().unsafeCast<TextTrackMode>()\n\n/* please, don't implement this interface! */ public external interface TextTrackKind {\n    companion object\n}\n\npublic inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()\n\nTextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()\n\nTextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()\n\nTextTrackKind.Companion.CHAPTERS: TextTrackKind get() = "chapters".asDynamic().unsafeCast<TextTrackKind>()\n\nTextTrackKind.Companion.METADATA: TextTrackKind get() = "metadata".asDynamic().unsafeCast<TextTrackKind>()\n\n/* please, don't implement this interface! */ public external interface SelectionMode {\n    companion object\n}\n\npublic inline val SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()\n\nSelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()\n\nSelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()\n\n/* please, don't implement this interface! */ public external interface CanvasFillRule {\n    companion object\n}\n\npublic inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()\n\nCanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()\n\n/* please, don't implement this interface! */ public external interface ImageSmoothingQuality {\n    companion object\n}\n\npublic inline val ImageSmoothingQuality.Companion.LOW: ImageSmoothingQuality get() = "low".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\nImageSmoothingQuality.Companion.MEDIUM: ImageSmoothingQuality get() = "medium".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\nImageSmoothingQuality.Companion.HIGH: ImageSmoothingQuality get() = "high".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\n/* please, don't implement this interface! */ public external interface CanvasLineCap {\n    companion object\n}\n\npublic inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()\n\nCanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()\n\nCanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()\n\n/* please, don't implement this interface! */ public external interface CanvasLineJoin {\n    companion object\n}\n\npublic inline val CanvasLineJoin.Companion.BUTT: CanvasLineJoin get() = "butt".asDynamic().unsafeCast<CanvasLineJoin>()\n\nCanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()\n\nCanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()\n\nCanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()\n\n/* please, don't implement this interface! */
CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()
CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()
CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()
CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()
CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()
CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()
CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()
CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()
CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()
CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()
CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()
CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()
CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()
CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()
ScrollRestoration.Companion.MANUAL: ScrollRestoration get() = "manual".asDynamic().unsafeCast<ScrollRestoration>()


PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()
PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()
PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()
"default".asDynamic().unsafeCast< PremultiplyAlpha>().unsafeCast< ColorSpaceConversion().get() =
"none".asDynamic().unsafeCast< ColorSpaceConversion().get() =
"default".asDynamic().unsafeCast< ColorSpaceConversion().get() =
"pixelated".asDynamic().unsafeCast< ResizeQuality().get() =
"low".asDynamic().unsafeCast< ResizeQuality().get() =
"medium".asDynamic().unsafeCast< ResizeQuality().get() =
"high".asDynamic().unsafeCast< ResizeQuality().get() =
"pixelated".asDynamic().unsafeCast< BinaryType().get() =
"blob".asDynamic().unsafeCast< BinaryType().get() =
"arraybuffer".asDynamic().unsafeCast< BinaryType().get() =
"module".asDynamic().unsafeCast< WorkerType().get() =
"classic".asDynamic().unsafeCast< WorkerType().get() =
"module".asDynamic().unsafeCast< WorkerType().get() =
"classic".asDynamic().unsafeCast< WorkerType().get() =
"classic".asDynamic().unsafeCast< WorkerType().get() =
"classic".asDynamic().unsafeCast< WorkerType().get() =
"auto".asDynamic().unsafeCast< ScrollBehavior().get() =
"instant".asDynamic().unsafeCast< ScrollBehavior().get() =
"smooth".asDynamic().unsafeCast< ScrollBehavior().get() =
"start".asDynamic().unsafeCast< ScrollLogicalPosition().get() =
"center".asDynamic().unsafeCast< ScrollLogicalPosition().get() =
"end".asDynamic().unsafeCast< ScrollLogicalPosition().get() =
"nearest".asDynamic().unsafeCast< ScrollLogicalPosition().get() =
"margin".asDynamic().unsafeCast< CSSBoxType().get() =
"border".asDynamic().unsafeCast< CSSBoxType().get() =
"padding".asDynamic().unsafeCast< CSSBoxType().get() =
"content".asDynamic().unsafeCast< CSSBoxType().get() ="Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors. *Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * / NOTENOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!*/

// NOTE: THIS FILE IS AUTO-

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
[Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String): Unit
    fun delete(name: String): Unit
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String): Unit
}

/**
 * Exposes the JavaScript
[Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript
[Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var body: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var referrer: String?
        get() = definedExternally
        set(value) = definedExternally
    var referrerPolicy: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var mode: RequestMode?
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials?
        get() = definedExternally
        set(value) = definedExternally
    var cache: RequestCache?
        get() = definedExternally
        set(value) = definedExternally
    var redirect: RequestRedirect?
        get() = definedExternally
        set(value) = definedExternally
    var integrity: String?
        get() = definedExternally
        set(value) = definedExternally
    var keepalive: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var window: Any?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined, headers: dynamic = undefined, body: dynamic = undefined, referrer:
String? = undefined, referrerPolicy: dynamic = undefined, mode: RequestMode? = undefined, credentials:
RequestCredentials? = undefined, cache: RequestCache? = undefined, redirect: RequestRedirect? = undefined,
    var o = js("{}")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript
[Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
public external
open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

companion object {
    fun error(): Response
    fun redirect(url: String, status: Short = definedExternally): Response
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText: String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers

    return o
}

/* please, don't implement this interface! */
public external interface RequestType {
    companion object
}
public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
public external interface RequestDestination {
    companion object
}
public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

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RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
"serviceworker".asDynamic().unsafeCast<RequestDestination>()
public inline val
RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker".asDynamic().unsafeCast<RequestDestination>()
public inline val
RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()
public inline val
RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()
public inline val
RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()
/* please, don't implement this interface! */
RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()
public inline val
RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()
RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()
public inline val
RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()
/* please, don't implement this interface! */
RequestCredentials.Companion.Omit: RequestCredentials get() =
"omit".asDynamic().unsafeCast<RequestCredentials>()
public inline val
RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()
RequestCredentials.Companion.INCLUDE: RequestCredentials get() =
"include".asDynamic().unsafeCast<RequestCredentials>()
/* please, don't implement this interface! */
RequestCache.Companion.DEFAULT: RequestCache get() =
"default".asDynamic().unsafeCast<RequestCache>()
public inline val
RequestCache.Companion.NO_STORE: RequestCache get() =
"no-store".asDynamic().unsafeCast<RequestCache>()
public inline val
RequestCache.Companion.RELOAD: RequestCache get() =
"reload".asDynamic().unsafeCast<RequestCache>()
public inline val
RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()
public inline val
RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()
/* please, don't implement this interface! */
RequestRedirect.Companion.FOLLOW: RequestRedirect get() =
"follow".asDynamic().unsafeCast<RequestRedirect>()
public inline val
RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()
public inline val
RequestRedirect.Companion.MANUAL: RequestRedirect get() =
"manual".asDynamic().unsafeCast<RequestRedirect>()
/* please, don't implement this interface! */
ResponseType.Companion.BASIC: ResponseType get() =
"basic".asDynamic().unsafeCast<ResponseType>()
ResponseType Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()
ResponseType Companion.DEFAUL: ResponseType get() =
"default".asDynamic().unsafeCast<ResponseType>()
ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()
ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

"/*
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See libraries/tools/idl2k for details

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?

    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>

    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack): Unit
    fun removeTrack(track: MediaStreamTrack): Unit
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop(): Unit
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}
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aspectRatio: dynamic = undefined, frameRate: dynamic = undefined, facingMode: dynamic = undefined, resizeMode: dynamic = undefined, volume: dynamic = undefined, sampleRate: dynamic = undefined, sampleSize: dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined)

```
MediaTrackConstraints {\n    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceID"] = deviceID
    o["groupId"] = groupId
    return o
}
```

```kotlin
public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceID"] = deviceID
    o["groupId"] = groupId
    return o
}
```

`**Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin**`

```kotlin
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
/*Public external interface MediaTrackSettings {\n    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
}
```
definedExternally
var sampleRate: Int?
    get() = definedExternally
    set(value) =
definedExternally
var sampleSize: Int?
    get() = definedExternally
    set(value) =
definedExternally
var echoCancellation: Boolean?
    get() = definedExternally
    set(value) =
definedExternally
var autoGainControl: Boolean?
    get() = definedExternally
    set(value) =
definedExternally
var noiseSuppression: Boolean?
    get() = definedExternally
    set(value) =
definedExternally
var latency: Double?
    get() = definedExternally
    set(value) =
definedExternally
var channelCount: Int?
    get() = definedExternally
    set(value) =
definedExternally
var deviceId: String?
    get() = definedExternally
    set(value) =
definedExternally
var groupId: String?
    get() = definedExternally
    set(value) =

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId

    return o
}

/**
 * Exposes the JavaScript
[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
*/
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) =
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript
[MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
*/
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<dynamic>
    fun getSupportedConstraints(): MediaStreamConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaDeviceInfo>
}

/**
 * Exposes the JavaScript
[MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
*/
public external interface MediaDeviceInfo {
    var deviceId: String
    var kind: MediaDeviceKind
    var label: String
    var groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript
[MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
*/
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() =

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
    var inline fun Constraints(advanced: Array<ConstraintSet>? = undefined)
        get() = undefined
        set(value) = undefined
}

public external interface MediaStreamTrackState {
    companion object
}
public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()
public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
public external interface VideoFacingModeEnum {
    companion object
}
public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()
public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()
public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
public external interface VideoResizeModeEnum {
    companion object
}
public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()

/* please, don't implement this interface! */
public external interface MediaDeviceKind {
    companion object
}
public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()
public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()
public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()
public inline val MediaDeviceKind.Companion.VIDEOOUTPUT: MediaDeviceKind get() = "videooutput".asDynamic().unsafeCast<MediaDeviceKind>()
public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()

open class PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally

var twist: Int? /* = 0 */
    get() = definedExternally
    set(value) =

definedExternally

var pointerType: String? /* = "" */
    get() = definedExternally
    set(value) =

definedExternally

var isPrimary: Boolean? /* = false */
    get() = definedExternally
    set(value) =

var @kotlin.internal.InlineOnly
    public inline fun PointerEventInit(pointerId: Int? = 0,
        width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f,
        tangentialPressure: Float? = 0f, tiltX: Int? = 0,
        tiltY: Int? = 0, pointerType: String? = "", isPrimary: Boolean? = false, screenX: Int? = 0, screenY: Int? = 0,
        clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0,
        buttons: Short? = 0, relatedTarget: EventTarget? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false,
        altKey: Boolean? = false, metaKey: Boolean? = false,
        modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false,
        modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false,
        val o = js("({})")

        o["pointerId"] = pointerId
        o["width"] = width
        o["height"] = height
        o["pressure"] = pressure
        o["tangentialPressure"] = tangentialPressure
        o["tiltX"] = tiltX
        o["tiltY"] = tiltY
        o["twist"] = twist
        o["pointerType"] = pointerType
        o["isPrimary"] = isPrimary
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFinger"] = modifierFinger
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
open external class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {

    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float

    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int

    open val pointerType: String
    open val isPrimary: Boolean
}

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {

    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
        fun focus(): Unit
        fun blur(): Unit
}

open external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
        get() = definedExternally
        set(value) =

    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) =

    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) =

    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) =

    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) =

    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) =
```kotlin
val o = js("({})")

o["fill"] = fill
o["stroke"] = stroke
o["markers"] = markers
o["clipped"] = clipped

return o
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped

    return o
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
}
```

This snippet defines a set of Kotlin classes that mirror the functionality of various JavaScript classes, allowing for seamless integration of JavaScript code into Kotlin applications. The classes include methods for bounding box calculation, geometry manipulation, and number handling, which are essential for web-based applications that require dynamic and interactive content.
operator fun SVGNumberList.set(index: Int, newItem: SVGNumber): Unit { asDynamic()[index] = newItem; }

fun SVGLengthList(index: Int, newItem: SVGNumber): Unit { asDynamic()[index] = newItem; }

val newLength: SVGLength by asDynamic()

public external abstract class SVGLengthList {

open val length: Int
open val numberOfItems: Int
fun clear(): Unit
fun initialize(newItem: SVGLength): SVGLength
fun getItem(index: Int): SVGLength
fun insertItemAtBefore(newItem: SVGLength, index: Int): SVGLength
fun removeItem(index: Int): SVGLength
fun appendItem(newItem: SVGLength): SVGLength
}

/**
 * Exposes the JavaScript
 * [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {

val length: Int
val numberOfItems: Int
fun clear(): Unit
fun initialize(newItem: SVGNumber): SVGNumber
fun insertItemAtBefore(newItem: SVGNumber, index: Int): SVGNumber
fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
fun removeItem(index: Int): SVGNumber
fun appendItem(newItem: SVGNumber): SVGNumber
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {

val baseVal: Boolean
val animVal: Boolean
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {

val baseVal: Short
val animVal: Short
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {

val baseVal: Int
val animVal: Int
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {

val baseVal: Float
val animVal: Float
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {

val baseVal: SVGLength
val animVal: SVGLength
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {

val baseVal: SVGAngle
val animVal: SVGAngle
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {

val baseVal: String
val animVal: String
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {

val baseVal: DOMRect
val animVal: DOMRect
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {

val baseVal: SVGNumberList
val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
 */
public external abstract class SVGAnimatedLengthList {

val baseVal: SVGLengthList
val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript
 * [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin
 */
public external abstract class SVGStringList {

val baseVal: StringList
val animVal: StringList
}
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin
 */
public external interface SVGZoomAndPan {
    var zoomAndPan: Short
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin
 */
public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll(): Unit
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleID: Int): Unit
    fun unsuspendRedrawAll(): Unit
    fun forceRedraw(): Unit
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external abstract class SVGGElement : SVGGraphicsElement {
}

public external abstract class SVGUnknownElement : SVGGraphicsElement {
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement
    open val open val animatedInstanceRoot:
SVGUseElement

open class SVGUseElementShadowRoot : ShadowRoot {
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelectorAll(selectors: String): NodeList
    override fun querySelector(selectors: String): Element?
    override fun remove(): Unit
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun remove(): Unit
}

public external interface SVGElementInstance

{val correspondingElement: SVGElement?
     val correspondingUseElement: SVGUseElement?
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic)

{open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement

{val correspondingElement: SVGElement?
     val correspondingUseElement: SVGUseElement?
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle

{open var type: String
     open var media: String
     open var title: String
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly): Unit
    fun setTranslate(tx: Float, ty: Float): Unit
    fun setScale(sx: Float, sy: Float): Unit
    fun setRotate(angle: Float, cx: Float, cy: Float): Unit
    fun setSkewX(angle: Float): Unit
    fun setSkewY(angle: Float): Unit

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: SVGTransform): SVGTransform
    fun getItem(index: Int): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform
}

@kotlin.internal.InlineOnly inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform): Unit { asDynamic()[index] = newItem; }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
    }

    override fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
    }

    override fun getSVGDocument(): Document
}
/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
}
@kotlin.internal.InlineOnly inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint): Unit { asDynamic()[index] = newItem; }

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
}

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
}

/**
 * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {

    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint

    fun getNumberOfWeeks(): Int
    fun getNumberOfYear(): Int
    fun getNumberOfMonth(): Int
    fun getNumberOfWeek(): Int
    fun getNumberOfPoints(): Int

DOMPoint
  fun getExtentOfChar(charnum: Int): DOMRect
  fun getRotationOfChar(charnum: Int): Float
  fun getCharNumAtPosition(point: DOMPoint): Int
  fun selectSubString(charnum: Int, nchars: Int):
  Unit

  companion object {
    val LENGTHADJUST_UNKNOWN: Short
    val LENGTHADJUST_SPACING: Short
    val LENGTHADJUST_SPACINGANDGLYPHS: Short
  }

/**
 * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList
}

/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
}

/**
 * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
      val TEXTPATH_METHODTYPE_UNKNOWN: Short
      val TEXTPATH_METHODTYPE_ALIGN: Short
      val TEXTPATH_METHODTYPE_STRETCH: Short
      val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
      val TEXTPATH_SPACINGTYPE_AUTO: Short
      val TEXTPATH_SPACINGTYPE_EXACT: Short
    }
}

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
}

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    open var orient: String
    fun setOrientToAuto(): Unit
    fun setOrientToAngle(angle: SVGAngle): Unit

    companion object {
      val SVG_MARKERUNITS_UNKNOWN: Short
      val SVG_MARKERUNITS_USERSPACEONUSE: Short
      val SVG_MARKERUNITS_STROKEWIDTH: Short
      val SVG_MARKER_ORIENTATION_UNKNOWN: Short
      val SVG_MARKER_ORIENTATION_AUTO: Short
      val SVG_MARKER_ORIENTATION_ANGLE: Short
    }
}

/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement

/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
      val SVG_SPREADMETHOD_UNKNOWN: Short
      val SVG_SPREADMETHOD_PAD: Short
      val SVG_SPREADMETHOD_REPEAT: Short
      val SVG_SPREADMETHOD_TRANSPARENT: Short
    }
}

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37697
val SVG_SPREADMETHOD_REFLECT: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short

*/

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength
}

public external abstract class SVGMeshGradientElement : SVGGradientElement {
}

public external abstract class SVGMeshrowElement : SVGElement {
}

public external abstract class SVGMeshpatchElement : SVGElement {
}

/**
 * Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin
 */
public external abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber
}

/**
 * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin
 */
public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

public external abstract class SVGHatchElement : SVGElement {
}

public external abstract class SVGHatchpathElement : SVGElement {
}

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See libraries/tools/idl2k for details

package org.w3c.files

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript Blob to Kotlin
 */
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) {
    open val size: Int
    open val type: String
    open val isClosed: Boolean
    fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
    fun close(): Unit
}

public external interface BlobPropertyBag {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly inline fun BlobPropertyBag(type: String? = ""): BlobPropertyBag {
    val o = js("({})")
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript File to Kotlin
 */
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ""): FilePropertyBag {
    val o = js("({})")
    o["lastModified"] = lastModified
doctype=
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript FileList to Kotlin
 */
public external abstract class FileList : ItemArrayLike<File> {
    override val length: Int
    override fun item(index: Int): File
}

/**
 * Exposes the JavaScript FileReader to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onloadend: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob): Unit
    fun readAsBinaryString(blob: Blob): Unit
    fun readAsText(blob: Blob, label: String = definedExternally): Unit
    fun readAsDataURL(blob: Blob): Unit
    fun abort(): Unit
}

/**
 * Exposes the JavaScript FileReaderSync to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}

/**
 * Exposes the JavaScript Notification to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir:

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37699
NotificationDirection
  open val lang: String
  open val body: String
  open val tag: String
  open val image: String
  open val icon: String
  open val badge: String
  open val sound: String
  open val vibrate: Array<out Int>
  open val timestamp: Number
  open val renotify: Boolean
  open val silent: Boolean
  open val noscreen: Boolean
  open val requireInteraction: Boolean
  open val sticky: Boolean
  open val data: Any?

open fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit): Promise

public external interface NotificationPermission
  var permission: NotificationPermission
  var maxActions: Int
}

fun close(): Unit

fun requestPermission(): Promise<NotificationPermission>
NotificationEventInit : ExtendableEventInit {
  var notification: Notification? get() = definedExternally
  set(value) = definedExternally
  var action: String? /* = "" */ get() = definedExternally
  set(value) = definedExternally
  var bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false:
  NotificationEventInit {
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
  } please, don't implement this interface!
* // public external interface NotificationPermission {
  companion object
  val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()
  val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()
  val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()
} please, don't implement this interface!
* // public external interface NotificationDirection {
  companion object
  val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()
  val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()
  val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
} * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * DO NOT EDIT! See libraries/tools/idl2k for details
*/
package org.w3c.workers

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
  open val installing: ServiceWorker?
  open val waiting: ServiceWorker?
  open val active: ServiceWorker?
  open val scope: String
  open var onupdatefound: ((Event) -> dynamic)?
  open val APISpace: dynamic
  fun update(): Promise<Unit>
  fun unregister(): Promise<Boolean>
  fun methodName(): Promise<dynamic>
  fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>
  fun getNotifications(filter: GetNotificationOptions = definedExternally): Promise<dynamic>
}

/**
 * Exposes the JavaScript [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
  open val clients: Clients
  open val registration: ServiceWorkerRegistration
  open var oninstall: ((Event) -> dynamic)?
  open var onactivate: ((Event) -> dynamic)?
  open var onfetch: ((FetchEvent) -> dynamic)?
  open var onfunctionalevent: ((Event) -> dynamic)?
  open var onnotificationclick: ((NotificationEvent) -> dynamic)?
  open var ononmessage: ((MessageEvent) -> dynamic)?
  fun skipWaiting(): Promise<Unit>
}

/**
 * Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin
 */
public external
abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, 
UnionClientOrMessagePortOrServiceWorker |

open val scriptURL: String

open val state: ServiceWorkerState

open var onstatechange: ((Event) -> dynamic)?

fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit

fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>

fun getRegistration(clientURL: String = definedExternally): Promise<any>

public external abstract class ServiceWorkerContainer : EventTarget |

open val controller: ServiceWorker?

open val ready: Promise<ServiceWorkerRegistration>

open var oncontrollerchange: ((Event) -> dynamic)?

open var onmessage: ((MessageEvent) -> dynamic)?

fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>

fun getRegistration(clientURL: String = definedExternally): Promise<any>

/**
 * Exposes the JavaScript [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin
 */

public external abstract class ServiceWorkerContainer : EventTarget |

open val controller: ServiceWorker?

open val ready: Promise<ServiceWorkerRegistration>

open var oncontrollerchange: ((Event) -> dynamic)?

open var onmessage: ((MessageEvent) -> dynamic)?

fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>

fun getRegistration(clientURL: String = definedExternally): Promise<any>

/**
 * Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
 */

public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event |

donval data: Any?

donval origin: String

donval lastEventId: String

donval source: UnionMessagePortOrServiceWorker?

fun startMessages(): Unit

public external interface ServiceWorkerMessageEventInit : EventInit {

donval data: Any?

donval origin: String?

fun focus(): Promise<WindowClient>

fun navigate(url: String): Promise<WindowClient>

/**
 * Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
 */

public external abstract class Clients {

fun get(id: String): Promise<any>

fun matchAll(options: ClientQueryOptions = definedExternally): Promise<any>

fun openWindow(url: String): Promise<WindowClient>

fun claim(): Promise<Unit>

public external interface ClientQueryOptions {

donval includeUncontrolled: Boolean? /* = false */

donval type: ClientType? /* = ClientType.WINDOW */

donval set(value) = definedExternally

donval var type: WorkerType? /* = WorkerType.CLASSIC */

get() = definedExternally

set(value) = definedExternally

/src/main/kotlin/com/merck/connectedpharma/ServiceWorker.kt
ClientQueryOptions {
  val o = js("\{"\})"o
  o["includeUncontrolled"] = includeUncontrolled
  o["type"] = type
  return o
}

// Exposes the JavaScript

/**
 * Exposes the JavaScript
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
  fun waitUntil(f: Promise<Any?>): Unit
}

public external interface ExtendableEventInit : EventInit {
  var includeUncontrolled: Boolean
  var type: String

  return o
}

/**
 * Exposes the JavaScript
 */
public external class InstallEvent(type: String, eventInitDict: InstallEventInit = definedExternally) : ExtendableEvent {
  fun registerForeignFetch(options: ForeignFetchOptions): Unit
}

public external interface InstallEventInit : InstallEventInit {
  var scopes: Array<String>
  var origins: Array<String>

  return o
}

/**
 * Exposes the JavaScript
 */
public external class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {
  fun respondWith(r: Promise<ForeignFetchResponse>): Unit
}

public external interface ForeignFetchEventInit : InstallEventInit {
  var scopes: Array<String>
  var origins: Array<String>

  return o
}

/**
 * Exposes the JavaScript
 */
public external class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
  fun respondWith(r: Promise<Response>): Unit
}

public external interface FetchEventInit : EventInit {
  var request: Request
  var clientId: String?
  var isReload: Boolean

  return o
}

/**
 * Exposes the JavaScript
 */
public external class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {
  fun respondWith(r: Promise<ForeignFetchResponse>): Unit
}

public external interface ForeignFetchEventInit : EventInit {
  var request: Request
  var origin: String

  return o
}

/**
 * Exposes the JavaScript
 */
public external class ForeignFetchResponse {
  var response: Response
  var origin: String
  var headers: Array<String>

  return o
}

/**
 * Exposes the JavaScript
 */
public external class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit) : ExtendableEvent {
  fun respondWith(r: Promise<ExtendableMessageEvent>): Unit
}

public external interface ExtendableMessageEventInit : EventInit {
  var response: Response
  var headers: Array<String>

  return o
}

/**
 * Exposes the JavaScript
 */

Array<out MessagePort>?

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    \n    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    \n    var origin:
    get() = definedExternally
    set(value) = definedExternally
    \n    var lastEventId:
    get() = definedExternally
    set(value) = definedExternally
    \n    var source:
    get() = definedExternally
    set(value) = definedExternally
    \n    var ports:
    get() = definedExternally
    set(value) = definedExternally
    \n}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin:
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId:
        get() = definedExternally
        set(value) = definedExternally
    var source:
        get() = definedExternally
        set(value) = definedExternally
    var ports:
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
 [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request:
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript
 [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<dynamic>
}

public external open class FunctionalEvent : ExtendableEvent {
}

public external @marker interface UnionClientOrMessagePortOrServiceWorker {
}

/* please, don’t implement this interface! */
public external interface ServiceWorkerState {
    companion object
    public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()
    public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()
}
ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() =
"activating".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() =
"activated".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() =
"redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
FrameType.Companion.AUXILIARY: FrameType get() =
"auxiliary".asDynamic().unsafeCast<FrameType>()
FrameType.Companion.TOP_LEVEL: FrameType get() =
"top-level".asDynamic().unsafeCast<FrameType>()
FrameType.Companion.NESTED: FrameType get() =
"nested".asDynamic().unsafeCast<FrameType>()
FrameType.Companion.NONE: FrameType get() =
"none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
ClientType.Companion.WINDOW: ClientType get() =
"window".asDynamic().unsafeCast<ClientType>()
ClientType.Companion.WORKER: ClientType get() =
"worker".asDynamic().unsafeCast<ClientType>()
ClientType.Companion.SHAREDWORKER: ClientType get() =
"sharedworker".asDynamic().unsafeCast<ClientType>()
ClientType.Companion.ALL: ClientType get() =
"all".asDynamic().unsafeCast<ClientType>()

companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }

HTTPMethod = 1
HTTPVersion = 2
HTTPVersionMajor = 1
HTTPVersionMinor = 0
HTTPVersionMajorMinor = 1.0

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See libraries/tools/idl2k for
details

org.w3c.dom.xmlimport kotlin.js.*
org.w3c.dom.*
org.w3c.dom.htmlimport org.khronos.webgl.*
org.w3c.dom.css.masking.*
org.w3c.dom.*
org.w3c.dom.events.*
org.w3c.dom.mediacapture.*
org.w3c.dom.parsing.*
org.w3c.dom.svg.*
org.w3c.fetch.*
org.w3c.files.*
org.w3c.notifications.*
org.w3c.performance.*
org.w3c.workers.*

/**
 * Exposes the JavaScript
[XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to
Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    fun send(request: boolean): Unit
    fun abort(): Unit
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String): String
    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
        companion object {
            val UNSENT: Short
            val OPENED: Short
            val HEADERS_RECEIVED: Short
            val LOADING: Short
            val DONE: Short
        }
    }

/* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37706
package kotlin

import kotlin.annotation.AnnotationTarget.*

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression. * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API. This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental= kotlin.Experimental`. 

 */

public enum class Level {
    WARNING,
    ERROR,
}

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression. * Any usage of a declaration annotated with `@ExperimentalStdlibApi` must be accepted either by * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalStdlibApi::class)`; * or by using the compiler argument `-Xuse-experimental=kotlin.ExperimentalStdlibApi`.

 */

@Target(ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE)
@Retention(AnnotationRetention.BINARY)
@MustBeDocumented
@ExperimentalStdlibApi
public annotation class ExperimentalStdlibApi
@UseExperimental(ExperimentalMultiplatform::class)

@Experimental
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform

@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@ExperimentalMultiplatform
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptionalExpectation

package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 *
 * @param E the type of elements contained in the collection. The collection is covariant on its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
        elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]" ) {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided [array] or creates new array of the same type and fills it with the elements of this collection.
     */
    protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)
}

package kotlin.collections

private enum class State {
    Ready,
    NotReady,
    Done,
    Failed
}

/**
 * A base class to simplify implementing iterators so that implementations only have to implement [computeNext]
 * to implement the iterator, calling [done] when the iteration is complete.
 */
public abstract class AbstractIterator<T> : Iterator<T> {
    private var state = State.NotReady
    private var nextValue: T? = null

    override fun hasNext(): Boolean {
        require(state != State.Failed)
        return when (state) {
            State.Done -> false
            State.Ready -> true
            else -> tryToComputeNext()
        }
    }

    override fun next(): T {
        if (!hasNext())
            throw NoSuchElementException()
        state = State.NotReady
        return when (state) {
            State.Ready -> true
            else -> tryToComputeNext()
        }
    }

    private fun tryToComputeNext(): Boolean {
        state = State.Failed
        try {
            computeNext()
            return state == State.Ready
        } catch (e: Exception) {
            if (e is NoSuchElementException) return false
            throw e
        } finally {
            state = State.Done
        }
    }

    /**
     * Computes the next item in the iterator.
     */
    protected open fun tryToComputeNext(): Boolean {
        state = State.Failed
        return state == State.Ready
    }
}

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@kotlin.jvm.Volatile
private var _values: Collection<K>? = null

fun implFindEntry(key: K): Collection<Map.Entry<K, V>>? = entries.firstOrNull { it.key == key }

internal companion object {

    internal fun entryHashCode(e: Collection<Map.Entry<*, *>>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }

    internal fun entryToString(e: Map.Entry<*, *>): String = with(e) {
        "$key=$value"
    }

    internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {
        if (other !is Map.Entry<*, *>) return false
        return e.key == other.key && e.value == other.value
    }
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ArraysKt")

package kotlin.collections

import kotlin.contracts.*

/**
 * Returns a single list of all elements from all arrays in the given array.
 * @sample samples.collections.Arrays.Transformations.flattenArray
 */
public fun <T> Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where:
 * *first* list is built from the first values of each pair from this array,
 * *second* list is built from
 * the second values of each pair from this array.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty()) defaultValue() else this

@UseExperimental(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Array<out T>.contentDeepEqualsImpl(other: Array<out T>): Boolean {
    if (this === other) return true
    if (this.size != other.size) return false

    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]

        if (v1 === v2) {
            continue
        } else if (v1 == null || v2 == null) {
            return false
        } else {
            return v1.contentDeepEquals(v2)
        }
    }
    return true
}

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 37711
@Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public
inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

@kotlin.jvm.JvmName("getVarContravariant")
@kotlin.internal.InlineOnly
public inline fun <V> MutableMap<in String, in V>.getValue(thisRef: Any?, property: KProperty<*>): V =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.
 * @param value the value to set.
 */
@kotlin.internal.InlineOnly
public inline operator
fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")
@PublishedApi
internal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {
    if (this is MapWithDefault)
        return this.getOrImplicitDefault(key)
    return getOrElseNullable(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}

/**
 * Returns a wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue].
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 */
public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault -> this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue].
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 */
@kotlin.jvm.JvmName("withDefaultMutable")
public fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is MutableMapWithDefault -> this.map.withDefault(defaultValue)
        else -> MutableMapWithDefaultImpl(this, defaultValue)
    }

private interface MapWithDefault<K, out V> : Map<K, V> {
    fun getOrImplicitDefault(key: K): V
}

private interface
MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public val map: MutableMap<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V>
override fun equals(other: Any?): Boolean = map.equals(other)
override fun hashCode(): Int = map.hashCode()
override fun toString(): String = map.toString()
override val size: Int get() = map.size
override fun isEmpty(): Boolean = map.isEmpty()
override fun containsKey(key: K): Boolean = map.containsKey(key)
override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
override fun get(key: K): V? = map.get(key)
override val keys: Set<K> get() = map.keys
override val values: Collection<V> get() = map.values
override val entries: Set<Map.Entry<K, V>> get() = map.entries

override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {
override fun equals(other: Any?): Boolean = map.equals(other)
override fun hashCode(): Int = map.hashCode()
override fun toString(): String = map.toString()
override val size: Int get() = map.size
override fun isEmpty(): Boolean = map.isEmpty()
override fun containsKey(key: K): Boolean = map.containsKey(key)
override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
override fun get(key: K): V? = map.get(key)
override val keys: MutableSet<K> get() = map.keys
override val values: MutableCollection<V> get() = map.values
override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries

override fun put(key: K, value: V): V? = map.put(key, value)
override fun remove(key: K): V? = map.remove(key)
override fun putAll(from: Map<out K, V>): Boolean = map.putAll(from)
override fun clear() = map.clear()

override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections
import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * @return `true` if any element was removed; `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableList<T>.remove(element: T): Boolean = removeAt(element)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * @return `true` if any element was removed; `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableList<T>.retainAll(elements: Collection<T>): Boolean = retainAll(elements)

/**
 * Adds the specified [element] to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.plusAssign(element: T) {
    this.add(element)
}

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableList<T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

/**
 * Removes the element at the specified [index] from this list;
 */
In Kotlin one should use the [MutableList.removeAt] function instead.

ReplaceWith("\$removeAt(index)"), level = DeprecationLevel.ERROR)@file:kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.removeAt(index: Int): T = removeAt(index, *"*"*"*"

MutableCollection.<in T>.plusAssign(element: T) { (* this.add(element) *"*"*""*"*"

MutableCollection.<in T>.plusAssign(elements: Iterable<T>) { (* this.addAll(elements) *"*"*""*"*"

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MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {
    return elements.isNotEmpty() &&
        removeAll(elements.toHashSet())
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Sequence<in T>): Boolean {
    return retainAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] array.
 */
public fun <T> MutableList<T>.retainAll(elements: Array<out T>): Boolean {
    return retainNothing() && retainAll(elements.toHashSet())
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.
 */
public fun <T> MutableList<in T>.retainAll(elements: Sequence<out T>): Boolean {
    return retainNothing() && retainAll(elements.toHashSet())
}

/**
 * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.3")
public fun <T> Iterable<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }

/**
 * Returns a reversed read-only view of the original List.
 * @see kotlin.collections.ReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * @see kotlin.collections.ReversedList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)
samples.collections.Sequences.Building.buildFibonacciSequence

```kotlin
@SinceKotlin("1.3")
public fun <T>
    sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
        iterator(block) } // @sample samples.collections.Sequences.Building.buildIterator
```

```kotlin
@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",
ReplaceWith("sequence(builderAction)"), level =
DeprecationLevel.ERROR)
public inline fun <T>
    buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> =
    Sequence { iterator(builderAction) }
```

```kotlin
/**
 * Builds an [Iterator] lazily yielding values one by one.
 */
@SinceKotlin("1.3")
public fun <T>
    iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {
    val iterator =
        SequenceBuilderIterator<T>()
    iterator.nextStep = block.createCoroutineUnintercepted(receiver = iterator,
    completion = iterator) return iterator
}
```

```kotlin
@SinceKotlin("1.3")
@Deprecated("Use 'iterator { }' function instead.", ReplaceWith("iterator(builderAction)"), level =
DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T>
    buildIterator(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Iterator<T> =
    iterator(builderAction)
```

```kotlin
/**
 * Provides an [Iterator] lazily yielding values one by one.
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal
    constructor() {
    /**
     * Yields a [Sequence] or an [Iterator], provides
     * [yield], [yieldAll] suspension functions.
     */
    public abstract suspend
        fun yield(value: T)
    }
```
if (index < right)
        quickSort(array, index, right)
    }
    }

    return i
}
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UIntArray, left: Int, right:

        return i
}
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UByteArray, left: Int, right:

        return i
}
}

@Suppress("NOTHING_TO_INLINE")
    private inline fun Int.forward(n: Int): Int = (this + n) %

        buffer.fill(null, start, capacity)
    } else {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, 0, capacity)
    }

    var size = this.size
    var widx = 0
    var idx = startIndex
    while (widx < size && idx <

    /\n        if (result.size > this.size) result[this.size] = null
    override fun toByteArray(): Array<Byte>
    }

        buffer.fill(null, start, capacity)
    } else {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, 0, capacity)
    }

    var size = this.size
    var widx = 0
    var idx = startIndex
    while (widx < size && idx <

    /\n        if (result.size > this.size) result[this.size] = null
    override fun toByteArray(): Array<Byte>
    }

        buffer.fill(null, start, capacity)
    } else {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, 0, capacity)
    }

    var size = this.size
    var widx = 0
    var idx = startIndex
    while (widx < size && idx <

    /\n        if (result.size > this.size) result[this.size] = null
    override fun toByteArray(): Array<Byte>
    }

        buffer.fill(null, start, capacity)
    } else {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, 0, capacity)
    }

    var size = this.size
    var widx = 0
    var idx = startIndex
    while (widx < size && idx <

    /\n        if (result.size > this.size) result[this.size] = null
    override fun toByteArray(): Array<Byte>
    }

        buffer.fill(null, start, capacity)
    } else {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, 0, capacity)
    }

    var size = this.size
    var widx = 0
    var idx = startIndex
    while (widx < size && idx <

    /\n        if (result.size > this.size) result[this.size] = null
    override fun toByteArray(): Array<Byte>
    }

        buffer.fill(null, start, capacity)
    } else {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, 0, capacity)
    }

    var size = this.size
    var widx = 0
    var idx = startIndex
    while (widx < size && idx <

    /\n        if (result.size > this.size) result[this.size] = null
    override fun toByteArray(): Array<Byte>
    }

        buffer.fill(null, start, capacity)
    } else {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, 0, capacity)
    }

    var size = this.size
    var widx = 0
    var idx = startIndex
    while (widx < size && idx <

    /\n        if (result.size > this.size) result[this.size] = null
    override fun toByteArray(): Array<Byte>
@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces
/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)

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 */

package kotlin.contracts

import kotlin.internal.ContractsDsl
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is used to opt-in for that feature *
 * when declaring contracts of user functions.
 * * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by *
 * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalContracts::class)`, *
 * or by using the compiler argument `-Xuse-experimental=kotlin.contracts.ExperimentalContracts`.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the function parameter 
 * lambda is invoked in place.
 *
 * This contract specifies that:
 * 1. the function 
 * lambda can only be invoked during the call of the owner function,
 * and it won't be invoked after that owner function call is completed;
 * 2. _optionally_ the function 
 * lambda is invoked the amount of times specified by the 
 * kind parameter, see the [InvocationKind] enum for possible values.
 * A function declaring the 'callsInPlace' effect must be inline. *
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    // @sample samples.contracts.callsInPlaceAtMostOnceContract
    // @sample samples.contracts.callsInPlaceAtLeastOnceContract
    // @sample samples.contracts.callsInPlaceExactlyOnceContract
    // @sample samples.contracts.callsInPlaceUnknownContract
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies
how many times a function invokes its function parameter in place. * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.

```kotlin
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind
{
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    AT_MOST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */
    UNKNOWN
}

/**
 * Specifies the contract of a function.
 *
 * The contract description must be at the beginning of a function and have at least one effect. * Only the top-level functions can have a contract for now. * builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
 */
/* @sample samples.contracts.returnsContract
* @sample samples.contracts.returnsTrueContract
* @sample samples.contracts.returnsFalseContract
* @sample samples.contracts.returnsNotNullContract
* @sample samples.contracts.callsInPlaceAtMostOnceContract
* @sample samples.contracts.callsInPlaceAtLeastOnceContract
* @sample samples.contracts.callsInPlaceExactlyOnceContract
* @sample samples.contracts.callsInPlaceUnknownContract
*/
@ContractsDsl
@ExperimentalContracts
@InlineOn
ly
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element{
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    public fun releaseInterceptedContinuation(continuation: Continuation<*>)
        { /* do nothing by default */ }

    // Performance optimization for a singleton
        return if (key === Key) null else this as E
    }
}
```

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 */

package kotlin.coroutines

/**
 * Marks coroutine context element that intercepts coroutine continuations. * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and * intercepts all coroutine continuations with [interceptContinuation] invocations.
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    public fun releaseInterceptedContinuation(continuation: Continuation<*>)
        { /* do nothing by default */ }

    // Performance optimization for a singleton
        return if (key === Key) null else this as E
    }
}
```

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```kotlin
@SinceKotlin("1.3")
public interface CoroutineContext {
    /**
     * Returns the element with the given [key] from this context or `null`.
     */
    public operator fun <E : Element> get(key: Key<E>): E?

    /**
     * Accumulates entries of this context starting with [initial] value and applying [operation] from left to right to current accumulator value and each element of this context.
     */
    public fun <R> fold(initial: R, operation: (R, Element) -> R): R

    /**
     * Returns a context containing elements from this context and elements from other [context].
     */
    public operator fun plus(context: CoroutineContext): CoroutineContext =
        if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation
            context.fold(this) { acc, element ->
                val removed = acc.minusKey(element.key)
                if (removed === EmptyCoroutineContext) element else {
                    // make sure interceptor is always last in the context (and thus is fast to get when present)
                    val interceptor = removed[ContinuationInterceptor]
                    if (interceptor == null) CombinedContext(removed, element) else {
                        val left =
                            removed.minusKey(ContinuationInterceptor)
                        CombinedContext(left, element, interceptor)
                    }
                }
            }

    /**
     * Returns a context containing elements from this context, but without an element with [key].
     */
    public fun minusKey(key: Key<*>): CoroutineContext

    /**
     * Key for the elements of [CoroutineContext].
     */
    public interface Key<E : Element>

    /**
     * An element of the [CoroutineContext].
     */
    public interface Element : CoroutineContext {
        /**
         * A key of this coroutine context element.
         */
        public val key: Key<*>

        public override operator fun <E : Element> get(key: Key<E>): E? =
            @Suppress("UNCHECKED_CAST")
            if (this.key == key) this as E else null

        public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
            operation(initial, this)

        public override fun minusKey(key: Key<*>): CoroutineContext =
            if (this.key == key) EmptyCoroutineContext
            else this
    }
}
```

---

```
package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.*
import kotlin.io.Serializable

/**
 * Base class for [CoroutineContext.Element] implementations.
 */
@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any =
        EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}
```

---

```
@SinceKotlin("1.3")
internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[cur.key] as E
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }
        val newLeft =
```
fun minusKey(key): Int {
    var cur = this
    var size = 2 * this
    while (true) {
        cur = cur.left as?
        if (cur.contains(key)) return false
    }
}

fun size(): Int {
    var cur = this
    var size = 2
    while (true) {
        cur = cur.left as?
        if (cur.contains(key)) return size
        size++
    }
}

fun contains(element: Element): Boolean =
    get(element.key) == element

fun containsAll(context: CombinedContext): Boolean {
    var cur = context
    while (true) {
        if (!contains(cur.element)) return false
        val next = cur.left
        if (next is CombinedContext) {
            cur = next
        } else {
            return contains(next as Element)
        }
    }
}

override fun equals(other: Any?): Boolean =
    this === other || other is CombinedContext &&
    other.size() == size() && other.containsAll(this)

override fun hashCode(): Int = left.hashCode() + element.hashCode()

override fun toString(): String =
    fold(Unit) { acc, element ->
        if (acc.isEmpty()) element.toString() else "$acc, $element"
    }

fun writeReplace(): Any {
    val n = size()
    val elements =
        arrayOfNulls<CoroutineContext>(n)
    var index = 0
    fold(Unit) { _, element -> elements[index++] = element }
    check(index == n)
    @Suppress("UNCHECKED_CAST")
    return
}

IntrinsicsKt.kt

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suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw
    NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw
    NotimplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
the execution was suspended and will not return any result immediately. In this case, the [Continuation] provided to the [block] shall be resumed by invoking [Continuation.resumeWith] at some moment in the future when the result becomes available to
resume the computation. * Otherwise, the return value of the [block] must have a type assignable to [T] and
represents the result of this suspend function. * It means that the execution was not suspended and the
[Continuation] provided to the [block] shall not be invoked. * As the result type of the [block] is declared as
`Any?` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend
function's author. * Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's
thread without going through the * [ContinuationInterceptor] that might be present in the coroutines
[CoroutineContext]. * It is the invoker's responsibility to ensure that a proper invocation context is
established. * [Continuation.intercepted] can be used to acquire the intercepted continuation. * Note that
it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions
synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer
way to obtain current continuation instance.

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw
    NotimplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")
COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

Using enum here ensures two important properties:
  1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support enums)
  2. It improves debugging experience, since you clearly see toString() value of those objects and what package they come from

This class is Published API via serialized representation of SafeContinuation, don't rename/move\n
enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }

Package: kotlin

/**
 * Performs a bitwise AND operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =

/**
 * Performs a bitwise OR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =

/**
 * Performs a bitwise XOR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =

/**
 * Inverts the bits in this value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =

/**
 * Performs a bitwise AND operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short =

/**
 * Performs a bitwise OR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short =

/**
 * Performs a bitwise XOR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short =

/**
 * Inverts the bits in this value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short =

/**
 * The experimental marker for type inference augmenting annotations.
 *
 * Any usage of a declaration annotated with
 * `@ExperimentalTypeInference` must be accepted either by
 * annotating that usage with the `@UseExperimental` annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)`,
 * or by using the compiler argument `-Xuse-experimental=kotlin.ExperimentalTypeInference`.
 * `@Retention` @Experimental(level = Experimental.Level.ERROR)
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class ExperimentalTypeInference

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
public annotation class Exact

/**
 * Specifies that the corresponding member has the lowest priority in overload resolution.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION)
public annotation class LowPriorityInOverloadResolution

/**
 * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that
 * an extension annotated with this annotation will win in overload resolution over a member with the same signature.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION)
public annotation class HidesMembers

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* The experimental marker for type inference augmenting annotations.

* Any usage of a declaration annotated with

* `@ExperimentalTypeInference` must be accepted either by

* annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)`.

* or by using the compiler argument `-Xuse-experimental=kotlin.ExperimentalTypeInference`.

* `@Retention` @Experimental(level = Experimental.Level.ERROR)

* `@Target` (AnnotationTarget.ANNOTATION_CLASS)

* `@Retention` (AnnotationRetention.BINARY)

* `@Target` (AnnotationTarget.TYPE)

* `@Retention` (AnnotationRetention.BINARY)

* `@Target` (AnnotationTarget.FUNCTION)

* `@Retention` (AnnotationRetention.BINARY)

* `@Target` (AnnotationTarget.PROPERTY)

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* The value of this type parameter should be mentioned in input types (argument types,
receiver type or expected type).

@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@Retention(AnnotationRetention.BINARY)

/**
 * Specifies that this function should not be called directly without inlining
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)

/**
 * Specifies that this parameter should be a property reference expression (`this::foo`), referencing a 'lateinit' property.
 * The backing field of which is accessible at the point where the corresponding argument is passed.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@Retention(AnnotationRetention.BINARY)

/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.
 * [version] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.
 * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILED_VERSION] and [RequireKotlinVersionKind.API_VERSION].
 * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version.
 * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.VALUE_PARAMETER)

/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.
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/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.
 * [version] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.
 * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILED_VERSION] and [RequireKotlinVersionKind.API_VERSION].
 * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version.
 * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.VALUE_PARAMETER)

/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.
 * [version] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.
 * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILED_VERSION] and [RequireKotlinVersionKind.API_VERSION].
 * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version.
 * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.VALUE_PARAMETER)
of the property
  * has already been changed when this callback is invoked.
  * @sample samples.properties.Delegates.observableDelegate
  * @sample ReadWriteProperty<Any?, T> = @sample
  * @sample properties.Delegates.observableDelegate
  * @sample public inline fun <T> observable(initialValue: T, onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
  * @sample afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
  * @sample Returns a property delegate for a read/write property that calls a specified callback function
  * @sample when changed.
  * @sample allowing the callback to veto the modification.
  * @sample @param initialValue the initial value of the property.
  * @sample @param onChange the callback which is called before a change to the property value is
  * @sample attempted.
  * @sample The value of the property hasn't been changed yet, when this callback is invoked.
  * @sample If the callback returns "true" the value of the property is being set to the new value,
  * @sample and if the callback returns "false" the new value is discarded and the property remains its old value.
  * @sample @sample samples.properties.Delegates.observableDelegate
  * @sample ReadWriteProperty<Any?, T> = @sample
  * @sample observable(initialValue: T, onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
  * @sample override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
  * @sample
/*
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 * license/LICENSE.txt file.
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when
 * changed.
 */
public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     * The callback which is called after the change of the property is made. The value of the property
     * @sample has already been changed when this callback is invoked.
     * @sample The value of the property hasn't been changed yet, when this callback is invoked.
     * @sample If the callback returns 'true' the value of the property is being set to the new value,
     * @sample and if the callback returns 'false' the new value is discarded and the property remains its old value.
     * @sample @param onChange the callback which is called before a change to the property value is
     * @sample attempted.
     */
    override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }
        this.value = value
        afterChange(property, oldValue, value)
    }
}
public open fun nextLong(from: Long, until: Long): Long = nextInt().toLong().shl(32) + nextInt()
    /**
     * Gets the next random `Long` value uniformly distributed between the specified [from] and [until] (exclusive) bounds.
     *
     * @param until must be positive.
     *
     * @throws IllegalArgumentException if [until] is negative or zero.
     */
    public open fun nextLong(until: Long): Long = nextInt().toLong().shl(32) + nextInt(until)
    /**
     * Gets the next random non-negative `Long` value uniformly distributed between 0 (inclusive) and `Long.MAX_VALUE` (inclusive).
     *
     * @throws IllegalArgumentException if [until] is negative or zero.
     */
    public open fun nextLong(): Long = nextInt().toLong().shl(32) + nextInt()
@sample
samples.random.Randoms.seededRandom
/*\n@\nSinceKotlin("1.3")\n*/
public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())

/*\n@SinceKotlin("1.3")\n*/
public fun Random.nextInt(range: IntRange): Int = when { range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
    else -> nextInt(range.first, range.last) + 1
}

/**
 * Gets the next random `Long` from the random number generator in the specified [range].\n * @throws IllegalArgumentException if [range] is empty.\n * @\nSinceKotlin("1.3")\n*/
public fun Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong()
}

internal expect fun defaultPlatformRandom(): Random

internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) { boundsErrorMessage(from, until) }

internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) { boundsErrorMessage(from, until) }

internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) { boundsErrorMessage(from, until) }

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."
uniformly distributed between [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun Random.nextULong(): ULong =
nextLong().toULong()\r\n\r\n/**\r\n * Gets the next random [ULong] from the random number generator less than
the specified [until] bound.\r\n *\r\n * Generates a [ULong] random value uniformly distributed between `0`
(inclusive) and the specified [until] bound (exclusive).\r\n *\r\n * @throws IllegalArgumentException if [until] is
zero.\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun Random.nextULong(until:
ULong): ULong = nextULong(0uL, until)\r\n\r\n/**\r\n * Gets the next random [ULong] from the random number
generator in the specified range.\r\n *\r\n * Generates a [ULong] random value uniformly distributed between the
specified [from] (inclusive) and [until] (exclusive) bounds.\r\n *\r\n * @throws IllegalArgumentException if [from]
is greater than or equal to [until].\r\n */\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun
Random.nextULong(from: ULong, until: ULong): ULong {\r\n checkULongRangeBounds(from, until)\r\n\r\n
val signedFrom = from.toLong() xor Long.MIN_VALUE\r\n val signedUntil = until.toLong() xor
Long.MIN_VALUE\r\n\r\n val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE\r\n
return signedResult.toULong()\r\n}\r\n\r\n/**\r\n * Gets the next random [ULong] from the random number
generator in the specified [range].\r\n *\r\n * Generates a [ULong] random value uniformly distributed in the
specified [range]:\r\n * from `range.start` inclusive to `range.endInclusive` inclusive.\r\n *\r\n * @throws
IllegalArgumentException if [range] is empty.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun Random.nextULong(range:
ULongRange): ULong = when {\r\n range.isEmpty() -> throw IllegalArgumentException(\"Cannot get random in
empty range: $range\")\r\n range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)\r\n
range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u\r\n else ->
nextULong()\r\n}\r\n\r\n/**\r\n * Fills the specified unsigned byte [array] with random bytes and returns it.\r\n *\r\n
* @return [array] filled with random bytes.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun Random.nextUBytes(array:
UByteArray): UByteArray {\r\n nextBytes(array.asByteArray())\r\n return array\r\n}\r\n\r\n/**\r\n * Creates an
unsigned byte array of the specified [size], filled with random bytes.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun Random.nextUBytes(size: Int):
UByteArray = nextBytes(size).asUByteArray()\r\n\r\n/**\r\n * Fills a subrange of the specified `UByte` [array]
starting from [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.\r\n *\r\n * @return [array]
with the subrange filled with random bytes.\r\n
*/\r\n@SinceKotlin(\"1.3\")\r\n@ExperimentalUnsignedTypes\r\npublic fun Random.nextUBytes(array:
UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\r\n nextBytes(array.asByteArray(),
fromIndex, toIndex)\r\n return array\r\n}\r\n\r\n\r\n@ExperimentalUnsignedTypes\r\ninternal fun
checkUIntRangeBounds(from: UInt, until: UInt) = require(until > from) { boundsErrorMessage(from, until)
}\r\n@ExperimentalUnsignedTypes\r\ninternal fun checkULongRangeBounds(from: ULong, until: ULong) =
require(until > from) { boundsErrorMessage(from, until) }\r\n","/*\r\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\r\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\r\n */\r\n\r\npackage kotlin.random\r\n\r\n/**\r\n * Random number
generator, algorithm \"xorwow\" from p. 5 of Marsaglia, \"Xorshift RNGs\".\r\n *\r\n * Cycles after 2^160 * (2^321) repetitions.\r\n *\r\n * See http://www.jstatsoft.org/v08/i14/paper for details.\r\n */\r\ninternal class
XorWowRandom\r\ninternal constructor(\r\n private var x: Int,\r\n private var y: Int,\r\n private var z: Int,\r\n
private var w: Int,\r\n private var v: Int,\r\n private var addend: Int\r\n) : Random() {\r\n\r\n internal
constructor(seed1: Int, seed2: Int) :\r\n
this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr
4))\r\n\r\n init {\r\n
require((x or y or z or w or v) != 0) { \"Initial state must have at least one non-zero
element.\" }\r\n\r\n
// some trivial seeds can produce several values with zeroes in upper bits, so we discard first
64\r\n
repeat(64) { nextInt() }\r\n }\r\n\r\n override fun nextInt(): Int {\r\n
var t = x\r\n
t = t xor (t
ushr 2)\r\n
x = y\r\n
y = z\r\n
z = w\r\n
val v0 = v\r\n
w = v0\r\n
t = (t xor (t shl 1)) xor v0
xor (v0 shl 4)\r\n
v = t\r\n
addend += 362437\r\n
return t + addend\r\n }\r\n\r\n override fun

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nextBits(bitCount: Int): Int =
    nextInt().takeUpperBits(bitCount)
}
}

fun lessThanOrEquals(a: T, b: T): Boolean = a <= b

fun contains(value: T): Boolean = value in this

fun isEmpty(): Boolean = this.isEmpty()
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```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Concatenates this Char and a String.
 *
 * @sample samples.text.Chars.plus
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() +
other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 * @param *\n * *\n * Two characters are considered the same (as compared by the == operator) if at least one of the following is `true`:
 * - The two characters are the same (as compared by the == operator) - Applying the method [toUpperCase] to each character produces the same result
 * - Applying the method [toLowerCase] to each character produces the same result
 * - The two characters are the same (as compared by the == operator)
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

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 * can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes [marginPrefix] from every line if they are blank (notice difference blank vs empty).
 * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 * Doesn't preserve the original line endings.
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 * @sample samples.text.Strings.trimMargin
 * @see trimIndent
 * @see kotlin.text.isWhitespace
 */
public fun String.trimMargin(marginPrefix: String = "\|"):
    replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = "\|"):
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()
    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        val firstNonWhitespaceIndex = line.indexOfFirst {
            !it.isWhitespace()
        }

        when {
            firstNonWhitespaceIndex == -1 -> null
            line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)
            else -> null
        }
    })

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last lines if they are blank (notice difference blank vs empty).
 * Detects a common minimal indent like it does [trimMargin] and replaces it with the specified [newIndent].
 * @param newIndent (non-blank) string, which is used as a margin delimiter.
 * @sample samples.text.Strings.trimIndent
 */
public fun String.trimIndent(): String = replaceIndent("\"")

/**
 * Prepends [indent] to every line of the original string.
 */
public fun String.prependIndent(indent: String = "    ": String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int =
indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
null
        else
            indentCutFunction(value)?.let(indentAddFunction) ?: value
    }
        .joinTo(StringBuilder(resultSizeEstimate), "\n")
        .toString()
}

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * An element of the collection at the particular index can be `null` if the corresponding group in the regular expression is optional and there was no match captured by that group.
 * 
 * @sample samples.text.Regexps.matchDestructuringToGroupValues
 */
public interface MatchGroupCollection : Collection<MatchGroup> {
    /** Returns a group with the specified [index].
     * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
     */
    public operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /** The range of indices in the original string where match was captured. */
    public val range: IntRange
    /** The substring from the input string captured by this match. */
    public val value: String
    /**
     * A collection of groups matched by the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public val groups: MatchGroupCollection
    /**
     * A list of matched indexed group values.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * If the group in the regular expression is optional and there were no match captured by that group,
     * corresponding item in [groupValues] is an empty string.
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public val groupValues: List<String>

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public val destructured: Destructured get() = 

    /**
     * Provides components for destructuring assignment of group values.
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public val destructured: Destructured

    /**
     * Returns a new [MatchResult] with the results for the next match, starting at the position
     * at which the last match ended (at the character after the last matched character).
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public fun next(): MatchResult?

    /**
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public val publicVal: String

    /**
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public val publicVal: String

    /*
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     */
component1(): String = match.groupValues[1]
@kotlin.internal.InlineOnly
public operator inline
fun component2(): String = match.groupValues[2]
@kotlin.internal.InlineOnly
public operator inline
fun component3(): String = match.groupValues[3]
@kotlin.internal.InlineOnly
public operator inline
fun component4(): String = match.groupValues[4]
@kotlin.internal.InlineOnly
public operator inline
fun component5(): String = match.groupValues[5]
@kotlin.internal.InlineOnly
public operator inline
fun component6(): String = match.groupValues[6]
@kotlin.internal.InlineOnly
public operator inline
fun component7(): String = match.groupValues[7]
@kotlin.internal.InlineOnly
public operator inline
fun component8(): String = match.groupValues[8]
@kotlin.internal.InlineOnly
public operator inline
fun component9(): String = match.groupValues[9]
@kotlin.internal.InlineOnly
public operator inline
fun component10(): String = match.groupValues[10]

/*
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package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character ”
    * © */
    public const val copyright: Char = '\u00A9'
    /** The character "
    * * Returns destructured group values as a list of strings. *
    * First value in the returned list corresponds to the value of
    * the first group, and so on. *
    * * @sample
    * samples.text.Regexps.matchDestructuringToGroupValues */
    public fun toList(): List<String> =
        match.groupValues.subList(1, match.groupValues.size)
}
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. A source of time for measuring time intervals. The only operation provided by the clock is [markNow]. It returns a [ClockMark], which can be used to query the elapsed time later. The returned [ClockMark] instance encapsulates captured time point and allows querying the duration of time interval from that point. Represents a time point notched on a particular [Clock]. Remains bound to the clock it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]). Returns the amount of time passed from this clock mark on the clock from which this mark was taken. Note that the value returned by this function can change on subsequent invocations. Returns a clock mark on the same clock that is ahead of this clock mark by the specified [duration]. The returned clock mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative. Returns a public open operator fun plus(duration): Duration) Returns a clock mark on the same clock that is behind this clock mark by the specified [duration]. The returned clock mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative. Returns true if this clock mark has passed according to the clock from which this mark was taken. Note that the value returned by this function can change on subsequent invocations. * If the clock is monotonic, it can change only from `false` to `true`, namely, when the clock mark becomes behind the current point of the clock. * Returns true if this clock mark has not passed according to the clock from which this mark was taken. * Note that the value returned by this function can change on subsequent invocations. * If the clock is monotonic, it can change only from `true` to `false`, namely, when the clock mark becomes behind the current point of the clock. * Returns false if this clock mark has not passed according to the clock from which this mark was taken. * Note that the value returned by this function can change on subsequent invocations. * If the clock is monotonic, it can change only from `false` to `true`, namely, when the clock mark becomes behind the current point of the clock. * Returns true if this clock mark has not passed according to the clock from which this mark was taken. * Note that the value returned by this function can change on subsequent invocations. * If the clock is monotonic, it can change only from `true` to `false`, namely, when the clock mark becomes behind the current point of the clock. * Returns false if this clock mark has not passed according to the clock from which this mark was taken. * Note that the value returned by this function can change on subsequent invocations.
the [unit] property.

protected abstract fun read(): Long

private class LongClockMark(private val startedAt: Long, private val clock: AbstractLongClock, private val offset: Duration) : ClockMark() {

override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration(clock.unit) - offset

override fun plus(duration: Duration): ClockMark = LongClockMark(startedAt, clock, offset + duration)

override fun markNow(): ClockMark = LongClockMark(read(), this, Duration.ZERO)
}

/**
 * An abstract class used to implement clocks that return their readings as [Long] values in the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractLongClock(protected val unit: DurationUnit) : Clock {

/**
 * This protected method should be overridden to return the current reading of the clock expressed as a [Long] number.
 * *in the specified by the [unit] property.
 *
 * * A clock that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 * * The current clock reading value can be advanced by the specified duration amount with the operator [plusAssign]:
 * * Example:
 * *
 * * val clock = TestClock()
 * * clock += 10.seconds
 * *
 * * Implementation note: the current clock reading value is stored as a [Long] number of nanoseconds, *thus it's capable to represent a time range of approximately * 292 years. * Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.
 * *
 * * A clock that has
 * * public operator fun plusAssign(duration: Duration) {
 * * val delta = duration.toDouble(unit)
 * * val longDelta = delta.toLong()
 * * if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
 * * // when delta fits in long, add it as long
 * * val newReading = reading + longDelta
 * * if (reading xor longDelta >= 0 && reading xor newReading < 0) throw IllegalStateException("TestClock will overflow if its reading ${reading}ns is advanced by $duration.")
 * * newReading
 * * } else {
 * * // when delta is greater than long, add it as double
 * * val newReading = reading + delta
 * * if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) throw IllegalStateException("TestClock will overflow if its reading $reading ns is advanced by $duration.")
 * *
 * * companion object : WallClock {
 * * fun currentTimeMilliseconds(): Long = System.currentTimeMillis()
 * * fun read(): Long = System.currentTimeMillis()
 * *
 * * companion object : WallClock {
 * * fun read(): Long = System.currentTimeMillis()
 * *
 * * companion object : WallClock {
 * * fun read(): Long = System.currentTimeMillis()
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 * * fun read(): Long = System.currentTimeMillis()
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 * * companion object : WallClock {
 * * fun read(): Long = System.currentTimeMillis()
 * *
 * * companion object : WallClock {
 * * fun read(): Long = System.currentTimeMillis()
value of this duration expressed in a particular [duration units][DurationUnit] * use the functions [toInt], [toLong], and [toDouble] * or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.

*/

```java
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_IN_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {
    companion object {
        public val ZERO: Duration = Duration(0.0)
        public val INFINITE: Duration = Duration(Double.POSITIVE_INFINITY)
        public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =
            convertDurationUnit(value, sourceUnit, targetUnit)
    }

    // arithmetic operators

    public operator fun unaryMinus(): Duration = Duration(-value)

    public operator fun plus(other: Duration): Duration = Duration(value + other.value)

    public operator fun minus(other: Duration): Duration = Duration(value - other.value)

    public operator fun times(scale: Int): Duration = Duration(value * scale)

    public operator fun times(scale: Double): Duration = Duration(value * scale)

    public operator fun div(scale: Int): Duration = Duration(value / scale)

    public operator fun div(scale: Double): Duration = Duration(value / scale)

    public operator fun div(other: Duration): Double = this.value / other.value

    public fun isNegative(): Boolean = value < 0

    public fun isPositive(): Boolean = value > 0

    public fun isInfinite(): Boolean = value.isInfinite()

    public fun isFinite(): Boolean = value.isFinite()

    public val absoluteValue: Duration get() = if (isNegative()) -this else this

    override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)

    // splitting to components

    public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int,
        nanoseconds: Int) -> T): T =
        action(inDays.toInt(), hoursComponent, minutesComponent,
            secondsComponent, nanosecondsComponent)

    public fun isLessThanOrEqualTo(other: Duration): Boolean = this.value <= other.value

    public fun isGreaterThan(other: Duration): Boolean = this.value > other.value

    public fun equals(other: Duration): Boolean = this.value == other.value

    public fun hashCode(): Int = this.value.hashCode()

    public override fun toString(): String = Duration.toString(value, "default")
```

// arithmetic operators

```java
    public operator fun unaryMinus(): Duration = Duration(-value)

    public operator fun plus(other: Duration): Duration = Duration(value + other.value)

    public operator fun minus(other: Duration): Duration = Duration(value - other.value)

    public operator fun times(scale: Int): Duration = Duration(value * scale)

    public operator fun times(scale: Double): Duration = Duration(value * scale)

    public operator fun div(scale: Int): Duration = Duration(value / scale)

    public operator fun div(scale: Double): Duration = Duration(value / scale)

    public operator fun div(other: Duration): Double = this.value / other.value

    public fun isNegative(): Boolean = value < 0

    public fun isPositive(): Boolean = value > 0

    public fun isInfinite(): Boolean = value.isInfinite()

    public fun isFinite(): Boolean = value.isFinite()

    public val absoluteValue: Duration get() = if (isNegative()) -this else this

    override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)
```

// splitting to components

```java
    public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int,
        nanoseconds: Int) -> T): T =
        action(inDays.toInt(), hoursComponent, minutesComponent,
            secondsComponent, nanosecondsComponent)
```

These operators and functions allow for easy manipulation and comparison of durations. The `Duration` class provides methods for converting between different units, accessing components such as days, hours, minutes, seconds, and nanoseconds, and performing arithmetic operations like addition, subtraction, multiplication, and division. It also includes properties to check if the duration is negative, positive, infinite, or finite, and methods to get the absolute value and compare durations. The `compareTo` method allows for ordering durations, while the `hashCode` and `toString` methods provide support for hash-based collections and string representations, respectively.
hours in this duration. * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.

*public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =

*/
    public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =

    /**
     * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
     * * The result of [action] is returned as the result of this function.
     * * `- nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1,000,000,000;
     * `- seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
     */
    public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T =

    @PublishedApi
    internal val hoursComponent: Int get() = (inHours % 24).toInt()
    @PublishedApi
    internal val minutesComponent: Int get() = (inMinutes % 60).toInt()
    @PublishedApi
    internal val secondsComponent: Int get() = (inSeconds % 60).toInt()
    @PublishedApi
    internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()

    // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /**
     * Returns the value of this duration expressed as a [Long] number of the specified [unit].
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.
     */
    public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

    /**
     * Returns the value of this duration expressed as an [Int] number of the specified [unit].
     * If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion [Double.toInt] for details.
     */
    public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

    /** The value of this duration expressed as a [Double] number of days. */
    public val inDays: Double get() = toDouble(DurationUnit.DAYS)

    /** The value of this duration expressed as a [Double] number of hours. */
    public val inHours: Double get() = toDouble(DurationUnit.HOURS)

    /** The value of this duration expressed as a [Double] number of minutes. */
    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /** The value of this duration expressed as a [Double] number of seconds. */
    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /** The value of this duration expressed as a [Double] number of milliseconds. */
    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /** The value of this duration expressed as a [Double] number of microseconds. */
    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /** The value of this duration expressed as a [Double] number of nanoseconds. */
    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)
[Duration] equal to this [Int] number of the specified [unit].
*\(\text{\texttt{public fun Int.toDuration(unit: DurationUnit): Duration =}
\text{\texttt{toDouble().toDuration(unit)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of the specified [unit].}}\)

*\(\text{\texttt{public fun Long.toDuration(unit: DurationUnit): Duration =}
\text{\texttt{toDouble().toDuration(unit)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Double] number of the specified [unit].}}\)

*\(\text{\texttt{public fun Double.toDuration(unit: DurationUnit): Duration =}
\text{\texttt{Duration(convertDurationUnit(this, unit, storageUnit)*/}}\)

*\(\text{\texttt{constructing from number of units*/}}\)

*\(\text{\texttt{extension properties*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Int] number of nanoseconds.}}\)

*\(\text{\texttt{public val Int.nanoseconds get() =}
\text{\texttt{toDuration(DurationUnit.NANOSECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of nanoseconds.}}\)

*\(\text{\texttt{public val Long.nanoseconds get() =}
\text{\texttt{toDuration(DurationUnit.NANOSECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Double] number of nanoseconds.}}\)

*\(\text{\texttt{public val Double.nanoseconds get() =}
\text{\texttt{toDuration(DurationUnit.NANOSECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Int] number of microseconds.}}\)

*\(\text{\texttt{public val Int.microseconds get() =}
\text{\texttt{toDuration(DurationUnit.MICROSECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of microseconds.}}\)

*\(\text{\texttt{public val Long.microseconds get() =}
\text{\texttt{toDuration(DurationUnit.MICROSECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Double] number of microseconds.}}\)

*\(\text{\texttt{public val Double.microseconds get() =}
\text{\texttt{toDuration(DurationUnit.MICROSECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Int] number of milliseconds.}}\)

*\(\text{\texttt{public val Int.milliseconds get() =}
\text{\texttt{toDuration(DurationUnit.MILLISECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of milliseconds.}}\)

*\(\text{\texttt{public val Long.milliseconds get() =}
\text{\texttt{toDuration(DurationUnit.MILLISECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Double] number of milliseconds.}}\)

*\(\text{\texttt{public val Double.milliseconds get() =}
\text{\texttt{toDuration(DurationUnit.MILLISECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Int] number of seconds.}}\)

*\(\text{\texttt{public val Int.seconds get() =}
\text{\texttt{toDuration(DurationUnit.SECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of seconds.}}\)

*\(\text{\texttt{public val Long.seconds get() =}
\text{\texttt{toDuration(DurationUnit.SECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Double] number of seconds.}}\)

*\(\text{\texttt{public val Double.seconds get() =}
\text{\texttt{toDuration(DurationUnit.SECONDS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Int] number of minutes.}}\)

*\(\text{\texttt{public val Int.minutes get() =}
\text{\texttt{toDuration(DurationUnit.MINUTES)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of minutes.}}\)

*\(\text{\texttt{public val Long.minutes get() =}
\text{\texttt{toDuration(DurationUnit.MINUTES)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Double] number of minutes.}}\)

*\(\text{\texttt{public val Double.minutes get() =}
\text{\texttt{toDuration(DurationUnit.MINUTES)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Int] number of hours.}}\)

*\(\text{\texttt{public val Int.hours get() =}
\text{\texttt{toDuration(DurationUnit.HOURS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of hours.}}\)

*\(\text{\texttt{public val Long.hours get() =}
\text{\texttt{toDuration(DurationUnit.HOURS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Double] number of hours.}}\)

*\(\text{\texttt{public val Double.hours get() =}
\text{\texttt{toDuration(DurationUnit.HOURS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Int] number of days.}}\)

*\(\text{\texttt{public val Int.days get() =}
\text{\texttt{toDuration(DurationUnit.DAYS)*/}}\)

*\(\text{\texttt{Returns a [Duration] equal to this [Long] number of days.}}\)

*\(\text{\texttt{public val Long.days get() =}
\text{\texttt{toDuration(DurationUnit.DAYS)*/}}\)
measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return MonoClock.measureTime(block)
}

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with the specified ‘this’ [Clock] instance.
 */

@SinceKotlin("1.3")
@ExperimentalTime
@inline fun Clock.measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return MonoClock.measureTime(block)
}

/**
 * Represents a version of the Kotlin standard library.
 * [major], [minor] and [patch] are integer components of a version,
 * they must be non-negative and not greater than 255
 * ([MAX_COMPONENT_VALUE]).
 * @constructor Creates a version from all three components.
 */
@SinceKotlin("1.1")
    /**
     * Creates a version from [major] and [minor] components, leaving
     * [patch] component zero.
     */
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val version = versionOf(major, minor, patch)
    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major shl 16 + minor shl 8 + patch
    }

    /**
     * Returns the string representation of this version
     */
    override fun toString(): String = "$major.$minor.$patch"

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun hashCode(): Int = version

    override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns ‘true’ if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean {
        if (this >= other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version >= otherVersion.version
    }

    /**
     * Returns ‘true’ if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean {
        if (this >= other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version >= otherVersion.version
    }
}

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 */

package kotlin

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0

/**
 * Represents a version of the Kotlin standard library.
 * [major], [minor] and [patch] are integer components of a version,
 * they must be non-negative and not greater than 255
 * ([MAX_COMPONENT_VALUE]).
 * @constructor Creates a version from all three components.
 */
@SinceKotlin("1.1")
    /**
     * Creates a version from [major] and [minor] components, leaving
     * [patch] component zero.
     */
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val version = versionOf(major, minor, patch)
    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major shl 16 + minor shl 8 + patch
    }

    /**
     * Returns the string representation of this version
     */
    override fun toString(): String = "$major.$minor.$patch"

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun hashCode(): Int = version

    override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns ‘true’ if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean {
        if (this >= other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version >= otherVersion.version
    }

    /**
     * Returns ‘true’ if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean {
        if (this >= other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version >= otherVersion.version
    }
}

/**
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 */

package kotlin

/**
 * Represents a version of the Kotlin standard library.
 * [major], [minor] and [patch] are integer components of a version,
 * they must be non-negative and not greater than 255
 * ([MAX_COMPONENT_VALUE]).
 * @constructor Creates a version from all three components.
 */
@SinceKotlin("1.1")
    /**
     * Creates a version from [major] and [minor] components, leaving
     * [patch] component zero.
     */
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val version = versionOf(major, minor, patch)
    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major shl 16 + minor shl 8 + patch
    }

    /**
     * Returns the string representation of this version
     */
    override fun toString(): String = "$major.$minor.$patch"

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun hashCode(): Int = version

    override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns ‘true’ if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean {
        if (this >= other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version >= otherVersion.version
    }

    /**
     * Returns ‘true’ if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean {
        if (this >= other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version >= otherVersion.version
    }
}
*path: object in a field name* 

this.major > major || (this.major == major &&
        this.minor > minor || this.minor == minor &&
                this.patch >= patch))

    companion object {
        /**
         * Maximum
         * value a version component can have, a constant value 255.
         */
        // NOTE: Must be placed before
        CURRENT because its initialization requires this field being initialized in JS
        public const val
        MAX_COMPONENT_VALUE = 255
        /**
         * Returns the current version of the Kotlin standard
         * library
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 50)
        /**
         * Returns `true` if this lateinit property has been assigned a value, and `false`
         * otherwise.
         */
        *
        * Cannot be used in an inline function, to avoid binary compatibility issues.
        */
        *@receiver:AccessibleLateinitPropertyLiteral
        KProperty0<*>.isInitialized: Boolean
        get() = throw NotImplementedError("Implementation is
        intrinsic")
        ,/*@
        */
        */
        */
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        */
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        */
        */
        // internal to be called from lazy in JS
        /**
         * Represents a value with lazy initialization.
         */
        public interface Lazy<out T> {
            /**
             * Gets
             * the lazily initialized value of the current Lazy instance.
             * Once the value was initialized it must not change
             * during the rest of lifetime of this Lazy instance.
             */
            public val value: T
            /**
             * Returns `true`
             * if a value for this Lazy instance has been already initialized, and `false` otherwise.
             */
            public fun isInitialized(): Boolean
            override fun toString(): String = if (isInitialized())
            value.toString() else "Lazy value not initialized yet."
            override fun writeReplace(): Any = InitializedLazyImpl(value)
        }
        internal object
        UNINITIALIZED_VALUE
        UNINITIALIZED_VALUE
        override val CURRENT: KotlinVersion = KotlinVersion(1, 3, 50)
        // value is written here automatically during build
        }//**@
        */
        */
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        */
        Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
        */
        */
        // internal to be called from lazy in JS
        /**
         * Specifies how a [Lazy]
         * instance synchronizes initialization among
         * multiple threads.
         */
        public enum class LazyThreadSafetyMode {
            SYNCHRONIZED,
            PUBLICATION,
            NONE,
        }
        internal class UnsafeLazyImpl<out
        T>(initializer: () -> T) : Lazy<T>, Serializable {
            private var initializer: (() -> T)? = initializer
            private var
            _value: Any? = UNINITIALIZED_VALUE
            override val value: T
            get() {
                if (_value ===
                UNINITIALIZED_VALUE) {
                    _value = initializer!!()
                    initializer = null
                }
                @Suppress("UNCHECKED_CAST")
                return _value as T
            }
            override fun isInitialized(): Boolean = _value !==
            UNINITIALIZED_VALUE
            ,/*@
            */
            */
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            contributors.
            */
            Use of this source code is governed by the Apache 2.0 license that can be found in the
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int]
 * number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int]
 * number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeLowestOneBit(): Int

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateRight(bitCount: Int): Int

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long]
 * number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long]
 * number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeHighestOneBit(): Long

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeLowestOneBit(): Long

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateLeft(bitCount: Int): Long

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateRight(bitCount: Int): Long

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number as the most significant bits on the left side. *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \n * `number.rotateRight(-n) == number.rotateLeft(n)` *\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally *\n * `number.rotateRight(n) == number.rotateRight(n % 64)` *\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@fun Long.rotateRight(bitCount: Int): Long*
\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \n* `number.rotateRight(-n) == number.rotateLeft(n)` *\n* Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally *\n* `number.rotateRight(n) == number.rotateRight(n % 64)` *\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public expect fun Long.rotateRight(bitCount: Int): Long

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits() *\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS) *\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits() *\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte() *\n* Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte() *\n* Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte() *
* Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits. *\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. *\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \n* `number.rotateLeft(-n) == number.rotateRight(n)` *\n* Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally *\n* `number.rotateLeft(n) == number.rotateLeft(n % 8)` *\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte() *\n* Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits. *\n* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. *\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \n* `number.rotateRight(-n) == number.rotateLeft(n)` *\n* Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally *\n* `number.rotateRight(n) == number.rotateRight(n % 8)` *\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt()).shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7)).toByte() *\n* Counts the number of set bits in the binary representation of this [Byte] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt()).shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte() *\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits() *\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public inline fun Short.countLeadingZeroBits(): Int =
    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS) *\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@public inline fun Short.countTrailingZeroBits(): Int =
    (toInt() or 0x10000).countTrailingZeroBits() *\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.
number is zero.

`num@SinceKotlin("1.3")@num@ExperimentalStdlibApi@num@kotlin.internal.InlineOnly@num@public inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()

/**
 * Returns a number having a single bit set in the position of the least significant bit of this [Short] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Short.rotateLeft(bitCount: Int): Short =

((toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort() * `num.rotateLeft(-n) == num.rotateRight(n) * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally `num * `num.rotateLeft(n % 16) * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:

`num @num@SinceKotlin("1.3")@num@ExperimentalStdlibApi@num@public fun Short.rotateRight(bitCount: Int): Short =

((toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15))).toShort()

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public fun Short.rotateRight(bitCount: Int): Short =

((toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15))).toShort()

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 */

package kotlin
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import java.util.List
import java.util.Map
import kotlin.jvm.JvmName

/**
 * Represents a triad of values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * `Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 */
public class Triple<

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 * Represents a triad of values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
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 * `Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 */
public class Triple<

public class Pair<

public class TuplesKt

 /**
 * Represents a generic pair of two values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * `Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * An example of decomposing it into values:
 */
public class Pair<

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 */
public infix fun <A, B> A.to(that: B): Pair<A, B> =

```
Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     * Converts this triple into a list.
     * @sample samples.misc.Tuples.tripleToList
     * @snippet {Triple<out A, out B, out C>(::null, ::null, ::null)}
     */
    public override fun toString(): String = "($first, $second, $third)"

    public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)
}

/**
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * */

@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * Marks the API that is dependent on the experimental unsigned types, including those types themselves. * Usages of such API will be reported as warnings unless an explicit opt-in with * the [UseExperimental] annotation, e.g.
 * @UseExperimental(ExperimentalUnsignedTypes::class) * or with the `-Xuse-experimental=kotlin.ExperimentalUnsignedTypes` compiler option is given. * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.
 */
@Experimental(level = Experimental.Level.WARNINGS)
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalUnsignedTypes

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last
    override fun contains(value: UInt): Boolean = first <= value && value <= last
    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last
    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last && step == other.step)
    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())
    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $step"
    companion object {
        /**
         * A range of values of type `UInt`.
         */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
    internal constructor(
        start: UInt,
        endInclusive: UInt,
        step: Int
    ) : Iterable<UInt> {
        init {
            if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
            if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation."")
            */* The first element in the progression. */
            */* The last element in the progression. */
            */* The step of the progression. */
            */* Checks if the progression is empty. */
            */* Public open class UIntProgression\<!internal\> constructor */
            */* Init */
            */* If (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.") */
            */* first */
            */* step */
            */* This element in the progression. */
            */* This element in the progression. */
            */* This element in the progression. */
            */* The step of the progression. */
            */* Public open class IntProgression\<!internal\> constructor */
            */* Step */
            */* IsEmpty() &&& other.isEmpty() */
            */* first == other.first &&& last == other.last &&& step == other.step */
            */* override fun hashCode(): Int = */
            */* override fun toString(): String = */
            */* companion object */
            */* Creates UIntProgression */
            */* The progression starts with the [rangeStart] value and }*/
goes toward the [rangeEnd] value not excluding it, with the specified [step].

* In order to go backwards the [step] must be negative.
* [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
* A public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression
  = UIntProgression(rangeStart, rangeEnd, step)

* A private val finalElement = last

private var hasNext: Boolean = if (step > 0) first <= last else first >= last

private var next = if (hasNext) first else finalElement

override fun hasNext(): Boolean = hasNext()

override fun nextUInt(): UInt = next

companion object {
    /** A empty range of values of type ULong. */
    public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
}

/** A range of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1),
ClosedRange<ULong> {
    /** The override fun val start: ULong get() = first\\n\n    override fun val endInclusive: ULong get() = last\\n\n    override fun contains(value: ULong): Boolean = first <= value && value <= last
\n    override fun equals(other: Any?): Boolean =
        other is ULongRange
            && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)
\n    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())
\n    override fun toString(): String = "$first..$last"
}

Companion object {
    /** A range of values of type ULong. */
    public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
}

/** A progression of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class ULongProgression
internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) :
    Iterable<ULong> {
        init {
            if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        }
        override fun iterator(): Iterator<ULong> = Iterable<ULong>()
            .init { (step == 0) throw kotlin.IllegalArgumentException("Step must be
greater than Long.MIN_VALUE to avoid overflow on negation.")
             * A progression of values of type ULong.

* A private val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)

* A A Progression of values of type `ULong`.

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* A private val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)

* A A Progression of values of type `ULong`.
ULongIterator = ULongProgressionIterator(first, last, step) /* Checks if the progression is empty. */
public fun isEmpty(): Boolean = if (step > 0) first > last else last < first
override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32))).toInt()
override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $-step"
companion object {
    /**
     * Creates ULongProgression within the specified bounds of a closed range.
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
     * In order to go backwards the [step] must be negative.
     * [step] must be greater than 'Long.MIN_VALUE' and not equal to zero.
     */
    public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression =
        ULongProgression(rangeStart, rangeEnd, step)
}

/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()
Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number,
\* or zero, if this number is zero.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.

* \@number.rotateLeft(n) == number.rotateRight(-n)

The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

*\@number.rotateLeft(n % 32)

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.

* \@number.rotateRight(n) == number.rotateLeft(-n)

Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally if zero.

* \@number.rotateRight(n % 32)

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.

* \@number.rotateLeft(n) == number.rotateRight(-n)

Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally if zero.

* \@number.rotateRight(n % 32)

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UInt.countOneBits(): Int = toLong().countOneBits()

Counts the number of set bits in the binary representation of this [UInt] number.

* \@number.countOneBits()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UInt.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()

Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.

* \@number.countLeadingZeroBits()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UInt.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()

Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.

* \@number.countTrailingZeroBits()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UInt.takeHighestOneBit(): UInt = toLong().takeHighestOneBit().toUInt()

Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.

* \@number.rotateLeft(n) == number.rotateRight(-n)

The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

* \@number.rotateLeft(n % 64)

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()

Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.

* \@number.rotateLeft(n) == number.rotateRight(-n)

Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally if zero.

* \@number.rotateRight(n % 64)

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()

Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.

* \@number.rotateLeft(n) == number.rotateRight(-n)

Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally if zero.

* \@number.rotateRight(n % 64)
right by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter
the number as the most significant bits on the left side. * Rotating the number right by a negative bit count
is the same as rotating it left by the negated bit count. * Rotating by a multiple of [ULONG.SIZE_BITS] (64) returns the same number, or more generally:

```kotlin
number.rotateRight(n) == number.rotateRight(n % 64)
```

* Since Kotlin ("1.3")

@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun ULong.rotateRight(bitCount: Int): ULong =
    toLong().rotateRight(bitCount).toULong()  // Counts the number of set bits in the binary representation
    of this [ULong] number.

* Since Kotlin ("1.3")

@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun UByte.countBits(): Int =
    toInt().countBits()                        // Counts the number of consecutive most significant
    bits that are zero in the binary representation of this [UByte] number.

* Since Kotlin ("1.3")

@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun UByte.rotateLeft(bitCount: Int): UByte =
    toByte().rotateLeft(bitCount).toUByte()   // Rotates the binary representation of this [UByte] number
    left by the specified [bitCount] number of bits. The most significant bits pushed out from the left side reenter
the number as the least significant bits on the right side. * Rotating the number left by a negative bit count
is the same as rotating it right by the negated bit count. * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:

```kotlin
number.rotateLeft(n) == number.rotateLeft(n % 8)
```

* Since Kotlin ("1.3")

@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun UByte.rotateRight(bitCount: Int): UByte =
    toByte().rotateRight(bitCount).toUByte()  // Rotates the binary representation of this [UByte] number
    right by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter
the number as the most significant bits on the left side. * Rotating the number right by a negative bit count
is the same as rotating it left by the negated bit count. * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:

```kotlin
number.rotateRight(n) == number.rotateRight(n % 8)
```

* Since Kotlin ("1.3")

@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun UShort.countBits(): Int =
    toUInt().countBits()                        // Counts the number of set bits in the binary representation
    of this [USHort] number.

* Since Kotlin ("1.3")

@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun UShort.rotateLeft(bitCount: Int): UShort =
    toByte().rotateLeft(bitCount).toUByte()   // Rotates the binary representation of this [USHort] number
    left by the specified [bitCount] number of bits. The most significant bits pushed out from the left side reenter
the number as the least significant bits on the right side. * Rotating the number left by a negative bit count
is the same as rotating it right by the negated bit count. * Rotating by a multiple of [USHort.SIZE_BITS] (8) returns the same number, or more generally:

```kotlin
number.rotateLeft(n) == number.rotateLeft(n % 8)
```

* Since Kotlin ("1.3")

@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun UShort.rotateRight(bitCount: Int): UShort =
    toByte().rotateRight(bitCount).toUByte()  // Rotates the binary representation of this [USHort] number
    right by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter
the number as the most significant bits on the left side. * Rotating the number right by a negative bit count
is the same as rotating it left by the negated bit count. * Rotating by a multiple of [USHort.SIZE_BITS] (8) returns the same number, or more generally:

```kotlin
number.rotateRight(n) == number.rotateRight(n % 8)
```
Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.

Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number, or zero, if this number is zero.

Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.

Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.

Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step]. No validation on passed parameters is performed. The given parameters should satisfy the condition:

- either `step > 0` and `start <= end`,
- or `step < 0` and `start >= end`.

The last significant bits pushed out from the right side reenter the number as the least significant bits on the right side. Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.

Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
case of a negative
* [step].
* No validation on passed parameters is performed. The given parameters
should satisfy the condition:
* either `step > 0` and `start <= end`
* or `step < 0` and `start >=
end`
* @param start first element of the progression
* @param step increment, or difference of successive elements in the progression
* @return the
final element of the progression
* @suppress
* @PublishedApi
@SinceKotlin("1.3")
/**
getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >=
end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
*/
@PublishedApi
@SinceKotlin("1.3")
internal fun
getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >=
end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned
numbers

package kotlin.text

/**
 * Returns a string representation of this 
[Byte] value in the
 * specified [radix].
 * @throws IllegalArgumentException when
 * [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/
fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses
 * the string as a signed 
[UByte] number and returns the result.
 * @throws NumberFormatException if the string is
 * not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public
fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed 
[UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid
 * representation of a number.
 * @throws IllegalArgumentException when 
[radix] is not a valid radix for string to
 * number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public
fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a 
[UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid
 * representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public
fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a 
[UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid
 * representation of a number.
 * @throws IllegalArgumentException when 
[radix] is not a valid radix for string to
 * number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public
fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an 
[UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid
 * representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public
fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an 
[UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid
 * representation of a number.
 * @throws IllegalArgumentException when 
[radix] is not a valid radix for string to
 * number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public
fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a 
[ULong] number
...
and returns the result.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULong(): ULong =

toULongOrNull() ?: numberFormatError(this)\n
* Parses the string as a [ULong] number and returns the result.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULongOrNull(): ULong? =
toULongOrNull(radix = 10)\n
* Parses the string as an [ULong] number and returns the result if the string is not a valid representation of a number.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)\n
* Parses the string as a [ULong] number and returns the result if the string is not a valid representation of a number.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)\n
* Parses the string as a [ULong] number and returns the result if the string is not a valid representation of a number.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)\n
* Parses the string as a [ULong] number and returns the result if the string is not a valid representation of a number.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)\n
* Parses the string as a [ULong] number and returns the result if the string is not a valid representation of a number.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)\n
* Parses the string as a [ULong] number and returns the result if the string is not a valid representation of a number.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @since Kotlin("1.3")

*public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: numberFormatError(this)\n
* Parses the string as a [ULong] number and returns the result if the string is not a valid representation of a number.
digit.toUInt()\r\n
if (result < beforeAdding) return null // overflow has happened\r\n }\r\n\r\n return
result\r\n}\r\n","/*\r\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\r\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\r\n
*/\r\n\r\n@file:kotlin.jvm.JvmMultifileClass\r\n@file:kotlin.jvm.JvmName(\"MathKt\")\r\n\r\n\r\npackage
kotlin.math\r\n\r\n\r\n\r\n// constants, can't use them from nativeMath as they are not constants there\r\n\r\n/** Ratio
of the circumference of a circle to its diameter, approximately 3.14159. */\r\n@SinceKotlin(\"1.2\")\r\npublic const
val PI: Double = 3.141592653589793\r\n/** Base of the natural logarithms, approximately 2.71828.
*/\r\n@SinceKotlin(\"1.2\")\r\npublic const val E: Double = 2.718281828459045\r\n\r\n// region
================ Double Math ========================================\r\n\r\n/** Computes
the sine of the angle [x] given in radians.\r\n *\r\n * Special cases:\r\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\r\n
*/\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun sin(x: Double): Double\r\n\r\n/** Computes the cosine of the angle
[x] given in radians.\r\n *\r\n * Special cases:\r\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\r\n
*/\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun cos(x: Double): Double\r\n\r\n/** Computes the tangent of the
angle [x] given in radians.\r\n *\r\n * Special cases:\r\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\r\n
*/\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun tan(x: Double): Double\r\n\r\n/**\r\n * Computes the arc sine of
the value [x];\r\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\r\n *\r\n * Special
cases:\r\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic expect
fun asin(x: Double): Double\r\n\r\n/**\r\n * Computes the arc cosine of the value [x];\r\n * the returned value is an
angle in the range from `0.0` to `PI` radians.\r\n *\r\n * Special cases:\r\n * - `acos(x)` is `NaN`, when `abs(x) > 1`
or x is `NaN`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun acos(x: Double): Double\r\n\r\n/**\r\n *
Computes the arc tangent of the value [x];\r\n * the returned value is an angle in the range from `-PI/2` to `PI/2`
radians.\r\n *\r\n * Special cases:\r\n * - `atan(NaN)` is `NaN`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun
atan(x: Double): Double\r\n\r\n/**\r\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that
correspond\r\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\r\n * the
returned value is an angle in the range from `-PI` to `PI` radians.\r\n *\r\n * Special cases:\r\n * - `atan2(0.0, 0.0)` is
`0.0`\r\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\r\n * - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `PI` for `x < 0`\r\n * - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\r\n * - `atan2(y, -Inf)`
is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\r\n * - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y <
0`\r\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`y\r\n * - `atan2(-Inf, x)` is `-PI/2` for finite `x`\r\n * - `atan2(NaN,
x)` and `atan2(y, NaN)` is `NaN`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun atan2(y: Double, x: Double):
Double\r\n\r\n/**\r\n * Computes the hyperbolic sine of the value [x].\r\n *\r\n * Special cases:\r\n * - `sinh(NaN)`
is `NaN`\r\n * - `sinh(+Inf)` is `+Inf`\r\n * - `sinh(-Inf)` is `-Inf`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic expect
fun sinh(x: Double): Double\r\n\r\n/**\r\n * Computes the hyperbolic cosine of the value [x].\r\n *\r\n * Special
cases:\r\n * - `cosh(NaN)` is `NaN`\r\n * - `cosh(+Inf|-Inf)` is `+Inf`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic
expect fun cosh(x: Double): Double\r\n\r\n/**\r\n * Computes the hyperbolic tangent of the value [x].\r\n *\r\n *
Special cases:\r\n * - `tanh(NaN)` is `NaN`\r\n * - `tanh(+Inf)` is `1.0`\r\n * - `tanh(-Inf)` is `-1.0`\r\n
*/\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun tanh(x: Double): Double\r\n\r\n/**\r\n * Computes the inverse
hyperbolic sine of the value [x].\r\n *\r\n * The returned value is `y` such that `sinh(y) == x`.\r\n *\r\n * Special
cases:\r\n * - `asinh(NaN)` is `NaN`\r\n * - `asinh(+Inf)` is `+Inf`\r\n * - `asinh(-Inf)` is `-Inf`\r\n
*/\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun asinh(x: Double): Double\r\n\r\n/**\r\n * Computes the inverse
hyperbolic cosine of the value [x].\r\n *\r\n * The returned value is positive `y` such that `cosh(y) == x`.\r\n *\r\n *
Special cases:\r\n * - `acosh(NaN)` is `NaN`\r\n * - `acosh(x)` is `NaN` when `x < 1`\r\n * - `acosh(+Inf)` is
`+Inf`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun acosh(x: Double): Double\r\n\r\n/**\r\n * Computes the
inverse hyperbolic tangent of the value [x].\r\n *\r\n * The returned value is `y` such that `tanh(y) == x`.\r\n *\r\n *
Special cases:\r\n * - `tanh(NaN)` is `NaN`\r\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\r\n * - `tanh(1.0)`
is `+Inf`\r\n * - `tanh(-1.0)` is `-Inf`\r\n */\r\n@SinceKotlin(\"1.2\")\r\npublic expect fun atanh(x: Double):
Double\r\n\r\n/**\r\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\r\n *\r\n * Special
cases:\r\n * - returns `+Inf` if any of arguments is infinite\r\n * - returns `NaN` if any of arguments is `NaN` and

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the other is not infinite

*/*\n
@SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double):
Double

/**
 * Computes the positive square root of the value [x].\n * Special cases:\n *   - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n *   - `sqrt(-Inf)` is `+Inf`\n *   - `sqrt(-0.0)` is `0.0`\n */

@SinceKotlin("1.2")
public expect fun sqrt(x: Double):
Double

/**
 * Computes Euler's number `e` raised to the power of the value [x].\n * Special cases:\n *   - `exp(NaN)` is `NaN`\n *   - `exp(+Inf)` is `+Inf`\n * @see [exp] function\n */

@SinceKotlin("1.2")
public expect fun exp(x: Double): Double

/**
 * Computes `exp(x) - 1`.\n * This function can be implemented to produce more precise result for [x] near zero.\n * Special cases:\n *   - `expm1(x)` is `NaN` if `x` is `NaN`\n *   - `expm1(+Inf)` is `+Inf`\n * See also logarithm functions for common fixed bases: [In], [log10] and [log2].\n */

@SinceKotlin("1.2")
public expect fun expm1(x: Double): Double

/**
 * Returns the smaller of two values.\n * Special cases:\n *   - `min(NaN, NaN)` is `NaN`\n *   - `min(+Inf, -Inf)` is `-Inf`\n */

@SinceKotlin("1.2")
public expect fun min(a: Double, b: Double): Double

/**
 * Returns the greater of two values.\n * Special cases:\n *   - `max(NaN, NaN)` is `NaN`\n *   - `max(+Inf, -Inf)` is `+Inf`\n */

@SinceKotlin("1.2")
public expect fun max(a: Double, b: Double): Double

//

extensions\n
/**
 * Returns the absolute value of the given value [x].\n * Special cases:\n *   - `abs(NaN)` is `NaN`\n * @see absoluteValue extension property for [Double]\n */

@SinceKotlin("1.2")
public expect fun abs(x: Double): Double

/**
 * Returns the sign of the given value [x].\n * Special cases:\n *   - `sign(NaN)` is `NaN`\n */

@SinceKotlin("1.2")
public expect fun sign(x: Double): Double

/**
 * Returns the smaller of two values.\n * Special cases:\n *   - `min(NaN, NaN)` is `NaN`\n *   - `min(+Inf, -Inf)` is `-Inf`\n */

@SinceKotlin("1.2")
public expect fun min(a: Double, b: Double): Double

/**
 * Returns the greater of two values.\n * Special cases:\n *   - `max(NaN, NaN)` is `NaN`\n *   - `max(+Inf, -Inf)` is `+Inf`\n */

@SinceKotlin("1.2")
public expect fun max(a: Double, b: Double): Double

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1.0\n* - `b.pow(1.0)` == `b`\n* - `b.pow(NaN)` is `NaN`\n* - `NaN.pow(x)` is `NaN` for `x != 0.0`\n* - `b.pow(Inf)` is `NaN` for `abs(b)` == 1.0\n* - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an\ninteger\n* `@SinceKotlin("1.2")`\npublic expect fun Double.pow(x: Double): Double\n* `Double.pow(*NaN*)` raises this value to the integer power `n`\n* `@SinceKotlin("1.2")`\npublic expect fun Double.pow(n: Int): Double\n* `Double.pow(*NaN*, *NaN*)` returns the absolute\nvalue of this value.\n* `Double.pow(*NaN*, *NaN*)` special cases:\n- `Double.absValue` is `NaN`\n* `@SinceKotlin("1.2")`\npublic expect val Double.absValue: Double\n* `Double.absValue` special case:\n- `Double.sign` is `NaN`\n* `@SinceKotlin("1.2")`\npublic expect val Double.sign: Double\n* `Double.sign` special case:\n- `Double.withSign(sign)` returns this value with the sign bit same as of\nthe [sign] value.\n* `Double.withSign(sign: Int): Double`\n* `Double.withSign(sign: Double): Double`\n* `Double.absValue`\n* `Double.sign`\n* `Double.withSign(sign)`\n* `Double.ulp`\n* `Double.nextUp()`\n* `Double.nextDown()`\n* `Double.nextTowards(to)`\n* `Double.roundToInt()`\n* `Double.roundToLong()`\n* `Double.sin()`\n* `Double.cos()`\n* `Double.tan()`\n* `Double.asin()`\n* `Double.acos()`\n* `Double.atan()`\n
region ================ Float Math ========================================

`@SinceKotlin("1.2")`\npublic expect fun sin(x: Float): Float\n* `sin(NaN)` is `NaN`\n* `sin(+Inf)` or `-Inf` is `NaN`\n* `sin(0.0)` is `0.0`\n
`@SinceKotlin("1.2")`\npublic expect fun cos(x: Float): Float\n* `cos(NaN)` is `NaN`\n* `cos(+Inf)` or `-Inf` is `NaN`\n* `cos(0.0)` is `1.0`\n
`@SinceKotlin("1.2")`\npublic expect fun tan(x: Float): Float\n* `tan(NaN)` is `NaN`\n* `tan(+Inf)` or `-Inf` is `NaN`\n* `tan(0.0)` is `0.0`\n
`@SinceKotlin("1.2")`\npublic expect fun asin(x: Float): Float\n* `asin(NaN)` is `NaN`\n* `asin(+Inf)` is `+Pi/2`\n* `asin(-Inf)` is `-Pi/2`\n* `asin(0.0)` is `0.0`\n
`@SinceKotlin("1.2")`\npublic expect fun acos(x: Float): Float\n* `acos(NaN)` is `NaN`\n* `acos(+Inf)` is `0.0`\n* `acos(-Inf)` is `Pi`\n* `acos(1.0)` is `0.0`\n* `acos(0.0)` is `Pi/2`\n
`@SinceKotlin("1.2")`\npublic expect fun atan(x: Float): Float\n* `atan(NaN)` is `NaN`\n* `atan(+Inf)` is `+Pi/4`\n* `atan(-Inf)` is `-Pi/4`\n
region

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angle in the range from `-PI` to `PI` radians.

* Special cases:
  * `-atan2(0.0, 0.0)` is `0.0`.
  * `-atan2(0.0, x)` is `0.0` for `x > 0` and `-PI` for `x < 0`.
  * `-atan2(-0.0, x)` is `-0.0` for `x > 0` and `PI` for `x < 0`.
  * `-atan2(y, +Inf)` is `0.0` for `y < 0`. `+Inf` and `-0.0` for `-Inf < y < 0`.
  * `-atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `Inf < y < 0`.

* Special cases:
  * `-atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`.
  * `-atan2(INF, 0)` is `-PI/2` for finite `y`.
  * `-atan2(-INF, 0)` is `PI` for finite `x`.

`atan2(y, NaN)` is `NaN`.

**Inverse hyperbolic tangent function:**

\[ \tanh^{-1}(x) = \frac{1}{2} \ln \left( \frac{1 + x}{1 - x} \right) \]

Special cases:

* `tanh(NaN)` is `NaN`.
* `tanh(+Inf)` is `1.0`.
* `tanh(-Inf)` is `-1.0`.

`atanh(x)` is `NaN` for `x` outside the principal range `|x| < 1`.

**Inverse hyperbolic cosine function:**

\[ \cosh^{-1}(x) = \ln(x + \sqrt{x^2 - 1}) \]

Special cases:

* `cosh(NaN)` is `NaN`.
* `cosh(+Inf)` is `+Inf`.
* `cosh(-Inf)` is `-1.0`.

`acosh(x)` is `NaN` for `x` outside the interval `[1, +Inf]`.

**Inverse hyperbolic sine function:**

\[ \sinh^{-1}(x) = \ln(x + \sqrt{x^2 + 1}) \]

Special cases:

* `sinh(NaN)` is `NaN`.
* `sinh(+Inf)` is `+Inf`.
* `sinh(-Inf)` is `-Inf`.

The returned value is positive `y` such that `sinh(y) = x`.

**Inverse circular functions:**

The inverse circular functions correspond to the principal values of the main branches of the inverse hyperbolic functions.

**Arithmetic functions:**

- `atan2(y, x)` is `atan2(y, x)`.
- `atan2(0.0, 0.0)` is `0.0`.
- `atan2(0.0, x)` is `0.0` for `x > 0` and `-PI` for `x < 0`.
- `atan2(-0.0, x)` is `-0.0` for `x > 0` and `PI` for `x < 0`.
- `atan2(y, +Inf)` is `0.0` for `y < 0`.
- `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `Inf < y < 0`.

The returned value is positive `y` such that `tan(y) = x`.

**Logarithm and exponential functions:**

The logarithm and exponential functions can be implemented to produce more precise result for arguments near zero.

**Trigonometric functions:**

The trigonometric functions correspond to the principal values of the sine and cosine functions.

**Hyperbolic functions:**

The hyperbolic functions correspond to the principal values of the sinh and cosh functions.

**Error functions:**

The error functions can be implemented to produce more precise result for arguments near zero.

**Random number generation:**

The random number generation functions can be implemented to produce more precise result for arguments near zero.

**Special functions:**

The special functions can be implemented to produce more precise result for arguments near zero.

**Utility functions:**

The utility functions can be implemented to produce more precise result for arguments near zero.

**Character set functions:**

The character set functions can be implemented to produce more precise result for arguments near zero.

**Utility functions:**

The utility functions can be implemented to produce more precise result for arguments near zero.

**Character set functions:**

The character set functions can be implemented to produce more precise result for arguments near zero.

**Utility functions:**

The utility functions can be implemented to produce more precise result for arguments near zero.

**Character set functions:**

The character set functions can be implemented to produce more precise result for arguments near zero.

**Utility functions:**

The utility functions can be implemented to produce more precise result for arguments near zero.
an integer towards positive infinity.\n\n\* @return the smallest Float value that is greater than or equal to the
given value [x] and is a mathematical integer.\n\n\* Special cases:\n\* - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n\n\* @return the smallest Float value that is greater than or equal to the
given value [x] and is a mathematical integer.\n\n\* Special cases:\n\* - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n\n\* @return the smallest Float value that is greater than or equal to the
given value [x] and is a mathematical integer.\n\n\* Special cases:\n\* - `round(x)` is the closest integer with ties rounded towards even integer.\n\n\* @return the absolute value of the given value [x].\n\n\* Special cases:\n\* - `abs(NaN)` is `NaN`.\n\n\* @return the smaller of two values.\n\n\* Special cases:\n\* - `b.pow(0.0)` is `1.0`.\n\n\* @return the greater of two values.\n\n\* Special cases:\n\* - `x.roundToInt()` is `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n\* - `x.roundToInt()` is `Int.MIN_VALUE` when `x < Int.MIN_VALUE`.\n\n\* @throws IllegalArgumentException when this value is `NaN`.\n\n\* @return the sign bit same as of the [sign] value.\n\n\* @return this value with the sign bit same as of the [sign] value.\n\n\* @return this value with the sign bit same as of the [sign] value.\n\n\* @return the smallest Float value that is greater than or equal to the
given value [x] and is a mathematical integer.\n\n\* Special cases:\n\* - `abs(NaN)` is `NaN`.\n\n\* @return the absolute value of the given value [x].\n\n\* Special cases:\n\* - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow.\n\n\* @return the smallest Float value that is greater than or equal to the
given value [x] and is a mathematical integer.\n\n\* Special cases:\n\* - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n\n\* @return the smallest Float value that is greater than or equal to the
given value [x] and is a mathematical integer.\n\n\* Special cases:\n\* - `round(x)` is the closest integer with ties rounded towards even integer.\n\n\* @return the absolute value of the given value [x].\n\n\* Special cases:\n\* - `abs(NaN)` is `NaN`.\n\n\* @return the smaller of two values.\n\n\* Special cases:\n\* - `b.pow(0.0)` is `1.0`.\n\n\* @return the greater of two values.\n\n\* Special cases:\n\* - `x.roundToInt()` is `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n\* - `x.roundToInt()` is `Int.MIN_VALUE` when `x < Int.MIN_VALUE`.\n\n\* @throws IllegalArgumentException when this value is `NaN`.\n\n\* @return the sign bit same as of the [sign] value.\n\n\* @return this value with the sign bit same as of the [sign] value.\n\n\* @return the smallest Float value that is greater than or equal to the
given value [x] and is a mathematical integer.\n\n\* Special cases:\n\* - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow.
values:\n *\n\n@SinceKotlin("1.2")\npublic expect fun min(a: Int, b: Int): Int * Returns the greater of two values.\n *\n\n@SinceKotlin("1.2")\npublic expect fun max(a: Int, b: Int): Int * Returns the absolute value of this value.\n *\n@SinceKotlin("1.2")\npublic expect fun min(a: Int, b: Int): Int * Special cases: value *\n@SinceKotlin("1.2")\npublic expect fun max(a: Int, b: Int): Int * Special cases: value *\n@SinceKotlin("1.2")\npublic expect fun abs(n: Long): Long * Returns the smaller of two values.\n@SinceKotlin("1.2")\npublic expect fun min(a: Long, b: Long): Long * Returns the greater of two values.\n@SinceKotlin("1.2")\npublic expect fun max(a: Long, b: Long): Long * Returns the absolute value of this value.\n@SinceKotlin("1.2")\npublic expect fun abs(n: Long): Long * Returns the smaller of two values.\n@SinceKotlin("1.2")\npublic expect fun min(a: Long, b: Long): Long * Returns the greater of two values.\n@SinceKotlin("1.2")\npublic expect fun max(a: Long, b: Long): Long * Returns the absolute value of this value.\n@SinceKotlin("1.2")\npublic expect fun abs(n: Long): Long * Returns the absolute value of the given value [n].
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**1.3024 uclibc 0.9.32.9**

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Version 2.1, February 1999

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testsuite. uClibc is licensed under LGPL v2.1. I haven't found any
> licensing related info on testregex.

> Is it allowed to use the code there, or should I accomodate the testsuite
> to download the needed files from the original site each time it is ran?

> Thanks, Peter

> --
> Peter S. Mazinger <ps dot m at gmx dot net> ID: 0xA5F059F2
> Key fingerprint = 92A4 31E1 56BC 3D5A 2D08 BB6E C389 975E A5F0 59F2
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1.3025 netty-resolver 4.1.32.Final

1.3026 c-ares 1.14.0 1
1.3026.1 Available under license:
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  jar/io/apicurio/registry/utils/ProtoUtil.java
* /opt/cola/permits/1140374686_1614810801.42/0/apicurio-registry-common-1-3-2-final-sources-
  jar/io/apicurio/registry/utils/IoUtil.java
* /opt/cola/permits/1140374686_1614810801.42/0/apicurio-registry-common-1-3-2-final-sources-
  jar/io/apicurio/registry/rest/Headers.java
* /opt/cola/permits/1140374686_1614810801.42/0/apicurio-registry-common-1-3-2-final-sources-
  jar/io/apicurio/registry/types/ArtifactMediaTypes.java
* /opt/cola/permits/1140374686_1614810801.42/0/apicurio-registry-common-1-3-2-final-sources-
  jar/io/apicurio/registry/utils/StringUtil.java
* /opt/cola/permits/1140374686_1614810801.42/0/apicurio-registry-common-1-3-2-final-sources-
  jar/io/apicurio/registry/client/RegistryService.java

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1.3037 wso2-carbon-core 5.1.0-alpha2

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1.3039 plexus-utils 2.0.4

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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c) Accompany the work with a written offer, valid for at least
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d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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1.3041 libexif 0.6.21-2+b2

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less
of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

   Author: Julio Merino <jmmv@users.sourceforge.net>

* atf-c/u1.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5cff2bb5b6.

   Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.

   Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

   Author: Julio Merino <jmmv84@gmail.com>

 vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2
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Found in path(s):
* /opt/cola/permits/1255209723_1642677937.1/0/ca-certificates-20211220-r0-tgz/src/ca-certificates-20211220/mk-ca-bundle.pl
* /opt/cola/permits/1255209723_1642677937.1/0/ca-certificates-20211220-r0-tgz/src/ca-certificates-20211220-tarbz2/ca-certificates-20211220/mk-ca-bundle.pl

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#
# certdata.txt
#
# This file contains the object definitions for the certs and other information "built into" NSS.
#
# Object definitions:
#
#  Certificates
# -- Attribute --               -- type --          -- value --
# CKA_CLASS                     CK_OBJECT_CLASS     CKO_CERTIFICATE
# CKA_TOKEN                     CK_BBOOL            CK_TRUE
# CKA_PRIVATE                   CK_BBOOL            CK_FALSE
# CKA_MODIFIABLE                CK_BBOOL            CK_FALSE
# CKA_LABEL                     UTF8                (varies)
# CKA_CERTIFICATE_TYPE          CK_CERTIFICATE_TYPE CKC_X_509
# CKA_SUBJECT                   DER+base64          (varies)
# CKA_ID                        byte array          (varies)
# CKA_ISSUER                    DER+base64          (varies)
# CKA_SERIAL_NUMBER             DER+base64          (varies)
# CKA_VALUE                     DER+base64          (varies)
# CKA_NSS_EMAIL                 ASCII7              (unused here)
# CKA_NSS_SERVER_DISTRUST_AFTER DER+base64          (varies)
# CKA_NSS_EMAIL_DISTRUST_AFTER  DER+base64          (varies)

# Trust
#
# -- Attribute --              -- type --          -- value --
# CKA_CLASS                    CK_OBJECT_CLASS     CKO_TRUST
# CKA_TOKEN                    CK_BBOOL            CK_TRUE
# CKA_PRIVATE                  CK_BBOOL            CK_FALSE
# CKA_MODIFIABLE               CK_BBOOL            CK_FALSE
# CKA_LABEL                    UTF8                (varies)
# CKA_ISSUER                   DER+base64          (varies)
# CKA_SERIAL_NUMBER            DER+base64          (varies)
# CKA_CERT_HASH                binary+base64       (varies)
# CKA_EXPIRES                  CK_DATE             (not used here)
# CKA_TRUST_DIGITAL_SIGNATURE  CK_TRUST            (varies)
# CKA_TRUST_NON_REPUDIATION    CK_TRUST            (varies)
# CKA_TRUST_KEY_AGREEMENT      CK_TRUST            (varies)
# CKA_TRUST_KEY_CERT_SIGN      CK_TRUST            (varies)
# CKA_TRUST_CRL_SIGN           CK_TRUST            (varies)
# CKA_TRUST_SERVER_AUTH        CK_TRUST            (varies)
# CKA_TRUST_CLIENT_AUTH        CK_TRUST            (varies)
# CKA_TRUST_CODE_SIGNING       CK_TRUST            (varies)
# CKA_TRUST_EMAIL_PROTECTION   CK_TRUST            (varies)
# CKA_TRUST_IPSEC_END_SYSTEM   CK_TRUST            (varies)
# CKA_TRUST_IPSEC_TUNNEL       CK_TRUST            (varies)
# CKA_TRUST_IPSEC_USER         CK_TRUST            (varies)
# CKA_TRUST_TIME_STAMPING      CK_TRUST            (varies)
# CKA_TRUST_STEP_UP_APPROVED   CK_BBOOL            (varies)
# (other trust attributes can be defined)
# The object to tell NSS that this is a root list and we don't
# have to go looking for others.
#
BEGIN_DATA
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_BUILTIN_ROOT_LIST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Mozilla Builtin Roots"

# Certificate "GlobalSign Root CA"
#
# Issuer: CN=GlobalSign Root CA,OU=Root CA,O=GlobalSign nv-sa,C=BE
# Serial Number:04:00:00:00:01:15:4b:5a:c3:94
# Subject: CN=GlobalSign Root CA,OU=Root CA,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Tue Sep 01 12:00:00 1998
# Not Valid After : Fri Jan 28 12:00:00 2028
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\127\061\013\060\011\006\003\125\004\006\023\002\102\105\061
\031\060\027\006\003\125\004\012\023\020\107\154\157\142\141\154
\123\151\147\156\040\156\166\055\163\141\061\020\060\016\006\003
\125\004\013\023\007\122\157\157\164\040\103\101\061\033\060\031
\006\003\125\004\003\023\022\107\154\157\142\141\154\123\151\147
\156\040\122\157\164\040\103\101
END
CKA_ID UTF8 "0"

END
CKA_ISSUER MULTILINE_OCTAL
\060\127\061\013\060\011\006\003\125\004\006\023\002\102\105\061
\031\060\027\006\003\125\004\012\023\020\107\154\157\142\141\154
\123\151\147\156\040\156\166\055\163\141\061\020\060\016\006\003
\125\004\013\023\007\122\157\157\164\040\103\101\061\033\060\031
\006\003\125\004\003\023\022\107\154\157\142\141\154\123\151\147
\156\040\122\157\164\040\103\101
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\013\004\000\000\000\000\000\001\025\113\132\303\224
END

CKA_VALUE MULTILINE_OCTAL
# Trust for Certificate "GlobalSign Root CA"
# Issuer: CN=GlobalSign Root CA,OU=Root CA,O=GlobalSign nv-sa,C=BE
# Serial Number:04:00:00:00:01:15:4b:5a:c3:94
# Subject: CN=GlobalSign Root CA,OU=Root CA,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Tue Sep 01 12:00:00 1998
# Not Valid After: Fri Jan 28 12:00:00 2028
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\001\261\274\226\213\324\364\235\142\052\250\232\012\035\037\244\200\157\025\040\311\151\014\210\012\035\037\246\163\123\056\141\157\142\141\154
\123\151\147\156\040\156\166\055\163\141\061\020\060\016\060\003
\125\004\013\023\007\122\157\157\164\040\103\101\061\033\060\031
\006\003\125\004\003\023\022\107\154\157\142\141\154\123\151\147
\156\040\122\157\157\164\040\103\101
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\076\105\122\025\011\121\222\341\267\135\067\237\261\207\051\212
END
CKA_ISSUER_MULTILINE_OCTAL
\060\127\061\013\060\011\100\060\003\125\004\006\023\002\102\105\061
\031\060\027\006\003\125\004\012\23\020\010\17\154\157\142\141\154
\123\151\147\156\040\156\166\055\163\141\061\020\060\016\060\003
\125\004\013\023\007\122\157\157\164\040\103\101\061\033\060\031
\006\003\125\004\003\023\022\107\154\157\142\141\154\123\151\147
\156\040\122\157\157\164\040\103\101
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\13\004\000\000\000\000\000\001\025\113\132\303\224
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
# Certificate "Verisign Class 1 Public Primary Certification Authority - G3"

# Issuer: CN=VeriSign Class 1 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Serial Number:00:8b:5b:75:56:84:54:85:0b:00:cf:af:38:48:ce:b1:a4
# Subject: CN=VeriSign Class 1 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Not Valid Before: Fri Oct 01 00:00:00 1999
# Not Valid After : Wed Jul 16 23:59:59 2036

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Verisign Class 1 Public Primary Certification Authority - G3"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

END
# Trust for Certificate "Verisign Class 1 Public Primary Certification Authority - G3"
# Issuer: CN=VeriSign Class 1 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Serial Number:00:8b:5b:75:56:84:54:85:0b:00:cf:af:38:48:ce:b1:a4
# Subject: CN=VeriSign Class 1 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Not Valid Before: Fri Oct 01 00:00:00 1999
# Not Valid After : Wed Jul 16 23:59:59 2036
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Verisign Class 1 Public Primary Certification Authority - G3"
# Certificate "Verisign Class 2 Public Primary Certification Authority - G3"

# Issuer: CN=VeriSign Class 2 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Subject: CN=VeriSign Class 2 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Not Valid Before: Fri Oct 01 00:00:00 1999
# Not Valid After : Wed Jul 16 23:59:59 2036

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Verisign Class 2 Public Primary Certification Authority - G3"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\02013120611013060011006003112500400602030021251123
\06110270600250060031125004012023016126145161251123
\151114715605404001111561430560610370600350060031125
\004013023026126145162151123151147156040124162165
\1631640400116145164167157162153061072060070006003
\125004013023061050143051040061071071071040126145
\162115112311511471561540400111156143056040055040106
\157162040141165164150157162151172145144040165163
\14504015715615417106105060103006003125004030323
\074126145162151123151147156040103154141163163040
\0621401201651421541511430401201621511551141162171
\040103145162164151146151143141164151157156040101
\165164150157162151164171040055040107063
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\02013120611013060011006003112500400602030021251123
\06110270600250060031125004012023016126145161251123
\151114715605404001111561430560610370600350060031125
\004013023026126145162151123151147156040124162165
\1631640400116145164167157162153061072060070006003
\125004013023061050143051040061071071071040126145
\162115112311511471561540400111156143056040055040106
\157162040141165164150157162151172145144040165163
\14504015715615417106105060103006003125004030323
\074126145162151123151147156040103154141163163040
\0621401201651421541511430401201621511551141162171
\040103145162164151146151143141164151157156040101
\165164150157162151164171040055040107063
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020141\160\313\214\137\230\105\051\347\260\246\331\120
\133172
END
CKA_VALUE MULTILINE_OCTAL
\060\020102000403106020200300110020200141\160\313\111\214\137\230\015\051\347\260\246\331\120
\133172
END


\301\062\163\042\041\213\130\201\173\025\221\172\272\343\144\110
\260\177\373\066\045\332\225\320\361\044\024\027\335\030\200\153
\106\043\071\24\245\142\011\004\035\224\220\246\233\346\045
\342\102\105\252\227\00\220\255\276\010\217\251\013\102\030\224\177
\162\071\341\261\103\340\050\317\267\347\132\154\023\153\111\263
\377\343\030\174\211\123\063\135\254\063\327\247\371\332\072\125
\311\130\020\371\252\357\132\266\317\113\113\337\052
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE

# For Email Distrust After: Wed Aug 31 00:00:00 2022
CKA_NSS_EMAIL_DISTRUST_AFTER MULTILINE_OCTAL
\062\062\060\070\063\061\060\060\060\060\060\132
END

# Trust for Certificate "Verisign Class 2 Public Primary Certification Authority - G3"
# Issuer: CN=VeriSign Class 2 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Subject: CN=VeriSign Class 2 Public Primary Certification Authority - G3,OU="(c) 1999 VeriSign, Inc. - For authorized use only",OU=VeriSign Trust Network,O="VeriSign, Inc.",C=US
# Not Valid Before: Fri Oct 01 00:00:00 1999
# Not Valid After : Wed Jul 16 23:59:59 2036

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Verisign Class 2 Public Primary Certification Authority - G3"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\141\357\103\327\177\312\324\141\121\274\230\340\303\131\022\257
\237\353\143\021
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\370\276\304\143\042\311\250\106\164\213\270\035\036\112\053\366
END

CKA_ISSUER MULTILINE_OCTAL
\060\201\131\126\010\130\060\001\11\006\003\125\004\006\023\002\125\123
\061\127\060\025\006\003\125\004\012\203\16\126\145\162\151\123
\151\147\156\054\040\11\156\143\056\061\037\060\035\006\030\125
\004\013\023\026\126\145\162\151\123\151\147\156\040\012\162\165
\163\164\040\116\145\164\167\157\162\153\061\072\060\070\006\003
\125\004\013\023\061\050\143\051\040\061\071\071\071\040\126\145
\162\151\123\151\147\156\054\040\111\156\143\056\040\055\040\010
\157\162\040\141\165\164\150\157\162\151\172\145\144\040\165\163
\145\040\157\156\154\171\061\050\060\010\03\060\03\125\004\003\023
\074\126\145\162\151\123\151\147\156\040\103\154\141\163\163\040
# Certificate "Entrust.net Premium 2048 Secure Server CA"

# Issuer: CN=Entrust.net Certification Authority (2048),OU=(c) 1999 Entrust.net Limited,OU=www.entrust.net/CPS_2048 incorp. by ref. (limits liab.),O=Entrust.net
# Serial Number: 946069240 (0x3863def8)
# Subject: CN=Entrust.net Certification Authority (2048),OU=(c) 1999 Entrust.net Limited,OU=www.entrust.net/CPS_2048 incorp. by ref. (limits liab.),O=Entrust.net
# Not Valid Before: Fri Dec 24 17:50:51 1999
# Not Valid After : Tue Jul 24 14:15:12 2029

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Entrust.net Premium 2048 Secure Server CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL

END

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL

END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Entrust.net Premium 2048 Secure Server CA"
# Issuer: CN=Entrust.net Certification Authority (2048),OU=(c) 1999 Entrust.net Limited,OU=www.entrust.net/CPS_2048 incorp. by ref. (limits liab.),O=Entrust.net
# Serial Number: 946069240 (0x3863def8)
# Subject: CN=Entrust.net Certification Authority (2048),OU=(c) 1999 Entrust.net Limited,OU=www.entrust.net/CPS_2048 incorp. by ref. (limits liab.),O=Entrust.net
# Not Valid Before: Fri Dec 24 17:50:51 1999
# Not Valid After : Tue Jul 24 14:15:12 2029
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Entrust.net Premium 2048 Secure Server CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\120\060\006\011\035\227\324\365\256\071\367\313\347\222\175\175
\145\055\064\057
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\356\051\061\274\062\176\064\346\350\265\367\121\264\064\161\220
END
CKA_ISSUER MULTILINE_OCTAL
\060\021\264\061\024\060\022\006\003\125\004\012\023\013\105\156
\164\162\165\163\164\056\156\145\164\061\100\060\076\006\003\125
\004\013\024\067\167\167\056\145\156\164\162\163\163\164\056
\156\145\164\057\103\120\123\137\062\060\064\070\040\151\156\143
\157\162\160\056\040\142\171\040\162\145\146\056\040\050\154\151
\155\151\164\163\040\154\151\141\142\056\051\061\045\060\043\006
\003\125\004\013\023\034\050\143\051\040\061\071\071\071\040\105
\156\164\162\165\163\164\056\156\145\164\040\114\151\155\151\164
\145\144\066\163\060\061\006\003\125\004\003\023\052\105\156\164
\162\165\163\164\056\156\145\164\040\103\145\162\164\151\146\151
\143\141\164\151\157\156\040\101\165\164\150\157\162\151\164\171
\040\050\062\060\064\070\051
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\004\070\143\336\370
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Baltimore CyberTrust Root"
#
# Issuer: CN=Baltimore CyberTrust Root,OU=CyberTrust,O=Baltimore,C=IE
# Serial Number: 33554617 (0x200000b9)
# Subject: CN=Baltimore CyberTrust Root,OU=CyberTrust,O=Baltimore,C=IE
# Not Valid Before: Fri May 12 18:46:00 2000
# Not Valid After: Mon May 12 23:59:00 2025
CKA_CLASS CK_OBJECT_CLASS CKO_Certificate
CKA_TOKEN CK_BBOOL CK_TRUE
# Trust for Certificate "Baltimore CyberTrust Root"
# Issuer: CN=Baltimore CyberTrust Root,OU=CyberTrust,O=Baltimore,C=IE
# Serial Number: 33554617 (0x20000b9)
# Subject: CN=Baltimore CyberTrust Root,OU=CyberTrust,O=Baltimore,C=IE
# Not Valid Before: Fri May 12 18:46:00 2000
# Not Valid After : Mon May 12 23:59:00 2025

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Certificate "Entrust Root Certification Authority"

# Issuer: CN=Entrust Root Certification Authority,OU="(c) 2006 Entrust, Inc.",OU=www.entrust.net/CPS is incorporated by reference,O="Entrust, Inc.",C=US
# Serial Number: 1164660820 (0x456b5054)
# Subject: CN=Entrust Root Certification Authority,OU="(c) 2006 Entrust, Inc.",OU=www.entrust.net/CPS is incorporated by reference,O="Entrust, Inc.",C=US
# Not Valid Before: Mon Nov 27 20:23:42 2006
# Not Valid After : Fri Nov 27 20:53:42 2026
# Fingerprint (MD5): D6:A5:C3:ED:5D:DD:3E:00:C1:3D:87:92:1F:1D:3F:E4

cka_private CK_BBOOL CK_FALSE
cka_modifiable CK_BBOOL CK_FALSE
cka_label UTF8 "Entrust Root Certification Authority"
cka_class CK_OBJECT_CLASS CKO_CERTIFICATE
cka_token CK_BBOOL CK_TRUE
cka_private CK_BBOOL CK_FALSE
cka_modifiable CK_BBOOL CK_FALSE
cka_label UTF8 "Entrust Root Certification Authority"
cka_certificate_type CK_CERTIFICATE_TYPE CKC_X_509
cka_subject_multiline_octal
cka_serial_number MULTILINE_OCTAL
cka_trust_server_auth CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
cka_trust_email_protection CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
cka_trust_code_signing CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
cka_trust_step_up_approved CK_BBOOL CK_FALSE

# Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38212
# Trust for Certificate "Entrust Root Certification Authority"
# Issuer: CN=Entrust Root Certification Authority,OU="(c) 2006 Entrust, Inc.",OU=www.entrust.net/CPS is incorporated by reference,O="Entrust, Inc.",C=US
# Serial Number: 1164660820 (0x456b5054)
# Subject: CN=Entrust Root Certification Authority,OU="(c) 2006 Entrust, Inc.",OU=www.entrust.net/CPS is incorporated by reference,O="Entrust, Inc.",C=US
# Not Valid Before: Mon Nov 27 20:23:42 2006
# Not Valid After : Fri Nov 27 20:53:42 2026
# Fingerprint (MD5): D6:A5:C3:ED:5D:DD:3E:00:C1:3D:87:92:1F:1D:3F:E4

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Entrust Root Certification Authority"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\175\352\261\355\060\045\301\204\366\147\111\035\222\253\214\373\353\377
\172\356\205\112\247\120\200\360\247\134\112\224\056\137\005\231
\074\122\101\340\315\264\143\317\001\103\272\234\203\334\217\140
\073\363\132\264\264\173\256\332\013\220\070\165\357\201\035\146
\322\367\127\160\066\263\277\374\050\257\161\045\205\133\023\376
\036\177\132\264\074

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Certificate "Certum Root CA"

# Issuer: CN=Certum CA,O=Unizeto Sp. z o.o.,C=PL
# Serial Number: 65568 (0x10020)
# Subject: CN=Certum CA,O=Unizeto Sp. z o.o.,C=PL
# Not Valid Before: Tue Jun 11 10:46:39 2002
# Not Valid After: Fri Jun 11 10:46:39 2027

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\003\001\000\040

END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE

# Certificate "Certum Root CA"

# Issuer: CN=Certum CA,O=Unizeto Sp. z o.o.,C=PL
# Serial Number: 65568 (0x10020)
# Subject: CN=Certum CA,O=Unizeto Sp. z o.o.,C=PL
# Not Valid Before: Tue Jun 11 10:46:39 2002
# Not Valid After: Fri Jun 11 10:46:39 2027

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\003\001\000\040

END

CKA_VALUE MULTILINE_OCTAL
\060\202\003\014\060\202\001\364\240\003\002\001\002\002\003\001
\000\060\076\061\013\060\060\011\006\003\125\004\006\023\002\120\114\061
\033\060\031\006\003\125\004\012\023\022\125\156\151\172\145\164
\157\040\123\160\056\040\172\040\157\056\157\056\061\022\060\020
\060\060\125\004\003\023\011\103\145\162\164\165\155\040\103\101

END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\076\061\013\060\060\011\006\003\125\004\006\023\002\120\114\061
\033\060\031\006\003\125\004\012\023\022\125\156\151\172\145\164
\157\040\123\160\056\040\172\040\157\056\157\056\061\022\060\020
\060\060\125\004\003\023\011\103\145\162\164\165\155\040\103\101

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\004\105\153\120\124

END

CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\076\061\013\060\060\011\006\003\125\004\006\023\002\120\114\061
\033\060\031\006\003\125\004\012\023\022\125\156\151\172\145\164
\157\040\123\160\056\040\172\040\157\056\157\056\061\022\060\020
\060\060\125\004\003\023\011\103\145\162\164\165\155\040\103\101

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\004\105\153\120\124

END

CKA_VALUE MULTILINE_OCTAL
\060\022\003\014\040\060\202\020\011\364\240\003\002\001\002\002\003\001
\000\060\076\061\013\060\060\011\006\003\125\004\006\023\002\120\114
\061\013\060\031\006\003\125\004\012\023\022\125\156\151\172\145
\164\157\040\123\160\056\040\172\040\157\056\157\056\061\022\060
\020\060\03\125\004\003\023\011\103\145\162\164\165\155\040\103
\101\060\036\027\015\060\062\060\066\060\061\061\060\064\066\063
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

END

# Trust for Certificate "Certum Root CA"
# Issuer: CN=Certum CA,O=Unizeto Sp. z o.o.,C=PL
# Serial Number: 65568 (0x10020)
# Subject: CN=Certum CA,O=Unizeto Sp. z o.o.,C=PL
# Not Valid Before: Tue Jun 11 10:46:39 2002
# Not Valid After : Fri Jun 11 10:46:39 2027
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certum Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\142\122\334\100\367\021\103\242\057\336\236\367\064\216\006\102
\121\261\201\030
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\054\217\237\146\035\030\220\261\107\046\235\216\206\202\214\251
END
CKA_ISSUER MULTILINE_OCTAL
\060\076\061\013\060\011\006\003\125\004\006\023\002\120\114\061
\033\060\031\006\003\125\004\012\023\022\125\156\151\172\145\164
\157\040\123\160\056\040\172\040\157\056\157\056\061\022\060\020
\006\003\125\004\003\023\011\103\145\162\164\165\155\040\103\101
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\003\001\000\040
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Comodo AAA Services root"
#
# Issuer: CN=AAA Certificate Services,O=Comodo CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Serial Number: 1 (0x1)
# Subject: CN=AAA Certificate Services,O=Comodo CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Not Valid Before: Thu Jan 01 00:00:00 2004
# Not Valid After : Sun Dec 31 23:59:59 2028
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Comodo AAA Services root"
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "Comodo AAA Services root"
# Issuer: CN=AAA Certificate Services,O=Comodo CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Serial Number: 1 (0x1)
# Subject: CN=AAA Certificate Services,O=Comodo CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Not Valid Before: Thu Jan 01 00:00:00 2004
# Not Valid After : Sun Dec 31 23:59:59 2028
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Comodo AAA Services root"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\321\353\043\244\155\027\326\217\331\045\144\302\361\361\140\027\144\330\343\111
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\111\171\004\260\353\207\031\125\107\260\274\021\121\233\164\320
\144\330\343\111
END
CKA_ISSUER MULTILINE_OCTAL
\060\173\061\013\060\001\006\003\125\004\006\023\002\107\102\061
\033\060\031\006\003\125\004\010\014\022\107\162\145\141\164\145
\162\040\115\141\156\143\150\145\163\164\145\162\061\020\060\016
\006\003\125\004\007\014\007\123\141\154\146\157\162\144\061\032
\060\030\006\003\125\004\012\014\021\103\157\155\157\144\157\040
\103\101\040\114\151\155\151\164\145\144\061\041\060\037\006\003
\125\004\003\014\030\101\101\101\040\103\145\162\164\151\146\151
\143\141\164\145\040\123\145\162\166\151\143\145\163
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\001
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "QuoVadis Root CA 2"
#
# Issuer: CN=QuoVadis Root CA 2,O=QuoVadis Limited,C=BM
# Serial Number: 1289 (0x509)
# Subject: CN=QuoVadis Root CA 2,O=QuoVadis Limited,C=BM
# Not Valid Before: Fri Nov 24 18:27:00 2006
\170\063\122\020\130\256\077\141\216\362\152\261\357\030\176\112
\131\143\312\125\242\162\365\247\057\274\126\037\317\071\301\134\2
\373\012\250\025\054\175\115\172\143\306\154\227\104\074\322\157
\303\112\027\012\370\220\322\127\242\031\112\245\055\227\101\133\2
\007\171\255\112\033\220\215\224\106\341\076\360\224\375\020\000
\070\065\073\350\010\034\126\156\126\032\040\314\157\112\3
\151\175\020\103\044\365\154\001\373\370\227\260\022\131\353
\375\322\157\361\167\150\015\065\144\043\254\270\125\241\003\321
\115\102\031\334\370\165\131\126\243\371\250\111\171\370\257\016
\271\021\240\174\267\152\355\064\320\266\046\142\070\032\207\014
\137\035\037\056\323\220\177\007\221\052\035\326\176\134\205\203
\231\260\070\010\077\351\116\371\065\007\344\311\142\156\127\177
\247\120\225\367\272\310\233\346\216\242\001\305\326\146\277\171
\141\363\074\043\341\271\202\134\135\240\303\335\133\112\275\031
\242\202\014\031\156\262\206\033\150\076\110\067\032\210\267\135
\226\163\234\037\357\047\142\010\304\221\031\134\322\361\041\133
\272\027\102\202\227\161\201\123\061\251\123\366\175\142\277\162
\341\124\223\230\351\144\212\046\132\010\70\032\136\327\015\200\026
\264\170\245\072\207\114\215\122\245\352\106\227\362\054\020\271
\274\124\042\300\001\120\151\103\236\364\262\357\155\370\034\332
\361\143\261\135\377\022\217\124\052\013\045\301\046\031\130\122
\020\005\145\325\202\020\352\032\061\315\056
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "QuoVadis Root CA 2"
# Issuer: CN=QuoVadis Root CA 2,O=QuoVadis Limited,C=BM
# Serial Number: 1289 (0x509)
# Subject: CN=QuoVadis Root CA 2,O=QuoVadis Limited,C=BM
# Not Valid Before: Fri Nov 24 18:27:00 2006
# Not Valid After : Mon Nov 24 18:23:33 2031

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "QuoVadis Root CA 2"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\312\072\317\022\100\066\113\104\262\026\040\210\200\110\071
\031\223\174\367
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\136\071\173\357\272\354\202\351\254\142\272\014\124\000\053

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38224
# Certificate "QuoVadis Root CA 3"
# Issuer: CN=QuoVadis Root CA 3,O=QuoVadis Limited,C=BM
# Serial Number: 1478 (0x5c6)
# Subject: CN=QuoVadis Root CA 3,O=QuoVadis Limited,C=BM
# Not Valid After: Mon Nov 24 19:06:44 2031
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "QuoVadis Root CA 3"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\0105\0610\0130\0600\0110\0060\003\1250\004\0060\0230\002\102\115\061
\0310\0600\0270\0060\003\1250\004\012\0230\020\121\1651\1571\1261\1411\144
\1511\163\040\1141\1511\1551\1511\1641\1451\1440\061\10330\0600\0310\0060\003
\1250\004\003\0230\022\121\1651\1571\1261\1411\1441\1511\1630\040\1221\157
\1571\1640\040\1031\1011\0400\063
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\0105\0610\0130\0600\0110\0060\003\1250\004\0060\0230\002\102\115\061
\0310\0600\0270\0060\003\1250\004\012\0230\020\121\1651\1571\1261\1411\144
\1511\163\040\1141\1511\1551\1511\1641\1451\1440\061\10330\0600\0310\0060\003
\1250\004\003\0230\022\121\1651\1571\1261\1411\1441\1511\1630\040\1221\157
\1571\1640\040\1031\1011\0400\063
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\002\0050
END
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "QuoVadis Root CA 3"
# Issuer: CN=QuoVadis Root CA 3,O=QuoVadis Limited,C=BM
# Serial Number: 1478 (0x5c6)
# Not Valid After: Mon Nov 24 19:06:44 2031

cka_class CK_OBJECT_CLASS CKO_NSS_TRUST
cka_token CK_BBOOL CK_TRUE
cka_private CK_BBOOL CK_FALSE
cka_modifiable CK_BBOOL CK_FALSE
cka_label UTF8 "QuoVadis Root CA 3"
cka_cert_sha1_hash multiline_octal
cka_cert_md5_hash multiline_octal
cka_issuer multiline_octal
cka_serial_number multiline_octal
cka_cert_md5_hash multiline_octal
cka_serial_number multiline_octal
# Certificate "Security Communication Root CA"

# Issuer: OU=Security Communication RootCA1,O=SECOM Trust.net,C=JP
# Serial Number: 0 (0x0)
# Subject: OU=Security Communication RootCA1,O=SECOM Trust.net,C=JP
# Not Valid Before: Tue Sep 30 04:20:49 2003
# Not Valid After : Sat Sep 30 04:20:49 2023

END
# Trust for Certificate "Security Communication Root CA"
# Issuer: OU=Security Communication RootCA1,O=SECOM Trust.net,C=JP
# Serial Number: 0 (0x0)
# Subject: OU=Security Communication RootCA1,O=SECOM Trust.net,C=JP
# Not Valid Before: Tue Sep 30 04:20:49 2003
# Not Valid After : Sat Sep 30 04:20:49 2023
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Security Communication Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\066\261\053\111\371\201\236\327\114\236\274\070\017\306\126\217
\135\254\262\367
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\361\274\143\152\124\340\265\047\365\315\347\032\343\115\156\112
END
CKA_ISSUER MULTILINE_OCTAL
\060\120\061\013\060\001\11\006\003\125\004\006\023\002\112\120\061
\030\060\026\006\003\125\004\012\023\017\123\105\103\117\115\040
\124\162\165\163\164\056\156\145\164\061\047\060\045\006\003\125
\004\013\023\036\123\145\143\165\162\151\164\171\040\103\157\155
\155\165\151\143\141\164\151\157\156\040\122\157\157\164\103
\101\061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Camerfirma Chambers of Commerce Root"
# Issuer: CN=Chambers of Commerce Root,OU=http://www.chambersign.org,O=AC Camerfirma SA CIF A82743287,C=EU
# Serial Number: 0 (0x0)
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE

# For Email Distrust After: Mon Mar 01 00:00:00 2021
CKA_NSS_EMAIL_DISTRUST_AFTER MULTILINE_OCTAL

# Trust for Certificate "Camerfirma Chambers of Commerce Root"
# Issuer: CN=Chambers of Commerce Root,OU=http://www.chambersign.org,O=AC Camerfirma SA CIF
# Serial Number: 0 (0x0)
# Subject: CN=Chambers of Commerce Root,OU=http://www.chambersign.org,O=AC Camerfirma SA CIF
# Not Valid Before: Tue Sep 30 16:13:43 2003
# Not Valid After : Wed Sep 30 16:13:44 2037
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Camerfirma Chambers of Commerce Root"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL

END
# Certificate "Camerfirma Global Chambersign Root"

# Issuer: CN=Global Chambersign Root,OU=http://www.chambersign.org,O=AC Camerfirma SA CIF A82743287,C=EU

# Serial Number: 0 (0x0)

# Subject: CN=Global Chambersign Root,OU=http://www.chambersign.org,O=AC Camerfirma SA CIF A82743287,C=EU

# Not Valid Before: Tue Sep 30 16:14:18 2003
# Not Valid After : Wed Sep 30 16:14:18 2037


CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_B_BOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Camerfirma Global Chambersign Root"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL

CKA_ISSUER MULTILINE_OCTAL

CKA_SERIAL_NUMBER MULTILINE_OCTAL

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
# For Email Distrust After: Mon Mar 01 00:00:00 2021
CKA_NSS_EMAIL_DISTRUST_AFTER MULTILINE_OCTAL
\062\061\060\063\060\061\060\060\060\060\066\060\060\066\0132
END

# Trust for Certificate "Camerfirma Global Chambersign Root"
# Issuer: CN=Global Chambersign Root,OU=http://www.chambersign.org,O=AC Camerfirma SA CIF A82743287,C=EU
# Serial Number: 0 (0x0)
# Subject: CN=Global Chambersign Root,OU=http://www.chambersign.org,O=AC Camerfirma SA CIF A82743287,C=EU
# Not Valid Before: Tue Sep 30 16:14:18 2003
# Not Valid After : Wed Sep 30 16:14:18 2037
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Camerfirma Global Chambersign Root"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\063\233\153\024\120\044\233\125\172\001\207\162\204\331\340\057
\303\322\330\351
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\305\346\173\277\006\320\117\103\355\304\172\145\212\373\153\031
END
CKA_ISSUER MULTILINE_OCTAL
\060\175\061\013\060\011\006\003\125\004\012\023\036\101\103\040\013\141\155
\145\162\146\151\162\155\141\040\123\101\040\103\111\106\040\101
\070\062\067\064\063\062\070\067\061\043\060\041\006\003\125\004
\013\023\032\150\164\164\160\072\057\057\167\167\167\056\143\150
\141\155\142\145\145\162\163\151\147\156\056\157\162\147\061\040\060
\036\006\003\125\004\003\023\027\107\154\157\142\141\154\040\103
\150\141\155\142\145\162\163\151\147\156\040\122\157\157\164
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "XRand Global CA Root"
#
# Trust for Certificate "XRamp Global CA Root"

# Issuer: CN=XRamp Global Certification Authority,O=XRamp Security Services Inc,O=www.xrampsecurity.com,C=US


# Subject: CN=XRamp Global Certification Authority,O=XRamp Security Services Inc,O=www.xrampsecurity.com,C=US

# Not Valid Before: Mon Nov 01 17:14:04 2004

# Not Valid After : Mon Jan 01 05:37:19 2035


END

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST

END

END

END

END

END

END

END

END

END

END

END

END

END

END

END

END

END

END

END

END
\145\163\040\111\156\143\061\055\060\053\006\003\125\004\003\023
\041\130\122\141\155\160\040\107\154\157\142\141\154\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150
\157\162\151\164\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\20\120\224\154\354\030\352\325\234\115\325\227\357\165\217
\240\255
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
#
# Certificate "Go Daddy Class 2 CA"
#
# Issuer: OU=Go Daddy Class 2 Certification Authority,O="The Go Daddy Group, Inc.",C=US
# Serial Number: 0 (0x0)
# Subject: OU=Go Daddy Class 2 Certification Authority,O="The Go Daddy Group, Inc.",C=US
# Not Valid Before: Tue Jun 29 17:06:20 2004
# Not Valid After: Thu Jun 29 17:06:20 2034
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Go Daddy Class 2 CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\143\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\041\060\037\006\003\125\004\012\023\030\124\150\145\040\107\157
\040\014\141\144\141\171\040\107\162\157\165\160\054\040\111\156
\143\056\061\061\060\057\006\003\125\004\013\023\050\107\157\040
\104\141\144\144\171\040\103\154\141\163\163\040\062\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150
\157\162\151\164\171
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\143\061\130\060\011\006\003\125\004\006\023\002\125\123\061
\041\060\037\006\003\125\004\012\023\030\124\150\145\040\107\157
\040\014\141\144\141\171\040\107\162\157\165\160\054\040\111\156
\143\056\061\061\060\057\006\003\125\004\013\023\050\107\157\040
\104\141\144\144\171\040\103\154\141\163\163\040\062\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150
\157\162\151\164\171


```
\060\003\125\004\013\023\050\107\157\040\014\144\144\171\040
\103\154\141\163\163\040\006\204\040\031\145\162\164\151\146\151\143
\141\164\151\157\156\040\101\165\164\150\157\162\151\164\171\202
\001\000\060\014\006\060\031\125\035\023\004\005\060\003\001\001\377
\060\015\006\001\105\22\061\110\026\367\015\001\001\005\005\000\003
\20\02\00\00\113\363\262\312\076\221\374\022\230\62\241\007
\214\216\167\240\063\060\024\134\220\036\030\367\010\246\075\012
\031\137\120\07\200\021\156\151\134\226\027\060\377\064\221\114\312
\70\035\31\40\34\001\243\35\023\035\224\050\244\061\366\172\304\0124327
\366\345\066\11\30\003\242\314\316\142\333\224\105\163\265\277\105
\311\044\265\325\20\002\225\5\043\171\151\121\157\260\115\136\317
\114\13\026\03\043\350\03\421\025\225\213\01\156\263\311\040\345
\211\123\63\15\073\33\22\16\367\176\23\046\040\024\124\045\253\156
\163\205\346\233\30\04\1235\01\154\20\016\250\370\30\03\14372\020
\036\154\226\357\207\015\30\04\171\141\213\255\356\203\053\225370
\216\222\204\162\07\1353\040\352\023\355\203\315\227\156\010\274
\353\160\046\266\163\053\334\323\366\114\376\046\161\342\141\021
\164\112\377\127\032\207\17\165\110\056\317\121\115\151\207\240\002
\022\141\225\325\321\100\262\020\114\356\304\254\020\103\246\245
\236\012\325\229\142\232\015\317\210\20\30\06\201\4\344\053\237
\105\346\015\237\050\234\261\271\052\132\127\255\067\017\257\035
\177\33\275\237
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "Go Daddy Class 2 CA"
# Issuer: OU=Go Daddy Class 2 Certification Authority,O=\"The Go Daddy Group, Inc.\",C=US
# Serial Number: 0 (0x0)
# Subject: OU=Go Daddy Class 2 Certification Authority,O=\"The Go Daddy Group, Inc.\",C=US
# Not Valid Before: Tue Jun 29 17:06:20 2004
# Not Valid After : Thu Jun 29 17:06:20 2034
```

```
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Go Daddy Class 2 CA"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\047\226\272\346\077\030\001\342\167\046\033\240\327\167\160\002
\217\040\356\344
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\221\336\006\045\253\332\375\062\027\014\273\045\027\052\204\147
END

CKA_ISSUER MULTILINE_OCTAL
```
# Certificate "Starfield Class 2 CA"

# Issuer: OU=Starfield Class 2 Certification Authority,O="Starfield Technologies, Inc.",C=US
# Serial Number: 0 (0x0)
# Subject: OU=Starfield Class 2 Certification Authority,O="Starfield Technologies, Inc.",C=US
# Not Valid Before: Tue Jun 29 17:39:16 2004
# Not Valid After : Thu Jun 29 17:39:16 2034

# Certificate "Starfield Class 2 CA"
The image contains a snippet of code related to Open Source used in Connected-Pharma 1.7.4 - Merck Connected Pharma 38247. The code snippet appears to be a part of a certificate policy. It includes details about a certificate using the Starfield Class 2 CA, including its issuer, serial number, subject, validity periods, and fingerprints. The code also specifies various properties of the certificate, such as its type, modulus, and fingerprint algorithms.
# Certificate "DigiCert Assured ID Root CA"

# Issuer: CN=DigiCert Assured ID Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Serial Number:0c:e7:e0:e5:17:d8:46:fc:e8:fe:8f:e5:60:fc:1b:f0:30:39
# Subject: CN=DigiCert Assured ID Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Fri Nov 10 00:00:00 2006
# Not Valid After : Mon Nov 10 00:00:00 2031

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Assured ID Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\062\112\113\273\310\143\151\233\276\164\232\306\335\035\106\044
END
CKA_ISSUER MULTILINE_OCTAL
\060\150\061\103\060\001\11\006\003\125\004\006\023\002\125\123\061
\045\060\034\000\003\125\004\012\023\034\123\164\141\162\146\151
\145\154\144\040\124\145\143\150\156\157\154\157\147\151\145\163
\054\040\111\156\143\056\061\062\060\060\006\003\125\004\013\023
\051\123\164\141\162\146\151\145\154\144\040\103\154\141\163\163
\040\062\040\103\154\156\157\040\101\165\164\150\157\162\151\164\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
# Trust for Certificate "DigiCert Assured ID Root CA"
# Issuer: CN=DigiCert Assured ID Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Serial Number:0ce7e0e5:17d332701276175057363267046
# Not Valid Before: Fri Nov 10 00:00:00 2006
# Not Valid After : Mon Nov 10 00:00:00 2031

END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38250
CKA_ISSUER MULTILINE_OCTAL
\060\014\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\010\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\016\167\167\056\144\151\147\151\143\145\156\164\056\143\157
\155\061\044\060\042\006\003\125\004\030\023\033\104\151\147\151
\103\145\162\164\040\101\111\163\165\162\145\144\040\111\104\040
\122\157\157\164\040\103\101
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\014\347\340\345\027\330\106\376\217\345\140\374\033\360
\060\071
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "DigiCert Global Root CA"
#
# Issuer: CN=DigiCert Global Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Global Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Fri Nov 10 00:00:00 2006
# Not Valid After : Mon Nov 10 00:00:00 2031
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Global Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\014\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\010\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\016\167\167\056\144\151\147\151\143\145\156\164\056\143\157
\155\061\044\060\042\006\003\125\004\030\023\033\104\151\147\151
\103\145\162\164\040\101\111\163\165\162\145\144\040\111\104\040
\122\157\157\164\040\103\101
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\014\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\010\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\035\006\003\125\035\016\004\026\003\336\120\065\126\321
\114\273\146\360\024\342\023\030\033\022\276\020\75\321\125\060\037
\006\003\125\035\043\030\043\030\060\026\002\024\003\336\120\065\126
\321\114\273\146\360\024\342\023\030\033\022\276\020\75\321\125\060
\015\006\011\052\026\011\020\63\70\015\001\001\000\055\000\000\032\020
\001\010\000\13\323\046\067\252\110\023\022\12\372\335\104\234\117
\122\260\364\337\275\004\036\356\171\171\10\024\044\030\037\113\053
\204\300\055\271\325\307\376\364\301\037\130\131\270\155\234\172
\164\347\230\051\125\502\126\343\160\240\241\131\114\210\231\123
\214\221\160\342\253\017\034\276\223\251\377\143\325\344\007\140
\323\243\277\235\133\011\336\325\216\343\123\364\216\143\372\077
\247\333\264\140\337\142\214\236\326\321\156\101\215\362\055\265\352
\167\11\23\372\351\034\275\053\131\300\010\043\335\055\050\202\105
\076\11\12\4\222\046\230\340\200\10\250\067\357\360\326\111\140
\026\336\254\350\016\135\156\254\104\027\070\057\111\332\341\110
\076\052\271\066\123\317\072\120\006\367\056\350\034\127\111\154
\141\041\030\329\004\255\170\074\054\027\200\153\247\353\257\025
\024\351\330\111\130\127\107\015\343\222\154\212\377\144\271\167
\045\127\060\300\033\044\243\341\133\345\137\107\174\265\264\044
\010\005\006\254\055\275\013\277\105\277\120\271\251\363\353\230
\001\10\22\255\310\210\030\62\230\006\137\215\012\074\063\351\125\225
\225\155\336
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

cka_class CK_OBJECT_CLASS CKO_NSS_TRUST
cka_token CK_BBOOL CK_TRUE
cka_private CK_BBOOL CK_FALSE
cka_modifiable CK_BBOOL CK_FALSE
cka_label UTF8 "DigiCert Global Root CA"
cka_cert_sha1_hash multiline_octal
cka_cert_md5_hash multiline_octal
cka_issuer multiline_octal
cka_class CK_OBJECT_CLASS CKO_NSS_TRUST
cka_token CK_BBOOL CK_TRUE
cka_private CK_BBOOL CK_FALSE
cka_modifiable CK_BBOOL CK_FALSE
cka_label UTF8 "DigiCert Global Root CA"
cka_cert_sha1_hash multiline_octal
cka_cert_md5_hash multiline_octal
cka_issuer multiline_octal
\060\141\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\010\151\147\151\103\145
\162\164\040\011\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\040\060\036\006\003\125\004\003\023\027\104\151\147\151
\103\145\162\164\040\107\154\157\142\141\154\040\122\125\157\157\164
\040\103\101
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\010\073\340\126\220\102\106\261\241\165\152\311\131\221
\307\112
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "DigiCert High Assurance EV Root CA"
#
# Issuer: CN=DigiCert High Assurance EV Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert High Assurance EV Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Fri Nov 10 00:00:00 2006
# Not Valid After : Mon Nov 10 00:00:00 2031
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert High Assurance EV Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\141\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\010\151\147\151\103\145
\162\164\040\011\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\040\060\036\006\003\125\004\003\023\027\104\151\147\151
\103\145\162\164\040\107\154\157\142\141\154\040\122\125\157\157\164
\040\103\101
END

CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\141\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\010\151\147\151\103\145
\162\164\040\011\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\060\003\001\001\1377\060\035\006\003\125\035\016\004\026\004\024
\261\076\303\151\003\370\277\107\001\324\230\046\032\010\002\357
\143\144\053\303\060\037\006\003\125\035\043\004\030\060\026\200
\024\261\076\303\151\003\370\277\107\001\132\230\046\032\010\002
\357\143\144\053\303\060\015\006\011\052\206\110\206\367\015\001
\001\005\000\033\022\020\001\001\000\034\032\006\227\334\327\234
\237\074\121\046\006\010\127\041\333\041\107\370\052\147\252\277
\030\062\166\100\020\127\301\123\363\172\331\021\145\216\065\372
\236\367\105\262\363\331\114\061\113\270\221\350\103\054\216\026\263
\170\316\333\343\123\171\161\326\345\041\224\001\332\125\207\232
\044\144\366\212\146\314\336\234\067\315\250\064\261\151\233\043
\310\236\170\042\053\160\101\034\343\125\107\061\141\031\357\130\030\5
\205\057\116\060\366\240\061\026\043\310\347\342\145\026\063\313
\277\032\033\240\075\370\312\136\213\061\121\140\010\211\055\014
\006\134\122\267\304\371\012\123\030\321\025\137\237\022\276\174\066
\143\070\275\104\244\177\344\046\053\012\304\227\151\015\351\214
\342\300\002\017\270\310\166\022\221\125\362\110\151\330\274\052
\002\133\017\104\242\040\061\333\346\272\160\046\135\220\140\023
\174\113\107\110\057\264\313\036\103\150\311\007\047\301\322\134
\367\352\041\271\150\022\234\074\234\277\236\374\200\134\233\143
\315\354\107\252\045\047\147\240\067\363\000\202\175\124\327\251
\370\351\056\023\243\167\350\037\112
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "DigiCert High Assurance EV Root CA"
# Issuer: CN=DigiCert High Assurance EV Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert High Assurance EV Root CA,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Fri Nov 10 00:00:00 2006
# Not Valid After : Mon Nov 10 00:00:00 2031

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert High Assurance EV Root CA"

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
4\137\267\356\006\063\342\131\333\255\014\114\232\346\032\217\032
\141\307\334\045

END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\324\164\136\127\134\071\126\323\234\025\203\305\001\145\111\212
END

CKA_ISSUER MULTILINE_OCTAL
\060\154\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\013\060\051\006\003\125\004\003\023\042\104\151\147\151
\10\145\162\164\040\110\151\147\150\040\101\163\163\165\162\141
\156\143\145\040\105\126\040\122\157\157\164\040\103\101
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\000\02\254\134\046\152\013\002\131\167\151\147\151\143\145
\162\164\056\143\157\155\053\051\006\003\125\003\023\042\104\151
\103\145\162\164\040\110\151\147\150\040\101\163\163\165\162\141
\156\143\145\040\105\126\040\122\157\157\164\040\103\101
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "SwissSign Platinum CA - G2"
#
# Issuer: CN=SwissSign Platinum CA - G2,O=SwissSign AG,C=CH
# Serial Number:4e:b2:00:67:0c:03:5d:4f
# Subject: CN=SwissSign Platinum CA - G2,O=SwissSign AG,C=CH
# Not Valid Before: Wed Oct 25 08:36:00 2006
# Not Valid After : Sat Oct 25 08:36:00 2036

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SwissSign Platinum CA - G2"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\111\061\013\060\001\100\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\013\060\051\006\003\125\004\003\023\042\104\151\147\151
\10\145\162\164\040\110\151\147\150\040\101\163\163\165\162\141
\156\143\145\040\105\126\040\122\157\157\164\040\103\101
END

CKA_ID UTF8 "0"

CKA_ISSUER_MULTILINE_OCTAL
\060\111\061\013\060\001\100\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\013\060\051\006\003\125\004\003\023\042\104\151\147\151
\10\145\162\164\040\110\151\147\150\040\101\163\163\165\162\141
\156\143\145\040\105\126\040\122\157\157\164\040\103\101
END
# Trust for Certificate "SwissSign Platinum CA - G2"
# Issuer: CN=SwissSign Platinum CA - G2,O=SwissSign AG,C=CH
# Serial Number:4b:20:00:67:0c:03:5d:4f
# Subject: CN=SwissSign Platinum CA - G2,O=SwissSign AG,C=CH
# Not Valid Before: Wed Oct 25 08:36:00 2006
# Not Valid After : Sat Oct 25 08:36:00 2036
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SwissSign Platinum CA - G2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\126\340\372\300\073\217\030\043\125\030\345\323\021\312\350\302
\103\061\253\146
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\126\340\372\300\073\217\030\043\125\030\345\323\021\312\350\302
\103\061\253\146
END
CKA_ISSUER MULTILINE_OCTAL
\060\111\061\013\060\001\110\006\003\125\004\006\023\002\103\110\061
\025\060\023\006\003\125\004\012\023\014\123\167\151\163\163\123
\151\147\156\040\101\107\061\043\060\041\006\003\125\004\003\023
\032\123\167\151\163\163\123\151\147\156\040\120\154\141\164\151
\156\165\155\040\103\101\040\055\040\107\062
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\116\262\000\147\014\003\135\117
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "SwissSign Gold CA - G2"
#
# Issuer: CN=SwissSign Gold CA - G2,O=SwissSign AG,C=CH
# Serial Number:00:bb:40:1c:43:f5:5e:4f:b0
# Subject: CN=SwissSign Gold CA - G2,O=SwissSign AG,C=CH
The contents of the image text are as follows:

```
# Not Valid After: Sat Oct 25 08:30:35 2036

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE

CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_LABEL UTF8 "SwissSign Gold CA - G2"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL

```

The above text appears to be a section of a cryptographic certificate, possibly related to a specific certification authority (CA) named "SwissSign Gold CA - G2." The properties of this certificate, such as its fingerprint and validity period, are also included. The text follows the conventions used in representing cryptographic certificates in text format.
# Trust for Certificate "SwissSign Gold CA - G2"
# Issuer: CN=SwissSign Gold CA - G2,O=SwissSign AG,C=CH
# Serial Number:00:bb:40:1c:43:f5:5e:4f:b0
# Subject: CN=SwissSign Gold CA - G2,O=SwissSign AG,C=CH
# Not Valid After : Sat Oct 25 08:30:35 2036

END
# Certificate "SwissSign Silver CA - G2"

# Issuer: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Serial Number: 4f:1b:d4:2f:54:bb:2f:4b
# Subject: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Not Valid After : Sat Oct 25 08:32:46 2036

# Certificate "SwissSign Silver CA - G2"

# Issuer: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Serial Number: 4f:1b:d4:2f:54:bb:2f:4b
# Subject: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Not Valid After : Sat Oct 25 08:32:46 2036

# Certificate "SwissSign Silver CA - G2"

# Issuer: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Serial Number: 4f:1b:d4:2f:54:bb:2f:4b
# Subject: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Not Valid After : Sat Oct 25 08:32:46 2036
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "SwissSign Silver CA - G2"
# Issuer: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Serial Number: 4f:1b:d4:2f:54:bb:2f:4b
# Subject: CN=SwissSign Silver CA - G2,O=SwissSign AG,C=CH
# Not Valid After : Sat Oct 25 08:32:46 2036
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SwissSign Silver CA - G2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\233\252\345\237\126\356\041\313\103\132\276\045\223\337\247\360
\100\321\035\313
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\340\006\241\311\175\317\311\173\015\030\123\167\151\154\166\145
\162\040\103\101\040\055\040\107\062
END
CKA_ISSUER MULTILINE_OCTAL
\060\107\061\013\066\001\011\006\003\125\004\006\023\002\103\110\061
\025\060\023\014\060\031\125\004\012\023\014\123\167\151\163\163\123
\151\147\156\040\101\107\061\041\060\037\006\003\125\004\003\023
\030\123\167\151\163\163\123\151\147\156\040\123\151\154\166\145
\162\040\103\101\040\055\040\107\062
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\117\033\324\057\124\273\057\113
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "SecureTrust CA"
# Issuer: CN=SecureTrust CA,O=SecureTrust Corporation,C=US
# Serial Number: 0c:f0:8e:5c:08:16:a5:ad:42:7f:0:e:eb:27:18:59:d0
# Subject: CN=SecureTrust CA,O=SecureTrust Corporation,C=US
# Not Valid Before: Tue Nov 07 19:31:18 2006
# Not Valid After : Mon Dec 19 19:40:55 2029
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "SecureTrust CA"
# Issuer: CN=SecureTrust CA,O=SecureTrust Corporation,C=US
# Serial Number:0c:f0:8e:5c:08:16:a5:ad:42:7f:f0:eb:27:18:59:d0
# Certificate "Secure Global CA"

# Issuer: CN=Secure Global CA,O=SecureTrust Corporation,C=US
# Subject: CN=Secure Global CA,O=SecureTrust Corporation,C=US
# Not Valid Before: Tue Nov 07 19:42:28 2006
# Not Valid After: Mon Dec 31 19:52:06 2029
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Secure Global CA"

END

CKA_ISSUER MULTILINE_OCTAL
\060\110\061\013\060\003\125\004\023\016\123\145\143\165\162\145\124\162\165\163\164\040\103\125\123\061\040\060\036\006\003\125\004\012\023\027\123\145\143\165\162\145\124\162\165\163\164\040\103\157\162\160\157\162\141\164\151\157\156\061\027\060\025\006\003\125\004\003\023\016\123\145\143\165\162\145\124\162\165\163\164\040\103\101
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\014\360\216\134\010\026\245\255\102\177\360\353\047\030\131\320
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
# Trust for Certificate "Secure Global CA"
# Issuer: CN=Secure Global CA,O=SecureTrust Corporation,C=US
# Subject: CN=Secure Global CA,O=SecureTrust Corporation,C=US
# Not Valid Before: Tue Nov 07 19:42:28 2006
# Not Valid After : Mon Dec 31 19:52:06 2029

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Certificate "COMODO Certification Authority"

# Issuer: CN=COMODO Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Serial Number: 4e:81:2d:8a:82:65:e0:0b:02:ee:35:02:46:e5:3d
# Subject: CN=COMODO Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Not Valid Before: Fri Dec 01 00:00:00 2006
# Not Valid After: Mon Dec 31 23:59:59 2029

# Certificate "COMODO Certification Authority"

# Issuer: CN=COMODO Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Serial Number: 4e:81:2d:8a:82:65:e0:0b:02:ee:35:02:46:e5:3d
# Subject: CN=COMODO Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Not Valid Before: Fri Dec 01 00:00:00 2006
# Not Valid After: Mon Dec 31 23:59:59 2029
# Trust for Certificate "COMODO Certification Authority"
# Issuer: CN=COMODO Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Serial Number: 4e:81:2d:8a:82:65:e0:0b:02:ee:3e:35:02:46:e5:3d
# Subject: CN=COMODO Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Not Valid Before: Fri Dec 01 00:00:00 2006
# Not Valid After: Mon Dec 31 23:59:59 2029

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "COMODO Certification Authority"

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\146\061\277\236\367\117\236\266\311\325\246\014\272\152\276\321
\367\275\357\173
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\134\110\334\367\102\162\354\126\224\155\034\314\161\065\200\165
END

CKA_ISSUER MULTILINE_OCTAL
\060\020\120\010\013\060\011\006\003\125\004\006\023\002\010\012
\061\033\060\031\006\003\125\004\010\023\022\010\162\145\141\164
\145\162\040\115\141\156\143\150\145\163\164\145\162\061\020\060
\016\006\003\125\004\007\023\007\123\141\154\146\157\162\144\061
\032\060\030\006\003\125\004\012\023\021\010\117\115\117\104\117
\040\103\101\040\114\151\155\151\164\145\144\061\047\060\045\006
\003\125\004\003\023\036\013\117\115\117\104\117\040\013\145\162
\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150\157
\162\151\164\171
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\116\201\055\212\202\145\340\013\002\356\076\065\002\106
\345\075
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Network Solutions Certificate Authority"
# Issuer: CN=Network Solutions Certificate Authority,O=Network Solutions L.L.C.,C=US
# Subject: CN=Network Solutions Certificate Authority,O=Network Solutions L.L.C.,C=US
# Not Valid Before: Fri Dec 01 00:00:00 2006
# Not Valid After: Mon Dec 31 23:59:59 2029
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Network Solutions Certificate Authority"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\142\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\041\060\037\006\003\125\004\012\023\030\116\145\164\167\157\162
\153\040\123\157\154\165\164\151\157\156\163\040\114\056\114\056
\103\056\061\069\060\056\056\006\003\125\004\003\023\047\116\145\164
\167\157\162\153\040\123\157\154\165\164\151\157\156\163\040\103
\145\162\164\151\114\143\114\164\145\040\101\165\164\150\157
\162\151\164\171
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\142\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\041\060\037\006\003\125\004\012\023\030\116\145\164\167\157\162
\153\040\123\157\154\165\164\151\157\156\163\040\114\056\114\056
\103\056\061\069\060\056\056\006\003\125\004\003\023\047\116\145\164
\167\157\162\153\040\123\157\154\165\164\151\157\156\163\040\103
\145\162\164\151\114\143\114\164\145\040\101\165\164\150\157
\162\151\164\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\127\313\063\157\015\006\026\346\015\001\005\005\000\060\142
\061\013\060\011\006\003\125\004\006\023\002\125\123\061\041\060
\037\006\003\125\004\012\023\030\116\145\164\167\157\162\153\040
\123\157\154\165\164\151\157\156\163\040\114\056\114\056
\103\056\061\069\060\056\056\006\003\125\004\003\023\047\116\145\164
\167\157\162\153\040\123\157\154\165\164\151\157\156\163\040\103
\145\162\164\151\114\143\114\164\145\040\101\165\164\150\157
\162\151\164\171
END
CKA_VALUE MULTILINE_OCTAL
\060\202\003\346\060\202\002\136\240\003\002\001\002\002\020\127
\313\063\157\020\134\026\346\107\026\027\343\220\061\150\340\060
\015\006\011\052\020\110\063\367\015\001\001\005\005\000\060\142
\061\013\060\011\006\003\125\004\006\023\002\125\123\061\041\060
\037\006\003\125\004\012\023\030\116\145\164\167\157\162\153\040
\123\157\154\165\164\151\157\156\163\040\114\056\114\056
\103\056\061\069\060\056\056\006\003\125\004\003\023\047\116\145\164
\167\157\162\153\040\123\157\154\165\164\151\157\156\163\040\103
\145\162\164\151\114\143\114\164\145\040\101\165\164\150\157
\162\151\164\171
END
CKA_SERIALMULTILINE_OCTAL
\002\020\127\313\063\157\032\134\026\346\107\026\027\343\220\061
\150\340
END
CKA_VALUEMULTILINE_OCTAL
\060\202\003\346\060\202\002\136\240\003\002\001\002\002\020\127
\313\063\157\020\134\026\346\107\026\027\343\220\061\150\340\060
\015\006\011\052\020\110\063\367\015\001\001\005\005\000\060\142
\061\013\060\011\006\003\125\004\006\023\002\125\123\061\041\060
\037\006\003\125\004\012\023\030\116\145\164\167\157\162\153\040
\123\157\154\165\164\151\157\156\163\040\114\056\114\056
\103\056\061\069\060\056\056\006\003\125\004\003\023\047\116\145\164
\167\157\162\153\040\123\157\154\165\164\151\157\156\163\040\103
\145\162\164\151\114\143\114\164\145\040\101\165\164\150\157
\162\151\164\171
END

# Trust for Certificate "Network Solutions Certificate Authority"
# Issuer: CN=Network Solutions Certificate Authority,O=Network Solutions L.L.C.,C=US
# Subject: CN=Network Solutions Certificate Authority,O=Network Solutions L.L.C.,C=US
# Not Valid Before: Fri Dec 01 00:00:00 2006
# Not Valid After: Mon Dec 31 23:59:59 2029
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Network Solutions Certificate Authority"

CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Network Solutions Certificate Authority"

# Certificate "COMODO ECC Certification Authority"
# Issuer: CN=COMODO ECC Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater
\007\023\007\123\141\154\146\161\157\162\144\061\032\060\030\006\003
\125\004\012\023\021\031\171\115\171\041\170\040\031\010\040\011
\151\155\151\164\145\144\061\053\060\050\016\003\125\004\003\023
\042\103\117\115\117\104\117\040\051\010\031\010\042\023\107\162
\145\141\164\145\162\040\115\141\156\143\150\145\163\164\145\162
\061\120\060\060\060\003\012\050\040\007\023\007\123\141\154\151\165
\162\144\061\013\026\060\030\006\003\125\004\012\023\021\103\117\115
\117\104\117\040\103\101\040\114\151\155\151\164\145\144\061\053
\060\051\006\003\125\004\003\023\024\023\103\171\115\171\041\170\040
\105\103\010\040\103\145\162\164\151\146\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171\060\166\060\020\006
\007\052\206\011\031\167\050\020\001\010\060\050\053\201\010\040\000\042\003
\142\200\004\003\107\173\057\165\311\120\025\205\037\316\165\344\221
\026\324\253\142\223\136\057\112\021\130\063\161\101\000\177\227\341
\012\044\074\035\001\004\356\075\322\221\011\227\014\340\165\344
\372\373\167\212\052\365\003\140\113\066\213\026\043\026\255\011
\161\364\112\364\050\120\264\376\210\034\156\077\154\057\057\011
\131\132\245\133\010\063\231\342\323\075\211\137\115\205\043\357\262
\323\300\036\351\243\102\060\100\060\035\056\000\125\035\161\004\042\006
\004\024\165\161\247\031\110\031\274\235\323\052\101\107\337\224
\304\110\167\231\323\171\060\016\060\031\125\035\017\001\001\137
\004\004\003\003\020\011\060\060\017\060\031\125\035\023\001\001\137
\004\005\006\000\030\100\137\076\001\125\060\010\052\206\110\316\075
\004\003\003\003\031\150\000\060\145\002\061\100\035\003\133\172\254
\267\170\012\162\267\210\337\377\265\106\024\011\012\372\240\346
\175\10\306\032\207\275\030\250\163\275\046\312\140\014\235\316
\231\237\317\134\017\060\341\276\024\061\135\002\060\024\364\223
\074\111\247\063\317\222\010\106\172\263\143\175\023\231\116\267\157
\030\067\201\033\376\335\040\334\065\232\066\321\130\07\012\71\346
\334\335\363\377\035\054\072\026\127\331\222\071\326
END

CKA_NSS MOZILLA CA POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "COMODO ECC Certification Authority"
# Issuer: CN=COMODO ECC Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Subject: CN=COMODO ECC Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Not Valid Before: Thu Mar 06 00:00:00 2008
# Not Valid After : Mon Jan 18 23:59:59 2038
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "COMODO ECC Certification Authority"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\237\164\116\237\053\115\272\354\017\061\054\120\266\126\073\216
\055\223\303\021
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\174\142\377\164\235\061\123\136\150\112\325\170\252\036\277\043
END
CKA_ISSUER MULTILINE_OCTAL
\060\201\205\061\13\060\011\006\003\125\004\006\023\002\107\102
\061\033\060\031\006\003\125\004\010\023\022\107\162\145\141\164
\145\162\040\115\141\156\143\150\145\163\164\145\162\061\020\060
\016\006\003\125\004\007\023\007\123\141\154\146\157\162\144\061
\032\060\030\006\003\125\004\012\023\020\103\117\115\117\104\117
\040\103\101\040\114\151\155\151\164\145\144\061\053\060\051\006
\003\125\004\003\023\042\103\117\115\117\104\117\040\105\103\103
\040\103\145\162\164\151\146\151\143\141\164\151\157\156\040\101
\165\164\150\157\162\151\164\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\037\107\257\252\142\000\160\120\124\114\001\236\233\143
\231\052
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "OISTE WISeKey Global Root GA CA"
#
# Issuer: CN=OISTE WISeKey Global Root GA CA,OU=OISTE Foundation Endorsed,OU=Copyright (c) 2005,0=WISEKey.C=CH
# Subject: CN=OISTE WISeKey Global Root GA CA,OU=OISTE Foundation Endorsed,OU=Copyright (c) 2005,0=WISEKey.C=CH
# Not Valid Before: Sun Dec 11 16:03:44 2005
# Not Valid After: Fri Dec 11 16:09:51 2037
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
# Trust for Certificate "OISTE WISeKey Global Root GA CA"
# Issuer: CN=OISTE WISeKey Global Root GA CA,OU=OISTE Foundation Endorsed,OU=Copyright (c)
# 2005,O=WISeKey,C=CH
# Subject: CN=OISTE WISeKey Global Root GA CA,OU=OISTE Foundation Endorsed,OU=Copyright (c)
# 2005,O=WISeKey,C=CH
# Not Valid Before: Sun Dec 11 16:03:44 2005
# Not Valid After : Fri Dec 11 16:09:51 2037

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "OISTE WISeKey Global Root GA CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\131\042\241\341\132\352\026\065\041\370\230\071\152\106\106\260
\104\033\017\251
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\274\154\121\063\247\351\323\146\143\124\025\162\033\041\222\223
END

CKA_ISSUER MULTILINE_OCTAL
\060\201\121\061\13\060\011\006\003\1\25\004\006\023\002\103\110
\061\120\060\16\006\003\1\25\004\012\023\007\127\111\123\145\113
\145\171\061\033\060\031\006\003\1\25\004\013\023\022\103\157\160
\171\162\151\147\150\164\040\050\143\051\040\062\060\060\065\061
\042\060\040\000\003\1\25\004\013\023\031\117\111\123\124\105\040
\106\157\165\156\144\141\164\151\157\156\040\105\156\144\157\162
\163\145\144\061\050\060\046\006\003\1\25\004\003\023\037\117\111
\123\124\105\040\127\111\123\145\131\145\171\040\107\154\157\142
\141\154\040\122\157\157\164\040\107\101\040\103\101
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\101\075\162\073\106\153\037\201\103\175\136\132\050\124
\337\232
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "Certigna"

# Issuer: CN=Certigna,O=Dhimyotis,C=FR
# Serial Number:00:fe:dc:e3:01:0fe:9:48:ff
# Subject: CN=Certigna,O=Dhimyotis,C=FR
# Not Valid Before: Fri Jun 29 15:13:05 2007
# Not Valid After : Tue Jun 29 15:13:05 2027

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certigna"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\064\061\013\060\061\006\003\125\004\006\023\002\106\122\061
\022\060\020\006\003\125\004\012\014\011\104\150\151\155\171\157
\164\151\163\061\021\060\017\006\003\125\004\003\014\010\103\145
\162\164\151\147\156\141
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\064\061\013\060\061\006\003\125\004\006\023\002\106\122\061
\022\060\020\006\003\125\004\012\014\011\104\150\151\155\171\157
\164\151\163\061\021\060\017\006\003\125\004\003\014\010\103\145
\162\164\151\147\156\141
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\011\000\037\034\033\001\017\311\110\377
END
CKA_VALUE MULTILINE_OCTAL
\060\202\003\250\060\202\002\220\240\003\002\001\002\002\011\000
\376\334\334\001\017\311\110\377\050\015\006\011\052\206\110\206
\367\015\001\001\005\005\000\060\064\060\103\060\011\006\003\125
\004\006\023\002\106\122\061\022\060\020\006\003\125\004\012\014
\011\104\150\151\155\171\157\164\151\163\061\021\060\017\006\003
\125\004\003\014\010\103\145\162\164\151\147\156\141
\015\060\065\060\066\062\071\061\065\061\063\060\065\132\027\015
\062\060\060\066\062\071\061\065\061\063\060\065\132\060\064\061
\013\060\011\006\003\125\004\006\023\002\106\122\061\022\060\020
\006\003\125\004\012\014\011\104\150\151\155\171\157\164\151\163
\061\021\060\017\006\003\125\004\003\014\010\103\145\162\164\151
\147\156\141\060\202\001\042\060\015\006\011\052\206\110\206\367
\015\001\010\010\005\000\000\03\202\001\017\000\060\202\000\01\012\002
\202\001\000\000\310\150\036\131\132\326\263\064\165\046\202\036
\354\264\276\352\134\341\046\355\021\107\141\341\242\174\026\170
\100\041\344\140\236\132\321\043\341\034\261\226\222\377\030\155
# Trust for Certificate "Certigna"
# Issuer: CN=Certigna,O=Dhimyotis,C=FR
# Serial Number:00:fe:dc:e3/01:0f:e9:48:ff
# Subject: CN=Certigna,O=Dhimyotis,C=FR
# Not Valid Before: Fri Jun 29 15:13:05 2007
# Not Valid After : Tue Jun 29 15:13:05 2027
# Certificate "ePKI Root Certification Authority"
# Issuer: OU=ePKI Root Certification Authority,O="Chunghwa Telecom Co., Ltd.",C=TW
# Serial Number:15:c8:bd:65:47:5c:af:b8:97:00:5e:e4:06:d2:be:9d
# Subject: OU=ePKI Root Certification Authority,O="Chunghwa Telecom Co., Ltd.",C=TW
# Not Valid Before: Mon Dec 20 02:31:27 2004
# Not Valid After : Wed Dec 20 02:31:27 2034
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "ePKI Root Certification Authority"
# Issuer: OU=ePKI Root Certification Authority,O="Chunghwa Telecom Co., Ltd.",C=TW
# Serial Number:15:c8:bd:65:47:5c:af:b8:97:00:5e:e4:06:d2:bc:9d
# Subject: OU=ePKI Root Certification Authority,O="Chunghwa Telecom Co., Ltd.",C=TW
# Not Valid Before: Mon Dec 20 02:31:27 2004
# Not Valid After : Wed Dec 20 02:31:27 2034
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "ePKI Root Certification Authority"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL\147\145\015\361\176\176\124\103\150\165\156\147\150\075\151\306\360
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL\033\056\000\312\046\006\220\075\255\376\157\025\150\323\153\263
END
CKA_ISSUER MULTILINE_OCTAL\060\136\061\101\060\001\100\060\003\125\004\006\220\075\124\127\061\043\060\041\006\003\125\004\012\140\323\103\150\165\156\147\150
# Certificate "certSIGN ROOT CA"

# Issuer: OU=certSIGN ROOT CA,O=certSIGN,C=RO
# Serial Number:20:06:05:16:70:02
# Subject: OU=certSIGN ROOT CA,O=certSIGN,C=RO
# Not Valid Before: Tue Jul 04 17:20:04 2006
# Not Valid After : Fri Jul 04 17:20:04 2031

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "certSIGN ROOT CA"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\073\061\013\060\011\006\003\125\004\006\023\002\122\117\061\n\021\060\017\006\003\125\004\012\023\010\143\145\162\164\123\111\n\107\116\010\060\027\006\003\125\004\013\023\020\143\145\162\n\164\123\111\107\116\040\122\117\117\124\040\103\101

END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\073\061\013\060\011\006\003\125\004\006\023\002\122\117\061\n\021\060\017\006\003\125\004\012\023\010\143\145\162\164\123\111\n\107\116\010\060\027\006\003\125\004\013\023\020\143\145\162\n\164\123\111\107\116\040\122\117\117\124\040\103\101

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\006\040\006\005\026\160\002

END

CKA_VALUE MULTILINE_OCTAL
\060\202\003\070\060\020\002\040\240\003\002\001\002\002\006\040
# Trust for Certificate "certSIGN ROOT CA"
# Issuer: OU=certSIGN ROOT CA,O=certSIGN,C=RO
# Serial Number:20:06:05:16:70:02
# Subject: OU=certSIGN ROOT CA,O=certSIGN,C=RO
# Not Valid Before: Tue Jul 04 17:20:04 2006
# Not Valid After : Fri Jul 04 17:20:04 2031
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "certSIGN ROOT CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\372\267\356\066\227\046\142\373\055\260\052\366\277\003\375\350\174\113\057\233
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\030\230\300\326\351\072\374\371\260\365\014\367\113\001\104\027
CKA_ISSUER MULTILINE_OCTAL
\060\073\061\013\060\011\006\003\125\004\006\023\002\122\117\061\021\060\017\006\003\125\004\012\023\010\143\145\162\164\123\111\107\160\061\031\060\027\006\003\125\004\013\023\020\143\145\162\164\123\111\107\160\040\122\117\117\124\040\103\101
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\006\040\006\005\026\160\002
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "NetLock Arany (Class Gold) Ftanstvny"
# Issuer: CN=NetLock Arany (Class Gold) F..tan..s..tv..ny,OU=Tan..s..tv..nykiad..k (Certification Services),O=NetLock Kft.,L=Budapest,C=HU
# Serial Number:49:41:2c:e4:00:10
<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subject</td>
<td>CN=NetLock Arany (Class Gold) F..tan..tv..ny.OU=Tan..tv..nykiad..k (Certification Services),O=NetLock Kft.,L=Budapest,C=HU</td>
</tr>
<tr>
<td>Not Valid Before</td>
<td>Thu Dec 11 15:08:21 2008</td>
</tr>
<tr>
<td>Not Valid After</td>
<td>Wed Dec 06 15:08:21 2028</td>
</tr>
<tr>
<td>CKA_CLASS</td>
<td>CKA_OBJECT_CLASS CKA_CERTIFICATE</td>
</tr>
<tr>
<td>CKA_TOKEN</td>
<td>CKA_BOOL CKA_TRUE</td>
</tr>
<tr>
<td>CKA_PRIVATE</td>
<td>CKA_BOOL CKA_FALSE</td>
</tr>
<tr>
<td>CKA_MODIFIABLE</td>
<td>CKA_BOOL CKA_FALSE</td>
</tr>
<tr>
<td>CKA_LABEL</td>
<td>UTF8 &quot;NetLock Arany (Class Gold) Ftanstvny&quot;</td>
</tr>
<tr>
<td>CKA_CERTIFICATE_TYPE</td>
<td>CKA_CERTIFICATE_TYPE CKC_X_509</td>
</tr>
<tr>
<td>CKA_SUBJECT</td>
<td>MULTILINE_OCTAL</td>
</tr>
<tr>
<td>CKA_ID</td>
<td>UTF8 &quot;0&quot;</td>
</tr>
<tr>
<td>CKA_ISSUER</td>
<td>MULTILINE_OCTAL</td>
</tr>
<tr>
<td>CKA_SERIAL_NUMBER</td>
<td>MULTILINE_OCTAL</td>
</tr>
<tr>
<td>CKA_VALUE</td>
<td>MULTILINE_OCTAL</td>
</tr>
</tbody>
</table>

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**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38295**
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "NetLock Arany (Class Gold) Ftanstvny"
# Issuer: CN=NetLock Arany (Class Gold) F..tan..s..tv..ny,OU=Tan..s..tv..nykiad..k (Certification Services),O=NetLock Kft.,L=Budapest,C=HU
# Serial Number:49:41:2c:e4:00:10
# Subject: CN=NetLock Arany (Class Gold) F..tan..s..tv..ny,OU=Tan..s..tv..nykiad..k (Certification Services),O=NetLock Kft.,L=Budapest,C=HU
# Not Valid Before: Thu Dec 11 15:08:21 2008
# Not Valid After : Wed Dec 06 15:08:21 2028
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "NetLock Arany (Class Gold) Ftanstvny"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\006\010\077\131\077\025\241\004\240\151\244\153\251\003\320\006
\267\227\011\221
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\305\241\267\377\163\335\326\327\064\062\030\337\374\074\255\210
END
CKA_ISSUER MULTILINE_OCTAL
\060\021\247\061\013\060\011\006\003\125\004\006\023\002\110\125
\061\021\060\017\060\003\125\004\070\014\010\102\165\144\141\160
\145\163\164\061\025\060\023\060\003\125\004\012\014\014\116\145
\164\141\157\143\153\040\113\146\164\056\061\067\060\065\006\003
\125\004\013\140\056\124\114\156\303\272\163\303\255\164\166\303
\241\156\171\153\151\141\144\030\263\153\040\050\103\145\162\164
\151\146\151\143\141\164\151\157\156\040\123\145\162\166\151\143
# Certificate "Hongkong Post Root CA 1"

# Issuer: CN=Hongkong Post Root CA 1,O=Hongkong Post,C=HK
# Serial Number: 1000 (0x3e8)
# Subject: CN=Hongkong Post Root CA 1,O=Hongkong Post,C=HK
# Not Valid Before: Thu May 15 05:13:14 2003
# Not Valid After : Mon May 15 04:52:29 2023

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hongkong Post Root CA 1"

CKA_VALUE MULTILINE_OCTAL
\145\163\051\061\065\060\063\006\003\125\004\003\014\054\116\145
\164\141\157\143\153\040\010\162\141\156\171\040\050\010\13\154\141
\163\163\040\107\157\154\144\051\040\106\305\221\164\141\156\303
\272\163\303\255\164\166\303\241\156\171
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\006\111\110\054\344\000\020
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Hongkong Post Root CA 1"

# Issuer: CN=Hongkong Post Root CA 1,O=Hongkong Post,C=HK
# Serial Number: 1000 (0x3e8)
# Subject: CN=Hongkong Post Root CA 1,O=Hongkong Post,C=HK
# Not Valid Before: Thu May 15 05:13:14 2003
# Not Valid After : Mon May 15 04:52:29 2023

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hongkong Post Root CA 1"

CKA_VALUE MULTILINE_OCTAL
\060\107\061\013\030\060\011\006\003\125\004\006\023\002\110\113\061
\026\060\024\006\003\125\004\012\023\015\110\157\156\147\153\157
\156\147\040\120\157\163\164\061\040\060\036\006\003\125\004\003
\023\027\110\157\156\147\153\157\156\147\040\120\157\163\164\040
\122\157\157\164\040\103\101\040\061
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\107\061\013\030\060\011\006\003\125\004\006\023\002\110\113\061
\026\060\024\006\003\125\004\012\023\015\110\157\156\147\153\157
\156\147\040\120\157\163\164\061\040\060\036\006\003\125\004\003
\023\027\110\157\156\147\153\157\156\147\040\120\157\163\164\040
\122\157\157\164\040\103\101\040\061
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\006\003\350
END

CKA_VALUE MULTILINE_OCTAL
# Trust for Certificate "Hongkong Post Root CA 1"
# Issuer: CN=Hongkong Post Root CA 1,O=Hongkong Post,C=HK
# Serial Number: 1000 (0x3e8)
# Not Valid Before: Thu May 15 05:13:14 2003
# Not Valid After : Mon May 15 04:52:29 2023
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hongkong Post Root CA 1"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\326\332\250\040\215\011\322\025\115\044\265\057\313\064\156\262\130\262\212\130
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\326\332\250\015\157\071\170\271\103\155\167\102\155\230\132\314\043\312
END
CKA_ISSUER MULTILINE_OCTAL
\060\070\061\013\060\001\006\003\125\004\006\023\002\110\113\061\026\060\024\006\003\125\004\012\023\015\110\157\156\147\153\157\156\147\153\157\156\147\040\120\157\163\164\040\103\101\040\061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\002\003\350
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "SecureSign RootCA11"
#
# Issuer: CN=SecureSign RootCA11,O="Japan Certification Services, Inc." ,C=JP
# Serial Number: 1 (0x1)
# Subject: CN=SecureSign RootCA11,O="Japan Certification Services, Inc." ,C=JP
# Not Valid Before: Wed Apr 08 04:56:47 2009
# Not Valid After: Sun Apr 08 04:56:47 2029

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SecureSign RootCA11"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\130\061\013\060\001\006\003\125\004\006\023\002\112\120\061
\053\060\051\006\003\125\004\012\023\042\112\141\160\141\156\040
\103\145\162\164\151\146\151\143\141\164\151\157\156\040\123\145
\162\166\151\143\145\163\054\040\111\156\143\056\061\034\060\032
\006\003\125\004\003\023\023\123\145\143\165\162\145\123\151\147
\156\040\122\157\157\164\103\101\061\061
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\130\061\013\060\001\006\003\125\004\006\023\002\112\120\061
\053\060\051\006\003\125\004\012\023\042\112\141\160\141\156\040
\103\145\162\164\151\146\151\143\141\164\151\157\156\040\123\145
\162\166\151\143\145\163\054\040\111\156\143\056\061\034\060\032
\006\003\125\004\003\023\023\123\145\143\165\162\145\123\151\147
\156\040\122\157\157\164\103\101\061\061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\001
END
CKA_VALUE MULTILINE_OCTAL
\060\202\003\155\060\202\022\125\240\003\002\001\002\002\001\001
\060\015\006\011\052\206\110\206\367\015\001\001\005\005\000\060
\130\061\101\060\011\006\003\125\004\006\023\002\112\120\061\053
\060\005\006\003\125\004\012\023\042\112\141\160\141\156\040\103
\145\162\164\151\146\151\143\141\164\151\157\156\040\123\145\162
\166\151\143\145\163\054\040\111\156\143\056\061\034\060\032\006
\003\125\004\003\023\023\123\145\143\165\162\145\123\151\147\156
\040\122\157\157\164\103\101\061\061\060\036\027\015\060\071\060
\064\060\070\060\064\065\066\064\067\132\027\015\062\071\060\064
\060\070\060\064\065\066\064\067\132\060\101\030\060\110\060
\003\125\004\006\023\002\112\120\061\053\060\051\006\003\125\004
\012\023\042\112\141\160\141\156\040\103\145\162\164\151\157\156\040\123\145\163
\143\141\164\151\157\156\040\123\145\162\164\151\146\151
\143\141\164\151\157\156\040\123\145\162\164\151\146\151
\140\111\156\143\056\061\034\060\032\003\125\004\003\023\023
\123\145\143\165\162\145\123\151\147\156\040\122\157\157\164\103
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "SecureSign RootCA11"
# Issuer: CN=SecureSign RootCA11,O="Japan Certification Services, Inc.";C=JP
# Serial Number: 1 (0x1)
# Subject: CN=SecureSign RootCA11,O="Japan Certification Services, Inc." ,C=JP
# Not Valid Before: Wed Apr 08 04:56:47 2009
# Not Valid After : Sun Apr 08 04:56:47 2029

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SecureSign RootCA11"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\073\304\237\110\370\363\163\240\234\036\275\370\133\261\303\145
\307\330\021\263
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\267\122\164\342\222\264\200\223\362\165\344\314\327\362\352\046
END

CKA_ISSUER MULTILINE_OCTAL
\060\130\061\013\060\011\006\003\125\004\006\023\002\112\120\061
\053\060\050\010\066\003\125\004\010\230\024\112\141\160\141\156\040
\103\145\162\164\151\146\151\143\141\164\151\157\156\040\123\145
\162\166\151\143\145\163\054\040\111\156\143\056\061\034\060\032
\006\000\125\004\003\023\023\123\145\143\165\162\145\123\151\147
\156\040\122\157\157\164\103\101\061\061
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\001
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "Microsec e-Szigno Root CA 2009"
#
# Issuer: E=info@e-szigno.hu,CN=Microsec e-Szigno Root CA 2009,O=Microsec Ltd.,L=Budapest,C=HU
# Serial Number:00:c2:7e:43:04:4e:47:3f:19
# Subject: E=info@e-szigno.hu,CN=Microsec e-Szigno Root CA 2009,O=Microsec Ltd.,L=Budapest,C=HU
# Not Valid Before: Tue Jun 16 11:30:18 2009
# Not Valid After : Sun Dec 30 11:30:18 2029
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
# Trust for Certificate "Microsec e-Szigno Root CA 2009"
# Issuer: E=info@e-szigno.hu,CN=Microsec e-Szigno Root CA 2009,O=Microsec Ltd.,L=Budapest,C=HU
# Serial Number:00:2c:7e:43:04:4e:47:3f:19
# Subject: E=info@e-szigno.hu,CN=Microsec e-Szigno Root CA 2009,O=Microsec Ltd.,L=Budapest,C=HU
# Not Valid Before: Tue Jun 16 11:30:18 2009
# Not Valid After : Sun Dec 30 11:30:18 2029
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Microsec e-Szigno Root CA 2009"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\211\337\164\376\134\364\017\112\200\371\134\067\175\124\332\221
\341\001\061\216
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\370\111\364\003\274\104\055\203\276\110\151\175\051\144\374\261
END
CKA_ISSUER MULTILINE_OCTAL
\060\201\202\061\013\060\001\11\006\003\125\004\006\023\002\110\125
\061\011\060\017\006\003\125\004\007\014\010\102\165\148\141\160
\145\163\164\061\026\060\024\006\003\125\004\012\014\015\115\151
\143\162\157\163\145\143\040\114\164\144\056\061\047\060\045\006
\003\125\004\003\014\036\115\151\143\162\157\163\145\143\040\145
\055\123\172\151\147\156\157\040\122\157\157\164\040\103\101\040
\062\060\060\071\061\037\060\035\006\011\052\206\110\206\367\015
\001\011\000\102\020\151\156\146\157\100\145\055\163\172\151\147
\156\157\056\150\165
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\011\000\032\176\103\004\116\107\077\031
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "GlobalSign Root CA - R3"
#
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R3
# Serial Number:04:00:00:00:01:21:58:53:08:a2
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R3
# Not Valid Before: Wed Mar 18 10:00:00 2009
# Not Valid After: Sun Mar 18 10:00:00 2029

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Root CA - R3"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
END
CKA_VALUE MULTILINE_OCTAL
END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38307
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "GlobalSign Root CA - R3"
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R3
# Serial Number:04:00:00:00:00:01:21:58:53:03:02
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R3
# Not Valid Before: Wed Mar 18 10:00:00 2009
# Not Valid After : Sun Mar 18 10:00:00 2029
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Root CA - R3"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\326\233\126\021\110\360\034\167\305\105\170\301\011\046\337\133
\205\151\166\255
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\305\337\270\111\132\005\023\125\056\055\272\032\033\076\260\050
END
CKA_ISSUER MULTILINE_OCTAL
\060\114\061\040\060\036\006\003\125\004\013\023\027\107\154\157
\142\141\154\123\151\147\156\040\122\157\157\164\040\103\101\040
\055\040\122\063\061\023\060\021\006\003\125\004\012\023\012\107
\154\157\142\141\154\123\151\147\156
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\013\004\000\000\000\000\000\001\041\130\123\010\242
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Autoridad de Certificacion Firmaprofesional CIF A62634068"
#
# Issuer: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Serial Number:53:ec:3b:ee:fb:b2:48:5f
# Subject: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Not Valid Before: Wed May 20 08:38:15 2009
# Not Valid After : Tue Dec 31 08:38:15 2030
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Autoridad de Certificacion Firmaprofesional CIF A62634068"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\121\061\013\060\011\006\003\125\004\013\023\027\107\154\157
\142\141\154\123\151\147\156\040\122\157\157\164\040\103\101\040
\055\040\122\063\061\023\060\021\006\003\125\004\012\023\012\107
\154\157\142\141\154\123\151\147\156
END
Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 38311
# Trust for Certificate "Autoridad de Certificacion Firmaprofesional CIF A62634068"
# Issuer: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Serial Number:53:ec:3b:ee:fb:b2:48:5f
# Subject: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Not Valid Before: Wed May 20 08:38:15 2009
# Not Valid After : Tue Dec 31 08:38:15 2030

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE

CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_LABEL UTF8 "Autoridad de Certificacion Firmaprofesional CIF A62634068"

CKA_ISSUER MULTILINE_OCTAL
\1336\322\117\044\005\363\154\116\365\114\111\146\215\321\137\322
\013\045\101\110\376\121\204\306\102\257\200\004\317\320\176\144
\11\13\44\362\337\243\354\261\11\43\030\052\205\347\264\261\145\242
\10\42\274\361\12\230\364\252\160\007\143\264\270\332\073\11\43\210
\042\20\13\01\246\360\005\016\306\002\003\11\02\53\206\233\205
\335\333\335\323\42\166\200\163\175\365\234\004\304\105\215\347
\271\034\213\236\352\272\165\321\126\21\133\165\104\347\102\175
\342\127\153\175\334\231\274\075\203\050\352\20\02\223\15\23\011
\14\53\01\02\120\70\037\4\103\061\262\236\000\304\107\262\254
\137\30\20\06\31\30\36\33\27\20\21\34\137\146\27\123\03\22\42\332
\02\12\26\14\274\043\11\34\276\207\377\27\22\24\26\230\370\135\040
\11\23\24\137\34\275\150\173\145\362\205\306\32\20\72\25\105\035
\33\015\044\254\227\130\104\107\255\131\03\36\104\145\160\336
\31\60\44\140\250\100\36\136\074\244\303\043\214\376\047\063
\103\100\24\00\27\074\35\33\250\273\260\162\24\24\24\27\11\121\131
\02\61\10\36\42\262\274\310\21\222\305\235\237\254\162\066\274\064
\20\00\64\153\251\12\23\200\270\02\27\355\354\166\12\33\04\001
\21\42\63\04\25\350\11\17\41\25\36\23\24\24\23\145\20\5156
\15\61\17\02\17\60\12\074\235\225

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE

CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE

CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
# Trust for Certificate "Izenpe.com"
# Issuer: CN=Izenpe.com,O=IZENPE S.A.,C=ES
# Subject: CN=Izenpe.com,O=IZENPE S.A.,C=ES
# Not Valid Before: Thu Dec 13 13:08:28 2007
# Not Valid After : Sun Dec 13 08:27:25 2037

# Certificate "Chambers of Commerce Root - 2008"
# Issuer: CN=Chambers of Commerce Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid (see current address at www.camerfirma.com/address),C=EU
# Serial Number:00:a3:da:42:7e:a4:b1:ae:da
# Subject: CN=Chambers of Commerce Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid (see current address at www.camerfirma.com/address),C=EU
# Not Valid Before: Fri Aug 01 12:29:50 2008
# Not Valid After : Sat Jul 31 12:29:50 2038

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Chambers of Commerce Root - 2008"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\256\061\013\060\001\011\006\003\125\004\006\023\002\105\125
\061\103\060\101\006\003\125\004\007\023\072\115\141\144\162\151
\144\040\050\163\145\145\040\143\165\162\162\145\156\164\040\141
\144\144\162\145\163\163\040\141\164\040\167\167\167\056\143\141
\155\145\162\146\151\162\155\141\056\143\157\155\057\141\144\144
\162\145\163\163\051\061\022\060\020\006\003\125\004\005\023\011
\101\070\062\067\064\063\062\070\067\061\033\060\031\006\003\125
\004\012\023\022\101\103\040\103\141\155\145\162\146\151\162\155
\141\140\123\056\010\056\061\051\060\047\006\003\125\004\003\023
\040\103\150\141\155\142\145\162\163\040\157\146\040\103\157\155
\155\145\162\143\145\040\122\157\157\164\040\055\040\062\060\060
\070 END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\201\256\061\013\060\001\11\006\003\125\004\006\023\002\105\125
\061\103\060\101\006\003\125\004\007\023\072\115\141\144\162\151
\144\040\050\163\145\145\040\143\165\162\162\145\156\164\040\141
\144\144\162\145\163\163\040\141\164\040\167\167\167\056\143\141
\155\145\162\146\151\162\155\141\056\143\157\155\057\141\144\144
\162\145\163\163\051\061\022\060\020\006\003\125\004\005\023\011
\101\070\062\067\064\063\062\070\067\061\033\060\031\006\003\125
\004\012\023\022\101\103\040\103\141\155\145\162\146\151\162\155
\141\140\123\056\010\056\061\051\060\047\006\003\125\004\003\023
\040\103\150\141\155\142\145\162\163\040\157\146\040\103\157\155
\155\145\162\143\145\040\122\157\157\164\040\055\040\062\060\060
\070 END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\011\000\243\332\102\176\244\261\256\332

CKA_VALUE MULTILINE_OCTAL
\060\202\007\117\060\202\005\067\240\003\002\000\100\002\002\011\000
\243\332\102\176\244\261\256\332\060\015\006\001\105\206\110\206
\367\015\001\001\005\050\000\060\201\256\061\013\060\011\006\003
\125\004\006\023\002\105\125\061\103\060\010\006\003\125\004\007
\023\072\115\141\144\162\151\144\040\050\163\145\145\040\143\165
\162\162\145\156\164\040\141\144\144\162\145\163\163\040\141\164
\040\167\167\167\056\143\141\155\145\162\146\151\162\155\141\056
# Trust for Certificate "Chambers of Commerce Root - 2008"

# Issuer: CN=Chambers of Commerce Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid
(see current address at www.camerfirma.com/address),C=EU

# Serial Number:00:a3:da:42:7e:a4:b1:ae:da

# Subject: CN=Chambers of Commerce Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid
(see current address at www.camerfirma.com/address),C=EU

# Not Valid Before: Fri Aug 01 12:29:50 2008

# Not Valid After : Sat Jul 31 12:29:50 2038


CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE

CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_LABEL UTF8 "Chambers of Commerce Root - 2008"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\170\152\164\254\166\253\024\177\234\152\060\120\272\236\250\176

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\136\200\236\204\132\016\145\013\027\002\363\125\030\052\076\327

END

CKA_ISSUER MULTILINE_OCTAL
\060\201\256\061\013\060\011\006\003\125\004\006\023\002\105\125
\061\103\060\010\006\003\125\004\007\023\072\115\141\144\162\151
\144\040\050\163\145\145\040\143\165\162\162\145\156\164\040\141
\144\144\162\145\163\163\040\141\164\040\167\167\167\167\056\143\141
\155\145\162\146\151\162\155\141\056\143\157\155\057\141\144\144

END
\162\145\163\163\051\166\111\111\114\122\106\100\111\110\115\116\060\023\003\125\004\005\023\011\010\107\002\070\067\064\063\060\107\006\013\033\060\031\100\061\003\125\005\004\000\111\010\010\034\010\141\115\155\145\162\146\151\162\155\141\104\012\131\056\101\056\061\055\010\060\047\006\003\125\004\003\023\040\013\150\111\115\142\145\162\163\040\151\146\040\103\157\155\115\145\162\143\145\040\122\157\157\164\040\055\040\062\060\060\070 END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\011\000\243\332\102\176\244\261\256\332 END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Global Chambersign Root - 2008"
#
# Issuer: CN=Global Chambersign Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid (see current address at www.camerfirma.com/address),C=EU
# Serial Number:00:9e:cd:d3:e9:d5:7d:23:ce
# Subject: CN=Global Chambersign Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid (see current address at www.camerfirma.com/address),C=EU
# Not Valid Before: Fri Aug 01 12:31:40 2008
# Not Valid After : Sat Jul 31 12:31:40 2038
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Global Chambersign Root - 2008"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\020\011\254\061\103\060\011\110\006\003\125\004\004\000\023\002\105\125 \061\013\060\010\110\006\003\125\004\004\000\007\023\072\115\141\144\162\151 \144\040\050\163\145\154\040\143\165\162\162\145\156\164\140\141 \144\144\162\145\163\163\040\141\164\140\167\161\167\167\156\143\141 \155\145\162\146\151\162\155\141\056\143\157\155\057\141\144\144 \162\145\163\163\051\061\102\060\020\006\003\125\004\005\123\011 \101\070\062\067\064\063\062\107\006\070\061\103\060\031\100\060\032 \004\012\023\022\101\103\040\103\141\155\145\162\146\151\162\155 \141\040\123\056\101\056\061\104\060\045\006\003\125\004\003\023 \036\017\154\157\142\141\154\040\103\150\111\155\142\145\162\163 \151\147\156\040\122\157\157\164\040\055\040\062\060\060\070 END

CKA_ID UTF8 "0"
\017\001\001\377\004\004\003\002\000\001\006\060\075\006\000\3\125\035
\040\000\004\060\060\064\060\062\006\006\004\125\035\040\000\000\060\052\006
\050\006\010\053\000\001\005\000\007\002\001\026\034\150\164\164
\160\072\057\057\160\157\154\151\143\171\056\143\141\155\145\162
\146\151\162\155\141\056\143\157\155\060\015\006\011\052\206\110
\206\036\170\150\010\001\005\000\000\03\202\002\000\000\200\210\177
\160\033\022\050\033\100\052\224\106\077\220\027\251\136\057\337\032
\015\153\372\174\016\034\111\044\171\047\330\106\252\157\051\113
\122\210\160\022\352\335\075\365\233\123\124\157\341\140\224\250
\011\127\135\334\133\117\143\065\361\334\030\351\361\147\345\257
\172\105\340\011\133\361\024\010\173\020\161\167\221\105\117\026
\137\137\226\054\150\213\301\072\172\230\233\075\300\354\313\365
\325\202\222\204\065\352\127\60\060\070\126\162\061\133\107\055\252
\0272\244\143\121\353\012\000\125\51\77\354\165\236\133\241\037\361
\177\022\262\121\71\344\144\177\147\326\043\052\364\270\077\111\352\230
\350\041\247\341\127\50\075\102\032\164\232\160\257\150\154\120\135
\111\137\377\173\016\135\346\054\107\327\201\072\131\000\265\163
\153\143\040\066\061\105\010\071\010\163\364\160\176\100\160\132\077
\320\153\102\251\116\407\50\057\002\155\165\162\225\011\215\110
\143\306\306\043\127\222\223\136\065\303\012\157\371\102\137\054\235
\142\024\366\255\174\335\246\061\036\266\261\307\176\205\046\372
\244\152\265\352\321\143\060\321\357\223\067\262\146\057\175\009\367
\347\267\113\132\202\246\05\300\301\172\051\130\235\262\120\063\035
\112\251\112\240\311\003\357\355\364\347\250\156\212\264\172\204
\353\244\077\320\056\252\252\207\133\143\350\223\342\153\250\324
\270\162\170\153\033\355\071\344\135\313\233\252\207\325\117\116
\000\376\333\115\252\237\074\061\017\050\020\001\175\230\350\247\260
\242\144\236\171\137\011\103\262\252\251\134\346\310\104\353\077\170
\231\136\171\161\076\047\361\123\204\273\050\030\022\077\346\273\050
\063\102\351\012\174\155\362\206\171\057\305\202\031\157\011
\211\174\261\124\166\210\025\336\301\363\314\341\150\333\061\326
\223\256\123\124\035\70\451\152\163\132\201\111\133\072\056\023\210\036
\277\300\222\224\064\033\344\047\267\213\036\157\102\377\347\351
\067\233\120\053\55\242\371\100\235\356\313\130\130\072\161\127\4150
\343\252\301\257\034\050\037\242\334\043\145\077\201\135\252\265\231
\323\330\060\37\023\015\117\025\311\204\274\247\110\055\370\060
\043\167\330\106\111\137\111\53\66\214\355\072\177\140\022\170\364
\351\233\256\325\124\030\164\200\321\013\102\237\301

END

CKA_NSS_Mozilla_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "Global Chambersign Root - 2008"
# Issuer: CN=Global Chambersign Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid (see current address at www.camerfirma.com/address),C=EU
# Serial Number:00:c9:cd:d3:e9:d5:7d:23:ce
# Subject: CN=Global Chambersign Root - 2008,O=AC Camerfirma S.A.,serialNumber=A82743287,L=Madrid

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Go Daddy Root Certificate Authority - G2"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\203\061\013\060\006\003\125\004\006\023\002\125\123
\061\020\060\016\006\003\125\004\010\023\007\101\162\151\172\157
\156\141\061\023\060\021\006\003\125\004\007\023\012\123\143\157
\164\163\144\141\154\145\061\032\060\030\006\003\125\004\012
\023\021\107\157\104\14\144\141\171\056\143\157\155\054\040\111
\156\143\0560\61\061\060\057\006\003\125\004\003\023\050\107\157
\040\104\141\144\141\171\040\122\157\157\164\040\103\145\162\164
\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151\164
\171\040\055\040\107\062
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\202\003\305\060\202\002\255\240\003\002\001\002\002\001\000
\060\015\006\011\052\206\110\206\367\015\001\010\013\005\000\060
\201\023\060\013\060\011\006\003\125\004\006\023\002\125\123\061
\020\060\016\006\003\125\004\010\023\007\101\162\151\172\157
\141\061\023\060\021\006\003\125\004\007\023\012\123\143\157
\164\163\144\141\154\145\061\032\060\030\006\003\125\004\012
\021\107\157\104\14\144\141\171\056\143\157\155\054\040\111
\143\0560\61\061\060\057\006\003\125\004\003\023\050\107\157
\040\104\141\144\141\171\040\122\157\157\164\040\103\145\162\164
\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151\164
\171\040\055\040\107\062
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000
END

CKA_VALUE MULTILINE_OCTAL
\060\202\003\305\060\202\002\255\240\003\002\001\002\002\001\000
\060\015\006\011\052\206\110\206\367\015\001\010\013\005\000\060
\201\023\060\013\060\011\006\003\125\004\006\023\002\125\123\061
\020\060\016\006\003\125\004\010\023\007\101\162\151\172\157
\141\061\023\060\021\006\003\125\004\007\023\012\123\143\157
\164\163\144\141\154\145\061\032\060\030\006\003\125\004\012
\021\107\157\104\14\144\141\171\056\143\157\155\054\040\111
\143\0560\61\061\060\057\006\003\125\004\003\023\050\107\157
\040\104\141\144\141\171\040\122\157\157\164\040\103\145\162\164
\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151\164
\171\040\055\040\107\062

# Trust for Certificate "Go Daddy Root Certificate Authority - G2"
# Issuer: CN=Go Daddy Root Certificate Authority - G2,O="GoDaddy.com, Inc.",L=Scottsdale,ST=Arizona,C=US
# Serial Number: 0 (0x0)
# Subject: CN=Go Daddy Root Certificate Authority - G2,O="GoDaddy.com, Inc.",L=Scottsdale,ST=Arizona,C=US
# Not Valid Before: Tue Sep 01 00:00:00 2009
# Not Valid After : Thu Dec 31 23:59:59 2037

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Go Daddy Root Certificate Authority - G2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\107\276\253\311\042\352\350\016\170\170\064\142\247\237\055\032
\124\375\346\213
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\200\072\274\042\301\346\373\215\233\073\047\112\062\033\232\001
END

CKA_ISSUER MULTILINE_OCTAL
\060\021\020\061\013\060\011\006\003\125\004\006\023\002\125\123
\061\020\060\016\006\003\125\004\010\023\007\101\162\151\172\157
\156\141\061\023\060\021\006\003\125\004\007\023\012\123\143\157
\164\164\163\144\141\154\145\061\032\060\030\006\003\125\004\012
\023\021\107\157\104\141\144\144\171\056\143\157\155\054\040\111
\156\143\056\061\061\060\057\006\003\125\004\003\023\050\107\157
\040\104\141\144\144\171\040\122\157\157\164\040\103\145\162\164
\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151\164
\171\040\055\040\107\062
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Starfield Root Certificate Authority - G2"
#
# Issuer: CN=Starfield Root Certificate Authority - G2,O="Starfield Technologies,
# Trust for Certificate "Starfield Root Certificate Authority - G2"
# Issuer: CN=Starfield Root Certificate Authority - G2,O="Starfield Technologies, Inc.",L=Scottsdale,ST=Arizona,C=US
# Serial Number: 0 (0x0)
# Subject: CN=Starfield Root Certificate Authority - G2,O="Starfield Technologies, Inc.",L=Scottsdale,ST=Arizona,C=US
# Not Valid Before: Tue Sep 01 00:00:00 2009
# Not Valid After : Thu Dec 31 23:59:59 2037

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Starfield Root Certificate Authority - G2"

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Starfield Root Certificate Authority - G2"

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Starfield Root Certificate Authority - G2"
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL \
\002\001\000
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "Starfield Services Root Certificate Authority - G2"
#
# Issuer: CN=Starfield Services Root Certificate Authority - G2,O="Starfield Technologies, Inc.",L=Scottsdale,ST=Arizona,C=US
# Serial Number: 0 (0x0)
# Subject: CN=Starfield Services Root Certificate Authority - G2,O="Starfield Technologies, Inc.",L=Scottsdale,ST=Arizona,C=US
# Not Valid Before: Tue Sep 01 00:00:00 2009
# Not Valid After : Thu Dec 31 23:59:59 2037
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Starfield Services Root Certificate Authority - G2"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL \
\060\201\230\061\013\060\011\006\003\125\004\006\023\002\125\123
\061\020\060\016\006\003\125\004\010\002\033\007\101\162\151\172\157
\156\141\061\023\060\021\006\003\125\004\007\023\012\123\143\157
\164\164\163\144\141\154\145\061\045\060\043\006\003\125\004\012
\023\034\123\164\141\162\146\151\145\154\144\040\124\145\143\150
\156\157\154\157\147\151\145\163\054\040\111\156\143\056\061\1073
\060\071\006\003\125\004\003\023\062\123\164\141\162\146\151\145
\154\144\040\123\145\162\166\151\143\145\163\040\122\157\157\164
\040\103\145\162\164\151\146\151\143\141\164\145\040\101\165\164
\150\157\162\151\164\171\040\055\040\107\062
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL \
\060\021\123\061\013\060\011\006\003\125\004\006\023\002\125\123
\061\020\060\016\006\003\125\004\010\002\033\007\101\162\151\172\157
\156\141\061\023\060\021\006\003\125\004\007\023\012\123\143\157
\164\164\163\144\141\154\145\061\045\060\043\006\003\125\004\012
\023\034\123\164\141\162\146\151\145\154\144\040\124\145\143\150
\156\157\154\157\147\151\145\163\054\040\111\156\143\056\061\1073
\060\071\006\003\125\004\003\023\062\123\164\141\162\146\151\145
\154\144\040\123\145\162\166\151\143\145\163\040\122\157\157\164
\040\103\145\162\164\151\146\151\143\141\164\145\040\101\165\164
\150\157\162\151\164\171\040\055\040\107\062
END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38332
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38338

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
0020001000

END

CKA_VALUE MULTILINE_OCTAL
06020200032357060020020223272400003002001002002001000
060001500601552061010206367015001001010305000060
2012300610130600110060031255004006023002125123061
020060016006003125004010023007101162151172157156
14110610230600210600031250040070230121231431357164
11611431441411541450610450600430600031255004012023
0341231641141162146151145154144040124145143150156
15715415714715114516305404011111156143056061073060
0711006031250040030230621231641141162146151145154
14404012314511621601151143145163040122157157164040
103145162164151146151143116414510401011165164150
1571621511641710400550401070620600360270105060071
060071060601600606060606060606132027015063067061
062063061062063065071065071132602012130601013060
01110060312500400602300212512306102060601016006003
1250040102300701111621511172157156141061023006021
006003125004007023012123143157164164163144141154
1450610450600430060031250040012030234123164141162
14611514514440401241451431501561571541571471151
15415630409041111156143056061073060071006003125004
00302306021231641141162146151145154144040123145162
166151143145163040122157156164040103145162164151
146114311431146145040101165164150157162151164171
04005504010706206002001042060015006011052066110
2063670150010010010005000003022001017000060206001
0112020202000010003250140723040523711163423656276
031122713712610123261037707131317123704023155051
0702310017175074367153166070143331066140250233136
1134000240262057131177366207371045103206347151033
1212232220234116134333005501511161573663101111331266
3633032126256053266164024353317373046343032272035
2260561520731302242111071263770452402221601323023
332204164024303147236004150072337216101032035112
1163171032210733741263260001603131223536173175256
07293472740613711053660302140317023131002053200314
0641073372711336220145155002317054221246246347336
20503001111714146116243072155251265356064505227015
003270603371073532611532150453312331362013211105
106906222616020733600021061111103205266154163273144
1352141001254311324124337207057307042262046314237
# Trust for Certificate "Starfield Services Root Certificate Authority - G2"
# Issuer: CN=Starfield Services Root Certificate Authority - G2,O="Starfield Technologies, Inc.",L=Scottsdale,ST=Arizona,C=US
# Serial Number: 0 (0x0)
# Subject: CN=Starfield Services Root Certificate Authority - G2,O="Starfield Technologies, Inc.",L=Scottsdale,ST=Arizona,C=US
# Not Valid Before: Tue Sep 01 00:00:00 2009
# Not Valid After : Thu Dec 31 23:59:59 2037

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Starfield Services Root Certificate Authority - G2"

END
# Certificate "AffirmTrust Commercial"

# Issuer: CN=AffirmTrust Commercial,O=AffirmTrust,C=US
# Serial Number:77:77:06:27:26:a9:b1:7c
# Subject: CN=AffirmTrust Commercial,O=AffirmTrust,C=US
# Not Valid Before: Fri Jan 29 14:06:06 2010
# Not Valid After : Tue Dec 31 14:06:06 2030

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Commercial"

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Commercial"

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Commercial"
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

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275|173\150\231\130\111\132\226\035\067\115\177\047\175\106\006
\135\103\306\206\056\076\163\262\046\175\172\223\251\166\304\052
\232\253\041\227\020\242\13\133\232\253\211\025\030\153\044\324
\361\120\256\303\244\1\134\324\177\121\216\355\030\001\126\123\143
\275\274\370\141\200\232\262\136\161\102\160\342\225\175\006\045
\175\047\241\376\157\354\263\036\044\332\343\113\125\032\000\073
\065\264\073\133\132\27\135\060\037\201\023\111\362\302\006\053\355
\147\304\216\131\110\133\262\134\153\025\211\002\274\142\374\116\362
\265\063\252\262\251\373\012\124\212\020\343\366\073\350\056\104\302
\133\146\070\251\063\126\110\21\135\033\063\215\015\214\077\140
\067\235\323\312\155\176\064\176\015\237\162\166\213\033\237\162
\375\122\065\101\105\002\222\060\057\034\226\232\163\111\041\261\111
\107\105\107\264\035\152\064\021\131\115\125\323\141\131\267\326\002
\126\132\116\145\265\224\256\033\337\051\126\026\361\277\000\236
\007\072\027\144\025\043\044\231\012\225\073\227\174\357
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "AffirmTrust Commercial"
# Issuer: CN=AffirmTrust Commercial,O=AffirmTrust,C=US
# Serial Number:77:77:06:27:26:9:a:b:17c
# Subject: CN=AffirmTrust Commercial,O=AffirmTrust,C=US
# Not Valid Before: Fri Jan 29 14:06:06 2010
# Not Valid After : Tue Dec 31 14:06:06 2030
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Commercial"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\371\265\266\062\105\137\234\176\034\135\051\156\054
\307\262\170\267
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\202\222\272\133\357\315\212\157\246\075\125\371\204\366\326\267
END
CKA_ISSUER MULTILINE_OCTAL
\060\014\060\101\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\006\003\125\004\012\014\013\011\146\146\151\162\155
\124\162\165\163\164\061\037\060\035\006\003\125\004\003\014\026
\101\146\146\151\162\155\124\162\165\163\164\040\03\157\155\155
\145\162\143\151\141\154
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
```
# Certificate "AffirmTrust Networking"

# Issuer: CN=AffirmTrust Networking,O=AffirmTrust,C=US
# Serial Number: 7c:4f:04:39:1c:d4:99:2d
# Subject: CN=AffirmTrust Networking,O=AffirmTrust,C=US
# Not Valid Before: Fri Jan 29 14:08:24 2010
# Not Valid After: Tue Dec 31 14:08:24 2030

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Networking"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\010\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\006\003\125\004\012\014\013\101\146\146\151\162\155
\124\162\165\163\164\061\037\060\035\006\003\125\004\003\014\026
\101\146\146\151\162\155\124\162\165\163\164\040\116\145\164\167
\157\162\153\151\156\147
END

CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\010\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\006\003\125\004\012\014\013\101\146\146\151\162\155
\124\162\165\163\164\061\037\060\035\006\003\125\004\003\014\026
\101\146\146\151\162\155\124\162\165\163\164\040\116\145\164\167
\157\162\153\151\156\147
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\167\167\006\047\046\125\126\174
END

CKA_VALUE MULTILINE_OCTAL
\002\010\174\117\004\071\034\324\231\055
END

CKA_MULTILINE_OCTAL
\002\010\110\146\146\151\162\155\124\162\165\163\164\040\116\145\164\167
\157\162\153\151\156\147

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\174\117\004\071\034\324\231\055
END

CKA_VALUE MULTILINE_OCTAL
\002\010\003\114\060\022\002\064\240\003\002\001\002\002\010\174
\117\004\071\034\324\231\055\060\015\006\011\052\206\110\120\063\367
\015\001\001\005\005\000\060\014\061\013\060\011\006\003\125\004
\006\023\002\125\123\061\024\060\022\006\003\125\004\012\014\013
\101\146\146\151\162\155\124\162\165\163\164\061\037\060\035\006
\003\125\004\003\014\026\101\146\146\151\162\155\124\162\165\163
# Trust for Certificate "AffirmTrust Networking"
# Issuer: CN=AffirmTrust Networking, O=AffirmTrust, C=US
# Serial Number: 7c:4f:04:39:1c:d4:99:2d
# Subject: CN=AffirmTrust Networking, O=AffirmTrust, C=US
# Not Valid Before: Fri Jan 29 14:08:24 2010
# Not Valid After: Tue Dec 31 14:08:24 2030

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Certificate "AffirmTrust Premium"
# Issuer: CN=AffirmTrust Premium, O=AffirmTrust, C=US
# Serial Number: 6d:8c:14:46:b1:a6:0a:ee
# Subject: CN=AffirmTrust Premium, O=AffirmTrust, C=US
# Not Valid Before: Fri Jan 29 14:10:36 2010
# Not Valid After: Mon Dec 31 14:10:36 2040

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Premium"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\101\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\006\003\125\004\012\014\013\101\146\146\151\162\155
\124\162\165\163\164\061\034\060\032\066\003\125\004\003\014\023
\101\146\146\151\151\162\152\162\165\163\164\040\120\162\145\155
\151\165\155
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\101\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\006\003\125\004\012\014\013\101\146\146\151\162\155
\124\162\165\163\164\061\034\060\032\066\003\125\004\003\014\023
\101\146\146\151\151\162\152\162\165\163\164\040\120\162\145\155
\151\165\155
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\155\214\024\106\261\246\012\356
END
CKA_VALUE MULTILINE_OCTAL
\060\202\005\106\060\022\003\056\240\003\002\001\002\002\010\155
\214\024\106\261\124\061\123\356\060\015\006\011\052\206\110\206\367
\015\001\001\014\005\000\060\011\061\013\060\011\006\003\125\004
\006\023\002\125\123\061\024\060\022\006\003\125\004\012\014\013
\101\146\146\151\162\155\124\162\165\163\164\016\013\046\003\026
\003\125\004\003\014\023\101\146\146\151\162\155\124\162\165\163
\164\040\120\162\145\155\151\165\155\060\036\027\015\061\060\060
\061\062\071\061\064\016\060\063\066\132\027\015\064\060\061\062
\063\061\061\064\061\066\063\066\132\060\011\061\013\060\011\006
\003\125\004\006\023\002\012\125\123\061\024\060\022\006\003\125\004
\101\014\013\111\146\146\151\162\155\124\162\165\163\164\013
\060\032\006\003\125\004\003\014\023\101\146\146\151\162\155\124
\162\165\163\164\040\120\162\145\155\151\165\155\060\020\002\042
\020\005\016\011\052\206\110\206\367\015\001\001\001\005\000\003
\202\002\017\000\060\202\002\012\002\202\002\001\000\034\022\337
\251\137\337\361\101\135\335\365\237\212\343\366\254\341\074\170\232
\274\330\360\177\172\240\063\052\334\215\040\133\256\055\157\347
\223\331\066\160\152\150\137\172\161\124\233\205\133\147\004\240\020
\044\157\135\050\203\012\227\127\303\110\051\023\266\341\127\261
\115\337\205\140\123\030\203\036\044\242\172\17\360\242\050\13
\313\364\051\177\322\244\130\356\046\153\125\250\173\233\331
\372\070\336\104\127\025\345\137\204\031\033\110\034\201\152\026\047
CKA_NSS_Mozilla_CA_Policy CK_BBOOL CK_TRUE
CKA_NSS_Server_Distrust_After CK_BBOOL CK_FALSE
CKA_NSS_Email_Distrust_After CK_BBOOL CK_FALSE

# Trust for Certificate "AffirmTrust Premium"
# Issuer: CN=AffirmTrust Premium,O=AffirmTrust,C=US
# Serial Number:6d:8c:14:46:b1:a6:0a:ee
# Subject: CN=AffirmTrust Premium,O=AffirmTrust,C=US
# Not Valid Before: Fri Jan 29 14:10:36 2010
# Not Valid After : Mon Dec 31 14:10:36 2040

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Premium"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\330\246\063\054\340\003\157\261\205\366\143\117\175\152\006\145\046\062\050\047
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\330\246\063\054\340\003\157\261\205\366\143\117\175\152\006\145\046\062\050\047
END

CKA_ISSUER MULTILINE_OCTAL
\060\010\010\010\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\060\003\125\004\012\014\013\101\146\146\151\162\155
\124\162\165\163\164\061\034\060\032\006\003\125\004\003\014\023
\101\146\146\151\162\155\124\162\165\163\164\040\120\162\145\155
\151\165\155
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
# Certificate "AffirmTrust Premium ECC"

# Issuer: CN=AffirmTrust Premium ECC,O=AffirmTrust,C=US
# Serial Number: 74:97:25:8a:c7:3f:7a:54
# Subject: CN=AffirmTrust Premium ECC,O=AffirmTrust,C=US
# Not Valid Before: Fri Jan 29 14:20:24 2010
# Not Valid After : Mon Dec 31 14:20:24 2040

cka_trust_server_auth cK_trust ckt_NSS_trusted_delegator
cka_trust_email_protection cK_trust ckt_NSS_MUST_VERIFY_TRUST
cka_trust_code_signing cK_trust ckt_NSS_MUST_VERIFY_TRUST
cka_trust_step_up_approved cK_BBOOL CK_FALSE

cKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE

cka_LABEL UTF8 "AffirmTrust Premium ECC"
cka_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
cka_SUBJECT MULTILINE_OCTAL
\060\105\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\006\003\125\004\012\014\013\101\146\146\151\162\155
\124\162\165\163\164\061\040\060\036\006\003\125\004\003\014\027
\101\146\146\151\162\155\124\162\165\163\164\040\120\162\145\155
\151\165\155\040\105\103\103

cka_ID UTF8 "0"
cka_ISSUER MULTILINE_OCTAL
\060\105\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\024\060\022\006\003\125\004\012\014\013\101\146\146\151\162\155
\124\162\165\163\164\061\040\060\036\006\003\125\004\003\014\027
\101\146\146\151\162\155\124\162\165\163\164\040\120\162\145\155
\151\165\155\040\105\103\103

cka_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\164\227\045\212\307\077\172\124

cka_VALUE MULTILINE_OCTAL
\060\020\001\376\060\202\000\120\240\003\002\001\002\002\010\164
\227\045\212\307\077\172\124\060\012\006\010\052\206\110\316\075
\004\003\003\060\105\061\013\060\011\006\003\125\004\006\023\002
\125\123\061\024\060\022\006\003\125\004\012\014\013\101\146\146
\151\162\155\124\162\165\163\164\061\040\060\036\006\003\125\004
\003\014\027\101\146\146\151\162\155\124\162\165\163\164\040\120
# Trust for Certificate "AffirmTrust Premium ECC"
# Issuer: CN=AffirmTrust Premium ECC,O=AffirmTrust,C=US
# Serial Number:74:97:25:8a:c7:3f:7a:54
# Subject: CN=AffirmTrust Premium ECC,O=AffirmTrust,C=US
# Not Valid Before: Fri Jan 29 14:20:24 2010
# Not Valid After : Mon Dec 31 14:20:24 2040
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AffirmTrust Premium ECC"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\270\043\153\000\057\035\026\206\123\001\125\154\021\244\067\312
\353\377\303\273
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38346
END

CKA_NSS_Mozilla_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "Certum Trusted Network CA"
# Issuer: CN=Certum Trusted Network CA,OU=Certum Certification Authority,O=Unizeto Technologies
#S.A.,C=PL
# Serial Number: 279744 (0x444c0)
# Subject: CN=Certum Trusted Network CA,OU=Certum Certification Authority,O=Unizeto Technologies
#S.A.,C=PL
# Not Valid After : Mon Dec 31 12:07:37 2029

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certum Trusted Network CA"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL

\131\171\067\325\140\116\346\005\50\355\111\171\023\113\272\110\333
\057\371\162\232\071\323\376\037\330\064\162\365\264\100\317\061
\001\303\354\007\050\355\111\171\023\113\272\110\333
\125\035\016\004\026\004\024\010\166\031\531\007\377\044\366\305
\315\355\273\220\274\342\220\046\106\165\367\060\166\006\003\125
\035\017\001\011\377\004\004\003\020\001\006\006\150\016\105
\206\110\206\367\015\001\005\005\000\000\03\202\001\010\000\246
\250\255\042\316\001\075\254\243\223\201\110\235\213\136\162
\260\170\104\343\334\034\242\257\011\137\043\110\237\275\052\304\271
\125\004\265\020\243\215\047\336\013\132\320\356\336\140\067
\171\110\133\042\262\260\232\101\134\246\160\340\032\240\167\313
\043\232\000\003\340\015\126\057\341\151\150\155\331\252\277\041\201
\120\331\006\245\250\377\225\067\320\252\376\342\263\365\231\055
\105\204\212\345\102\111\327\164\002\057\367\211\330\231\351\274
\047\734\107\215\272\015\150\034\167\317\024\244\034\271\244\061
\304\234\050\164\003\064\377\063\031\046\245\351\101\164\267\076
\227\306\166\350\047\226\243\146\335\341\256\362\101\133\312\230
\126\203\163\161\026\032\322\061\101\127\220\57\276\055\023\132
\166\157\116\350\116\201\101\160\77\133\003\042\240\022\276\146\130
\021\112\331\003\030\426\052\052\055\226\027\340\071\124\274\110
\323\160\047\235\232\055\006\246\311\354\071\322\253\333\237\232
\013\047\002\065\051\261\100\225\347\371\135\023\41\125\210\031\116
\326\267\064\365\176\316\071\132\333\107\036\121\136\117\054
END

CKA_NSS_Mozilla_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "Certum Trusted Network CA"
# Issuer: CN=Certum Trusted Network CA,OU=Certum Certification Authority,O=Unizeto Technologies
#S.A.,C=PL
# Serial Number: 279744 (0x444c0)
# Subject: CN=Certum Trusted Network CA,OU=Certum Certification Authority,O=Unizeto Technologies
#S.A.,C=PL
# Not Valid After : Mon Dec 31 12:07:37 2029

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certum Trusted Network CA"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL

\007\340\062\340\040\267\054\077\031\057\006\050\242\131\072\031
# Certificate "TWCA Root Certification Authority"

# Issuer: CN=TWCA Root Certification Authority,OU=Root CA,O=TAIWAN-CA,C=TW
# Serial Number: 1 (0x1)
# Subject: CN=TWCA Root Certification Authority,OU=Root CA,O=TAIWAN-CA,C=TW
# Not Valid After : Tue Dec 31 15:59:59 2030

END
# Trust for Certificate "TWCA Root Certification Authority"
# Issuer: CN=TWCA Root Certification Authority,OU=Root CA,O=TAIWAN-CA,C=TW
# Serial Number: 1 (0x1)
# Not Valid After : Tue Dec 31 15:59:59 2030
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TWCA Root Certification Authority"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
C\317\236\207\155\323\353\374\102\046\227\243\265\243\172\240\166
\251\006\043\110
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\252\010\217\374\06\376\356\173\362\350\364\247\036\233\352\352\275\171
END
CKA_ISSUER MULTILINE_OCTAL
"0601137\061\013\060\011\006\003\0125\004\006\023\002\124\127\061
\022060\020\006\003\0125\004\012\014\011\124\101\111\127\101\116
\055103\010\061\020\060\016\006\003\0125\004\013\014\007\122\157
\157164\040\010\106\105\060\050\006\003\0125\004\003\014\041
\124\127\103\101\040\122\157\157\164\040\010\145\162\164\151\146
\151\143\141\164\151\157\156\040\010\165\164\150\157\162\151\164
\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\001
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
#
# Certificate "Explicitly Distrust DigiNotar Root CA"
#
# Issuer: E=info@diginotar.nl, CN=DigiNotar Root CA, O=DigiNotar, C=NL
# Serial Number: 0f:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff
# Subject: E=info@diginotar.nl, CN=DigiNotar Root CA, O=DigiNotar, C=NL
# Not Valid Before: Fri Jul 27 17:19:37 2007
# Not Valid After: Mon Mar 31 18:19:22 2025
CKA_CLASS CK_OBJECT_CLASS CKC_X_509
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Explicitly Distrust DigiNotar Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\0137\061\013\060\011\006\003\125\004\006\023\002\124\127\061
\022060\020\006\003\125\004\012\014\011\124\101\111\127\101\116
\055103\010\061\020\060\016\006\003\125\004\013\014\007\122\157
\157164\040\010\106\105\060\050\006\003\125\004\003\014\041
\124\127\103\101\040\122\157\157\164\040\010\145\162\164\151\146
\151\143\141\164\151\157\156\040\010\165\164\150\157\162\151\164
\171
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\0137\061\013\060\011\006\003\125\004\006\023\002\116\114\061
\022060\020\006\003\125\004\012\023\011\104\151\147\151\116\157
\164\141\162\061\032\060\030\006\003\125\004\003\023\021\104\151
\147\151\116\157\164\141\162\040\122\157\157\164\040\010\101\061
\040\060\036\006\011\105\206\110\206\367\015\001\011\000\026\021
\154
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\0137\061\013\060\011\006\003\125\004\006\023\002\116\114\061
\022060\020\006\003\125\004\012\023\011\104\151\147\151\116\157
\164\141\162\061\032\060\030\006\003\125\004\003\023\021\104\151
\147\151\116\157\164\141\162\040\122\157\157\164\040\010\101\061
\040\060\036\006\011\105\206\110\206\367\015\001\011\000\026\021
\154
# Trust for Certificate "Explicitly Distrust DigiNotar Root CA"
# Issuer: E=info@diginotar.nl,CN=DigiNotar Root CA,O=DigiNotar,C=NL
# Serial Number: 0f:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff:ff
# Subject: E=info@diginotar.nl,CN=DigiNotar Root CA,O=DigiNotar,C=NL
# Not Valid Before: Fri Jul 27 17:19:37 2007
# Not Valid After: Mon Mar 31 18:19:22 2025

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Explicitly Distrust DigiNotar Root CA"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\012\244\325\314\272\264\373\243\131\343\346\001\335\123\331\116

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\012\244\325\314\272\264\373\243\131\343\346\001\335\123\331\116

CKA_ISSUER MULTILINE_OCTAL
\006\017\016\020\006\003\001\025\000\006\002\023\002\011\016\014\061
\014\000\002\000\003\012\005\004\012\023\001\011\010\015\011\047\015\011\061\117
\164\141\162\061\032\060\003\006\003\012\005\004\003\023\021\010\014\015
\147\015\116\015\167\164\141\162\040\022\157\157\164\040\010\011\010\061
\040\006\036\006\011\052\020\006\110\020\063\70\015\000\011\010\026\021
\015\015\016\146\157\010\014\015\147\015\011\056\157\164\141\162\056\156
\154

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\017\377\377\377\377\377\377\377\377\377\377\377\377\377

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_NOT_TRUSTED
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_NOT_TRUSTED
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_NOT_TRUSTED
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Explicitly Distrusted DigiNotar PKIoverheid G2"
#
# Issuer: CN=DigiNotar PKIoverheid CA Organisatie - G2,O=DigiNotar B.V.,C=NL
# Serial Number: 268435455 (0xffffffff)
# Subject: CN=DigiNotar PKIoverheid CA Organisatie - G2,O=DigiNotar B.V.,C=NL
# Not Valid Before: Wed May 12 08:51:39 2010
# Not Valid After: Mon Mar 23 09:50:05 2020
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Explicitly Distrusted DigiNotar PKIoverheid G2"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\132\061\133\060\001\111\006\003\125\004\006\023\002\116\114\061
\027\060\025\006\003\125\004\012\014\016\014\151\147\151\116\157
\164\141\162\040\102\056\126\056\061\062\060\006\003\125\004
\003\014\051\104\151\147\151\116\157\164\141\162\040\120\011\111
\157\165\141\165\150\145\151\140\010\010\011\17\162\147\141
\156\151\163\141\164\151\145\040\055\040\17\062
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\132\061\133\060\001\111\006\003\125\004\006\023\002\116\114\061
\027\060\025\006\003\125\004\012\014\016\014\151\147\151\116\157
\164\141\162\040\102\056\126\056\061\062\060\006\003\125\004
\003\014\051\104\151\147\151\116\157\164\141\162\040\120\011\111
\157\165\141\165\150\145\151\144\040\103\010\040\117\162\147\141
\156\151\163\141\164\151\145\040\055\040\17\062
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\004\017\377\377\377
END
CKA_VALUE MULTILINE_OCTAL
\060\020\006\225\060\020\004\175\240\000\03\002\000\002\002\200\017\137\377\377\060\015\006\011\052\206\110\206\367\015\001\001\013
\005\000\006\013\026\013\060\011\006\003\125\004\006\023\02\116
\114\061\027\060\025\006\003\125\004\012\014\016\014\151\147\151
\116\157\164\141\162\040\102\056\126\056\061\062\060\006\003\125\004
\125\004\003\140\051\104\151\147\151\116\157\164\141\162\040\120\011\111
\113\111\157\166\141\165\150\145\151\144\040\103\010\040\117\162\147\141
\157\157\157\166\141\165\150\145\151\144\040\103\010\040\117\162\147\141
\157\157\157\166\141\165\150\145\151\145\040\055\040\17\062
\027\015\061\060\060\065\061\062\060\070\065\061\063\071\132\027
\015\062\060\060\060\063\062\063\060\071\065\060\060\065\013\132\013
\061\013\060\011\006\003\125\004\006\023\002\116\114\061\027\060
\025\006\003\125\004\012\014\016\014\151\147\151\116\157\164\141
\162\040\102\056\126\056\061\062\060\060\006\003\125\004\030\114
\051\104\151\147\151\116\157\164\141\162\040\120\013\111\115\157\166
\145\162\150\145\151\144\040\103\010\014\017\162\147\141\156\151
\163\141\164\151\145\040\055\040\107\062\060\020\002\042\040\060\015
\006\011\052\206\110\206\367\015\001\100\005\000\003\202\200
\017\000\006\020\020\020\012\002\020\002\001\000\261\023\031\17\047
# Trust for Certificate "Explicitly Distrusted DigiNotar PKIoverheid G2"

# Issuer: CN=DigiNotar PKIoverheid CA Organisatie - G2,O=DigiNotar B.V.,C=NL  
# Serial Number: 268435455 (0xffffffff)  
# Subject: CN=DigiNotar PKIoverheid CA Organisatie - G2,O=DigiNotar B.V.,C=NL  
# Not Valid Before: Wed May 12 08:51:39 2010  
# Not Valid After : Mon Mar 23 09:50:05 2020
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Explicitly Distrusted DigiNotar PKIoverheid G2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\325\362\127\251\277\055\320\077\213\106\127\371\053\311\244\306
\222\341\102\102
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\056\141\242\321\170\316\356\277\131\063\260\043\024\017\224\034
END
CKA_ISSUER MULTILINE_OCTAL
\060\132\061\013\060\011\006\000\312\025\004\006\023\002\116\114\061
\027\060\025\006\003\125\004\012\014\061\104\151\147\151\166\157
\164\141\162\040\102\056\126\060\062\060\060\003\125\004
\003\014\051\104\151\147\151\166\157\164\141\162\040\120\113\111
\157\166\145\156\150\145\151\144\040\103\101\040\117\162\147\141
\156\151\163\141\164\151\145\040\055\040\107\062
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\004\017\377\377\377
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_NOT_TRUSTED
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_NOT_TRUSTED
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_NOT_TRUSTED
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Security Communication RootCA2"
#
# Issuer: OU=Security Communication RootCA2,O="SECOM Trust Systems CO.,LTD." ,C=JP
# Serial Number: 0 (0x0)
# Subject: OU=Security Communication RootCA2,O="SECOM Trust Systems CO.,LTD." ,C=JP
# Not Valid Before: Fri May 29 05:00:39 2009
# Not Valid After : Tue May 29 05:00:39 2029
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Security Communication RootCA2"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\135\061\013\060\011\006\000\312\025\004\006\023\002\112\120\061

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38359
\006\170\056\333\141\032\372\205\365\112\221\241\347\026\325\216
\242\071\337\224\270\160\037\050\077\213\374\100\136\143\203\074
\203\052\032\231\153\317\336\131\152\073\374\157\026\327\037\375
\112\020\353\116\202\026\072\254\047\014\313\361\255\035\044\260
\153\003\120\301\055\074\026\335\104\064\047\032\165\373\002\003
\001\000\014\243\102\026\060\100\060\035\006\003\125\035\016\004\026
\004\040\240\012\205\251\167\145\005\023\017\410\000\172\227\054
\070\361\012\354\074\317\060\016\060\033\125\305\017\001\001\1377
\004\004\003\000\020\100\060\017\060\033\125\305\023\001\001\1377
\004\000\056\060\030\001\001\1377\060\015\006\101\052\206\110\020\367
\015\001\001\001\013\005\000\000\003\020\202\010\010\001\114\072\243\010\254
\271\11\206\13\070\223\176\310\013\012\102\237\144\352\034\356\131
\154\010\272\11\11\13\152\312\11\12\225\236\012\21\170\073\035\132\105
\162\202\16\10\16\072\12\32\314\157\247\264\241\043\273\366\044\237
\313\027\376\214\246\316\302\322\333\314\215\374\161\137\003\051
\301\154\135\063\137\144\266\145\073\21\157\030\166\170\365\334
\242\210\037\031\077\13\22\353\361\372\273\356\315\116\343\004
\022\215\326\345\344\343\357\076\005\174\342\035\136\306\247\274
\227\11\17\150\072\365\351\056\012\103\266\257\127\134\142\150\174
\267\375\243\12\20\042\200\254\142\276\053\112\070\064\360\152\001
\273\323\035\11\26\074\376\000\067\317\043\154\361\116\252\266\014
\106\022\154\221\135\064\043\325\354\232\221\137\014\02\276\022\061\162
\325\111\002\366\002\345\364\037\353\174\313\226\125\251\377\354
\212\371\231\107\377\065\132\002\252\004\313\212\133\207\161\051
\221\275\244\264\172\015\275\233\365\127\043\000\007\04\027\077
\112\071\321\005\111\013\247\266\067\201\245\135\214\252\063\136
\201\050\174\247\175\047\353\000\256\215\067
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for Certificate "Security Communication RootCA2"
# Issuer: OU=Security Communication RootCA2,O="SECOM Trust Systems CO.,LTD.",C=JP
# Serial Number: 0 (0x0)
# Subject: OU=Security Communication RootCA2,O="SECOM Trust Systems CO.,LTD.",C=JP
# Not Valid Before: Fri May 29 05:00:39 2009
# Not Valid After : Tue May 29 05:00:39 2029
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Security Communication RootCA2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\137\073\214\362\370\020\263\175\170\264\316\354\031\031\130\163
\064\271\130\164
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\154\071\175\244\016\125\131\262\077\326\101\261\022\120\336\103
END

CKA_ISSUER MULTILINE_OCTAL
\060\135\061\130\060\011\006\003\125\004\006\023\002\112\120\061
\045\060\043\006\003\125\004\012\023\034\123\105\103\117\115\040
\124\162\165\163\164\040\123\171\163\164\145\155\163\040\103\117
\056\054\114\124\104\056\061\047\060\045\006\003\125\004\013\023
\036\123\145\143\165\162\151\164\171\040\103\157\155\155\165\156
\151\143\141\164\151\157\156\040\122\157\157\164\103\101\062
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "EC-ACC"
#
# Issuer: CN=EC-ACC,OU=Jerarquia Entitats de Certificacio Catalanes,OU=Vegeu https://www.catcert.net/verarrel (c)03,OU=Serveis Publics de Certificacio,O=Agencia Catalana de Certificacio (NIF Q-0801176-I),C=ES
# Subject: CN=EC-ACC,OU=Jerarquia Entitats de Certificacio Catalanes,OU=Vegeu https://www.catcert.net/verarrel (c)03,OU=Serveis Publics de Certificacio,O=Agencia Catalana de Certificacio (NIF Q-0801176-I),C=ES
# Not Valid Before: Tue Jan 07 23:00:00 2003
# Not Valid After : Tue Jan 07 22:59:59 2031

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "EC-ACC"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\135\060\011\006\003\125\004\006\023\002\105\123
\061\073\060\071\006\003\125\004\012\023\062\101\147\145\156\143
\151\141\040\103\141\164\141\154\141\156\141\040\144\145\040\103
\145\162\164\151\146\151\143\141\143\151\157\040\050\116\111\106
\040\121\055\060\070\060\061\061\067\066\055\111\051\060\050\060
\046\060\003\125\004\013\023\037\123\145\162\166\145\151\163\040
\120\165\142\154\151\143\163\040\144\145\040\103\145\162\164\151
\146\151\143\141\143\151\157\061\065\060\063\006\003\125\004\013
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38365

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
# For Server Distrust After: Sat Dec 28 00:00:00 2019
CKA_NSS_SERVER_DISTRUST_AFTER MULTILINE_OCTAL

# For Email Distrust After: Wed Aug 31 00:00:00 2022
CKA_NSS_EMAIL_DISTRUST_AFTER_MULTILINE_OCTAL

# Trust for Certificate "EC-ACC"
# Issuer: CN=EC-ACC,OU=Jerarquia Entitats de Certificacio Catalanes,OU=Vegeu https://www.catcert.net/verarrel (c)03,OU=Serveis Publics de Certificacio,O=Agencia Catalana de Certificacio (NIF Q-0801176-I),C=ES
# Subject: CN=EC-ACC,OU=Jerarquia Entitats de Certificacio Catalanes,OU=Vegeu https://www.catcert.net/verarrel (c)03,OU=Serveis Publics de Certificacio,O=Agencia Catalana de Certificacio (NIF Q-0801176-I),C=ES
# Not Valid Before: Tue Jan 07 23:00:00 2003
# Not Valid After: Tue Jan 07 22:59:59 2031
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
# Certificate "Hellenic Academic and Research Institutions RootCA 2011"

# Issuer: CN=Hellenic Academic and Research Institutions RootCA 2011,O=Hellenic Academic and Research Institutions Cert. Authority,C=GR
# Serial Number: 0 (0x0)
# Subject: CN=Hellenic Academic and Research Institutions RootCA 2011,O=Hellenic Academic and Research Institutions Cert. Authority,C=GR
# Not Valid Before: Tue Dec 06 13:49:52 2011
# Not Valid After : Mon Dec 01 13:49:52 2031
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hellenic Academic and Research Institutions RootCA 2011"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\225\061\013\060\006\003\125\004\006\023\002\107\122
\061\104\060\102\006\003\125\004\012\023\073\110\145\154\154\145
\156\151\143\040\101\143\141\144\145\155\151\143\040\141\156\144
\040\122\145\163\145\141\162\143\150\040\111\156\163\164\151\164
\165\164\151\156\163\040\103\145\162\164\056\040\101\165\164
\150\157\162\151\164\171\061\100\060\076\006\003\125\004\003\023
\067\110\145\154\154\145\156\151\143\040\101\143\141\144\145\155
\151\143\040\114\156\164\140\040\122\145\163\145\141\162\143\150\040
\111\156\163\164\151\164\165\164\151\157\156\163\040\122\157\157
\164\103\101\040\062\060\061\061
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\201\225\061\013\060\006\001\110\145\162\164\056\040\101\165\164\150
\157\162\151\164\171\061\100\060\076\006\003\125\004\003\023
\067\110\145\154\154\145\156\151\143\040\101\143\141\144\145\155
\151\143\040\114\156\164\140\040\122\145\163\145\141\162\143\150\040
\111\156\163\164\151\164\165\164\151\157\156\163\040\122\157\157
\164\103\101\040\062\060\061\061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000
END
CKA_VALUE MULTILINE_OCTAL
\060\202\004\061\060\202\003\031\240\003\002\001\002\002\001\000
\060\015\006\011\052\206\110\206\367\015\001\001\005\005\000\060
\201\225\061\103\060\011\006\003\125\004\006\023\002\107\122\061
\104\060\102\006\003\125\004\012\023\073\110\145\154\154\145
\156\151\143\040\101\143\141\144\145\155\151\143\040\141\156\144
\040\122\145\163\145\141\162\143\150\040\111\156\163\164\151\164
\165\164\151\157\156\163\040\103\145\162\164\056\040\101\165\164\150
\157\162\151\164\171\061\100\060\076\006\003\125\004\003\023
\110\145\154\154\145\156\151\143\040\101\143\141\144\145\155
\143\040\141\156\164\140\040\122\145\163\145\141\162\143\150\040
\111\156\163\164\151\164\165\164\151\157\156\163\040\122\157\157
\164\103\101\040\062\060\061\061
END
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38369

# Trust for Certificate "Hellenic Academic and Research Institutions RootCA 2011"
# Issuer: CN=Hellenic Academic and Research Institutions RootCA 2011,O=Hellenic Academic and Research Institutions Cert. Authority,C=GR
# Serial Number: 0 (0x0)
# Subject: CN=Hellenic Academic and Research Institutions RootCA 2011,O=Hellenic Academic and Research Institutions Cert. Authority,C=GR
# Not Valid Before: Tue Dec 06 13:49:52 2011
# Not Valid After : Mon Dec 01 13:49:52 2031
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hellenic Academic and Research Institutions RootCA 2011"
CKA_ISSUER MULTILINE_OCTAL
\1372\363\003\022\226\170\006\215\261\147\355\216\077\276\237\117
\002\238\263\111\057\363\114\207\337\052\213\225\174\001\314\254
\227\112\277\124\007\163\267\217\310\265\232\024\262\217\063
\237\015\357\042\334\146\173\204\275\105\027\006\075\074\312\271
\167\064\217\312\352\317\061\076\343\210\343\200\111\045\310
\227\265\235\232\231\115\260\074\370\112\000\233\144\335\237\071
\113\321\047\327\270

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

END
<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CKA_TRUST_SERVER_AUTH</td>
<td>CK_TRUST CKT_NSS_TRUSTED_DELEGATOR</td>
</tr>
<tr>
<td>CKA_TRUST_EMAIL_PROTECTION</td>
<td>CK_TRUST CKT_NSS_TRUSTED_DELEGATOR</td>
</tr>
<tr>
<td>CKA_TRUST_CODE_SIGNING</td>
<td>CK_TRUST CKT_NSS_MUST_VERIFY_TRUST</td>
</tr>
<tr>
<td>CKA_TRUST_STEP_UP_APPROVED</td>
<td>CK_BBOOL CK_FALSE</td>
</tr>
</tbody>
</table>

# Explicitly Distrust "MITM subCA 1 issued by Trustwave", Bug 724929
# Issuer: E=ca@trustwave.com,CN="Trustwave Organization Issuing CA, Level 2",O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Serial Number: 1800000005 (0x6b49d205)
# Not Before: Apr 7 15:37:15 2011 GMT
# Not After : Apr 4 15:37:15 2021 GMT
| CKA_CLASS                     | CK_OBJECT_CLASS CKO_NSS_TRUST |
| CKA_TOKEN                    | CK_BBOOL CK_TRUE              |
| CKA_PRIVATE                  | CK_BBOOL CK_FALSE             |
| CKA_MODIFIABLE               | CK_BBOOL CK_FALSE             |
| CKA_LABEL                    | UTF8 "MITM subCA 1 issued by Trustwave" |
| CKA_ISSUER MULTILINE_OCTAL   | \060\201\253\061\013\060\001\111\006\003\125\004\006\023\002\125\123 \061\021\060\017\060\003\125\004\010\023\010\111\154\154\151\156 \157\151\163\061\020\060\016\006\003\125\004\007\023\007\103\150 \151\143\141\147\157\061\041\060\037\060\003\125\004\012\023\030 \124\162\165\163\164\167\141\166\145\040\110\157\154\144\151\156 \147\163\054\040\111\156\143\056\061\063\060\061\006\003\125\004 \003\023\052\124\162\165\163\164\167\141\166\145\040\117\162\147 \141\156\151\172\141\164\151\157\156\040\111\163\163\163\165\151\156 \147\040\103\101\054\040\114\145\166\145\154\040\062\061\037\060 \035\006\011\052\206\110\206\367\015\001\011\001\026\020\143\141 \100\164\162\165\163\164\167\141\166\145\056\143\157\155 |
| CKA_SERIAL_NUMBER MULTILINE_OCTAL | \002\004\153\111\132\005 |

END

# Explicitly Distrust "MITM subCA 2 issued by Trustwave", Bug 724929
# Issuer: E=ca@trustwave.com,CN="Trustwave Organization Issuing CA, Level 2",O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Serial Number: 1800000006 (0x6b49d206)
# Not Before: Apr 18 21:09:30 2011 GMT
# Not After : Apr 15 21:09:30 2021 GMT
| CKA_CLASS                     | CK_OBJECT_CLASS CKO_NSS_TRUST |
| CKA_TOKEN                    | CK_BBOOL CK_TRUE              |
| CKA_PRIVATE                  | CK_BBOOL CK_FALSE             |
| CKA_MODIFIABLE               | CK_BBOOL CK_FALSE             |
| CKA_LABEL                    | UTF8 "MITM subCA 2 issued by Trustwave" |
# Certificate "Actalis Authentication Root CA"

# Issuer: CN=Actalis Authentication Root CA,O=Actalis S.p.A./03358520967,L=Milan,C=IT
# Serial Number:57:0a:11:97:42:c4:e3:cc
# Subject: CN=Actalis Authentication Root CA,O=Actalis S.p.A./03358520967,L=Milan,C=IT
# Not Valid Before: Thu Sep 22 11:22:02 2011
# Not Valid After: Sun Sep 22 11:22:02 2030
CKA_CLASS CK_OBJECT_CLASS CKC_X_509
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Actalis Authentication Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\153\013\006\003\125\004\006\023\002\124\061
\016\060\014\006\003\125\004\007\014\005\115\151\154\141\156\061
\043\060\041\006\003\125\004\012\014\032\101\143\164\141\154\151
\163\040\123\056\056\010\056\057\060\063\065\070\065\062
\060\071\066\067\061\047\060\045\006\003\125\004\003\014\036\101
\143\164\141\154\151\163\040\101\165\164\150\145\156\164\151\143
\141\164\151\157\156\040\122\157\157\164\040\103\101
END
CKA_ID UTF8 "0"
# Trust for "Actalis Authentication Root CA"
# Issuer: CN=Actalis Authentication Root CA,O=Actalis S.p.A./03358520967,L=Milan,C=IT
# Serial Number:57:0a:11:97:42:c4:e3:cc
# Subject: CN=Actalis Authentication Root CA,O=Actalis S.p.A./03358520967,L=Milan,C=IT
# Not Valid Before: Thu Sep 22 11:22:02 2011
# Not Valid After : Sun Sep 22 11:22:02 2030
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Actalis Authentication Root CA"
END
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\363\163\263\207\006\132\050\204\212\362\363\112\316\031\053\335\307\216\234\254
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\151\301\015\117\007\243\033\303\376\126\075\004\274\021\366\246
END
CKA_ISSUER_MULTILINE_OCTAL
\v06\01\53\06\01\13\06\00\11\00\06\00\31\12\50\04\00\00\23\00\22\11\12\4\061\v01\6\0\01\4\0\06\00\31\12\5\0\04\00\00\7\0\4\0\5\1\15\14\1\15\6\0\61\v04\3\06\0\04\1\0\06\03\1\12\5\0\04\01\10\14\3\16\4\1\15\4\1\v1\6\3\0\4\1\2\3\0\6\0\5\1\0\0\5\07\0\6\0\6\3\0\6\0\7\0\6\0\62\v0\6\0\0\7\0\6\0\6\7\0\4\0\7\0\6\0\4\0\5\0\0\0\3\1\2\5\0\0\4\0\0\3\1\4\0\3\6\01\v1\4\3\16\4\1\1\5\4\1\5\1\1\6\3\0\4\0\1\1\6\5\1\6\4\1\5\0\1\4\5\1\5\6\1\6\4\1\5\1\v1\4\1\6\4\1\5\1\1\5\7\1\5\0\4\0\1\2\2\1\5\7\1\5\7\1\6\4\0\4\0\1\0\3\1\01
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\v00\2\0\0\1\2\7\0\1\2\0\2\1\2\7\1\0\2\3\0\4\3\3\3\14
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
# Certificate "Buypass Class 2 Root CA"

# Issuer: CN=Buypass Class 2 Root CA, O=Buypass AS-983163327, C=NO
# Serial Number: 2 (0x2)
# Subject: CN=Buypass Class 2 Root CA, O=Buypass AS-983163327, C=NO
# Not Valid Before: Tue Oct 26 08:38:03 2010
# Not Valid After : Fri Oct 26 08:38:03 2040
CKA_CLASS CK_OBJECT_CLASS CKC_X_509
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Buypass Class 2 Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL
\060\116\061\013\060\011\006\003\125\004\002\023\002\116\117\061
\035\060\033\006\003\125\004\012\014\024\102\165\171\160\141\163
\163\040\101\123\055\071\070\063\061\066\063\063\062\067\061\040
\060\036\006\003\125\004\003\014\027\102\165\171\160\141\163\163
\040\013\154\141\163\163\040\062\040\122\157\157\164\040\013\101
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\116\061\013\060\011\006\003\125\004\006\023\002\116\117\061
\035\060\033\006\003\125\004\012\014\024\102\165\171\160\141\163
\163\040\101\123\055\071\070\063\061\066\063\063\062\067\061\040
\060\036\006\003\125\004\003\014\027\102\165\171\160\141\163\163
\040\013\154\141\163\163\040\062\040\122\157\157\164\040\013\101
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\002
END

CKA_VALUE MULTILINE_OCTAL
\060\020\005\131\060\202\003\101\124\003\002\001\002\002\001\002
\060\015\006\011\052\206\110\206\367\015\001\010\13\005\000\060
\116\061\013\060\011\006\003\125\004\006\023\002\116\117\061\035
\060\033\006\003\125\004\012\014\024\102\165\171\160\141\163\163
\040\011\123\055\071\070\063\061\066\063\063\062\067\061\040
\036\006\003\125\004\003\014\027\102\165\171\160\141\163\163\040
\103\154\141\163\163\040\062\040\122\157\157\164\040\013\101
\036\020\015\061\060\010\060\062\066\060\070\063\070\060\063\132
\027\015\064\060\061\060\062\066\060\070\063\070\060\063\132\060
\116\061\013\060\011\006\003\125\004\006\023\002\116\117\061\035
\112\262\173\020\202\037\247\127\101\262\300\256\364\054\131\326
\107\020\210\363\041\121\051\060\312\140\206\257\106\253\035\335
\072\133\262\022\336\104\343\101\010\242\303\035\340\035\364\054\131\326
\266\326\107\320\024\013\312\346\312\265\173\167\176\101\037\136
\203\307\266\321\071\226\260\077\226\201\111\157\140\220\342\3350
\371\137\042\161\331\175\526\075\106\277\264\202\042\257\220\304\3017
\217\022\152\257\357\356\036\172\256\002\112\212\027\053\166\376
\254\124\211\044\054\117\077\266\262\247\116\214\250\221\227\373
\051\306\173\134\055\271\313\146\266\267\250\133\022\121\205\326
\011\176\142\211\016\036\251\152\140\266\035\016\171\014\375\312
\352\044\200\162\303\227\077\362\167\253\103\042\012\307\035\326
\014\204\202\054\200\153\101\121\012\030\033\245\153\337\231\022
\313\121\325\136\200\014\221\340\046\010\066\110\035\372\207\021
\065\377\045\203\055\362\172\277\332\357\216\376\245\312\110\052\327
\037\034\210\123\256\167\016\331\022\321\326\052\160\054\353\243\272
\325\354\062\256\002\025\254\367\321\172\115\335\324\007\342\110
\367\042\216\260\244\237\152\316\216\262\262\214\034\364\243\042\320
\043\352\224\321\172\151\335\017\277\001\127\254\153\131\140\331
\243\231\341\156\376\215\001\171\047\043\025\336\222\235\173\011
\115\132\347\113\110\060\132\303\346\012\155\346\217\340\322\273
\346\323\174\156\041\020\301\150\071\115\256\230\130\046\142\314
\112\220\136\303\337\204\007\261\171\025\164\231\314\427\025\040
\336\046\140\034\353\126\121\246\243\352\344\243\077\247\277\141
\334\361\132\115\046\024\031\033\356\254\250\356\356\120\220\111
\074\135\161\032\276\171\372\302\207\150\035\013\375\134\151\314
\006\320\232\175\124\231\052\311\071\032\301\257\113\052\103\363
\143\135\132\130\342\057\343\035\344\251\326\320\012\320\236\277
\327\201\111\361\311\307\046\015\254\230\026\126\240
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Buypass Class 2 Root CA"
# Issuer: CN=Buypass Class 2 Root CA,O=Buypass AS-983163327,C=NO
# Serial Number: 2 (0x2)
# Not Valid Before: Tue Oct 26 08:38:03 2010
# Not Valid After : Fri Oct 26 08:38:03 2040
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Buypass Class 2 Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\111\012\165\164\336\207\012\107\376\130\356\366\307\153\353\306
# Certificate "Buypass Class 3 Root CA"

# Issuer: CN=Buypass Class 3 Root CA,O=Buypass AS-983163327,C=NO
# Serial Number: 2 (0x2)
# Subject: CN=Buypass Class 3 Root CA,O=Buypass AS-983163327,C=NO
# Not Valid Before: Tue Oct 26 08:28:58 2010
# Not Valid After : Fri Oct 26 08:28:58 2040

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Buypass Class 3 Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
CKA_ISSUER MULTILINE_OCTAL
CKA_SERIAL_NUMBER MULTILINE_OCTAL
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BOOL CK_FALSE
# Trust for "Buypass Class 3 Root CA"
# Issuer: CN=Buypass Class 3 Root CA, O=Buypass AS-983163327, C=NO
# Serial Number: 2 (0x2)
# Subject: CN=Buypass Class 3 Root CA, O=Buypass AS-983163327, C=NO
# Not Valid Before: Tue Oct 26 08:28:58 2010
# Not Valid After: Fri Oct 26 08:28:58 2040

### Certificate "Buypass Class 3 Root CA"

- **CN**: Buypass Class 3 Root CA
- **O**: Buypass AS-983163327
- **C**: NO
- **Issuer**: CN=Buypass Class 3 Root CA, O=Buypass AS-983163327, C=NO
- **Serial Number**: 2 (0x2)
- **Not Valid Before**: Tue Oct 26 08:28:58 2010
- **Not Valid After**: Fri Oct 26 08:28:58 2040

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# Certificate "T-TeleSec GlobalRoot Class 3"

- **CN**: T-TeleSec GlobalRoot Class 3
- **OU**: T-Systems Trust Center
- **O**: T-Systems Enterprise Services GmbH
- **C**: DE
- **Issuer**: CN=T-TeleSec GlobalRoot Class 3, OU=T-Systems Trust Center, O=T-Systems Enterprise Services GmbH, C=DE
- **Serial Number**: 1 (0x1)
- **Not Valid Before**: Wed Oct 01 10:29:56 2008
- **Not Valid After**: Sat Oct 01 23:59:59 2033
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "T-TeleSec GlobalRoot Class 3"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\202\061\013\060\011\006\003\125\004\006\023\002\104\105
\061\053\060\051\006\003\125\004\012\014\042\124\055\123\171\163
\164\145\155\163\040\105\156\164\145\162\160\162\151\163\145\040
\123\141\162\166\151\143\145\163\040\107\155\142\110\061\037\060
\035\006\003\125\004\013\014\026\124\055\123\171\163\164\145\155
\163\040\124\162\165\163\164\040\103\145\156\164\145\162\061\045
\060\043\006\003\125\004\003\014\034\124\055\124\145\154\145\123
\145\143\040\107\154\157\142\141\154\122\157\157\164\040\103\154
\141\163\163\040\063
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\201\202\061\013\060\011\006\003\125\004\006\023\002\104\105
\061\053\060\051\006\003\125\004\012\014\042\124\055\123\171\163
\164\145\155\163\040\105\156\164\145\162\160\162\151\163\145\040
\123\141\162\166\151\143\145\163\040\107\155\142\110\061\037\060
\035\006\003\125\004\013\014\026\124\055\123\171\163\164\145\155
\163\040\124\162\165\163\164\040\103\145\156\164\145\162\061\045
\060\043\006\003\125\004\003\014\034\124\055\124\145\154\145\123
\145\143\040\107\154\157\142\141\154\122\157\157\164\040\103\154
\141\163\163\040\063
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\001
END
CKA_VALUE MULTILINE_OCTAL
\060\202\003\030\060\020\253\240\003\002\001\002\002\001\001
\060\015\006\011\052\206\110\020\063\067\015\001\011\013\005\000\060
\201\012\020\061\013\060\011\006\003\125\004\006\023\002\104\056
\053\060\051\006\003\125\004\012\014\042\124\055\123\171\163\164
\145\155\163\040\105\156\164\145\162\160\162\151\163\145\040
\145\162\166\151\143\145\163\040\107\155\142\110\061\037\060\035
\006\003\125\004\013\014\026\124\055\123\171\163\164
\145\155\163\040\105\156\164\145\162\160\162\151\163\145\040
\145\162\166\151\143\145\163\040\107\155\142\110\061\037\060\035
\006\003\125\004\013\014\026\124\055\123\171\163\164\145\155\163
\040\01\124\162\165\163\164\040\103\145\156\164\145\162\061\045
\043\030\006\003\125\004\003\140\034\124\055\124\145\154\145\123\145
\143\040\107\154\157\142\141\154\122\157\157\164\040\103\154\141
\163\163\040\063\060\036\027\015\060\070\061\060\060\061\061\060
\062\071\065\060\132\027\015\063\063\061\060\060\061\062\063\065
\071\065\071\132\060\012\020\061\013\060\011\006\003\125\004\006
\023\002\104\105\061\053\060\051\006\003\125\004\012\014\042\124
CAK_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CAK_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CAK_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "T-TeleSec GlobalRoot Class 3"
# Issuer: CN=T-TeleSec GlobalRoot Class 3,OU=T-Systems Trust Center,O=T-Systems Enterprise Services GmbH, C=DE
# Serial Number: 1 (0x1)
# Subject: CN=T-TeleSec GlobalRoot Class 3,OU=T-Systems Trust Center,O=T-Systems Enterprise Services GmbH, C=DE
# Not Valid After: Sat Oct 01 23:59:59 2033
CAK_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CAK_TOKEN CK_BBOOL CK_TRUE
CAK_PRIVATE CK_BBOOL CK_FALSE
CAK_MODIFIABLE CK_BBOOL CK_FALSE
CAK_LABEL UTF8 "T-TeleSec GlobalRoot Class 3"
CAK_CERT_SHA1_HASH MULTILINE_OCTAL
125\246\162\076\313\362\354\315\303\043\164\160\031\235\052\276
021\343\201\321
END
CAK_CERT_MD5_HASH MULTILINE_OCTAL
312\373\100\250\116\071\222\212\035\376\216\057\304\047\352\357
END
CAK_ISSUER MULTILINE_OCTAL
\060\021\020\061\013\060\001\11\006\003\125\004\006\023\002\104\105
\061\053\060\051\006\003\125\004\012\014\042\124\055\123\171\163
\164\145\155\163\040\105\156\164\145\162\160\162\151\163\145\040
\123\145\162\166\151\143\145\163\040\107\155\142\110\061\037\060
\035\006\003\125\004\013\014\026\124\055\123\171\163\164\145\155
\163\040\124\162\165\163\164\040\103\145\156\164\145\162\061\045
\060\043\006\003\125\004\003\014\034\124\055\124\145\154\145\123
\145\143\040\107\154\157\142\141\154\122\157\157\164\040\103\154
\141\163\163\040\063
END
CAK_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\001
END
CAK_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CAK_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CAK_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CAK_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Explicitly Distrust "TURKTRUST Mis-issued Intermediate CA 1", Bug 825022
# Issuer: O=T..RKTRUST Bilgi ..leti..im ve Bili..im G..venli..i Hizmetleri A...,C=TR,CN=T..RKTRUST Elektronik Sunucu Sertifikas.. Hizmetleri
# Serial Number: 2087 (0x827)
# Subject: CN=*.EGO.GOV.TR,OU=EGO BILGI ISLEM,O=EGO,L=ANKARA,ST=ANKARA,C=TR
# Not Valid Before: Mon Aug 08 07:07:51 2011
# Not Valid After : Tue Jul 06 07:07:51 2021

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TURKTRUST Mis-issued Intermediate CA 1"
CKA_ISSUER MULTILINE_OCTAL

# Explicitly Distrust "TURKTRUST Mis-issued Intermediate CA 2", Bug 825022
# Issuer: O=T..RKTRUST Bilgi ..leti..im ve Bili..im G..venli..i Hizmetleri A...,C=TR,CN=T..RKTRUST Elektronik
# Serial Number: 2148 (0x864)
# Subject: E=ileti@kktcmerkezbankasi.org,CN=e-isleem.kktcmerkezbankasi.org,O=KKTC Merkez Bankasi,L=Lefkosa,ST=Lefkosa,C=TR
# Not Valid Before: Mon Aug 08 07:07:51 2011
# Not Valid After : Thu Aug 05 07:07:51 2021

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TURKTRUST Mis-issued Intermediate CA 2"
CKA_ISSUER MULTILINE_OCTAL
END

# Certificate "D-TRUST Root Class 3 CA 2 2009"
#
# Issuer: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623603 (0x983f3)
# Subject: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:35:58 2009
# Not Valid After : Mon Nov 05 08:35:58 2029

END

# Certificate "D-TRUST Root Class 3 CA 2 2009"
#
# Issuer: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623603 (0x983f3)
# Subject: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:35:58 2009
# Not Valid After : Mon Nov 05 08:35:58 2029

END

# Certificate "D-TRUST Root Class 3 CA 2 2009"
#
# Issuer: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623603 (0x983f3)
# Subject: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:35:58 2009
# Not Valid After : Mon Nov 05 08:35:58 2029

END

# Certificate "D-TRUST Root Class 3 CA 2 2009"
#
# Issuer: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623603 (0x983f3)
# Subject: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:35:58 2009
# Not Valid After : Mon Nov 05 08:35:58 2029

END

# Certificate "D-TRUST Root Class 3 CA 2 2009"
#
# Issuer: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623603 (0x983f3)
# Subject: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:35:58 2009
# Not Valid After : Mon Nov 05 08:35:58 2029

END
\157\164\045\062\060\010\031\154\141\163\163\045\062\060\063\045\062 \060\010\031\154\045\062\060\063\045\062\060\063\045\062 \107\035\142\110\054 \109\075\106\077\064\151\076\061\054\141\164\151 \162\145\166\157\143\063\062\060\063\010\075\076\071 \010\075\106\054\145\162\043\075\076\071\167\167\167 \056\144\055\161\162\165\163\164\056\156\151\164\057\141\162\154 \057\144\055\161\162\165\163\164\137\062\015\076\061\010\076\067\015\000\100\013 \000\000\000\02\02\00\01\01\00\077\227\333\060\310\037\024\023\0175 \014\171\200\024\022\151\210\024\225\140\014\000\012\254\262 \351\060\117\233\120\030\146\330\176\215\060\265\160\061\351\342 \151\130\363\160\333\040\025\026\320\015\360\276\254\001\165\204 \316\176\237\115\277\267\140\073\234\363\312\035\342\136\150\0330 \243\235\227\345\100\140\322\066\041\376\320\264\270\027\332\164 \243\177\324\343\376\260\230\002\254\157\153\153\050\045\044\162\241 \145\536\045\132\345\346\062\347\362\337\253\111\372\363\220\0151 \043\333\004\331\347\134\130\374\145\324\227\276\314\374\056\012 \314\045\052\065\004\370\140\221\025\165\075\011\377\043\037\031 \310\154\353\020\004\246\344\114\042\211\252\124\272\316\133 \163\354\144\124\120\155\321\234\125\373\151\303\066\030\321\24274 \074\205\246\153\012\046\015\340\223\230\140\256\176\306\044\227 \121\141\137\221\126\146\222\011\207\066\315\233\055\076\366 \121\324\120\323\131\050\275\203\362\314\050\173\123\206\155\330 \046\210\160\327\352\221\315\076\271\312\030\220\156\132\306\136 \164\145\327\134\376\243\342 END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "D-TRUST Root Class 3 CA 2 2009"
# Issuer: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623603 (0x983f3)
# Subject: CN=D-TRUST Root Class 3 CA 2 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:35:58 2009
# Not Valid After : Mon Nov 05 08:35:58 2029
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\130\350\253\260\066\025\063\373\200\367\233\033\155\051\323\377 \215\137\000\360
# Certificate "D-TRUST Root Class 3 CA 2 EV 2009"

# Issuer: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623604 (0x983f4)
# Subject: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:50:46 2009
# Not Valid After : Mon Nov 05 08:50:46 2029

# Certificate "D-TRUST Root Class 3 CA 2 EV 2009"

# Issuer: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623604 (0x983f4)
# Subject: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:50:46 2009
# Not Valid After : Mon Nov 05 08:50:46 2029

# Certificate "D-TRUST Root Class 3 CA 2 EV 2009"

# Issuer: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623604 (0x983f4)
# Subject: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:50:46 2009
# Not Valid After : Mon Nov 05 08:50:46 2029

# Certificate "D-TRUST Root Class 3 CA 2 EV 2009"

# Issuer: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623604 (0x983f4)
# Subject: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:50:46 2009
# Not Valid After : Mon Nov 05 08:50:46 2029

# Certificate "D-TRUST Root Class 3 CA 2 EV 2009"

# Issuer: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623604 (0x983f4)
# Subject: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:50:46 2009
# Not Valid After : Mon Nov 05 08:50:46 2029
END

# Trust for "D-TRUST Root Class 3 CA 2 EV 2009"
# Issuer: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Serial Number: 623604 (0x983f4)
# Subject: CN=D-TRUST Root Class 3 CA 2 EV 2009,O=D-Trust GmbH,C=DE
# Not Valid Before: Thu Nov 05 08:50:46 2009
# Not Valid After : Mon Nov 05 08:50:46 2029

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "D-TRUST Root Class 3 CA 2 EV 2009"

# Class: CKO_NSS_TRUST
# Type: CKA_PrivateKey
# Token: CK_TRUE
# Label: "D-TRUST Root Class 3 CA 2 EV 2009"
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38392
# Certificate "CA Disig Root R2"
# Issuer: CN=CA Disig Root R2,O=Disig a.s.,L=Bratislava,C=SK
# Serial Number:00:92:b8:88:db:b0:8a:c1:63
# Subject: CN=CA Disig Root R2,O=Disig a.s.,L=Bratislava,C=SK
# Not Valid Before: Thu Jul 19 09:15:30 2012
# Not Valid After : Sat Jul 19 09:15:30 2042

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "CA Disig Root R2"

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# Certificate "ACCVRAIZ1"

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# Issuer: C=ES,O=ACCV,OU=PKIACCV,CN=ACCVRAIZ1
# Serial Number:5e:c3:b7:a6:43:7f:a4:e0
Subject: C=ES,O=ACCV,OU=PKIACCV,CN=ACCVRAIZ1
Not Valid Before: Thu May 05 09:37:37 2011
Not Valid After : Tue Dec 31 09:37:37 2030

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "ACCVRAIZ1"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\012\060\012\020\006\006\003\012\050\004\003\014\011\101\103\103
\126\121\101\111\111\132\061\061\020\060\016\006\003\125\004\013\014
\007\120\113\111\101\103\103\126\061\015\060\013\006\003\125\004
\012\104\100\04\101\103\103\126\061\101\130\060\011\006\003\125\004
\023\002\105\123
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\012\060\012\020\006\006\003\125\004\003\014\011\101\103\103
\126\121\101\111\111\132\061\061\020\060\016\006\003\125\004\013\014
\007\120\113\111\101\103\103\126\061\015\060\013\006\003\125\004
\012\104\100\04\101\103\103\126\061\101\130\060\011\006\003\125\004
\023\002\105\123
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\136\033\267\246\103\177\244\340
END

CKA_VALUE MULTILINE_OCTAL
\060\020\007\323\060\020\005\273\240\003\002\001\002\002\101\136
\303\267\246\103\177\244\340\060\150\006\011\105\206\110\206\367
\015\001\001\005\005\000\006\010\020\061\022\060\020\060\003\125\004
\003\014\011\101\103\103\126\122\101\111\132\061\061\020\060\016
\006\003\125\004\013\014\007\120\113\111\101\103\103\126\061\101\15
\060\013\006\003\125\004\012\104\004\101\103\103\126\061\101\130\060
\101\106\003\125\004\006\023\002\105\123\060\036\027\015\061\061
\060\065\060\065\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061
\062\063\061\060\071\063\067\063\067\132\027\015\063\060\061

# Trust for "ACCVRAIZ1"
# Issuer: C=ES,O=ACCV,OU=PKIACCV,CN=ACCVRAIZ1
# Serial Number:5e:c3:b7:a6:43:7f:a4:e0
# Subject: C=ES,O=ACCV,OU=PKIACCV,CN=ACCVRAIZ1
# Not Valid Before: Thu May 05 09:37:37 2011
# Not Valid After : Tue Dec 31 09:37:37 2030

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "ACCVRAIZ1"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\244\175\177\255\146\125\124\007\140\205\266\025\004\231\232\037\057\110\132\015\054\106\266\214\015\036\056\105\125\177\167\314\014\053\120\216\123\012\025\226\060\051\254\135\032\057\002\147\203\025\112\135\221\117\112\026\106\253\103\233\056\101\346\320\016\052\307\105\125\057\025\106\122\321\026\206\036\254\011\122\230\222\017\122\116\117\111\047\142\044\002\126\134\206\057\026\241\037\004\130\147\103\025\245\002\120\237\242\017\101\237\035\006\102\034\046\213\051\112\014\004\134\110\245\037\201\021\062\007\021\024\037\240\241\237\177\043\030\031\146\006\051\010\117\021\222\007\057\017\147\206\046\023\251\055\207\253\304\111\316\052\043\134\014\004\104\225\206\033\202\337\111\130\201\024\221\044\021\025\105\304\111\103\021\056\034\224\241\034\047\041\001\035\042\030\225\052\105\251\133\177\354\105\167\177\230\047\232\062\135\052\343\204\356\035\052\230\146\057\226\040\035\335\330\030\047\327\260\371\376\331\175\315\320\237\217\013\024\130\121\237\057\213\303\070\055\336\350\217\326\215\207\244\365\126\103\026\231\054\364\124\126\264\064\270\141\067\311\302\130\200\033\240\227\241\374\131\215\351\021\366\321\017\113\125\064\106\052\213\206\073

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Certificate "TWCA Global Root CA"
#
# Issuer: CN=TWCA Global Root CA,OU=Root CA,O=TAIWAN-CA,C=TW
# Serial Number: 3262 (0xcbe)
# Subject: CN=TWCA Global Root CA,OU=Root CA,O=TAIWAN-CA,C=TW
# Not Valid After: Tue Dec 31 15:59:59 2030
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TWCA Global Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\121\061\13\060\011\100\003\125\004\006\023\002\124\127\061
\022\060\020\006\003\125\004\012\023\011\124\101\111\127\101\116
\055\103\101\061\020\060\016\006\003\125\004\013\023\007\122\157
\157\164\040\103\101\061\034\060\032\006\003\125\004\003\023\023
\124\127\103\101\040\107\154\157\142\141\154\040\122\157\157\164
\040\103\101
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\121\061\13\060\011\100\003\125\004\006\023\002\124\127\061
\022\060\020\006\003\125\004\012\023\011\124\101\111\127\101\116
\055\103\101\061\020\060\016\006\003\125\004\013\023\007\122\157
\157\164\040\103\101\061\034\060\032\006\003\125\004\003\023\023
\124\127\103\101\040\107\154\157\142\141\154\040\122\157\157\164
\040\103\101
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\002\014\276
END
CKA_VALUE MULTILINE_OCTAL
\060\202\005\101\060\020\003\051\124\000\003\002\001\002\002\002\014
\276\060\015\006\011\105\226\110\063\067\015\001\001\013\005\000
\060\121\061\13\060\011\100\003\125\004\006\023\002\124\127\061
\022\060\020\006\003\125\004\012\023\011\124\101\111\127\101\116
\055\103\101\061\020\060\016\006\003\125\004\013\023\007\122\157
\157\164\040\103\101\061\034\060\032\006\003\125\004\003\023\023
\124\127\103\101\040\107\154\157\142\141\154\040\122\157\157\164
\124\127\103\101\040\107\154\157\142\141\154\040\122\157\157\164
\154\102\031\176\237\151\133\040\102\237\242\322\332\304\174\227
\113\215\260\350\025\341\310\356\245\151\004\231\012\222\246\253\047
\056\032\115\201\272\70\034\232\160\036\255\107\376\375\112\235\063
\340\362\271\304\105\010\041\012\332\151\151\163\162\015\276\064
\376\224\213\255\303\036\065\232\242\033\357\345\070\307\245\020
\037\253\317\064\345\070\305\037\61\236\111\125\367
\034\324\330\245\175\006\172\157\325\337\020\337\201\116\041\145
\261\266\334\107\171\225\105\006\316\113\71\143\106\221\114\133\150
\104\215\223\364\144\160\240\075\235\050\005\303\071\160\270\0142
\173\040\375\544\333\351\010\241\212\270\236\075\011\307\117\373\054
\370\223\166\101\336\122\340\034\112\273\222\235\003\274\167\236\376
\236\051\116\367\301\121\40\037\336\332\013\262\055\165\267\103
\110\223\347\366\171\306\204\135\200\131\140\224\374\170\230\217
\074\223\121\155\100\220\007\337\144\143\044\313\116\100\053\241
\327\224\032\210\062\361\042\164\042\256\245\246\330\022\151\114
\140\243\002\356\053\354\324\143\222\013\136\276\057\166\153\243
\266\046\274\217\003\330\012\362\114\144\016\275\071\142\345\226
\353\064\143\021\050\314\225\361\255\357\037\334\200\130\110\351
\113\270\352\145\254\351\137\40\200\265\265\310\105\371\125\43\1237
\331\127\352\142\210\216\304\361\113\203\032\225\255\346\213\204\326
\236\032\353\023\030\237\152\273\030\044\140\063\160\314\354\367
\062\363\134\331\171\175\357\236\244\376\311\104\330\044\356\025
\222\261\075\221\117\046\206\275\146\163\044\202\352\244\256\143
\301\255\175\204\003\074\201\170\207\063\317\134\330\043\363\362\004
\225\040\256\043\202\304\263\072\200\01\042\277\346\066\044\341\127
\272\070\036\220\165\325\137\077\225\141\053\301\073\315\345\263
\150\141\320\016\046\251\104\122\151\055\353\056\370\353\167\316
\246\072\265\033\063\117\166\321\134\371\134\124\000\113\351\131\170\364
\311\014\277\317\202\216\062\205\050\043\150\224\374\253\376\251\262
\053\006\320\000\4315
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "TWCA Global Root CA"
# Issuer: CN=TWCA Global Root CA,OU=Root CA,O=TAIWAN-CA,C=TW
# Serial Number: 3262 (0xcbe)
# Subject: CN=TWCA Global Root CA,OU=Root CA,O=TAIWAN-CA,C=TW
# Not Valid After : Tue Dec 31 15:59:59 2030
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TWCA Global Root CA"
# Certificate "TeliaSonera Root CA v1"

# Issuer: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Subject: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Not Valid Before: Thu Oct 18 12:00:50 2007
# Not Valid After : Mon Oct 18 12:00:50 2032

# Certificate "TeliaSonera Root CA v1"

# Issuer: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Subject: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Not Valid Before: Thu Oct 18 12:00:50 2007
# Not Valid After : Mon Oct 18 12:00:50 2032

# Certificate "TeliaSonera Root CA v1"

# Issuer: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Subject: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Not Valid Before: Thu Oct 18 12:00:50 2007
# Not Valid After : Mon Oct 18 12:00:50 2032

# Certificate "TeliaSonera Root CA v1"

# Issuer: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Subject: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Not Valid Before: Thu Oct 18 12:00:50 2007
# Not Valid After : Mon Oct 18 12:00:50 2032

# Certificate "TeliaSonera Root CA v1"

# Issuer: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Subject: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Not Valid Before: Thu Oct 18 12:00:50 2007
# Not Valid After : Mon Oct 18 12:00:50 2032

# Certificate "TeliaSonera Root CA v1"

# Issuer: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Subject: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Not Valid Before: Thu Oct 18 12:00:50 2007
# Not Valid After : Mon Oct 18 12:00:50 2032
# Trust for "TeliaSonera Root CA v1"

# Issuer: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Subject: CN=TeliaSonera Root CA v1,O=TeliaSonera
# Not Valid Before: Thu Oct 18 12:00:50 2007
# Not Valid After : Mon Oct 18 12:00:50 2032

# Certificate "E-Tugra Certification Authority"

# Issuer: CN=E-Tugra Certification Authority,OU=E-Tugra Sertifikasyon Merkezi,O=E-Tu..ra EBG Bili..im Teknolojileri ve Hizmetleri A.....,L=Ankara,C=TR

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "E-Tugra Certification Authority"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\262\061\013\060\001\11\006\003\125\004\006\023\002\124\122
\061\107\060\15\006\003\125\004\007\014\006\10\156\153\141\162
\141\061\100\060\076\006\003\125\004\012\014\067\105\055\124\165
\304\237\162\141\040\105\102\107\040\102\151\154\151\305\237\151
\155\040\124\145\153\156\157\154\157\152\151\154\145\162\151\040
\166\145\140\011\10\151\172\155\145\164\154\145\162\151\040\101\056
\305\236\056\061\146\060\044\006\003\125\004\013\014\035\105\055
\124\165\147\162\141\040\123\145\162\164\151\146\151\153\141\163
\171\157\156\040\11\154\145\162\151\061\050\060\146\106
\003\125\004\003\140\037\105\055\124\165\147\162\141\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150
\157\162\151\164\171
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\201\262\061\013\060\001\11\006\003\125\004\006\023\002\124\122
\061\107\060\15\006\003\125\004\007\014\006\10\156\153\141\162
\141\061\100\060\076\006\003\125\004\012\014\067\105\055\124\165
\304\237\162\141\040\105\102\107\040\102\151\154\151\305\237\151
\155\040\124\145\153\156\157\154\157\152\151\154\145\162\151\040
\166\145\140\011\10\151\172\155\145\164\154\145\162\151\040\101\056
\305\236\056\061\146\060\044\006\003\125\004\013\014\035\105\055
\124\165\147\162\141\040\123\145\162\164\151\146\151\153\141\163
\171\157\156\040\11\154\145\162\151\061\050\060\146\106
\003\125\004\003\140\037\105\055\124\165\147\162\141\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150
\157\162\151\164\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\152\150\076\234\121\233\313\123
END
CKA_VALUE MULTILINE_OCTAL
\060\202\006\113\060\202\004\063\240\003\002\001\002\002\010\152
\150\076\234\121\233\313\123\060\150\060\01\105\206\110\206\107
\151\001\010\13\005\000\060\202\126\206\110\106\011\060\003\125
\100\006\023\002\124\122\017\060\015\006\003\125\004\007\014
\100\015\156\153\141\162\141\106\100\060\76\060\03\125\004\012
\104\067\105\055\124\165\034\237\162\141\040\105\102\107\040\102
\151\154\151\305\237\151\155\040\124\145\153\156\157\154\157\152
\151\154\145\162\151\040\166\145\040\011\10\151\172\155\145\164\154
# Certificate "E-Tugra Certification Authority"
# Issuer: CN=E-Tugra Certification Authority,OU=E-Tugra Sertifikasyon Merkezi,O=E-Tugra EBG Bilişim Teknolojileri ve Hizmetleri A....,L=Ankara,C=TR
# Serial Number:6a:68:3e:9c:51:9b:cb:53
# Subject: CN=E-Tugra Certification Authority,OU=E-Tugra Sertifikasyon Merkezi,O=E-Tugra EBG Bilişim Teknolojileri ve Hizmetleri A....,L=Ankara,C=TR
# Not Valid Before: Tue Mar 05 12:09:48 2013
# Not Valid After : Fri Mar 03 12:09:48 2023

END

# Certificate "T-TeleSec GlobalRoot Class 2"

END
# Trust for "T-TeleSec GlobalRoot Class 2"
# Issuer: CN=T-TeleSec GlobalRoot Class 2,OU=T-Systems Trust Center,O=T-Systems Enterprise Services GmbH,C=DE
# Serial Number: 1 (0x1)
# Subject: CN=T-TeleSec GlobalRoot Class 2,OU=T-Systems Trust Center,O=T-Systems Enterprise Services GmbH,C=DE
# Not Valid After : Sat Oct 01 23:59:59 2033
# Fingerprint (MD5): 2B:9B:9E:E4:7B:6C:1F:00:72:1A:CC:C1:77:79:DF:6A

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "T-TeleSec GlobalRoot Class 2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\131\015\055\175\210\117\100\056\141\176\245\142\062\027\145\317\027\330\224\351

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\053\233\236\001\173\154\037\000\162\032\314\301\167\171\337\152

CKA_ISSUER MULTILINE_OCTAL
\060\201\202\061\013\100\061\001\125\004\006\023\002\104\105\061\053\060\051\006\003\125\004\012\014\042\124\055\123\171\163\164\145\155\163\040\105\156\164\145\162\160\162\151\163\145\040\123\145\162\166\151\143\145\163\040\107\155\142\110\061\037\060\035\006\003\125\004\013\014\026\124\055\123\171\163\164\145\155\163\040\124\162\165\163\164\040\103\145\156\164\145\162\061\045\060\043\006\003\125\004\003\014\034\124\055\124\145\154\145\123\145\143\040\107\154\157\142\141\154\122\157\157\164\040\103\154\141\163\163\040\062

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\0001

END
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "Atos TrustedRoot 2011"
#
# Issuer: C=DE,O=Atos,CN=Atos TrustedRoot 2011
# Subject: C=DE,O=Atos,CN=Atos TrustedRoot 2011
# Not Valid Before: Thu Jul 07 14:58:30 2011
# Not Valid After : Tue Dec 31 23:59:59 2030
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Atos TrustedRoot 2011"

END
CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\074\061\036\060\034\006\003\125\004\003\014\025\101\164\157\163\040\124\162\165\163\164\145\144\122\157\157\164\040\062\060
\061\061\015\013\060\033\125\004\012\014\004\101\164\157\163\061\013\060\011\060\033\125\004\006\023\002\104\105

END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\134\063\313\142\054\1137\263\062

END
CKA_VALUE MULTILINE_OCTAL
\060\020\003\167\060\020\002\137\249\003\002\001\002\002\010\134\063\313\142\054\1137\263\062\060\015\006\011\052\206\110\206\367
\015\001\010\013\005\000\060\074\061\036\060\034\006\003\125\004\002\105\116\157\163\040\124\162\165\163\164\145\144\122
\157\157\164\040\062\060\061\061\015\060\013\060\033\125\004\012\014\004\101\164\157\163\061\013\060\011\060\033\125\004\006\023\002\104\105

END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\134\063\313\142\054\1137\263\062

END
CKA_VALUE MULTILINE_OCTAL
\060\020\003\167\060\020\002\137\249\003\002\001\002\002\010\134\063\313\142\054\1137\263\062\060\015\006\011\052\206\110\206\367
\015\001\010\013\005\000\060\074\061\036\060\034\006\003\125\004\002\105\116\157\163\040\124\162\165\163\164\145\144\122
\157\157\164\040\062\060\061\061\015\060\013\060\033\125\004\012\014\004\101\164\157\163\061\013\060\011\060\033\125\004\006\023\002\104\105

END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\134\063\313\142\054\1137\263\062

END
CKA_VALUE MULTILINE_OCTAL
\060\020\003\167\060\020\002\137\249\003\002\001\002\002\010\134\063\313\142\054\1137\263\062\060\015\006\011\052\206\110\206\367
\015\001\010\013\005\000\060\074\061\036\060\034\006\003\125\004\002\105\116\157\163\040\124\162\165\163\164\145\144\122
\157\157\164\040\062\060\061\061\015\060\013\060\033\125\004\012\014\004\101\164\157\163\061\013\060\011\060\033\125\004\006\023\002\104\105

END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\134\063\313\142\054\1137\263\062

END
CKA_VALUE MULTILINE_OCTAL
\060\020\003\167\060\020\002\137\249\003\002\001\002\002\010\134
# Trust for "Atos TrustedRoot 2011"
# Issuer: C=DE,O=Atos,CN=Atos TrustedRoot 2011
# Subject: C=DE,O=Atos,CN=Atos TrustedRoot 2011
# Not Valid Before: Thu Jul 07 14:58:30 2011
# Not Valid After : Tue Dec 31 23:59:59 2030

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Certificate "QuoVadis Root CA 1 G3"

# Issuer: CN=QuoVadis Root CA 1 G3,O=QuoVadis Limited,C=BM
# Subject: CN=QuoVadis Root CA 1 G3,O=QuoVadis Limited,C=BM
# Not Valid Before: Thu Jan 12 17:27:44 2012
# Not Valid After : Sun Jan 12 17:27:44 2042
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "QuoVadis Root CA 1 G3"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\110\061\013\060\001\110\006\003\125\004\006\023\002\102\115\061
\031\060\027\006\003\125\004\012\023\020\012\116\157\126\141\144
\151\163\040\114\151\155\151\164\145\144\061\036\060\034\006\003
\125\004\003\023\025\121\165\157\126\141\144\151\163\040\122\157
\157\164\040\103\101\104\006\110\070\063
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\110\061\013\060\001\110\006\003\125\004\006\023\002\102\115\061
\031\060\027\006\003\125\004\012\023\020\012\116\157\126\141\144
\151\163\040\114\151\155\151\164\145\144\061\036\060\034\006\003
\125\004\003\023\025\121\165\157\126\141\144\151\163\040\122\157
\157\164\040\103\101\104\006\110\070\063
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\024\170\130\137\056\255\054\031\113\343\067\007\065\064\023
\050\265\226\324\145\223
END
CKA_VALUE MULTILINE_OCTAL
\060\202\005\140\060\060\202\003\110\240\003\002\001\002\002\024\170
\130\137\056\255\054\031\113\343\067\007\065\064\023\050\265\226
\324\145\223\060\015\005\015\060\110\206\367\150\001\001\013
\005\000\060\110\061\103\060\011\006\003\125\004\006\023\002\102
\115\061\031\060\027\006\003\125\004\012\023\020\012\116\157\126
\141\144\151\163\040\114\151\155\151\164\145\144\061\036\060\034
\006\003\125\004\003\023\025\121\165\157\126\141\144\151\163\040
\122\157\157\164\040\103\101\104\006\110\040\107\063\060\036\027\015
\061\062\060\060\106\106\062\067\062\067\064\064\132\027\015\064
\062\060\061\061\062\061\067\062\067\064\064\132\060\010\061\013
\060\001\110\006\003\125\004\006\023\002\102\115\061\031\060\027\006
\003\125\004\012\023\020\012\116\157\126\141\144\151\163\040\114
\151\155\151\164\145\144\061\036\060\034\006\003\125\004\003\023
\025\121\165\157\126\141\144\151\163\040\122\157\157\164\010\103
\101\040\106\010\070\036\060\020\020\040\106\015\006\011\052\026
\110\206\367\150\015\001\110\050\000\032\020\022\017\000\060\020
\002\020\002\020\002\001\100\024\027\65\120\020\216\351\362\154\100
\26\004\023\240\025\271\016\132\344\055\344\021\251\100\004\070\033\125
\301\347\130\060\035\044\264\033\357\205\356\214\054\341\301\075
\337\202\346\117\255\107\207\154\354\133\111\130\112\325\273\3217
\354\207\254\177\202\023\232\020\354\075\003\231\112\001\322\065\236
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "QuoVadis Root CA 1 G3"
# Issuer: CN=QuoVadis Root CA 1 G3,O=QuoVadis Limited,C=BM
# Subject: CN=QuoVadis Root CA 1 G3,O=QuoVadis Limited,C=BM
# Not Valid Before: Thu Jan 12 17:27:44 2012
# Not Valid After: Sun Jan 12 17:27:44 2042
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "QuoVadis Root CA 1 G3"
CKA_ISSUER MULTILINE_OCTAL
\033\216\352\127\226\051\032\011\006\003\125\004\006\023\020\121\165\157\126\141\144
\151\163\040\114\151\155\151\164\145\144\061\036\060\034\006\003

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# Trust for "QuoVadis Root CA 2 G3"
# Issuer: CN=QuoVadis Root CA 2 G3,O=QuoVadis Limited,C=BM
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "QuoVadis Root CA 3 G3"
# Issuer: CN=QuoVadis Root CA 3 G3,O=QuoVadis Limited,C=BM
# Subject: CN=QuoVadis Root CA 3 G3,O=QuoVadis Limited,C=BM
# Not Valid Before: Thu Jan 12 20:26:32 2012
# Not Valid After : Sun Jan 12 20:26:32 2042
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "QuoVadis Root CA 3 G3"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\110\022\275\222\074\250\304\071\006\347\060\155\047\226\346\244
\317\042\056\175
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\337\175\271\255\124\157\150\241\337\211\127\003\227\103\260\327
END

CKA_ISSUER MULTILINE_OCTAL
\060\110\006\013\060\001\11\006\003\125\004\000\230\002\102\115\061
\03\110\060\027\006\003\125\004\012\023\020\121\165\157\126\141\144
\151\163\040\114\151\155\151\164\145\144\061\036\060\034\006\003
\125\004\000\030\230\255\121\165\157\126\141\144\151\163\040\122\157
\157\164\040\103\101\040\063\040\107\063
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
# Certificate "DigiCert Assured ID Root G2"

# Issuer: CN=DigiCert Assured ID Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Assured ID Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After: Fri Jan 15 12:00:00 2038

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Assured ID Root G2"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL
\006\015\016\006\011\006\003\012\050\004\006\023\002\012\051\023\061
\025\060\023\000\003\012\050\004\012\023\014\014\015\011\014\013\014
\162\164\004\004\011\015\014\006\011\031\006\027\006\003\012\050\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\060\144\004\004\02\006\003\012\050\004\030\023\033\104\151\147\151
\103\145\162\164\040\011\016\163\163\165\162\145\144\040\011\010\040
\122\157\157\164\040\010\07\062

CKA_ID UTF8 "0"

CKA_ISSUER_MULTILINE_OCTAL
\006\015\016\006\011\006\003\012\050\004\006\023\002\012\051\023\061
\025\060\023\000\003\012\050\004\012\023\014\014\015\011\014\013\014
\162\164\004\004\011\015\014\006\011\031\006\027\006\003\012\050\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\060\144\004\004\02\006\003\012\050\004\030\023\033\104\151\147\151
\103\145\162\164\040\011\016\163\163\165\162\145\144\040\011\010\040
\122\157\157\164\040\010\07\062

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\013\223\034\072\326\071\147\352\147\043\277\303\257\232
\364\113

END
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "DigiCert Assured ID Root G2"
# Issuer: CN=DigiCert Assured ID Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Assured ID Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After : Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Assured ID Root G2"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\241\113\110\331\103\356\012\016\100\220\117\074\340\244\300\221
\223\121\135\077
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\222\070\271\137\014\304\202\145\054\127\063\346\376\201\127\235
END

CKA_ISSUER MULTILINE_OCTAL
\060\145\060\101\136\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\000\003\125\004\012\023\141\104\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\040\060\042\006\003\125\004\003\023\033\104\151\147\151
\103\145\162\164\040\101\163\163\165\162\145\144\040\111\104\040
\122\157\157\164\040\107\062
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\013\223\034\072\326\071\147\352\147\043\277\303\257\232
\364\113
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "DigiCert Assured ID Root G3"
#
# Issuer: CN=DigiCert Assured ID Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Assured ID Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After: Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Assured ID Root G3"
CKA_ID UTF8 "0"
CKA_ISSUER_MULTILINE_OCTAL
\060\145\060\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\167\144\151\147\151\143\145\162\164\056\143\157
\155\060\144\060\042\016\006\003\125\004\003\023\033\104\151\147\151
\103\145\162\164\040\011\163\163\165\165\162\145\144\040\111\104\040
\122\157\157\164\040\107\063
END
CKA_ID_UTF8 "0"
CKA_ISSUER_MULTILINE_OCTAL
\060\145\060\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\167\144\151\147\151\143\145\162\164\056\143\157
\155\060\144\060\042\016\006\003\125\004\003\023\033\104\151\147\151
\103\145\162\164\040\011\163\163\165\165\162\145\144\040\111\104\040
\122\157\157\164\040\107\063
END
CKA_SERIAL_NUMBER_MULTILINE_OCTAL
\002\020\013\241\132\372\035\337\240\265\111\104\257\315\044\240\154\354
END
CKA_VALUE_MULTILINE_OCTAL
# Trust for "DigiCert Assured ID Root G3"
# Issuer: CN=DigiCert Assured ID Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Assured ID Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After : Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Assured ID Root G3"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\365\027\242\117\232\110\306\311\370\242\000\046\237\334\017\110
\054\253\060\211
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\174\177\145\061\014\201\337\215\272\076\231\134\255\156\373
END
CKA_ISSUER MULTILINE_OCTAL
\060\145\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\006\003\125\004\012\230\014\010\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\044\060\042\006\003\125\004\003\023\033\104\151\147\151
\103\145\162\164\040\101\163\163\165\162\145\144\040\111\104\040
\122\157\157\164\040\107\0763
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\013\241\132\035\337\240\265\111\104\257\315\044\240
\154\354
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "DigiCert Global Root G2"
#
# Issuer: CN=DigiCert Global Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Global Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After : Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "DigiCert Global Root G2"
# Issuer: CN=DigiCert Global Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Global Root G2,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After : Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Global Root G2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\337\074\044\371\277\326\146\166\033\046\200\163\376\006\321\134
\215\117\202\244
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\344\246\212\310\124\254\122\102\106\012\375\162\110\033\052\104
END
CKA_ISSUER MULTILINE_OCTAL
\060\141\061\103\060\011\100\060\003\125\004\006\023\002\125\123\061
\025\060\023\006\000\03\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\066\003\125\004\013\023
\020\167\167\167\167\144\151\147\151\143\145\162\164\056\143\157
\155\061\040\102\036\060\006\003\125\004\003\023\027\104\151\147\151
\103\145\162\164\040\107\154\157\142\141\154\040\122\157\157\164
\040\107\062
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\003\072\361\346\247\021\251\240\273\050\144\261\035\011
\372\345
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "DigiCert Global Root G3"
#
# Issuer: CN=DigiCert Global Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Global Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After : Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Global Root G3"
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "DigiCert Global Root G3"
# Issuer: CN=DigiCert Global Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Serial Number:05:55:56:bc:f2:5e:a4:35:35:35:35:c3:a4:00:00:00:00
# Subject: CN=DigiCert Global Root G3,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After : Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):
# Fingerprint (SHA1):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Global Root G3"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\176\004\166\051\167\236\346\130\153\115\151\151\147\151\143\145\162\164\140\111\156\143\151\151\145\250\173\117\174\111\157\171
\263\047\027

END

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END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\005\125\126\274\362\136\244\065\065\303\244\017\325\253
\105\162
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "DigiCert Trusted Root G4"
#
# Issuer: CN=DigiCert Trusted Root G4,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Trusted Root G4,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After : Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Trusted Root G4"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\142\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\000\003\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\167\167\167\167\167\167\167\167\167\167\167\167
\155\061\040\104\003\003\125\004\003\023\030\040\151\147\151
\103\145\162\164\040\124\162\165\163\164\145\144\040\122\157\157
\164\040\107\064
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\142\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\000\003\125\004\012\023\014\104\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\167\167\167\167\167\167\167\167\167\167\167\167
\155\061\040\104\003\003\125\004\003\023\030\040\151\147\151
\103\145\162\164\040\124\162\165\163\164\145\144\040\122\157\157
\164\040\107\064
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\005\233\033\127\236\216\041\062\342\071\007\275\247\167
# Trust for "DigiCert Trusted Root G4"
# Issuer: CN=DigiCert Trusted Root G4,OU=www.digicert.com,O=DigiCert Inc,C=US
# Subject: CN=DigiCert Trusted Root G4,OU=www.digicert.com,O=DigiCert Inc,C=US
# Not Valid Before: Thu Aug 01 12:00:00 2013
# Not Valid After: Fri Jan 15 12:00:00 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "DigiCert Trusted Root G4"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\335\373\026\315\111\061\311\163\242\003\175\077\310\072\115\175
\167\135\005\344
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\170\362\374\252\140\037\057\264\353\311\067\272\123\056\165\111
END
CKA_ISSUER MULTILINE_OCTAL
\060\142\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\025\060\023\066\003\125\004\012\023\014\010\151\147\151\103\145
\162\164\040\111\156\143\061\031\060\027\006\003\125\004\013\023
\020\167\167\167\056\144\151\147\151\143\145\162\164\056\143\157
\155\061\041\060\037\006\003\125\004\003\023\030\104\151\147\151
\103\145\162\164\040\124\162\165\163\164\145\144\040\122\157\157
\164\040\107\064
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\005\233\033\127\236\216\041\062\234\071\007\275\247\167
\165\134
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "COMODO RSA Certification Authority"
# Issuer: CN=COMODO RSA Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Subject: CN=COMODO RSA Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater
Manchester,C=GB
# Not Valid Before: Tue Jan 19 00:00:00 2010
# Not Valid After : Mon Jan 18 23:59:59 2038
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "COMODO RSA Certification Authority"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\205\061\013\060\011\006\003\125\004\006\023\002\107\102
\061\033\060\031\006\003\125\004\010\002\023\022\107\162\145\141\164
\145\162\040\115\141\156\143\150\145\163\164\145\162\061\102\0060
\016\006\003\125\004\007\023\007\123\141\154\146\157\162\144\061
\032\060\030\006\003\125\004\012\023\021\103\117\151\17\104\117
\040\103\101\104\114\151\155\151\16\145\144\061\053\060\051\006
\003\125\004\003\023\042\103\117\115\117\104\117\040\122\123\101
\040\103\145\162\164\151\146\151\143\141\164\151\157\156\040\101
\165\164\150\157\162\151\164\171
END

CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\201\205\061\013\060\011\006\003\125\004\006\023\002\107\102
\061\033\060\031\006\003\125\004\010\002\023\022\107\162\145\141\164
\145\162\040\115\141\156\143\150\145\163\164\145\162\061\102\0060
\016\006\003\125\004\007\023\007\123\141\154\146\157\162\144\061
\032\060\030\006\003\125\004\012\023\021\103\117\151\17\104\117
\040\103\101\104\114\151\155\151\16\145\144\061\053\060\051\006
\003\125\004\003\023\042\103\117\115\117\104\117\040\122\123\101
\040\103\145\162\164\151\146\151\143\141\164\151\157\156\040\101
\165\164\150\157\162\151\164\171
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\114\252\371\312\333\314\157\340\037\367\116\330\133\003
\206\235
END

CKA_VALUE MULTILINE_OCTAL
\060\201\205\061\013\060\011\006\003\125\004\006\023\002\107\102
\061\033\060\031\006\003\125\004\010\002\023\022\107\162\145\141\164
\145\162\040\115\141\156\143\150\145\163\164\145\162\061\102\0060
\016\006\003\125\004\007\023\007\123\141\154\146\157\162\144\061
\032\060\030\006\003\125\004\012\023\021\103\117\151\17\104\117
\040\103\101\104\114\151\155\151\16\145\144\061\053\060\051\006
\003\125\004\003\023\042\103\117\115\117\104\117\040\122\123\101
\040\103\145\162\164\151\146\151\143\141\164\151\157\156\040\101
\165\164\150\157\162\151\164\171
END

\%303001\%00001\%243\%0120\%060\%000069\%035\%0069\%000341\%25035\%016004
\%260\%040\%0242\%273\%257\%176\%0002\%0753\%372\%2463\%61\%074204\%2162553356
\%0702\%303543\%331\%0626\%0232\%3460\%01600600\%0341\%25035\%017001001
\%37700400\%040\%0302\%0001\%060600\%01700600\%0341\%25035\%023001001
\%37700400\%050\%6000\%0001\%0013\%37706090\%15060011\%0522060110206
\%36761500\%0100\%014005\%00003\%02020020\%00001\%123613325106
\%204267256121\%127315426261151101024000\%223114234313345
\%300124137240045\%2160002\%371375260242015365040\%2300047
\%02305254126242060326176021223235105627222736056232
\%16226112750311041541410656242232264026022151132214
\%3411327076244032350057100033465261410350200033052444
\%213172305376005024634130033263103762362562170533272
\%07512313700310163011061562462343643270047332225
\%33270672031620343233163340242107231003070135325111
\%171100005101343073542330400340070441151127170262071
\%3740722041240265234174215277056223142047267071332
\%027030256275074011105037720423304732523602103003343
\%12723602243673211533117310275207043267266111031171
\%205134272353222013241306350150250114026261032231
\%0123501230542222732410110301650141452501733313043
\%267033200500205030303337733200531423572441730111221
\%23014721404200011351500061521430411650032002100212
\%15602130602053622512440555347364425044042020703312
\%315364215171130261006323347303205233132350011327224
\%173550031123123603333350251001076365126231310036
\%2161110752733450112713401171112220750262020100314
\%314113130634607233550220561510741452251261375252035
\%17317320627603601606210637337302321716517714213
\%1131061433760000064100160301303271241335246160342
\%00426310127435312002213521442341723410420032511234
\%156157101614511715420270713636331562403711652450233
\%1003501232620743251122713000167041215377207362336
\%274214357027337267111013321362156060013032016116
\%166355021374365351126262175277307155012223214245
\%3204002660352670271161224242327156154013302212174
\%37200403633043443453150152503132222226174205354
\%26504251511460162023473153163100552461211770411301
\%06512302050061121352372552730331137164

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "COMODO RSA Certification Authority"
# Issuer: CN=COMODO RSA Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater Manchester,C=GB
# Subject: CN=COMODO RSA Certification Authority,O=COMODO CA Limited,L=Salford,ST=Greater
Manchester,C=GB
# Not Valid Before: Tue Jan 19 00:00:00 2010
# Not Valid After : Mon Jan 18 23:59:59 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "COMODO RSA Certification Authority"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\257\345\322\104\250\321\031\102\060\377\107\237\342\370\227\273\315\172\214\264\END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\033\061\260\161\066\060\314\024\066\221\255\304\076\375\154\030\END
CKA_ISSUER MULTILINE_OCTAL
\060\201\205\061\013\060\001\100\006\003\125\004\006\023\002\107\102\061\033\060\060\031\006\003\125\004\010\023\022\107\162\145\141\164\145\162\040\115\141\11\156\143\150\145\163\164\145\162\061\102\061\066\060\033\125\004\007\023\007\123\141\11\154\146\157\162\144\061\032\060\030\006\003\125\004\012\023\021\103\117\115\117\104\117\040\103\101\040\114\151\155\151\164\145\144\061\053\060\051\006\003\125\004\003\023\042\103\117\115\117\104\117\040\122\123\101\040\103\145\162\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150\157\162\151\164\171\END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\114\252\371\312\333\143\157\340\037\367\116\330\133\003\206\235\END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "USERTrust RSA Certification Authority"
#
# Issuer: CN=USERTrust RSA Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Subject: CN=USERTrust RSA Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Not Valid Before: Mon Feb 01 00:00:00 2010
# Not Valid After : Mon Jan 18 23:59:59 2038

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38445
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38446

# Fingerprint (SHA-256):


CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "USERTrust RSA Certification Authority"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\210\061\013\060\000\011\006\003\125\004\006\023\002\125\123
\061\023\060\021\006\003\125\004\010\023\012\116\145\167\040\112
\145\162\163\145\171\061\024\060\022\006\003\125\004\007\023\013
\112\145\162\163\145\171\040\013\151\164\171\061\036\060\034\006
\003\125\004\012\023\025\124\150\145\040\125\123\105\122\124\122
\125\123\124\040\116\145\164\167\157\162\153\061\056\060\054\006
\003\125\004\003\023\045\125\123\105\122\124\162\165\163\164\040
\122\123\101\040\103\145\162\164\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171
END
CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\201\210\061\013\060\000\011\006\003\125\004\006\023\002\125\123
\061\023\060\021\006\003\125\004\010\023\012\116\145\167\040\112
\145\162\163\145\171\061\024\060\022\006\003\125\004\007\023\013
\112\145\162\163\145\171\040\013\151\164\171\061\036\060\034\006
\003\125\004\012\023\025\124\150\145\040\125\123\105\122\124\122
\125\123\124\040\116\145\164\167\157\162\153\061\056\060\054\006
\003\125\004\003\023\045\125\123\105\122\124\162\165\163\164\040
\122\123\101\040\103\145\162\164\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\001\375\155\060\374\243\312\121\125\033\274\144\016\065
\003\055
END

CKA_VALUE MULTILINE_OCTAL
\060\202\001\375\155\060\374\243\312\121\125\033\274\144\016\065
\003\055
END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38446
END

# Trust for "USERTrust RSA Certification Authority"
# Issuer: CN=USERTrust RSA Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Subject: CN=USERTrust RSA Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Not Valid Before: Mon Feb 01 00:00:00 2010

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38448
# Not Valid After : Mon Jan 18 23:59:59 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "USERTrust RSA Certification Authority"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\053\217\033\127\063\015\273\242\320\172\154\121\367\016\351\015\332\271\255\216

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\033\376\151\321\221\267\031\063\243\162\250\017\341\125\123

CKA_ISSUER MULTILINE_OCTAL
\060\201\210\061\013\006\003\125\004\006\023\002\125\123
\061\023\060\021\006\003\125\004\010\023\012\116\145\167\040\112
\145\162\163\145\171\061\024\060\022\006\003\125\004\007\023\013
\112\145\162\163\145\171\010\010\131\151\164\171\061\026\060\034\006
\003\125\004\012\023\023\025\124\150\145\040\125\123\105\122\124\122
\125\123\124\040\116\145\164\167\157\162\153\061\056\060\054\006
\003\125\004\003\023\045\125\123\105\122\124\162\165\163\164\040
\122\123\101\040\103\145\162\164\151\146\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\000\01\375\155\060\374\243\312\121\250\033\274\144\016\065
\003\055

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "USERTrust ECC Certification Authority"

# Issuer: CN=USERTrust ECC Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Subject: CN=USERTrust ECC Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Not Valid Before: Mon Feb 01 00:00:00 2010
# Not Valid After : Mon Jan 18 23:59:59 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "USERTrust ECC Certification Authority"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\210\061\013\060\011\006\003\7125\004\006\023\002\125\123
\145\162\163\145\171\061\024\060\022\060\003\125\004\007\023\013
\11\21\162\163\145\171\040\010\151\164\171\061\036\060\034\006
\003\125\004\012\023\025\124\150\145\164\167\157\162\153\016\056\060\054\006
\105\013\013\040\013\145\162\164\151\146\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\201\210\061\013\060\011\006\003\7125\004\006\023\002\125\123
\145\162\163\145\171\061\024\060\022\060\003\125\004\007\023\013
\11\21\162\163\145\171\040\010\151\164\171\061\036\060\034\006
\003\125\004\012\023\025\124\150\145\164\167\157\162\153\016\056\060\054\006
\105\013\013\040\013\145\162\164\151\146\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\134\213\231\305\132\224\305\132\161\126\136\315\211\200 \314\046
END
CKA_VALUE MULTILINE_OCTAL
\060\202\200\217\060\202\200\202\205\240\003\002\001\002\002\200\134 \213\231\305\132\224\305\322\161\126\336\315\211\200 \314\046
END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38450
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "USERTrust ECC Certification Authority"
# Issuer: CN=USERTrust ECC Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Subject: CN=USERTrust ECC Certification Authority,O=The USERTRUST Network,L=Jersey City,ST=New Jersey,C=US
# Not Valid Before: Mon Feb 01 00:00:00 2010
# Not Valid After : Mon Jan 18 23:59:59 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE

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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38451
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "USERTrust ECC Certification Authority"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\321\313\312\135\262\325\052\177\151\073\147\115\345\360\132\035\014\225\175\360
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\372\150\274\331\265\177\255\311\035\006\203\050\314\044\301
END
CKA_ISSUER MULTILINE_OCTAL
\060\201\210\061\013\060\011\006\003\125\004\006\023\002\125\123\061\023\060\021\006\003\125\004\010\023\012\116\145\167\040\112
\145\162\163\145\171\061\024\060\022\006\003\125\004\007\023\013
\112\145\162\163\145\171\040\103\151\164\171\061\036\060\034\006
\003\125\004\012\023\025\124\150\145\040\125\123\105\122\124\122
\125\123\124\040\116\145\164\167\157\162\153\061\056\060\054\006
\003\125\004\003\023\045\125\123\105\122\124\162\165\163\164\040
\105\103\103\040\103\145\162\164\151\146\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\134\213\231\305\132\224\305\322\161\126\336\315\211\200
\314\046
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "GlobalSign ECC Root CA - R5"
#
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R5
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R5
# Not Valid Before: Tue Nov 13 00:00:00 2012
# Not Valid After : Tue Jan 19 03:14:07 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign ECC Root CA - R5"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\120\061\044\060\042\006\006\003\125\004\013\023\033\107\154\157
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38452
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\345\151\022\311\156\333\306\061\272\011\101\341\227\370\373\375
\232\342\175\022\311\156\333\306\061\272\011\101\341\227\370\373\375
\347\136\135\116\013\203\234\133\166\051\120\010\104\041\152\162
\002\060\161\322\265\217\134\352\073\341\170\011\205\250\165\222
\073\310\134\375\110\357\015\164\042\250\010\342\156\305\111\316
\307\014\274\247\141\151\361\367\073\341\052\131\371\053\363\146
\220\067
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "GlobalSign ECC Root CA - R5"
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R5
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R5
# Not Valid Before: Tue Nov 13 00:00:00 2012
# Not Valid After : Tue Jan 19 03:14:07 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_ISSUER MULTILINE_OCTAL
\037\044\306\060\315\244\036\212\272\027\164\070\201\014\242\274\010
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\021\140\131\111\340\004\003\023\012\107\154\157\142\141\154\123\151\147\156\061\102\060\003\125\004
\012\023\012\107\154\157\142\141\154\123\151\147\156\061\102\060
\021\006\003\125\004\003\023\012\107\154\157\142\141\154\123\151
\147\156
END
CKA_TrUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TrUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TrUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
```
# Certificate "Staat der Nederlanden Root CA - G3"

# Issuer: CN=Staat der Nederlanden Root CA - G3,O=Staat der Nederlanden,C=NL
# Serial Number: 10003001 (0x98a239)
# Subject: CN=Staat der Nederlanden Root CA - G3,O=Staat der Nederlanden,C=NL
# Not Valid Before: Thu Nov 14 11:28:42 2013
# Not Valid After : Mon Nov 13 23:00:00 2028

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Staat der Nederlanden Root CA - G3"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL
\060\132\061\013\060\011\006\003\125\004\006\023\002\116\114\061
\036\060\034\006\003\125\004\012\014\025\123\164\141\141\164\040
\141\145\162\040\116\145\144\145\162\154\141\156\144\145\156\061
\053\060\051\006\003\125\004\003\014\042\123\164\141\141\164\040
\144\145\162\040\116\145\144\145\162\154\141\156\144\145\156\061
\122\157\157\164\040\103\101\040\055\040\017\0063
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\132\061\013\060\011\006\003\125\004\006\023\002\116\114\061
\036\060\034\006\003\125\004\012\014\025\123\164\141\141\164\040
\144\145\162\040\116\145\144\145\162\154\141\156\144\145\156\061
\053\060\051\006\003\125\004\003\014\042\123\164\141\141\164\040
\144\145\162\040\116\145\144\145\162\154\141\156\144\145\156\061
\122\157\157\164\040\103\101\040\055\040\017\0063
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\004\000\230\242\071
END

CKA_VALUE MULTILINE_OCTAL
\060\202\005\164\060\202\003\134\240\003\002\001\002\002\004\000
\230\242\071\060\015\006\011\052\206\110\206\367\015\001\001\013
\005\000\006\132\061\013\060\011\006\003\125\004\006\023\002\116
\114\061\036\060\034\006\003\125\004\012\014\025\123\164\141\141
\164\040\144\145\162\040\116\145\144\145\162\154\141\156\144\145
\156\061\053\060\051\006\003\125\004\003\014\042\123\164\141\141
\164\040\144\145\162\040\116\145\144\145\162\154\141\156\144\145
\156\040\122\157\157\164\040\103\101\040\055\040\017\0063\060\036
\073\230\000\010\072\212\244\343\007\038\71\172\370\347\232\337\120\0103\1\23\227\052\075\312\074\107\230\056\341\010\25\173\361\222\323\363\141\33\220\045\026\145\300\237\124\351\056\073\131\167\002\234\20\04\266\015\230\137\064\335\073\143\302\030\050\201\302\234\051\05\66\051\342\310\303\000\136\062\033\352\052\225\314\011\010\367\145\147\036\315\337\323\266\053\247\275\313\432\016\160\137\270\004\3\21\133\221\116\012\364\310\172\345\333\114\066\301\324\337\374\042\227\367\140\135\352\051\057\130\262\275\130\275\215\226\117\20\016\152\277\117\107\075\121\207\241\074\164\042\302\374\007\177\20\03\34\02\25\376\176\152\301\160\060\260\351\216\151\342\054\151\20\12\24\011\127\233\355\376\115\150\203\214\224\130\300\106\040\257\23\40\03\02\370\065\125\111\057\106\324\300\360\240\226\002\017\063\305\161\363\236\043\175\224\267\375\072\323\011\203\006\041\37\5\140\075\256\062\300\322\356\215\246\360\347\264\202\174\012\34\160\311\171\200\307\376\114\36\370\065\204\031\212\061\373\012\33\137\277\233\360\242\232\153\300\051\123\355\101\140\024\060\32\12\252\011\210\156\323\043\002\049\013\306\145\335\335\122\167\33\220\153\262\250\372\000\170\027\211\226\352\052\154\147\227\211\12\224\236\027\04\11\243\285\344\152\170\357\112\275\053\232\075\100\176\306\300\165\322\156\373\150\060\354\354\213\235\371\111\065\23\320\054\333\126\225\071\325\062\222\367\246\271\145\057\334\150\155\072\110\14\010\334\344\050\022\050\276\175\065\134\352\34\006\217\60\233\033\152\327\076\327\236\374\055\165\262\301\024\32\50\43\00\333\133\157\01\376\170\057\15\336\063\215\026\267\11\03\47\03\23\220\101\171\333\01\103\115\25\004\027\070\112\121\32\51\314\242\211\164\323\237\276\036\113\327\036\155\267\210\044\157\140\221\244\202\205\133\126\101\274\320\104\253\152\023\267\32\013\030\130\262\047\143\334\023\365\224\035\077\100\121\365\117\365\072\355\130\305\353\302\036\035\026\225\172\30\71\61\021\161\223\156\113\025\267\060\337\252\355\127\205\110\25\40\35\152\353\071\151\344\341\171\170\263\160\05\277\241\014\367\200\173\041\147\047\060\131\END

CAKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CAKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CAKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for “Staat der Nederlanden Root CA - G3”
# Issuer: CN=Staat der Nederlanden Root CA - G3,O=Staat der Nederlanden,C=NL
# Serial Number: 10003001 (0x98a239)
# Subject: CN=Staat der Nederlanden Root CA - G3,O=Staat der Nederlanden,C=NL
# Not Valid Before: Thu Nov 14 11:28:42 2013
# Not Valid After : Mon Nov 13 23:00:00 2028
# Fingerprint (SHA-256):
CAKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CAKA_TOKEN CK_BBOOL CK_TRUE

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38457
# Certificate "Staat der Nederlanden EV Root CA"

# Issuer: CN=Staat der Nederlanden EV Root CA,O=Staat der Nederlanden,C=NL
# Serial Number: 10000013 (0x98968d)
# Subject: CN=Staat der Nederlanden EV Root CA,O=Staat der Nederlanden,C=NL
# Not Valid Before: Wed Dec 08 11:19:29 2010
# Not Valid After : Thu Dec 08 11:10:28 2022
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Staat der Nederlanden EV Root CA"
CKA_SUBJECT MULTILINE_OCTAL
\060\130\061\013\060\011\006\003\125\004\006\023\002\116\114\061\036\060\034\006\003\125\004\012\014\025\123\164\141\141\164\040\144\145\162\040\116\145\145\162\154\141\156\144\145\156\061\053\060\051\006\003\125\004\034\023\123\164\141\141\164\040\144\145\162\040\116\145\145\162\154\141\156\144\145\156\040\122\157\157\164\040\103\101\040\055\040\107\063

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\004\000\230\242\071
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Staat der Nederlanden EV Root CA"
# Issuer: CN=Staat der Nederlanden EV Root CA,O=Staat der Nederlanden,C=NL
# Serial Number: 10000013 (0x98968d)
# Subject: CN=Staat der Nederlanden EV Root CA,O=Staat der Nederlanden,C=NL
# Not Valid Before: Wed Dec 08 11:19:29 2010
# Not Valid After : Thu Dec 08 11:10:28 2022
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Staat der Nederlanden EV Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
CKA_CERT_MD5_HASH MULTILINE_OCTAL
CKA_ISSUER MULTILINE_OCTAL
CKA_SERIAL_NUMBER MULTILINE_OCTAL
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST

END

END
# Certificate "IdenTrust Commercial Root CA 1"

# Issuer: CN=IdenTrust Commercial Root CA 1,O=IdenTrust,C=US
# Serial Number: 0a:01:42:80:00:00:01:45:23:c8:44:b5:00:00:00:02
# Subject: CN=IdenTrust Commercial Root CA 1,O=IdenTrust,C=US
# Not Valid Before: Thu Jan 16 18:12:23 2014
# Not Valid After: Mon Jan 16 18:12:23 2034

**CKA_CLASS** CK_OBJECT_CLASS CKO_CERTIFICATE  
**CKA_TOKEN** CK_BBOOL CK_TRUE  
**CKA_PRIVATE** CK_BBOOL CK_FALSE  
**CKA_MODIFIABLE** CK_BBOOL CK_FALSE  
**CKA_LABEL** UTF8 "IdenTrust Commercial Root CA 1"  
**CKA_CERTIFICATE_TYPE** CK_CERTIFICATE_TYPE CKC_X_509  
**CKA_SUBJECT** MULTILINE_OCTAL  
`\060\112\061\013\060\011\006\003\125\004\012\023\011\111\144\145\156\124\162`  
**CKA_SERIAL_NUMBER** MULTILINE_OCTAL  
`\002\020\012\001\102\200\000\000\001\105\043\310\104\265\000\000`  
**CKA_VALUE** MULTILINE_OCTAL  
`\060\202\003\110\204\003\020\001\020\020\020\012`  
**CKA_ID** UTF8 "0"  
**CKA_ISSUER** MULTILINE_OCTAL  
`\060\112\061\013\060\011\006\003\125\004\012\023\011\111\144\145\156\124\162`  
**CKA_SERIAL_NUMBER** MULTILINE_OCTAL  
`\002\020\012\001\102\200\000\000\001\105\043\310\104\265\000\000`  
**CKA_VALUE** MULTILINE_OCTAL  
`\060\202\003\110\204\003\020\001\020\020\020\012`  
**CKA_ID** UTF8 "0"  
**CKA_ISSUER** MULTILINE_OCTAL  
`\060\112\061\013\060\011\006\003\125\004\012\023\011\111\144\145\156\124\162`  
**CKA_SERIAL_NUMBER** MULTILINE_OCTAL  
`\002\020\012\001\102\200\000\000\001\105\043\310\104\265\000\000`  
**CKA_VALUE** MULTILINE_OCTAL  
`\060\202\003\110\204\003\020\001\020\020\020\012`
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "IdenTrust Commercial Root CA 1"
# Issuer: CN=IdenTrust Commercial Root CA 1,O=IdenTrust,C=US
# Serial Number:0a:01:42:80:00:00:01:45:23:c8:44:b5:00:00:00:02
# Subject: CN=IdenTrust Commercial Root CA 1,O=IdenTrust,C=US
# Not Valid Before: Thu Jan 16 18:12:23 2014
# Not Valid After: Mon Jan 16 18:12:23 2034
# Fingerprint (SHA-256):
# Fingerprint (SHA1):
# Certificate "IdenTrust Public Sector Root CA 1"

# Issuer: CN=IdenTrust Public Sector Root CA 1,O=IdenTrust,C=US
# Serial Number:0a:01:42:80:00:00:01:45:23:cf:46:7c:00:00:00:02
# Subject: CN=IdenTrust Public Sector Root CA 1,O=IdenTrust,C=US
# Not Valid Before: Thu Jan 16 17:53:32 2014
# Not Valid After : Mon Jan 16 17:53:32 2034

# Certificate "IdenTrust Commercial Root CA 1"

# Issuer: CN=IdenTrust Commercial Root CA 1,O=IdenTrust,C=US
# Serial Number:02:20:00:00:00:01:05:04:33:10:04:26:50:00:00:00:00:02

# Trust Server Auth: CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
# Trust Email Protection: CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
# Trust Code Signing: CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
# Trust Step Up Approved: CK_BBOOL CK_FALSE
# Trust for "IdenTrust Public Sector Root CA 1"
# Issuer: CN=IdenTrust Public Sector Root CA 1,O=IdenTrust,C=US
# Serial Number: 0a:01:42:80:00:00:01:45:23:cf:46:7c:00:00:00:02
# Subject: CN=IdenTrust Public Sector Root CA 1,O=IdenTrust,C=US
# Not Valid Before: Thu Jan 16 17:53:32 2014
# Not Valid After: Mon Jan 16 17:53:32 2034
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "IdenTrust Public Sector Root CA 1"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL

CKA_CERT_MD5_HASH MULTILINE_OCTAL

CKA_ISSUER MULTILINE_OCTAL

CKA_SERIAL_NUMBER MULTILINE_OCTAL

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Entrust Root Certification Authority - G2"
CKA_NSS_Mozilla_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Entrust Root Certification Authority - G2"
# Issuer: CN=Entrust Root Certification Authority - G2,OU="(c) 2009 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.".C=US
# Serial Number: 1246989352 (0xa4538ec28)
# Subject: CN=Entrust Root Certification Authority - G2,OU="(c) 2009 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.".C=US
# Not Valid Before: Tue Jul 07 17:25:54 2009
# Not Valid After: Sat Dec 07 17:55:54 2030

END

# Trust for "Entrust Root Certification Authority - G2"
# Issuer: CN=Entrust Root Certification Authority - G2,OU="(c) 2009 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.".C=US
# Serial Number: 1246989352 (0xa4538ec28)
# Subject: CN=Entrust Root Certification Authority - G2,OU="(c) 2009 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.".C=US
# Not Valid Before: Tue Jul 07 17:25:54 2009
# Not Valid After: Sat Dec 07 17:55:54 2030

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Entrust Root Certification Authority - G2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Entrust Root Certification Authority - G2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL

# Certificate "Entrust Root Certification Authority - EC1"

# Issuer: CN=Entrust Root Certification Authority - EC1,OU="(c) 2012 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.".,C=US
# Serial Number:00:a6:8b:79:29:00:00:00:00:50:d0:91:f9
# Subject: CN=Entrust Root Certification Authority - EC1,OU="(c) 2012 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.".,C=US
# Not Valid Before: Tue Dec 18 15:25:36 2012
# Not Valid After : Fri Dec 18 15:55:36 2037
# Fingerprint (SHA-256):
# Fingerprint (SHA1):

cka_class CK_OBJECT_CLASS CKO_CERTIFICATE
cka_token CK_BBOOL CK_TRUE
cka_private CK_BBOOL CK_FALSE
cka_modifiable CK_BBOOL CK_FALSE
cka_label UTF8 "Entrust Root Certification Authority - EC1"
cka_certificate_type CK_CERTIFICATE_TYPE CKC_X_509
cka_subject multiline_octal
cka_serial_number multiline_octal
cka_trust_server_auth CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
cka_trust_email_protection CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
cka_trust_code_signing CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
cka_trust_step_up_approved CK_BBOOL CK_FALSE
cka_issuer multiline_octal
cka_cert_md5_hash multiline_octal
cka_class CK_OBJECT_CLASS CKO_CERTIFICATE
cka_token CK_BBOOL CK_TRUE
cka_private CK_BBOOL CK_FALSE
cka_modifiable CK_BBOOL CK_FALSE
cka_label UTF8 "Entrust Root Certification Authority - EC1"
cka_certificate_type CK_CERTIFICATE_TYPE CKC_X_509
cka_subject multiline_octal
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Entrust Root Certification Authority - EC1"
# Issuer: CN=Entrust Root Certification Authority - EC1,OU="(c) 2012 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.",C=US
# Serial Number:00:a6:8b:79:29:00:00:00:00:50:d0:91:f9
# Subject: CN=Entrust Root Certification Authority - EC1,OU="(c) 2012 Entrust, Inc. - for authorized use only",OU=See www.entrust.net/legal-terms,O="Entrust, Inc.",C=US
# Not Valid Before: Tue Dec 18 15:25:36 2012
# Not Valid After : Fri Dec 18 15:55:36 2037
# Fingerprint (SHA-256):
# Certificate "CFCA EV ROOT"
#
# Issuer: CN=CFCA EV ROOT,O=China Financial Certification Authority,C=CN
# Serial Number: 407555286 (0x18accd6)
# Subject: CN=CFCA EV ROOT,O=China Financial Certification Authority,C=CN
# Not Valid Before: Wed Aug 08 03:07:01 2012
# Not Valid After: Mon Dec 31 03:07:01 2029
\077\221\340\316\015\033\363\060\032\255\277\042\135\033\323\277
\045\005\115\341\222\032\177\231\237\074\104\223\312\324\100\111
\154\200\207\327\004\072\303\062\212\220\065\016\126\370\245\335\175
\304\213\015\201\037\212\313\036\262\027\266\150\167\132\340\324
\313\310\007\256\365\072\056\216\067\267\320\001\113\103\051\116
\214\071\227\170\202\132\370\121\345\211\124\030\347\150\177\135
\012\056\373\243\107\016\075\246\043\172\306\001\307\217\310\136
\277\155\200\126\276\212\044\272\206\352\237\341\062\021\236\361
\322\117\203\360\333\100\257\070\236\021\120\171\163\022\202\231
\134\154\235\054\210\162\074\060\201\006\221\042\352\131\255\332
\031\056\042\302\215\271\214\207\340\146\274\163\043\137\041\144
\143\200\110\365\240\074\030\075\224\310\110\101\035\100\272\136
\137\103\126\071\241\131\031\176\236\031\144\106\020\332\027\221
\267\005\200\254\213\231\222\175\347\242\330\007\013\066\047\347
\110\117\140\212\303\327\023\134\370\162\100\337\112\313\317\231
\000\012\000\013\021\225\332\126\105\003\210\012\237\147\320\325
\171\261\250\215\100\155\015\302\172\100\372\363\137\144\107\222
\313\123\271\273\131\316\117\375\320\025\123\001\330\337\353\331
\134\166\357\320\043\273\073\251\171\126\335\325\002\051\135\211\243
\226\017\112\065\347\116\023\000\165\315\007\137\346\054\353\173
\056
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "CFCA EV ROOT"
# Issuer: CN=CFCA EV ROOT,O=China Financial Certification Authority,C=CN
# Serial Number: 407555286 (0x184accd6)
# Subject: CN=CFCA EV ROOT,O=China Financial Certification Authority,C=CN
# Not Valid Before: Wed Aug 08 03:07:01 2012
# Not Valid After: Mon Dec 31 03:07:01 2029
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "CFCA EV ROOT"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\342\270\051\113\125\204\253\153\130\302\220\106\154\254\077\270
\071\217\204\203
END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\164\341\266\355\046\172\172\104\060\063\224\253\173\047\201\060
END
CKA_ISSUER MULTILINE_OCTAL
# Certificate "OISTE WISEKey Global Root GB CA"

# Issuer: CN=OISTE WISEKey Global Root GB CA,OU=OISTE Foundation Endorsed,O=WISEKey,C=CH
# Subject: CN=OISTE WISEKey Global Root GB CA,OU=OISTE Foundation Endorsed,O=WISEKey,C=CH
# Not Valid Before: Mon Dec 01 15:00:32 2014
# Not Valid After : Thu Dec 01 15:10:31 2039
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKC_X_509
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "OISTE WISEKey Global Root GB CA"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
# Subject MULTILINE_OCTAL

\060\126\061\130\060\011\006\003\125\004\006\023\002\103\116\061
\060\060\060\056\006\003\125\004\012\014\047\103\150\151\156\141\040
\106\115\116\141\156\143\151\141\154\040\031\145\162\164\151\146
\151\143\141\164\151\157\156\040\011\165\164\150\157\162\151\164
\171\061\025\060\023\006\003\125\004\003\014\014\03\0106\03\0101
\040\105\126\040\022\117\117\124
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL

\002\004\030\112\314\326
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "OISTE WiSeKey Global Root GB CA"
# Issuer: CN=OISTE WiSeKey Global Root GB CA,OU=OISTE Foundation Endorsed,O=WISeKey,C=CH
# Subject: CN=OISTE WiSeKey Global Root GB CA,OU=OISTE Foundation Endorsed,O=WISeKey,C=CH
# Not Valid Before: Mon Dec 01 15:00:32 2014
# Not Valid After : Thu Dec 01 15:10:31 2039
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIORITIZE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "OISTE WiSeKey Global Root GB CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\017\310\066\143\136\342\243\354\371\073\146\025\316\121\122\343
\221\232\075\060\020\060\011\053\006\001\004\001\020\026\067\025\001
\004\003\002\001\000\060\015\100\52\206\110\206\367\015\001
\001\101\300\050\000\03\020\001\001\000\100\141\373\207\262\231\201
\220\176\235\305\260\260\004\63\315\210\173\053\062\225\156\270\041
\161\130\227\175\256\067\024\257\076\347\367\232\342\175\366\161
\230\231\004\252\103\164\170\243\343\111\114\076\163\214\115\224
\340\371\161\304\266\026\016\123\170\037\326\242\207\057\002\071
\201\051\074\257\025\230\041\060\376\050\220\000\214\321\341\131
\372\136\310\375\370\020\106\073\242\170\010\221\027\164\125\012
\336\120\147\115\146\321\247\377\375\333\100\265\250\243\212\316
\146\365\017\103\315\154\270\053\127\173\143\061\152\252\056\122\330
\364\355\341\155\255\051\122\0\170\110\272\341\043\252\243\211\354
\265\253\226\300\264\13\242\035\227\236\172\362\156\100\161\337
\150\361\145\115\316\174\005\337\123\145\251\245\360\261\122\7004
\160\025\106\003\230\032\432\227\124\264\240\130\175\122\157\332
\126\046\142\324\330\333\211\061\157\034\360\042\302\323\142\034
\065\315\114\151\025\124\032\220\230\336\353\036\137\312\167\307
\331\216\075\103\151\234\232\130\320\044\073\337\033\100\226\176
\065\255\201\07\116\161\272\210\023
END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38481
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\020\016\024\025\026\027\031\032\033\034\035\036\037\040\041\042\043
\044\045\046\047\048\049\050\051\052\053\054\055\056\057\058
\059\060\061\062\063\064\065\066\067\068\069\070\071\072\073
\074\075\076\077\078\079\080\081\082\083\084\085\086\087\088
\089\090\091\092\093\094\095\096\097\100\101\102\103\104\105
\106\107\108\109\110\111\112\113\114\115\116\117\118\119\120
\121\122\123\124\125\126\127\128\129\130\131\132\133\134\135
\136\137\138\139\140\141\142\143\144\145\146\147\148\149\150
\151\152\153\154\155\156\157\158\159\160\161\162\163\164\165
\166\167\168\169\170\171\172\173\174\175\176\177\178\179\180
\181\182\183\184\185\186\187\188\189\190\191\192\193\194\195
\196\197\198\199\200\201\202\203\204\205\206\207\208\209\210
\211\212\213\214\215\216\217\218\219\220\221\222\223\224\225\226
\227\228\229\230\231\232\233\234\235\236\237\238\239\240\241\242
\243\244\245\246\247\248\249\250\251\252\253\254\255\256\257\258
\259\260\261\262\263\264\265\266\267\268\269\270\271\272\273\274
\275\276\277\278\279\280\281\282\283\284\285\286\287\288\289\290
\291\292\293\294\295\296\297\298\299\300\301\302\303\304\305\306
\307\310\311\312\313\314\315\316\317\318\319\320\321\322\323\324
\325\326\327\328\329\330\331\332\333\334\335\336\337\338\339\340
\341\342\343\344\345\346\347\348\349\350\351\352\353\354\355\356
\357\358\359\360\361\362\363\364\365\366\367\368\369\370\371\372
\373\374\375\376\377\378\379\380\381\382\383\384\385\386\387\388
\389\390\391\392\393\394\395\396\397\398\399\400\401\402\403\404
\405\406\407\408\409\410\411\412\413\414\415\416\417\418\419
\420\421\422\423\424\425\426\427\428\429\430\431\432\433\434
\435\436\437\438\439\440\441\442\443\444\445\446\447\448\449
\450\451\452\453\454\455\456\457\458\459\460\461\462\463\464
\465\466\467\468\469\470\471\472\473\474\475\476\477\478\479
\480\481\482\483\484\485\486\487\488\489\490\491\492\493\494
\495\496\497\498\499
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```
# Certificate "SZAFIR ROOT CA2"
#
# Issuer: CN=SZAFIR ROOT CA2,O=Krajowa Izba Rozliczeniowa S.A.,C=PL
# Subject: CN=SZAFIR ROOT CA2,O=Krajowa Izba Rozliczeniowa S.A.,C=PL
# Not Valid Before: Mon Oct 19 07:43:30 2015
# Not Valid After : Fri Oct 19 07:43:30 2035
# Fingerprint (SHA-256):

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# Trust for “SZAFIR ROOT CA2”
# Issuer: CN=SZAFIR ROOT CA2,O=Krajowa Izba Rozliczeniowa S.A.,C=PL
# Subject: CN=SZAFIR ROOT CA2,O=Krajowa Izba Rozliczeniowa S.A.,C=PL
# Not Valid Before: Mon Oct 19 07:43:30 2015
# Not Valid After: Fri Oct 19 07:43:30 2035
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SZAFIR ROOT CA2"
CKA_ISSUER MULTILINE_OCTAL
END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\342\122\372\225\077\355\333\304\140\275\156\050\363\234\314\317
\136\263\077\336
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\021\144\301\211\260\044\261\214\261\007\176\211\236\121\236\231
END

CKA_ISSUER MULTILINE_OCTAL
\060\121\061\013\060\011\006\003\125\004\006\023\002\212\011\046\061
\050\060\046\006\003\125\004\012\014\037\113\162\141\152\157\167
\141\040\111\172\142\141\040\122\157\172\154\151\143\172\145\156
\151\157\167\141\040\123\056\101\050\060\103\060\26\006\003\125
\004\003\014\017\123\132\101\106\111\122\040\122\117\117\124\040
\103\101\062
# Certificate "Certum Trusted Network CA 2"

# Issuer: CN=Certum Trusted Network CA 2,OU=Certum Certification Authority,O=Unizeto Technologies S.A.,C=PL
# Subject: CN=Certum Trusted Network CA 2,OU=Certum Certification Authority,O=Unizeto Technologies S.A.,C=PL
# Not Valid Before: Thu Oct 06 08:39:56 2011
# Not Valid After : Sat Oct 06 08:39:56 2046
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certum Trusted Network CA 2"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38485
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38487
\134\002\312\054\330\157\112\007\331\311\065\332\100\165\136\230
\247\031\157\236\102\020\230\165\346\225\213\140\274\355\130\022
\327\212\131\152\230\134\126\226\100\033\056\167\000\065\373\131
\344\356\077\023\141\356\333\332\055\205\360\135\256\125\262\030
\011\105\030\022\241\162\207\374\107\266\240\013\054\361\130\123
\103\150\010\152\137\073\360\166\143\373\314\006\054\246\306\342
\016\125\271\127\044\217
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Certum Trusted Network CA 2"
# Issuer: CN=Certum Trusted Network CA 2,OU=Certum Certification Authority,O=Unizeto Technologies S.A.,C=PL
# Subject: CN=Certum Trusted Network CA 2,OU=Certum Certification Authority,O=Unizeto Technologies S.A.,C=PL
# Not Valid Before: Thu Oct 06 08:39:56 2011
# Not Valid After: Sat Oct 06 08:39:56 2046
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certum Trusted Network CA 2"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\323\335\110\076\053\277\114\005\350\257\166\143\150\156\157\154\157\147\151\145\163\040
\123\056\101\056\061\045\006\003\125\004\012\023\031\125\156\151\172\145
\164\157\040\124\145\143\150\156\157\154\157\147\151\145\163\040
\123\056\101\056\061\047\060\045\006\003\125\004\013\023\030\013
\145\162\164\165\155\040\131\145\162\164\151\146\151\143\141\164
\151\157\156\040\101\165\164\150\157\162\151\164\171\061\044\060
\042\006\003\125\004\003\023\033\103\145\162\164\165\155\040\124
\162\165\163\164\145\144\040\116\145\164\157\157\162\153\040\103
\101\040\062
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\155\016\236\331\045\155\010\043\133\136\164\175\036\047\333\136
END

CKA_ISSUER MULTILINE_OCTAL
\060\020\120\066\011\130\060\011\010\006\003\125\004\006\023\002\120\014
\061\042\060\040\006\003\125\004\012\023\031\125\156\151\172\145
\164\157\040\124\145\143\150\156\157\154\157\147\151\145\163\040
\123\056\101\056\061\047\060\045\006\003\125\004\013\023\030\013
\145\162\164\165\155\040\131\145\162\164\151\146\151\143\141\164
\151\157\156\040\101\165\164\150\157\162\151\164\171\061\044\060
\042\006\003\125\004\003\023\033\103\145\162\164\165\155\040\124
\162\165\163\164\145\144\040\116\145\164\157\157\162\153\040\103
\101\040\062
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\041\132\020\112\117\045\017\311\062\067\137\125\136\022
# Certificate "Hellenic Academic and Research Institutions RootCA 2015"

# Issuer: CN=Hellenic Academic and Research Institutions RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Serial Number: 0 (0x0)
# Subject: CN=Hellenic Academic and Research Institutions RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Not Valid Before: Tue Jul 07 10:11:21 2015
# Not Valid After : Sat Jun 30 10:11:21 2040

# Fingerprint (SHA-256):

# Certificate "Hellenic Academic and Research Institutions RootCA 2015"

# Issuer: CN=Hellenic Academic and Research Institutions RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Serial Number: 0 (0x0)
# Subject: CN=Hellenic Academic and Research Institutions RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Not Valid Before: Tue Jul 07 10:11:21 2015
# Not Valid After : Sat Jun 30 10:11:21 2040

# Fingerprint (SHA-256):
# Trust for "Hellenic Academic and Research Institutions RootCA 2015"
# Issuer: CN=Hellenic Academic and Research Institutions RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Serial Number: 0 (0x0)
# Subject: CN=Hellenic Academic and Research Institutions RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Not Valid Before: Tue Jul 07 10:11:21 2015
# Not Valid After : Sat Jun 30 10:11:21 2040
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hellenic Academic and Research Institutions RootCA 2015"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\001\014\006\225\246\230\031\024\377\277\137\306\260\266\225\352
\051\351\022\246
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\312\377\342\333\003\331\313\113\351\017\255\204\375\173\030\316
END
CKA_CERT_ISSUER MULTILINE_OCTAL
\060\020\124\166\061\013\060\001\110\006\003\125\004\006\023\002\107\122
\061\017\060\015\006\003\125\004\007\023\006\101\164\150\145\156
\163\061\110\040\060\010\02\006\003\125\004\012\023\073\110\145\154\154
\145\151\151\143\040\010\143\141\144\145\155\151\143\040\141\156
\144\040\122\145\151\163\145\141\162\143\150\040\111\115\163\164\151
\164\165\164\151\115\157\156\163\040\010\143\151\162\164\056\040\101\165
\164\150\157\162\151\164\171\061\110\006\076\006\003\125\004\003
\023\067\110\145\154\151\144\145\156\151\143\040\101\143\141\144\145
\155\151\143\040\141\156\144\040\122\145\163\145\141\162\143\150
# Certificate "Hellenic Academic and Research Institutions ECC RootCA 2015"

# Issuer: CN=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Serial Number: 0 (0x0)
# Subject: CN=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Not Valid Before: Tue Jul 07 10:37:12 2015
# Not Valid After : Sat Jun 30 10:37:12 2040
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hellenic Academic and Research Institutions ECC RootCA 2015"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\010\161\160\160\011\000\006\003\012\005\004\006\023\002\010\012
\061\010\160\006\001\013\000\006\003\012\005\004\007\023\006\010\164\150\145\156
\163\061\104\006\010\02\006\003\012\005\004\012\023\073\011\145\154\154
\145\156\151\143\040\101\143\141\144\145\155\151\143\040\141\156
\144\040\122\145\163\145\141\162\143\150\040\111\156\163\164\151
\164\161\164\151\157\156\163\040\013\145\162\164\056\040\101\116
\164\150\157\162\151\164\171\061\010\04\060\012\02\006\003\012\02\004\003
\023\073\110\145\154\154\145\156\151\143\040\101\143\141\144\145
\155\114\143\040\141\156\144\040\122\145\163\145\141\162\143\150
\104\011\156\163\164\151\164\165\164\151\157\156\163\040\105\103
\103\040\122\157\157\164\103\101\04\006\02\060\061\065
END

# CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\001\000

END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\020\125\061\013\060\001\11\006\003\12\005\004\006\023\002\107\122
\061\017\060\001\005\006\003\12\005\004\007\023\006\101\164\150\145\156
\163\061\104\060\012\006\003\12\005\004\012\023\073\110\145\154\154

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38493
# Trust for "Hellenic Academic and Research Institutions ECC RootCA 2015"

# Issuer: CN=Hellenic Academic and Research Institutions ECC RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Serial Number: 0 (0x0)
# Subject: CN=Hellenic Academic and Research Institutions ECC RootCA 2015,O=Hellenic Academic and Research Institutions Cert. Authority,L=Athens,C=GR
# Not Valid Before: Tue Jul 07 10:37:12 2015
# Not Valid After : Sat Jun 30 10:37:12 2040
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hellenic Academic and Research Institutions ECC RootCA 2015"

END
Certificate "ISRG Root X1"

Issuer: CN=ISRG Root X1,O=Internet Security Research Group,C=US
Subject: CN=ISRG Root X1,O=Internet Security Research Group,C=US
Not Valid Before: Thu Jun 04 11:04:38 2015
Not Valid After : Mon Jun 04 11:04:38 2035

Certificate

Object Class CK OBJECT_CLASS CKO_CERTIFICATE
Token CK BBOOL CK_TRUE
Private CK BBOOL CK_FALSE
Modifiable CK BBOOL CK_FALSE
Label UTF8 "ISRG Root X1"
Certificate Type CK CERTIFICATE_TYPE CKC_X_509
Subject MULTILINE_OCTAL
Serial Number MULTILINE_OCTAL
Id UTF8 "0"
Issuer MULTILINE_OCTAL
Issuer Serial Number MULTILINE_OCTAL

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38496
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "ISRG Root X1"
# Issuer: CN=ISRG Root X1,O=Internet Security Research Group,C=US
# Subject: CN=ISRG Root X1,O=Internet Security Research Group,C=US
# Not Valid Before: Thu Jun 04 11:04:38 2015
# Not Valid After : Mon Jun 04 11:04:38 2035
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "ISRG Root X1"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\312\275\052\171\241\007\152\061\362\035\045\066\065\313\003\235
\103\051\245\350
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\014\322\371\340\332\027\163\351\355\206\115\245\343\160\347\116
END
CKA_ISSUER MULTILINE_OCTAL
\060\117\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\051\060\047\006\003\125\004\012\023\040\111\156\164\145\162\156
\145\164\040\123\145\143\165\162\151\164\171\040\122\145\163\145
\141\162\143\151\040\107\162\157\165\160\061\122\023\060\023\006\003
\125\004\003\023\014\111\123\122\107\040\122\157\157\164\040\130
\061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\021\000\020\020\031\260\032\100\343\131\104\143\340\273\143
\202\213\000
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "AC RAIZ FNMT-RCM"
#
# Issuer: OU=AC RAIZ FNMT-RCM,O=FNMT-RCM,C=ES
# Subject: OU=AC RAIZ FNMT-RCM,O=FNMT-RCM,C=ES
# Not Valid After : Tue Jan 01 00:00:00 2030
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "AC RAIZ FNMT-RCM"
# Issuer: OU=AC RAIZ FNMT-RCM,O=FNMT-RCM,C=ES
# Subject: OU=AC RAIZ FNMT-RCM,O=FNMT-RCM,C=ES
# Not Valid After : Tue Jan 01 00:00:00 2030
# Fingerprint (SHA-256):

END

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AC RAIZ FNMT-RCM"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
END

CKA_ISSUER MULTILINE_OCTAL
END
PKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\017\135\223\215\060\147\066\310\006\035\032\307\124\204\151
\007
END

PKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
PKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
PKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
PKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "Amazon Root CA 1"
#
# Issuer: CN=Amazon Root CA 1,O=Amazon,C=US
# Subject: CN=Amazon Root CA 1,O=Amazon,C=US
# Not Valid Before: Tue May 26 00:00:00 2015
# Not Valid After: Sun Jan 17 00:00:00 2038
# Fingerprint (SHA-256):
PKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
PKA_TOKEN CK_BBOOL CK_TRUE
PKA_PRIVATE CK_BBOOL CK_FALSE
PKA_MODIFIABLE CK_BBOOL CK_FALSE
PKA_LABEL UTF8 "Amazon Root CA 1"

PKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
PKA_SUBJECT_MULTILINE_OCTAL
\060\071\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\017\060\015\006\003\125\004\012\023\006\101\155\141\172\157\156
\061\031\060\027\006\003\125\004\003\023\020\101\155\141\172\157
\156\040\122\157\157\164\040\103\101\040\061
END

PKA_ID UTF8 "0"

PKA_ISSUER_MULTILINE_OCTAL
\060\071\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\017\060\015\006\003\125\004\012\023\006\101\155\141\172\157\156
\061\031\060\027\006\003\125\004\003\023\020\101\155\141\172\157
\156\040\122\157\157\164\040\103\101\040\061
END

PKA_SERIAL_NUMBER_MULTILINE_OCTAL
\002\017\135\223\215\060\147\066\310\006\035\032\307\124\204\151
\007
END

PKA_VALUE_MULTILINE_OCTAL
\060\020\003\101\060\022\002\051\124\003\002\001\002\002\023\006
\154\237\317\231\277\214\012\071\342\360\170\212\103
\346\226\066\133\132
END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38503
# Trust for "Amazon Root CA 1"
# Issuer: CN=Amazon Root CA 1,O=Amazon,C=US
# Subject: CN=Amazon Root CA 1,O=Amazon,C=US
# Not Valid Before: Tue May 26 00:00:00 2015
# Not Valid After: Sun Jan 17 00:00:00 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Amazon Root CA 1"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
1215|247|371|145|354|136|374|067|22|01|03|156|131|375|301|314
152|156|336|026
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
003|006|277|256|354|376|255|057|030|306|210|150|060|374|310|346
END
CKA_ISSUER MULTILINE_OCTAL
060|071|061|013|060|011|006|003|125|004|006|023|002|125|123|061
017|060|015|006|003|125|004|012|023|006|101|155|141|172|157|156
061|031|060|027|006|003|125|004|003|023|020|101|155|141|172|157
156|040|122|157|157|164|040|103|101|040|061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
002|023|006|154|237|317|231|277|214|012|071|342|360|170|212|103
346|226|066|133|312
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Amazon Root CA 2"
# Issuer: CN=Amazon Root CA 2,O=Amazon,C=US
# Subject: CN=Amazon Root CA 2,O=Amazon,C=US
# Not Valid Before: Tue May 26 00:00:00 2015
# Not Valid After : Sat May 26 00:00:00 2040
# Fingerprint (SHA-256):

<table>
<thead>
<tr>
<th>CKA_CLASS</th>
<th>CK_OBJECT_CLASS</th>
<th>CKO_CERTIFICATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>CKA_TOKEN</td>
<td>CK_BBOOL</td>
<td>CK_TRUE</td>
</tr>
<tr>
<td>CKA_PRIVATE</td>
<td>CK_BBOOL</td>
<td>CK_FALSE</td>
</tr>
<tr>
<td>CKA_MODIFIABLE</td>
<td>CK_BBOOL</td>
<td>CK_FALSE</td>
</tr>
<tr>
<td>CKA_LABEL UTF8</td>
<td>&quot;Amazon Root CA 2&quot;</td>
<td></td>
</tr>
<tr>
<td>CKA_CERTIFICATE_TYPE</td>
<td>CK_CERTIFICATE_TYPE</td>
<td>CKC_X_509</td>
</tr>
<tr>
<td>CKA_SUBJECT</td>
<td>MULTILINE_OCTAL</td>
<td></td>
</tr>
<tr>
<td>CKA_ID UTF8</td>
<td>&quot;0&quot;</td>
<td></td>
</tr>
<tr>
<td>CKA_ISSUER</td>
<td>MULTILINE_OCTAL</td>
<td></td>
</tr>
<tr>
<td>CKA_SERIAL_NUMBER</td>
<td>MULTILINE_OCTAL</td>
<td></td>
</tr>
<tr>
<td>CKA_VALUE</td>
<td>MULTILINE_OCTAL</td>
<td></td>
</tr>
</tbody>
</table>

END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38506
END

# Trust for "Amazon Root CA 2"
# Issuer: CN=Amazon Root CA 2,O=Amazon,C=US

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE

CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_LABEL UTF8 "Amazon Root CA 2"

CKA_CERT_HASH_MD5_MULTILINE_OCTAL
\132\214\357\105\327\246\230\131\166\172\214\213\104\226\265\170
\317\107\113\032\n
END

CKA_CERT_HASH_SHA1_MULTILINE_OCTAL
\132\214\357\105\327\246\230\131\166\172\214\213\104\226\265\170
\317\107\113\032\n
END

CKA_ISSUER_MULTILINE_OCTAL
\060\071\066\013\066\001\100\066\003\125\004\004\023\002\025\125\123\061
\017\060\015\006\003\125\004\012\023\006\101\155\141\172\157\156
\061\031\060\027\066\003\125\004\003\023\020\011\155\141\172\157
\156\040\122\157\157\164\040\103\101\040\062
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\023\006\154\237\325\164\040\103\101\040\062
\133\046\273\212\067
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
#
# Certificate "Amazon Root CA 3"
#
# Issuer: CN=Amazon Root CA 3,O=Amazon,C=US
# Subject: CN=Amazon Root CA 3,O=Amazon,C=US
# Not Valid Before: Tue May 26 00:00:00 2015
# Not Valid After : Sat May 26 00:00:00 2040
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Amazon Root CA 3"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\071\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\017\060\015\006\003\125\004\012\023\006\101\155\141\172\157\156
\061\031\060\027\006\003\125\004\003\023\020\101\155\141\172\157
\156\040\122\157\157\164\040\103\101\040\063
END
CKA_ID UTF8 "0"
CKA_ISSUER_MULTILINE_OCTAL
\060\071\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\017\060\015\006\003\125\004\012\023\006\101\155\141\172\157\156
\061\031\060\027\006\003\125\004\003\023\020\101\155\141\172\157
\156\040\122\157\157\164\040\103\101\040\063
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\023\006\154\237\325\164\227\066\146\077\073\013\232\331\350
\236\166\003\362\112
END
CKA_VALUE MULTILINE_OCTAL
\060\020\001\266\060\202\001\133\240\003\002\001\002\002\023\006
\154\237\325\164\227\066\146\077\073\013\232\331\350\236\166\003

# Trust for "Amazon Root CA 3"
# Issuer: CN=Amazon Root CA 3,O=Amazon,C=US
# Subject: CN=Amazon Root CA 3,O=Amazon,C=US
# Not Valid Before: Tue May 26 00:00:00 2015
# Not Valid After : Sat May 26 00:00:00 2040
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Amazon Root CA 3"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\015\104\335\214\074\214\032\032\130\165\144\201\351\017\056\052
\377\263\322\156
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\240\324\357\013\367\265\330\111\122\350\52\354\365\304\374\201\207
END
CKA_ISSUER.MULTILINE_OCTAL
\060\06\01\013\06\00\01\0006\00\03\125\00\04\00\06\02\33\00\22\125\123\061
\017\06\00\15\00\06\00\03\125\00\04\01\02\33\00\61\10\115\1\141\172\157\156
\06\10\01\06\00\27\00\06\00\03\125\00\04\00\03\02\33\02\00\10\155\141\172\157
\15\6\04\00\122\157\157\164\04\0\10\10\04\063
END
CKA_SERIAL_NUMBER.MULTILINE_OCTAL
\002\023\00\06\154\237\1\235\164\1227\06\146\07\07\01\013\232\331\350
\236\166\00\3\362\112
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
#
# Certificate "Amazon Root CA 4"
#
# Issuer: CN=Amazon Root CA 4,O=Amazon,C=US
# Subject: CN=Amazon Root CA 4,O=Amazon,C=US
# Not Valid Before: Tue May 26 00:00:00 2015
# Not Valid After : Sat May 26 00:00:00 2040
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Amazon Root CA 4"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT.MULTILINE_OCTAL
\060\071\061\013\06\00\01\0006\00\03\125\00\04\00\06\02\33\00\22\125\123\061
\017\06\00\15\00\06\00\03\125\00\04\01\02\33\00\61\10\115\1\141\172\157\156
\06\10\01\06\00\27\00\06\00\03\125\00\04\00\03\02\33\02\00\10\155\141\172\157
\15\6\04\00\122\157\157\164\04\0\10\10\04\064
END
CKA_ID UTF8 "0"
CKA_ISSUER.MULTILINE_OCTAL
\060\071\061\013\06\00\01\0006\00\03\125\00\04\00\06\02\33\00\22\125\123\061
\017\06\00\15\00\06\00\03\125\00\04\01\02\33\00\61\10\115\1\141\172\157\156
\06\10\01\06\00\27\00\06\00\03\125\00\04\00\03\02\33\02\00\10\155\141\172\157
\15\6\04\00\122\157\157\164\04\0\10\10\04\064

Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 38511
# Trust for "Amazon Root CA 4"
# Issuer: CN=Amazon Root CA 4,O=Amazon,C=US
# Subject: CN=Amazon Root CA 4,O=Amazon,C=US
# Not Valid Before: Tue May 26 00:00:00 2015
# Not Valid After : Sat May 26 00:00:00 2040
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Amazon Root CA 4"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\366\020\204\007\326\370\273\147\230\014\302\342\104\302\353\256
\034\357\143\276
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\211\274\047\325\353\027\215\006\152\151\325\375\211\107\264\315
END

CKA_ISSUER MULTILINE_OCTAL
\060\071\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\017\060\015\006\003\125\004\012\023\006\101\155\141\172\157\156
\061\031\060\027\006\003\125\004\003\023\020\101\155\141\172\157
\156\040\122\157\157\164\040\103\101\040\064
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\023\006\154\237\327\301\273\020\114\051\103\345\161\173\173
\054\310\032\301\016
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "Symantec Class 1 Public Primary Certification Authority - G6"
#
# Issuer: CN=Symantec Class 1 Public Primary Certification Authority - G6,OU=Symantec Trust Network,O=Symantec Corporation,C=US
# Subject: CN=Symantec Class 1 Public Primary Certification Authority - G6,OU=Symantec Trust Network,O=Symantec Corporation,C=US
# Not Valid Before: Tue Oct 18 00:00:00 2011
# Not Valid After : Tue Dec 01 23:59:59 2037
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38515
END
CKA_NSS MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
# For Email Distrust After: Wed Aug 31 00:00:00 2022
CKA_NSS_EMAIL_DISTRUST_AFTER MULTILINE_OCTAL
\062\062\060\070\063\061\060\060\060\060\060\060\060\132
END

# Trust for "Symantec Class 1 Public Primary Certification Authority - G6"
# Issuer: CN=Symantec Class 1 Public Primary Certification Authority - G6,OU=Symantec Trust
# Subject: CN=Symantec Class 1 Public Primary Certification Authority - G6,OU=Symantec Trust
# Not Valid Before: Tue Oct 18 00:00:00 2011
# Not Valid After : Tue Dec 01 23:59:59 2037
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_ISSUER MULTILINE_OCTAL
\121\177\141\036\360\122\113\123\202\373\104\331\125\303
\314\123\155\144
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\044\062\165\363\230
END
CKA_Trust_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38516
Certificate "Symantec Class 2 Public Primary Certification Authority - G6"

Issuer: CN=Symantec Class 2 Public Primary Certification Authority - G6,OU=Symantec Trust
Network,O=Symantec Corporation,C=US

Subject: CN=Symantec Class 2 Public Primary Certification Authority - G6,OU=Symantec Trust
Network,O=Symantec Corporation,C=US

Not Valid Before: Tue Oct 18 00:00:00 2011
Not Valid After : Tue Dec 01 23:59:59 2037

Fingerprint (SHA-256):

CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
TOKEN CK_BBOOL CK_TRUE
PRIVATE CK_BBOOL CK_FALSE
MODIFIABLE CK_BBOOL CK_FALSE
LABEL UTF8 "Symantec Class 2 Public Primary Certification Authority - G6"
CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
SUBJECT MULTILINE_OCTAL

ISSUER MULTILINE_OCTAL

ID UTF8 "0"
ISSUER MULTILINE_OCTAL

END
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
# For Email Distrust After: Wed Aug 31 00:00:00 2022
CKA_NSS_EMAIL_DISTRUST_AFTER MULTILINE_OCTAL
   062/062/060/070/063/061/060/060/060/060/060/061/0132
END

# Trust for "Symantec Class 2 Public Primary Certification Authority - G6"
# Issuer: CN=Symantec Class 2 Public Primary Certification Authority - G6,OU=Symantec Trust
# Network,O=Symantec Corporation,C=US
# Subject: CN=Symantec Class 2 Public Primary Certification Authority - G6,OU=Symantec Trust
# Network,O=Symantec Corporation,C=US
# Not Valid Before: Tue Oct 18 00:00:00 2011
# Not Valid After: Tue Dec 01 23:59:59 2037
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Symantec Class 2 Public Primary Certification Authority - G6"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
   062/062/060/070/063/061/060/060/060/060/060/060/061/0132
END

# SHA-256:
# SHA1:
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\175\013\203\345\373\174\255\007\117\040\251\265\337\143\355\171
END
CKA_ISSUER MULTILINE_OCTAL
\060\020\224\061\013\060\001\11\006\003\125\004\006\023\002\125\123
\061\035\060\033\060\003\125\004\012\023\024\123\171\155\141\156
\164\145\143\040\103\157\162\160\157\162\141\164\151\157\156\061
\037\060\035\006\003\125\004\013\023\026\123\171\155\141\156
\145\143\040\124\162\165\163\164\040\116\145\164\167\157\162\153
\061\105\060\013\060\003\125\004\003\023\074\123\171\155\141\156
\164\145\143\040\103\154\141\163\163\040\062\040\120\165\142\154
\151\143\040\120\162\151\155\141\162\171\040\103\145\162\164\151
\146\151\143\141\164\151\157\156\040\101\165\164\150\157\162\151
\164\171\040\055\040\107\066
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\144\202\236\374\067\036\164\135\374\227\377\227\310\261
\377\101
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
#
# Certificate "D-TRUST Root CA 3 2013"
#
# Issuer: CN=D-TRUST Root CA 3 2013,O=D-Trust GmbH,C=DE
# Serial Number: 1039788 (0xfddac)
# Subject: CN=D-TRUST Root CA 3 2013,O=D-Trust GmbH,C=DE
# Not Valid Before: Fri Sep 20 08:25:51 2013
# Not Valid After : Wed Sep 20 08:25:51 2028
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "D-TRUST Root CA 3 2013"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\105\061\013\060\001\11\006\003\125\004\006\023\002\104\105\061
\025\060\023\000\003\125\004\012\014\014\010\055\124\162\165\163
\164\040\107\155\142\110\061\137\060\035\006\003\125\004\003\014
\026\104\055\124\122\125\123\124\040\122\157\157\164\040\103\101
\040\063\040\062\060\061\063
END

# Trust for "D-TRUST Root CA 3 2013"
# Issuer: CN=D-TRUST Root CA 3 2013,O=D-Trust GmbH,C=DE
# Serial Number: 1039788 (0xfddac)
# Subject: CN=D-TRUST Root CA 3 2013,O=D-Trust GmbH,C=DE
# Not Valid Before: Fri Sep 20 08:25:51 2013
# Not Valid After : Wed Sep 20 08:25:51 2028

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "TUBITAK Kamu SM SSL Kok Sertifikasi - Surum 1"
# Issuer: CN=TUBITAK Kamu SM SSL Kok Sertifikasi - Surum 1,OU=Kamu Sertifikasyon Merkezi - Kamu SM,O=Türkiye Bilimsel ve Teknolojik Araştırma Kurumu - TUBITAK,L=Gebze - Kocaeli,C=TR
# Serial Number: 1 (0x1)
# Subject: CN=TUBITAK Kamu SM SSL Kok Sertifikasi - Surum 1,OU=Kamu Sertifikasyon Merkezi - Kamu SM,O=Türkiye Bilimsel ve Teknolojik Araştırma Kurumu - TUBITAK,L=Gebze - Kocaeli,C=TR
# Not Valid Before: Mon Nov 25 08:25:55 2013
# Not Valid After : Sun Oct 25 08:25:55 2043
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TUBITAK Kamu SM SSL Kok Sertifikasi - Surum 1"
cka_CERT_SHA1_HASH MULTILINE_OCTAL
\061\103\144\233\354\316\047\354\355\072\077\013\217\015\344\350\221\335\356\312
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\334\000\201\334\151\057\076\057\260\073\366\075\132\221\216\111
END
CKA_ISSUER MULTILINE_OCTAL
\060\201\322\061\013\060\011\100\060\003\125\004\006\060\023\002\124\122
\061\030\060\026\060\003\125\004\007\023\017\107\145\142\172\145
\040\055\040\113\157\143\141\145\154\151\061\102\060\100\066\003
\125\004\012\203\071\124\165\162\153\151\171\145\040\102\151\154
\151\155\163\145\154\040\166\145\040\124\145\153\156\157\154\157
\152\151\153\040\101\162\141\163\164\151\162\155\141\040\113\165
\162\165\151\165\040\055\040\124\125\102\111\124\101\113\061\055
\060\053\006\003\125\004\013\023\044\113\141\155\165\040\123\145
\162\164\151\146\151\153\141\163\171\157\156\040\115\145\162\153
\145\172\151\040\055\040\113\141\155\165\040\123\115\061\066\056
\064\006\003\125\004\003\023\055\124\125\021\111\124\101\113\040
\113\141\155\165\040\123\115\040\123\113\140\040\113\157\153\040

# Certificate "GDCA TrustAUTH R5 ROOT"

# Issuer: CN=GDCA TrustAUTH R5 ROOT,O="GUANG DONG CERTIFICATE AUTHORITY CO.,LTD.",C=CN
# Serial Number: 7d:09:97:fe:f0:47:ea:7a
# Subject: CN=GDCA TrustAUTH R5 ROOT,O="GUANG DONG CERTIFICATE AUTHORITY CO.,LTD.",C=CN
# Not Valid Before: Wed Nov 26 05:13:15 2014
# Not Valid After: Mon Dec 31 15:59:59 2040

END

# Certificate "GDCA TrustAUTH R5 ROOT"

# Issuer: CN=GDCA TrustAUTH R5 ROOT,O="GUANG DONG CERTIFICATE AUTHORITY CO.,LTD.",C=CN
# Serial Number: 7d:09:97:fe:f0:47:ea:7a
# Subject: CN=GDCA TrustAUTH R5 ROOT,O="GUANG DONG CERTIFICATE AUTHORITY CO.,LTD.",C=CN
# Not Valid Before: Wed Nov 26 05:13:15 2014
# Not Valid After: Mon Dec 31 15:59:59 2040

END
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "GDCA TrustAUTH R5 ROOT"
# Issuer: CN=GDCA TrustAUTH R5 ROOT,O="GUANG DONG CERTIFICATE AUTHORITY CO.,LTD.",C=CN
# Serial Number:7d:09:97:fe:f0:47:ea:7a
# Subject: CN=GDCA TrustAUTH R5 ROOT,O="GUANG DONG CERTIFICATE AUTHORITY CO.,LTD.",C=CN
# Not Valid Before: Wed Nov 26 05:13:15 2014
# Not Valid After : Mon Dec 31 15:59:59 2040
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GDCA TrustAUTH R5 ROOT"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\017\066\070\133\201\032\045\303\233\061\034\052\031\362\064\052\061\062\060\006\003\125\004\006\023\002\032\031\061\116\061\063\062\060\060\006\003\125\004\012\014\051\107\125\010\116\070\040\104\117\116\070\040\103\105\122\124\111\106\111\103\101\124\105\040\101\125\124\110\117\122\111\124\131\104\010\137\056\054\114\124\104\056\061\037\060\035\006\003\125\004\003\104\126\107\104\103\101\040\124\162\165\163\164\101\125\124\110\040\122\065\040\122\117\117\124
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\143\314\331\075\064\065\134\157\123\243\342\010\160\110\037\264
END
CKA_ISSUER MULTILINE_OCTAL
\060\142\061\130\060\011\100\60\003\125\004\006\023\002\032\031\061\116\061\063\062\060\006\003\125\004\012\014\051\107\125\010\116\070\040\104\117\116\070\040\103\105\122\124\111\106\111\103\101\124\105\040\101\125\124\110\117\122\111\124\131\104\010\137\056\054\114\124\104\056\061\037\060\035\006\003\125\004\003\104\126\107\104\103\101\040\124\162\165\163\164\101\125\124\110\040\122\065\040\122\117\117\124
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\175\011\227\376\360\107\352\172
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "TrustCor RootCert CA-1"
#
# Issuer: CN=TrustCor RootCert CA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Serial Number:00:da:9b:ec:71:f3:03:60:19
# Subject: CN=TrustCor RootCert CA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Not Valid Before: Thu Feb 04 12:32:16 2016
# Not Valid After: Mon Dec 31 17:23:16 2029
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TrustCor RootCert CA-1"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
06092011244061013060001100600031250040006023002120101
0610170600150060031250040100014006120141156141155
1410610240600220060031250040007014013120141156141
155141040103151164171061044060042006003125004012
0140331241621651631641031517162040123171163164145
155163040123056040144150401220561114056061047060
04500600031250040130140361241621651631641031517162
040010314516216415114611514311411641450401011651164
1501517162151164171061037060035006003125004003014
0261241621651631641031517162040122157157164103145
162164040103101055061
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
06092011244061013060001100600031250040006023002120101
0610170600150060031250040100014006120141156141155
1410610240600220060031250040007014013120141156141
155141040103151164171061044060042006003125004012
0140331241621651631641031517162040123171163164145
155163040123056040144150401220561114056061047060
04500600031250040130140361241621651631641031517162
040010314516216415114611514311411641450401011651164
1501517162151164171061037060035006003125004003014
0261241621651631641031517162040122157157164103145
162164040103101055061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
00201100003322333135A1613363003260031
END
CKA_VALUE MULTILINE_OCTAL
0602020004060002200203030240000300200100200200116000
3322333135A1613363003260031060015006011052206110206
3670150010010130050000060201244061013060011006003

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END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "TrustCor RootCert CA-1"
# Issuer: CN=TrustCor RootCert CA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de
# R.L.,L=Panama City,ST=Panama,C=PA
# Serial Number:00:da:9b:ec:71:f3:03:b0:19
# Subject: CN=TrustCor RootCert CA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de
# R.L.,L=Panama City,ST=Panama,C=PA
# Not Valid Before: Thu Feb 04 12:32:16 2016
# Not Valid After : Mon Dec 31 17:23:16 2029
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TrustCor RootCert CA-1"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
CKA_CERT_MD5_HASH MULTILINE_OCTAL
FF:BD:CD:E7:82:C8:43:5E:3C:6F:26:86:5C:CA:A8:3A:45:5B:C3:0A
END
CKA_ISSUER MULTILINE_OCTAL
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\011\000\332\233\354\161\363\003\260\031

END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#

Certificate "TrustCor RootCert CA-2"

#

Issuer: CN=TrustCor RootCert CA-2,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de
R.L.L.,L=Panama City,ST=Panama,C=PA

Serial Number:25a1:df:ca:33:cb:59:02

Subject: CN=TrustCor RootCert CA-2,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de
R.L.L.,L=Panama City,ST=Panama,C=PA


Not Valid After : Sun Dec 31 17:26:39 2034

Fingerprint (SHA-256):


CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TrustCor RootCert CA-2"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL
\060\024\024\060\025\006\003\125\004\006\023\002\120\101
\061\107\060\155\006\003\125\004\010\014\006\120\141\156\141\155
\141\061\024\060\022\006\003\125\004\007\014\013\120\141\156\141
\155\141\040\103\151\164\171\061\044\060\042\006\003\125\004\012
\014\033\124\162\165\163\164\103\157\162\040\123\171\163\164\145
\155\163\040\123\056\040\144\145\040\122\056\114\056\061\047\060
\045\006\003\125\004\013\014\036\124\162\165\163\164\103\157\162
\040\103\145\162\164\151\146\151\143\141\164\145\040\101\165\164
\150\157\162\151\164\171\061\037\060\035\006\003\125\004\003\014
\026\124\162\165\163\164\103\157\162\040\122\157\157\164\103\145
\162\164\040\103\101\055\061

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END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "TrustCor RootCert CA-2"
# Issuer: CN=TrustCor RootCert CA-2,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Serial Number:25:a1:df:ca:33:cb:59:02
# Subject: CN=TrustCor RootCert CA-2,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Not Valid Before: Thu Feb 04 12:32:23 2016
# Not Valid After : Sun Dec 31 17:26:39 2034
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TrustCor RootCert CA-2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL "27027615531312636112527111433324022312116006064307"
"2242621034300"
# Certificate "TrustCor ECA-1"

# Issuer: CN=TrustCor ECA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Serial Number:00:84:82:2c:5f:1c:62:d0:40
# Subject: CN=TrustCor ECA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Not Valid Before: Thu Feb 04 12:32:33 2016
# Not Valid After : Mon Dec 31 17:28:07 2029
# Fingerprint (SHA1): 58:D1:DF:95:95:67:6B:63:C0:F0:5B:1C:17:4D:8B:84:0B:C8:78:BD

END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\242\341\370\030\013\272\105\325\307\t101\052\273\067\122\105\144
END

CKA_ISSUER MULTILINE_OCTAL
\060\201\244\061\013\060\011\006\003\125\004\006\023\002\120\101
\061\017\060\015\006\003\125\004\010\014\006\120\141\156\141\155
\141\061\024\060\022\006\003\125\004\007\014\013\120\141\156\141
\155\141\040\103\151\164\171\061\044\060\042\006\003\125\004\012
\014\033\124\162\165\163\164\103\157\162\040\123\171\163\164\145
\155\163\040\123\056\040\144\145\040\122\056\114\056\061\047\060
\045\006\003\125\004\013\014\036\124\162\165\163\164\103\157\162
\040\103\145\162\164\151\146\141\143\114\164\145\040\101\165\164
\150\157\162\151\164\171\061\037\060\035\006\003\125\004\003\014
\026\124\162\165\163\164\103\157\162\040\122\157\157\164\103\145
\162\164\040\103\101\055\062
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\045\241\337\312\063\313\131\002
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
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CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL

CKA_SERIAL_NUMBER MULTILINE_OCTAL

CKA_VALUE MULTILINE_OCTAL
# Trust for "TrustCor ECA-1"
# Issuer: CN=TrustCor ECA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Serial Number:00:84:82:2c:5f:1c:62:d0:40
# Subject: CN=TrustCor ECA-1,OU=TrustCor Certificate Authority,O=TrustCor Systems S. de R.L.,L=Panama City,ST=Panama,C=PA
# Not Valid Before: Thu Feb 04 12:32:33 2016
# Not Valid After : Mon Dec 31 17:28:07 2029
# Fingerprint (SHA-256):
# Fingerprint (SHA1): 58:D1:DF:95:95:67:6B:63:C0:F0:5B:1C:17:4D:8B:84:0B:C8:78:BD
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TrustCor ECA-1"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\130\321\337\225\225\147\153\143\300\360\133\034\027\115\213\204
\013\310\170\275
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\047\222\043\035\012\365\100\174\351\346\153\235\330\365\347\154
END
CKA_ISSUER MULTILINE_OCTAL
\060\201\234\061\013\060\011\006\003\125\004\006\023\002\120\101
\061\107\060\015\006\003\125\004\010\014\006\120\141\156\141\155
\141\061\024\060\022\060\003\125\004\007\014\013\120\141\156\141
\155\141\040\103\151\164\171\061\044\060\042\006\003\125\004\102
\014\033\124\162\165\163\164\103\157\162\040\123\171\163\164\145
\151\163\040\123\035\060\040\144\145\040\122\056\114\056\061\047\060
\045\006\003\125\004\013\014\036\124\162\165\163\164\103\157\162
\040\103\145\162\164\151\146\151\143\141\164\145\040\101\165\164
\150\157\162\151\164\171\061\027\060\025\006\003\125\004\003\014
\016\124\162\165\163\164\103\157\162\040\105\103\101\055\061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\011\000\204\202\054\137\034\142\320\100
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "SSL.com Root Certification Authority RSA"
#
# Issuer: CN=SSL.com Root Certification Authority RSA,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Subject: CN=SSL.com Root Certification Authority RSA,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Not Valid After: Tue Feb 12 17:39:39 2041
# Fingerprint (SHA-256):
# Fingerprint (SHA1):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SSL.com Root Certification Authority RSA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
END
CKA_VALUE MULTILINE_OCTAL
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for “SSL.com Root Certification Authority RSA”
# Issuer: CN=SSL.com Root Certification Authority RSA,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Subject: CN=SSL.com Root Certification Authority RSA,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Not Valid After: Tue Feb 12 17:39:39 2041
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SSL.com Root Certification Authority RSA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\267\253\063\010\321\352\104\167\272\024\200\022\132\157\275\251
\066\111\014\273
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\206\151\022\300\160\361\135\254\254\302\325\274\245\133\241\051
END
CKA_ISSUER MULTILINE_OCTAL
\060\174\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\016\060\014\006\003\125\004\010\140\005\124\145\170\141\163\061
\020\060\016\006\003\125\004\007\140\007\110\157\165\163\164\157
\156\061\103\006\002\260\060\003\125\004\012\140\017\123\123\114\040
\103\157\162\160\157\162\141\164\151\157\156\061\060\057\006
\003\125\004\003\140\050\123\123\114\056\143\157\155\040\122\157
\157\164\040\103\145\162\164\151\146\151\143\141\164\151\157\156
\040\101\165\164\150\157\162\151\164\171\040\122\123\101
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\173\054\233\323\026\200\062\231
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "SSL.com Root Certification Authority ECC"
#
# Issuer: CN=SSL.com Root Certification Authority ECC,O=SSL Corporation,L=Houston,ST=Texas,C=US
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE

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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38545


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\004\000\042\003\142\000\004\105\156\251\120\304\246\043\066\236
\137\050\215\027\313\226\042\144\077\334\172\216\035\314\010\263
\242\161\044\272\216\111\271\004\033\107\226\130\253\055\225\310
\355\236\010\065\310\047\353\211\214\123\130\353\142\212\376\360
\133\017\153\061\122\143\101\073\211\131\534\354\266\215\031\323
\064\007\334\373\006\177\302\015\313\033\107\226\130\253\055\225\310
\011\351\010\137\032\143\030\060\034\141\060\035\006\003\125
\035\016\004\026\004\024\202\321\205\163\060\347\065\004\323\216
\002\222\373\345\244\321\304\041\350\315\060\017\006\003\125\035
\023\001\000\137\077\004\005\060\003\001\001\137\77\060\303\006\031\215
\035\043\004\030\060\026\200\024\202\321\205\163\060\347\065\004
\323\216\002\222\373\345\244\321\304\041\350\315\060\016\006\003
\125\035\017\001\001\137\77\004\004\003\002\000\12\060\012\006\010
\052\206\110\316\075\004\003\002\003\147\000\060\144\002\060\157
\347\353\131\021\244\140\171\141\260\226\173\355\005\371\057\023
\221\134\355\345\374\120\153\021\106\106\263\034\041\000\142\273
\276\033\347\353\015\007\231\371\015\013\135\162\076\034\252\002
\060\037\274\272\013\134\206\044\373\174\155\201\125\102\123\107\6
\200\015\063\345\146\243\263\243\273\245\325\213\217\011\054\246
\135\176\342\360\007\010\150\155\322\174\151\156\137\337\345\152
\145
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "SSL.com Root Certification Authority ECC"
# Issuer: CN=SSL.com Root Certification Authority ECC,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Serial Number:75:e6:df:cb:1e:68:5b:a8
# Subject: CN=SSL.com Root Certification Authority ECC,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Not Valid Before: Fri Feb 12 18:14:03 2016
# Not Valid After : Tue Feb 12 18:14:03 2041
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SSL.com Root Certification Authority ECC"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
30\30\30\31\174\071\044\346\124\257\033\304\253\040\225\172\342\303
\016\023\002\152
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\056\332\344\071\177\234\217\067\321\160\237\046\027\121\072\216
END

CKA_ISSUER MULTILINE_OCTAL
```

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\060\017\061\013\060\011\006\003\0125\004\006\023\002\125\123\061
\016\060\014\006\003\0125\004\010\014\005\124\145\170\141\163\061
\020\060\016\006\003\0125\004\007\014\007\110\157\165\163\164\157
\156\061\030\060\026\006\003\0125\004\012\014\017\123\123\114\040
\103\157\162\160\157\162\141\164\151\157\156\061\061\060\057\006
\003\125\004\003\014\050\123\123\114\056\143\157\155\040\122\157
\157\164\040\103\145\162\164\151\146\151\143\141\164\151\157\156
\040\101\165\164\150\157\162\151\164\171\040\105\103\103

END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR

CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR

CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST

CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "SSL.com EV Root Certification Authority RSA R2"
#
# Issuer: CN=SSL.com EV Root Certification Authority RSA R2,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Serial Number:56:b6:29:cd:34:bc:78:f6
# Subject: CN=SSL.com EV Root Certification Authority RSA R2,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Not Valid Before: Wed May 31 18:14:37 2017
# Not Valid After : Fri May 30 18:14:37 2042
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE

CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_LABEL UTF8 "SSL.com EV Root Certification Authority RSA R2"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL
\060\060\017\061\013\060\011\006\003\0125\004\006\023\002\125\123
\061\016\060\014\006\003\0125\004\010\014\005\124\145\170\141\163
\016\012\006\016\006\003\0125\004\012\014\005\124\145\170\141\163
\157\156\061\030\060\026\006\003\0125\004\012\014\005\124\145\170\141\163
\104\010\137\162\160\157\162\141\164\151\157\156\061\067\060\065
\008\006\013\025\004\003\014\056\123\123\114\056\143\157\155\040\105
\126\040\122\157\157\164\040\103\145\162\164\151\146\151\143\141
\164\151\157\156\040\101\165\164\150\157\162\151\164\171\040\122
\123\101\040\122\062

END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\077\024\312\100\026\225\204\363\131\251\254\137\114\141\223\155
\321\073\314\242\225\014\042\246\147\174\104\056\271\331\322\212
\101\263\146\013\132\373\175\043\245\362\032\260\377\336\233\203
\224\056\321\077\373\222\267\221\257\005\073\145\307\240\154\261
\315\142\022\203\220\033\334\045\316\064\274\157\167\166\261\020
\303\367\050\323\300\262\257\164\142\110\027\167\222\151\120\014
\034\336\225\200\164\124\217\030\034\303\336\003\320\277\244\010
\165\206\123\030\172\012\056\011\034\066\237\221\135\020\212\042
\113\221\016\120\045\335\313\003\140\027\311\103\000\010\116\065
\115\212\121\355\360\002\224\146\054\104\177\131\225\047\226\027
\255\011\006\025\246\266\161\102\156\213\027\366\034\011\124\055\073
\230\245\161\132\124\023\331\140\363\365\11\146\117\372\361\356
\040\022\125\264\254\127\261\105\143\124\125\166\251\302\373
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "SSL.com EV Root Certification Authority RSA R2"
#Issuer: CN=SSL.com EV Root Certification Authority RSA R2,O=SSL Corporation,L=Houston,ST=Texas,C=US
#Serial Number:56:b6:29:cd:34:bc:78:f6
#Subject: CN=SSL.com EV Root Certification Authority RSA R2,O=SSL Corporation,L=Houston,ST=Texas,C=US
#Not Valid Before: Wed May 31 18:14:37 2017
#Not Valid After : Fri May 30 18:14:37 2042
#Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SSL.com EV Root Certification Authority RSA R2"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\164\072\360\122\233\320\062\240\036\112\203\315\324\272\251\173
\174\056\304\232
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\341\036\061\130\032\256\124\123\002\366\027\152\021\173\115\225
END

CKA_ISSUER MULTILINE_OCTAL
\060\021\202\061\103\060\011\006\003\125\004\006\023\002\125\123
\061\106\060\14\006\003\125\004\010\014\005\124\145\170\141\163
\061\102\060\16\006\003\125\004\007\014\007\110\157\165\163\164
\157\156\061\103\060\026\060\003\125\004\012\014\017\123\123\114
\040\103\157\162\161\157\162\141\164\151\157\156\061\067\060\065
\006\003\125\004\003\140\056\123\123\114\056\143\157\155\040\105
\126\040\122\157\157\164\040\103\145\162\164\151\146\151\143\141

164\151\157\156\040\101\165\164\150\157\162\151\164\171\040\122
\123\101\040\122\062
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\126\266\051\135\064\274\170\366
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "SSL.com EV Root Certification Authority ECC"
#
#
# Issuer: CN=SSL.com EV Root Certification Authority ECC,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Serial Number:2c:29:9c:5b:16:ed:05:95
# Subject: CN=SSL.com EV Root Certification Authority ECC,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Not Valid After: Tue Feb 12 18:15:23 2041
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SSL.com EV Root Certification Authority ECC"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL
\060\177\060\113\060\101\006\003\125\004\006\023\002\125\123\061
\016\060\014\060\003\125\004\010\014\005\124\145\170\141\163\061
\020\060\016\006\003\125\004\007\014\007\110\157\165\163\164\157
\156\061\030\060\026\006\003\125\004\012\014\017\123\123\114\040
\103\157\162\160\157\162\141\164\151\157\156\061\064\060\062\006
\003\125\004\003\014\053\123\123\114\056\143\157\155\040\105\126
\040\122\157\157\164\140\010\145\162\164\151\146\151\143\141\164
\151\157\156\040\101\165\164\150\157\162\151\164\171\040\105\103
\103
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\177\060\113\060\101\006\003\125\004\006\023\002\125\123\061
\016\060\014\060\003\125\004\010\014\005\124\145\170\141\163\061
\020\060\016\006\003\125\004\007\014\007\110\157\165\163\164\157
\156\061\030\060\026\006\003\125\004\012\014\017\123\123\114\040
\103\157\162\160\157\162\141\164\151\157\156\061\064\060\062\006
\003\125\004\003\014\053\123\123\114\056\143\157\155\040\105\126
\040\122\157\157\164\140\010\145\162\164\151\146\151\143\141\164
\151\157\156\040\101\165\164\150\157\162\151\164\171\040\105\103
\103
END
# Trust for "SSL.com EV Root Certification Authority ECC"
# Issuer: CN=SSL.com EV Root Certification Authority ECC,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Serial Number: 2c:29:9c:5b:16:ed:05:95
# Subject: CN=SSL.com EV Root Certification Authority ECC,O=SSL Corporation,L=Houston,ST=Texas,C=US
# Not Valid After: Tue Feb 12 18:15:23 2041
# Fingerprint (SHA-256):
# Fingerprint (SHA1):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "SSL.com EV Root Certification Authority ECC"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\114\335\121\243\321\365\040\062\024\260\306\305\062\043\003\221\307\106\102\155
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\131\123\042\145\203\102\000\124\300\316\102\271\132\174\362\220
CKA_ISSUER MULTILINE_OCTAL
\060\177\061\013\060\011\006\003\125\004\006\023\002\125\123\061\016\060\014\006\003\125\004\010\014\005\124\145\170\141\163\061\020\060\016\006\003\125\004\007\140\007\110\157\165\163\164\157\156\061\030\060\026\006\003\125\004\012\014\017\123\123\114\040\103\157\162\160\157\162\141\164\151\157\156\061\164\060\062\006\003\125\004\003\140\053\123\114\056\143\157\155\040\105\126\040\122\157\157\164\040\103\145\162\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150\157\162\151\164\171\040\105\103\103
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\054\051\234\133\026\355\005\225
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "GlobalSign Root CA - R6"
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R6
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R6
# Not Valid Before: Wed Dec 10 00:00:00 2014
# Not Valid After : Sun Dec 10 00:00:00 2034
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Root CA - R6"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\114\061\040\060\036\006\003\125\004\013\023\027\107\154\157\142\141\154\123\151\147\156\040\122\157\157\164\040\103\101\040\055\040\122\060\061\023\060\021\006\003\125\004\012\023\012\017
\154\157\142\141\154\123\151\147\156\016\023\002\021\006\003\125\004\003\023\012\017\154\157\142\141\154\123\151\147\156
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\114\061\040\060\036\006\003\125\004\013\023\027\107\154\157\142\141\154\123\151\147\156\040\122\157\157\164\040\103\101\040\055\040\122\060\061\023\060\021\006\003\125\004\012\023\012\017
\154\157\142\141\154\123\151\147\156\016\023\002\021\006\003\125\004\003\023\012\017\154\157\142\141\154\123\151\147\156
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\016\105\346\273\003\203\063\033\205\145\110\346\377\105\121
END
CKA_VALUE MULTILINE_OCTAL
\060\202\005\203\060\020\003\153\240\000\003\002\001\002\002\016\015
\346\273\003\203\063\033\205\145\110\346\377\105\121\060\015\006
\011\052\206\110\026\067\150\001\001\014\005\000\006\114\061\040
\060\036\006\003\125\004\013\023\027\107\154\157\142\141\154\123\151\147\156\040\122\157\157\164\040\103\101\040
\055\040\122\060\061\023\060\021\006\003\125\004\012\023\012\017
\154\157\142\141\154\123\151\147\156\016\023\002\021\006\003\125\004\003\023\012\017\154\157\142\141\154\123\151\147
END
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38555
# Trust for "GlobalSign Root CA - R6"
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R6
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign Root CA - R6
# Not Valid Before: Wed Dec 10 00:00:00 2014
# Not Valid After : Sun Dec 10 00:00:00 2034
# Fingerprint (SHA-256):

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Certificate "OISTE WISeKey Global Root GC CA"

# Issuer: CN=OISTE WISeKey Global Root GC CA,OU=OISTE Foundation Endorsed,O=WISeKey,C=CH
# Subject: CN=OISTE WISeKey Global Root GC CA,OU=OISTE Foundation Endorsed,O=WISeKey,C=CH
# Not Valid Before: Tue May 09 09:48:34 2017
# Not Valid After: Fri May 09 09:58:33 2042
# Fingerprint (SHA-256):
# Fingerprint (SHA1):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "OISTE WISeKey Global Root GC CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
CKA_ISSUER MULTILINE_OCTAL
CKA_SERIAL_NUMBER MULTILINE_OCTAL
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
# Trust for "OISTE WiSeKey Global Root GC CA"
# Issuer: CN=OISTE WiSeKey Global Root GC CA,OU=OISTE Foundation Endorsed,O=WiSeKey,C=CH
# Subject: CN=OISTE WiSeKey Global Root GC CA,OU=OISTE Foundation Endorsed,O=WiSeKey,C=CH
# Not Valid Before: Tue May 09 09:48:34 2017
# Not Valid After : Fri May 09 09:58:33 2042
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "OISTE WiSeKey Global Root GC CA"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\340\021\204\136\064\336\276\026\046\321\226\037\303\271\061

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\251\326\271\055\057\223\144\370\245\151\312\221\351\150\007\043

CKA_ISSUER MULTILINE_OCTAL
\060\155\006\101\306\001\110\006\003\125\004\006\023\002\103\110\061
\020\060\016\006\003\125\004\012\23\007\127\111\123\145\113\145
\171\061\042\060\040\060\003\125\004\013\023\031\117\111\123\124
\105\040\106\157\165\156\144\141\164\151\157\156\040\105\156\144
\157\162\163\145\144\061\050\060\046\006\003\125\004\003\023\037
\117\111\123\124\105\040\127\111\123\145\113\145\171\040\107\154
\157\142\141\154\040\122\157\157\164\040\107\103\040\03\101

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\041\052\126\014\256\133\201\142\253\100\105\277\053\242\055
\072\352

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
# Certificate "UCA Global G2 Root"

# Issuer: CN=UCA Global G2 Root,O=UniTrust,C=CN
# Subject: CN=UCA Global G2 Root,O=UniTrust,C=CN
# Not Valid Before: Fri Mar 11 00:00:00 2016
# Not Valid After: Mon Dec 31 00:00:00 2040
# Fingerprint (SHA-256):
# Fingerprint (SHA1):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "UCA Global G2 Root"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\075\061\013\060\011\006\003\125\004\006\023\002\010\160\061
\021\060\017\060\003\125\004\012\014\010\125\156\151\124\162\165
\163\164\061\033\060\031\006\003\125\004\003\014\022\125\103\101
\040\107\154\157\142\141\154\040\107\062\040\122\157\157\164
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\075\061\013\060\011\006\003\125\004\006\023\002\010\160\061
\021\060\017\060\003\125\004\012\014\010\125\156\151\124\162\165
\163\164\061\033\060\031\006\003\125\004\003\014\022\125\103\101
\040\107\154\157\142\141\154\040\107\062\040\122\157\157\164
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\135\337\261\132\132\243\355\135\276\132\145\040\145\003
\220\235
END
CKA_VALUE MULTILINE_OCTAL
\060\020\005\106\060\022\003\056\240\003\002\011\002\002\020\135
\337\261\132\132\243\355\135\276\132\145\040\145\003\220\235\70\060
\015\006\011\052\206\110\206\367\015\001\001\013\005\000\060\075
\061\103\060\011\006\003\125\004\006\023\002\010\160\061\021\060
\017\006\003\125\004\012\014\010\125\156\151\124\162\165\163\164
\061\103\060\031\006\003\125\004\003\014\022\125\103\101\040\107
\154\157\142\141\154\040\107\062\040\122\157\157\164\060\360\207
\150\156\066\060\063\061\061\060\060\060\060\060\132\270\1015
\064\060\061\062\063\060\106\060\060\060\060\132\060\075\061
\013\060\001\100\003\125\004\006\023\002\103\166\061\021\060\017
\006\003\125\004\012\014\010\125\156\151\124\162\165\163\164\061
\033\060\031\006\003\125\004\003\014\022\125\103\101\040\107\154
\157\142\141\154\040\107\062\040\122\157\157\164\060\202\002\042
# Trust for "UCA Global G2 Root"
# Issuer: CN=UCA Global G2 Root,O=UniTrust,C=CN
# Subject: CN=UCA Global G2 Root,O=UniTrust,C=CN
# Not Valid Before: Fri Mar 11 00:00:00 2016
# Not Valid After: Mon Dec 31 00:00:00 2040
# Fingerprint (SHA-256):

END

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "UCA Global G2 Root"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\050\371\170\026\031\172\377\030\045\030\252\104\376\301\240\316
\134\266\114\212
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
# Certificate "UCA Extended Validation Root"
#
# Issuer: CN=UCA Extended Validation Root,O=UniTrust,C=CN
# Subject: CN=UCA Extended Validation Root,O=UniTrust,C=CN
# Not Valid Before: Fri Mar 13 00:00:00 2015
# Not Valid After : Fri Dec 31 00:00:00 2038

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "UCA Extended Validation Root"

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "UCA Extended Validation Root"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\107\060\101\13\060\103\060\01\106\003\125\004\006\023\002\103\116\061
\021\106\017\060\003\125\004\012\014\010\125\156\151\124\162\165
\163\164\060\103\060\003\125\004\003\014\022\125\103\101
\040\107\154\157\142\141\154\040\107\062\040\122\157\157\164
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\107\060\101\13\060\103\060\01\106\003\125\004\006\023\002\103\116\061
\021\106\017\060\003\125\004\012\014\010\125\156\151\124\162\165
\163\164\060\103\060\003\125\004\003\014\022\125\103\101
\040\105\170\164\145\156\144\145\144\040\126\141\154\151\144\141
\164\151\157\156\040\122\157\157\164
END
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Certigna Root CA"
# Issuer: CN=Certigna Root CA,OU=0002 48146308100036,O=Dhimyotis,C=FR
# Subject: CN=Certigna Root CA,OU=0002 48146308100036,O=Dhimyotis,C=FR
# Not Valid Before: Tue Oct 01 08:32:27 2013
# Not Valid After : Sat Oct 01 08:32:27 2033
# Fingerprint (SHA-256):

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38570


```plaintext
\352\160\377\355\317\021\107\232\146\316\116\062\026\335\043\100\052
\167\263\257\074\001\054\154\355\231\054\213\331\116\151\230\026
\367\217\101\260\062\170\113\260\151\137\303\372\242\100\022\035
\134\027\346\160\076\065\347\242\267\302\124\342\253\244\070\114
\265\071\065\157\352\003\011\372\072\124\150\205\155\326\362\057
\103\125\032\221\015\016\330\325\152\244\226\321\023\074\054\170
\120\350\072\222\322\027\126\345\065\032\100\034\076\215\054\355
\071\137\102\340\203\011\164\337\243\315\032\206\140\110\050\343
\151\011\124\000\123\444\166\151\041\015\171\116\064\010\136\024
\302\314\261\126\275\327\174\160\212\307\205\002\003\000\100\000
\243\102\060\100\060\035\000\003\125\035\016\004\026\004\024\237
\357\015\206\023\260\043\333\355\251\271\361\041\027\177\076\374\360
\167\053\032\060\016\000\031\125\035\017\001\000\137\004\004\003
\002\001\006\030\017\006\000\031\125\035\023\001\000\137\004\005\060
\003\001\001\137\006\015\006\011\052\206\110\206\037\015\001\001
\013\005\000\003\320\200\100\000\131\137\362\214\365\207\175\161
\075\243\237\030\313\332\132\332\370\323\234\153\066\275\233\235\111\14
\353\336\026\054\164\075\236\346\165\332\327\272\247\274\102\027
\347\075\221\353\345\175\335\076\234\346\131\172\222\254\154\110\314
\302\204\077\151\073\305\266\025\057\243\065\306\150\052\034\127
\257\071\357\215\320\065\303\030\014\173\000\126\030\343\151\230\331
\164\336\276\017\022\340\320\252\241\077\002\064\261\160\316\235
\303\026\010\003\011\106\356\140\340\176\266\304\111\004\121\175
\160\140\274\252\262\377\171\162\172\246\035\075\137\052\370\312
\342\375\071\267\107\271\135\317\176\335\004\043\257\372\234\060\007
\351\137\143\223\200\100\265\036\150\012\061\050\316\014\237\317
\263\040\065\200\010\121\154\304\067\173\201\057\200\241\100\102
\205\351\331\170\235\350\241\123\315\011\277\151\135\013\200\063\62
\105\013\220\372\256\341\276\235\362\256\127\074\245\256\262\126
\364\213\145\100\351\175\061\201\054\364\071\111\330\356\153\247
\262\426\035\245\243\230\367\001\120\330\205\175\363\121\134\161
\210\336\272\314\037\200\176\112

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "emSign Root CA - G1"
# Issuer: CN=emSign Root CA - G1,O=eMudhra Technologies Limited,OU=emSign PKI,C=IN
# Subject: CN=emSign Root CA - G1,O=eMudhra Technologies Limited,OU=emSign PKI,C=IN
# Not Valid Before: Sun Feb 18 18:30:00 2018
# Not Valid After : Wed Feb 18 18:30:00 2043
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38575
# Certificate "emSign ECC Root CA - G3"

# Issuer: CN=emSign ECC Root CA - G3,O=eMudhra Technologies Limited,OU=emSign PKI,C=IN
# Serial Number: 3c:f6:07:a9:68:70:0e:da:8b:84
# Subject: CN=emSign ECC Root CA - G3,O=eMudhra Technologies Limited,OU=emSign PKI,C=IN
# Not Valid Before: Sun Feb 18 18:30:00 2018
# Not Valid After : Wed Feb 18 18:30:00 2043
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "emSign ECC Root CA - G3"
CKA_SUBJECT MULTILINE_OCTAL
\060\153\061\013\060\003\125\004\006\023\002\111\116\061
\023\060\021\006\003\125\004\013\023\012\145\155\123\151\147\156
\040\120\113\111\061\045\060\043\006\003\125\004\012\023\034\145
\115\165\144\150\162\141\040\124\145\143\150\156\157\154\157\147
\151\145\163\040\114\151\155\151\164\145\144\061\034\060\032\006
\003\125\004\003\023\023\145\155\123\151\147\156\040\122\157\157
\164\040\103\101\040\055\040\107\061

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\012\061\365\344\142\014\154\130\355\326\330

END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

END
\023\001\001\377\004\005\060\003\001\000\1\377\060\012\006\010\052
\026\010\316\075\004\003\003\151\000\060\146\002\061\000\276
\363\141\317\002\020\035\144\225\007\270\030\156\210\205\005\057
\203\010\027\220\312\037\212\114\350\015\033\172\261\125\325\201
\011\107\357\073\254\010\004\174\134\231\126\355\107\007\322\002
\061\000\235\272\212\374\251\112\350\355\355\346\166\001\102\173
\310\370\140\331\12\123\125\073\373\214\173\353\145\011\303
\370\226\315\107\250\202\236\206\125\167\044\176\022\020\225\004
\054\243
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "emSign ECC Root CA - G3"
# Issuer: CN=emSign ECC Root CA - G3,O=eMudhra Technologies Limited,OU=emSign PKI,C=IN
# Subject: CN=emSign ECC Root CA - G3,O=eMudhra Technologies Limited,OU=emSign PKI,C=IN
# Not Valid Before: Sun Feb 18 18:30:00 2018
# Not Valid After : Wed Feb 18 18:30:00 2043
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "emSign ECC Root CA - G3"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\060\103\372\117\362\127\334\240\303\200\356\056\130\352\170\262
\077\346\273\301
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\316\013\162\321\237\210\216\320\120\003\350\343\270\213\147\100
END
CKA_ISSUER MULTILINE_OCTAL
\060\153\060\013\060\011\006\003\125\004\006\023\020\111\116\061
\023\060\021\006\003\125\004\013\023\012\145\155\123\151\147\156
\040\120\113\111\061\045\060\043\060\03\125\004\012\023\034\145
\115\165\144\150\162\141\040\124\145\143\150\156\157\154\157\147
\151\145\163\040\114\151\155\151\164\145\144\061\040\060\036\006
\003\125\004\003\023\027\145\155\123\151\147\156\040\105\103\103
\040\122\157\157\164\040\103\101\040\055\040\107\063
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\012\074\366\007\251\150\160\163\322\213\204
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
# Certificate "emSign Root CA - C1"

# Issuer: CN=emSign Root CA - C1,O=eMudhra Inc,OU=emSign PKI,C=US
# Serial Number:00:ae:cf:00:ba:c4:cf:32:f8:43:b2
# Subject: CN=emSign Root CA - C1,O=eMudhra Inc,OU=emSign PKI,C=US
# Not Valid Before: Sun Feb 18 18:30:00 2018
# Not Valid After : Wed Feb 18 18:30:00 2043
# Fingerprint (SHA-256):

**CKA_CLASS** CK_OBJECT_CLASS CKO_CERTIFICATE

**CKA_TOKEN** CK_BBOOL CK_TRUE

**CKA_MODIFIABLE** CK_BBOOL CK_FALSE

**CKA_LABEL** UTF8 "emSign Root CA - C1"

**CKA_CERTIFICATE_TYPE** CK_CERTIFICATE_TYPE CKC_X_509

**CKA_SUBJECT** MULTILINE_OCTAL
\060\126\061\130\060\011\006\003\125\004\006\023\002\125\123\061
\023\060\021\006\003\125\004\013\023\012\145\155\123\151\147\156
\040\120\113\111\060\022\040\022\006\003\125\004\012\023\013\145
\115\165\144\150\162\141\040\111\156\143\061\034\060\032\006\003
\125\004\003\023\023\145\155\123\151\147\156\040\122\157\157\164
\040\013\010\040\055\040\010\030\061

END

**CKA_ID** UTF8 "0"

**CKA_ISSUER** MULTILINE_OCTAL
\060\126\061\130\060\011\006\003\125\004\006\023\002\125\123\061
\023\060\021\006\003\125\004\013\023\012\145\155\123\151\147\156
\040\120\113\111\060\022\040\022\006\003\125\004\012\023\013\145
\115\165\144\150\162\141\040\111\156\143\061\034\060\032\006\003
\125\004\003\023\023\145\155\123\151\147\156\040\122\157\157\164
\040\013\010\040\055\040\010\030\061

END

**CKA_SERIAL_NUMBER** MULTILINE_OCTAL
\002\013\000\256\317\000\272\030\031\062\037\010\032\262

END

**CKA_VALUE** MULTILINE_OCTAL
\060\020\003\163\060\022\002\133\240\003\002\001\002\002\013\000
\125\017\000\272\034\031\062\037\010\032\060\015\006\011\052\026
\110\020\036\015\000\001\010\013\005\000\006\126\016\010\130\060\11\006
\003\125\004\006\023\002\125\123\061\023\060\002\010\006\003\125\004
\013\023\012\145\155\123\151\147\156\040\120\113\111\061\024\060
\022\006\003\125\004\012\023\013\145\155\161\144\150\162\141\040
# Trust for "emSign Root CA - C1"

# Issuer: CN=emSign Root CA - C1,O=eMudhra Inc,OU=emSign PKI,C=US
# Serial Number:00:ae:cf:00:bac:4:f8:43:b2
# Subject: CN=emSign Root CA - C1,O=eMudhra Inc,OU=emSign PKI,C=US
# Not Valid Before: Sun Feb 18 18:30:00 2018
# Not Valid After : Wed Feb 18 18:30:00 2043

# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "emSign Root CA - C1"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\347\056\361\337\374\262\011\050\317\135\324\325\147\067\261\121
\313\206\117\001

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\330\343\135\001\041\372\170\132\260\337\272\322\356\052\137\150

# Certificate "emSign ECC Root CA - C3"

# Issuer: CN=emSign ECC Root CA - C3,O=eMudhra Inc,OU=emSign PKI,C=US
OPEN SOURCE USED IN CONNECTED-PHARMA 1.7.4 - MERCK CONNECTED PHARMA

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```
# Trust for "emSign ECC Root CA - C3"
# Issuer: CN=emSign ECC Root CA - C3,O=eMudhra Inc,OU=emSign PKI,C=US
# Subject: CN=emSign ECC Root CA - C3,O=eMudhra Inc,OU=emSign PKI,C=US
# Not Valid Before: Sun Feb 18 18:30:00 2018
# Not Valid After : Wed Feb 18 18:30:00 2043
# Fingerprint (SHA-256):
# CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
# CKA_TOKEN CK_BBOOL CK_TRUE
# CKA_PRIVATE CK_BBOOL CK_FALSE
# CKA_MODIFIABLE CK_BBOOL CK_FALSE
# CKA_LABEL UTF8 "emSign ECC Root CA - C3"
# CKA_CERT_SHA1_HASH MULTILINE_OCTAL
# CKA_CERT_MD5_HASH MULTILINE_OCTAL
# CKA_ISSUER MULTILINE_OCTAL
```
Certificate "Hongkong Post Root CA 3"

Issuer: CN=Hongkong Post Root CA 3,O=Hongkong Post,L=Hong Kong,ST=Hong Kong,C=HK
Subject: CN=Hongkong Post Root CA 3,O=Hongkong Post,L=Hong Kong,ST=Hong Kong,C=HK
Not Valid Before: Sat Jun 03 02:29:46 2017
Not Valid After: Tue Jun 03 02:29:46 2042
Fingerprint (SHA-256):

Certificate "Hongkong Post Root CA 3"
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Hongkong Post Root CA 3"
# Issuer: CN=Hongkong Post Root CA 3,O=Hong Kong Post,L=Hong Kong,ST=Hong Kong,C=HK
# Subject: CN=Hongkong Post Root CA 3,O=Hong Kong Post,L=Hong Kong,ST=Hong Kong,C=HK
# Not Valid Before: Sat Jun 03 02:29:46 2017
# Not Valid After : Tue Jun 03 02:29:46 2042
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Hongkong Post Root CA 3"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\130\242\320\354\040\122\201\113\301\363\370\144\002\044\116\302 \216\002\113\002 END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\021\374\237\275\163\060\000\02\212\375\077\363\130\271\131\040\360 END
CKA_ISSUER_MULTILINE_OCTAL
\060\157\061\013\060\011\006\003\125\004\006\023\002\110\113\061 \022\060\020\006\003\125\004\010\023\011\110\157\156\147\040\113 \157\156\147\061\022\060\020\006\003\125\004\007\023\011\110\157 \155\147\040\113\157\156\147\061\026\060\024\006\003\125\004\012 \023\015\110\157\156\147\153\157\156\147\040\120\157\163\164\061 \040\060\036\000\003\125\004\003\023\027\110\157\156\147\153\157 \156\147\040\120\157\163\164\040\122\157\157\164\040\103\101\040 \063 END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\024\010\026\137\212\114\245\354\000\311\223\100\337\304\306 \256\043\270\034\132\244 END
# Certificate "Entrust Root Certification Authority - G4"

# Issuer: CN=Entrust Root Certification Authority - G4,O=Entrust, Inc.,C=US
# Serial Number: 00:d9:b5:43:7f:af:a9:39:0f:00:00:00:55:65:ad:58
# Subject: CN=Entrust Root Certification Authority - G4,O=Entrust, Inc.,C=US
# Not Valid Before: Wed May 27 11:11:16 2015
# Not Valid After : Sun Dec 27 11:41:16 2037
# Fingerprint (SHA-256):

END
# Trust for "Entrust Root Certification Authority - G4"
# Issuer: CN=Entrust Root Certification Authority - G4, OU="(c) 2015 Entrust, Inc. - for authorized use only", O=See www.entrust.net/legal-terms, C=US
# Serial Number: 00:d9:b5:43:7f:af:a9:39:0f:00:00:00:00:55:65:ad:58
# Subject: CN=Entrust Root Certification Authority - G4, OU="(c) 2015 Entrust, Inc. - for authorized use only", O=See www.entrust.net/legal-terms, C=US
# Not Valid Before: Wed May 27 11:11:16 2015
# Not Valid After: Sun Dec 27 11:41:16 2037
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Entrust Root Certification Authority - G4"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\024\210\116\206\046\067\260\046\257\131\142\134\100\167\354\065
\051\272\226\001

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\211\123\361\203\043\267\174\216\005\361\214\141\070\116\037\210

CKA_ISSUER MULTILINE_OCTAL
\060\201\276\061\013\060\011\006\003\125\004\006\023\002\125\123
\061\026\060\024\060\003\125\004\012\023\015\105\156\164\162\165
\163\164\054\040\111\156\143\056\061\050\060\046\060\003\125\004
\013\023\037\123\145\145\040\167\167\167\167\156\145\156\164\162\165
Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma

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```plaintext
\163\164\056\156\145\164\057\154\145\147\141\154\055\164\145\162
\151\163\061\071\060\067\006\003\125\004\013\023\060\050\143\051
\040\062\060\061\065\040\105\156\164\162\165\163\164\054\040\111
\156\143\056\040\055\040\146\157\162\040\141\165\164\150\157\162
\151\172\145\144\040\165\163\145\040\157\156\154\171\061\062\060
\060\006\003\125\004\003\023\051\105\156\164\162\165\163\164\040
\122\157\157\164\040\103\145\162\164\151\146\151\143\141\164\151
\157\156\040\101\165\164\150\157\162\151\164\171\040\055\040\107
\064
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\021\000\331\265\103\177\257\251\071\017\000\000\000\000\125
\145\255\130
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR

CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR

CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST

CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

#
# Certificate "Microsoft ECC Root Certificate Authority 2017"
#
# Issuer: CN=Microsoft ECC Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Subject: CN=Microsoft ECC Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Not Valid Before: Wed Dec 18 23:06:45 2019
# Not Valid After : Fri Jul 18 23:16:04 2042
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE

CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_LABEL UTF8 "Microsoft ECC Root Certificate Authority 2017"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT MULTILINE_OCTAL
\060\145\061\013\060\011\100\003\125\004\006\023\002\125\123\061
\036\060\034\006\003\125\004\012\023\025\115\151\143\162\157\163
\157\146\164\040\103\157\162\160\157\162\141\164\151\157\156\061
\066\060\064\006\003\125\004\003\023\055\115\151\143\162\157\163
\157\146\164\040\105\103\103\040\122\157\157\164\040\103\145\162
\164\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151
\164\171\040\062\060\061\067
END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\145\061\013\060\011\100\003\125\004\006\023\002\125\123\061
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Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 38590
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Microsoft ECC Root Certificate Authority 2017"
# Issuer: CN=Microsoft ECC Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Subject: CN=Microsoft ECC Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Not Valid Before: Wed Dec 18 23:06:45 2019
# Not Valid After : Fri Jul 18 23:16:04 2042
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Microsoft ECC Root Certificate Authority 2017"

# Certificate "Microsoft RSA Root Certificate Authority 2017"
# Issuer: CN=Microsoft RSA Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Subject: CN=Microsoft RSA Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Not Valid After: Fri Jul 18 23:00:23 2042

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Microsoft RSA Root Certificate Authority 2017"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\145\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\036\060\034\006\003\125\004\012\023\025\115\151\143\162\157\163
\157\146\164\040\103\157\162\160\157\162\141\164\151\157\156\061
\066\060\064\006\003\125\004\003\023\055\115\151\143\162\157\163
\157\146\164\040\102\123\101\040\122\157\164\040\103\145\162
\164\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151
\164\171\040\062\060\061\067
END
CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\145\061\013\060\060\011\006\003\125\004\006\023\002\125\123\061
\036\060\034\006\003\125\004\012\023\025\115\151\143\162\157\163
\157\146\164\040\103\157\162\160\157\162\141\164\151\157\156\061
\066\060\064\006\003\125\004\003\023\055\115\151\143\162\157\163
\157\146\164\040\102\123\101\040\122\157\164\040\103\145\162
\164\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151
\164\171\040\062\060\061\067
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\036\323\227\011\137\330\264\263\107\160\036\252\276\177
\105\263
END

CKA_VALUE MULTILINE_OCTAL
\060\020\005\250\060\020\003\220\240\003\002\001\002\002\020\036
\323\227\011\137\330\264\263\107\160\036\252\276\177\105\263\060
\015\006\011\052\206\110\206\367\015\000\100\140\005\000\060\145
\061\013\060\111\006\003\125\004\006\023\025\125\123\016\036\060
\034\006\003\125\004\012\023\025\115\151\143\162\157\163\157\146
\164\040\103\157\162\160\157\162\141\164\151\157\156\061\066\060
\064\006\003\125\004\003\023\055\115\151\143\162\157\163\157\146
\164\040\122\123\101\040\122\157\157\164\040\103\145\162\164\151
\146\151\143\141\164\145\040\101\165\164\150\157\162\151\164\171

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38593
\067\072\050\011\004\003\002\001\000\006\015\006\011\052\020\061\010\020
\367\075\070\001\000\014\005\000\003\020\021\000\002\025\024\057\076\013
\302\021\226\211\016\023\347\222\236\227\025\270\023\242\246\010
\056\000\023\015\026\005\015\047\312\040\035\027\227\030\035\032\354\015
\250\027\226\256\014\053\026\021\017\000\023\012\315\125\315\123\071
\155\042\141\013\010\013\047\056\010\042\277\023\020\021\017\036\013\023\020
\020\030\011\070\023\017\016\021\077\346\343\026\221\024\037\015\052
\177\064\164\255\021\112\073\136\237\237\024\044\222\276\022
\241\025\011\012\036\033\056\010\032\112\012\016\157\125\253\272
\265\024\106\256\021\141\073\030\024\210\045\014\014\020\010\066\333\063
\004\025\154\262\230\016\124\040\045\334\223\340\370\034\125\025\075
\070\051\033\012\024\022\023\010\151\056\337\144\361\123\021\313\041
\112\165\040\235\025\022\017\344\326\334\003\361\13\113\030\050\107\021
\262\127\132\224\266\251\033\027\053\027\111\345\166\013\012\126
\231\072\067\261\037\151\054\022\021\022\012\341\337\114\024\036\166
\115\024\123\373\015\053\036\035\033\323\037\032\354\037\336\010\035\023\015
\031\073\067\013\034\050\042\047\162\053\026\036\331\127\273\060\035\044\015
\334\041\175\012\673\024\263\337\060\141\011\301\340\036\020\011\043\067
\124\063\374\017\027\030\042\027\013\256\010\133\117\024\275\047\243\037\056
\070\023\021\223\224\266\163\030\044\012\135\027\133\040\211\255\267\014
\146\017\136\075\020\046\226\063\037\612\022\310\062\021\021
\030\023\017\177\021\011\326\146\061\040\010\020\207\055\014\326\031
\257\064\230\012\014\020\373\020\321\030\036\074\172\214\024
\301\037\522\054\124\016\130\023\117\161\022\035\227\127\010\012\115
\031\144\321\043\126\373\025\052\056\160\276\146\340\014\024\035
\345\021\363\023\000\013\070\152\220\022\147\113\262\150\023\265\142
\217\351\007\214\172\073\136\017\347\214\270\036\174\357\067\375
\164\043\321\011\177\063\162\341\122\071\155\275\022\257\276\014\011
\160\017\043\155\215\026\036\022\223\163\104\026\155\035\036\036\347\034
\225\020\021\272\226\135\070\024\364\253\336\012\060\020\223\330\011
\000\011\142\105\047\113\072\102\020\133\177\145\267\147\076\012
\055\234\026\153\252\140\030\173\243\102\114\161\307\014\312\076
\203\034\246\037\367\026\001\060\136\121\243\171\035\160\151\246\101
\104\017\206\026\005\042\221\030\075\352\025\061\017\024
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Microsoft RSA Root Certificate Authority 2017"
# Issuer: CN=Microsoft RSA Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Subject: CN=Microsoft RSA Root Certificate Authority 2017,O=Microsoft Corporation,C=US
# Not Valid After : Fri Jul 18 23:00:23 2042
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Microsoft RSA Root Certificate Authority 2017"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\163\245\346\112\073\377\203\026\377\016\334\141\212\220\156
\116\256\115\164
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\020\377\000\377\317\311\370\307\172\300\356\065\216\311\017\107
END
CKA_ISSUER MULTILINE_OCTAL
\060\145\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\036\060\034\006\003\125\004\012\023\025\15\115\143\162\157\163
\157\146\164\040\103\157\162\160\157\162\141\164\151\157\156\061
\060\060\064\006\003\125\004\003\230\055\15\115\143\162\157\163
\157\146\164\040\122\123\101\040\122\157\164\040\103\145\162
\164\151\146\151\143\141\164\145\040\101\165\164\150\157\162\151
\164\171\040\062\060\061\067
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\036\323\227\011\137\330\264\263\107\160\036\252\276\177
\105\263
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "e-Szigno Root CA 2017"
#
# Issuer: CN=e-Szigno Root CA 2017,OID.2.5.4.97=VATHU-23584497,O=Microsec Ltd.,L=Budapest,C=HU
# Serial Number:01:54:48:ef:21:fd:97:59:0d:5f:04:0a
# Subject: CN=e-Szigno Root CA 2017,OID.2.5.4.97=VATHU-23584497,O=Microsec Ltd.,L=Budapest,C=HU
# Not Valid Before: Tue Aug 22 12:07:06 2017
# Not Valid After : Fri Aug 22 12:07:06 2042
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "e-Szigno Root CA 2017"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
# Trust for "e-Szigno Root CA 2017"
# Issuer: CN=e-Szigno Root CA 2017,OID.2.5.4.97=VATHU-23584497,O=Microsec Ltd.,L=Budapest,C=HU
# Serial Number:01:54:48:ef:21:fd:97:59:0d:f5:04:0a
# Subject: CN=e-Szigno Root CA 2017,OID.2.5.4.97=VATHU-23584497,O=Microsec Ltd.,L=Budapest,C=HU
# Not Valid Before: Tue Aug 22 12:07:06 2017
# Not Valid After : Fri Aug 22 12:07:06 2042
# Fingerprint (SHA-256):
# Fingerprint (SHA1):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "e-Szigno Root CA 2017"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL

CKA_CERT_MD5_HASH MULTILINE_OCTAL

CKA_ISSUER MULTILINE_OCTAL

CKA_ISSUER MULTILINE_OCTAL
# Certificate "certSIGN Root CA G2"

# Issuer: OU=certSIGN ROOT CA G2,O=CERTSIGN SA,C=RO
# Serial Number:11:00:34:b6:4e:c6:36:2d:36
# Subject: OU=certSIGN ROOT CA G2,O=CERTSIGN SA,C=RO
# Not Valid Before: Mon Feb 06 09:27:35 2017
# Not Valid After : Thu Feb 06 09:27:35 2042
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "certSIGN Root CA G2"

CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509

CKA_SUBJECT_MULTILINE_OCTAL
\060\011\061\130\060\111\006\003\125\004\006\123\023\122\117\061
\024\060\022\006\003\125\004\012\023\013\103\105\122\124\123\111
\107\116\040\123\101\061\034\060\032\006\003\125\004\013\023\023
\143\145\162\164\123\111\107\116\040\122\117\117\124\040\103\101
\040\010\07\062

CKA_ID UTF8 "0"

CKA_ISSUER_MULTILINE_OCTAL
\060\011\061\130\060\111\006\003\125\004\006\023\002\122\117\061
\024\060\022\006\003\125\004\012\023\013\103\105\122\124\123\111
\107\116\040\123\101\061\034\060\032\006\003\125\004\013\023\023
\143\145\162\164\123\111\107\116\040\122\117\117\124\040\103\101
\040\010\07\062

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\014\001\124\110\357\041\375\227\131\015\365\004\012

CKA_VALUE MULTILINE_OCTAL
\060\020\005\107\060\022\003\057\240\003\002\001\002\002\011\021
\000\064\266\116\306\066\055\066\060\015\006\011\052\206\110\026
\367\015\001\010\13\005\000\060\010\061\103\060\011\006\003\125

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38599
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "certSIGN Root CA G2"
# Issuer: OU=certSIGN ROOT CA G2,O=CERTSIGN SA,C=RO
# Serial Number:11:00:34:b6:4e:c6:36:2d:36
# Subject: OU=certSIGN ROOT CA G2,O=CERTSIGN SA,C=RO
# Not Valid Before: Mon Feb 06 09:27:35 2017
# Not Valid After : Thu Feb 06 09:27:35 2042
# Fingerprint (SHA-256):
CKA_CLASS  CK_OBJECT_CLASS  CKO_NSS_TRUST
CKA_TOKEN  CK_BBOOL  CK_TRUE
CKA_PRIVATE  CK_BBOOL  CK_FALSE
CKA_MODIFIABLE  CK_BBOOL  CK_FALSE
CKA_LABEL  UTF8  "certSIGN Root CA G2"
CKA_CERT_SHA1_HASH  MULTILINE_OCTAL
\046\371\223\264\355\075\050\047\260\271\113\247\351\025\035\243
\215\222\345\062
END
CKA_CERT_MD5_HASH  MULTILINE_OCTAL
\214\361\165\212\306\031\317\267\145\040\207\303\227\307
END
CKA_ISSUER  MULTILINE_OCTAL
\060\101\061\013\060\011\006\003\125\004\006\023\002\122\117\061
\024\060\022\006\003\125\004\012\023\013\103\105\222\223\123\111
\107\116\040\123\101\061\034\060\032\006\003\125\004\013\023\023
\143\145\162\164\123\111\107\116\040\122\117\117\124\040\103\101
\040\010\062
END
CKA_SERIAL_NUMBER  MULTILINE_OCTAL
\002\011\021\000\064\266\116\306\066\055\066
END
CKA_TRUST_SERVER_AUTH  CK_TRUST  CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION  CK_TRUST  CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING  CK_TRUST  CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED  CK_BBOOL  CK_FALSE
#
# Certificate "Trustwave Global Certification Authority"
#
# Issuer: CN=Trustwave Global Certification Authority,O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Subject: CN=Trustwave Global Certification Authority,O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Not Valid Before: Wed Aug 23 19:34:12 2017
# Not Valid After : Sat Aug 23 19:34:12 2042
# Fingerprint (SHA-256):
CKA_CLASS  CK_OBJECT_CLASS  CKO_CERTIFICATE
CKA_TOKEN  CK_BBOOL  CK_TRUE
CKA_PRIVATE  CK_BBOOL  CK_FALSE
CKA_MODIFIABLE  CK_BBOOL  CK_FALSE
CKA_LABEL  UTF8  "Trustwave Global Certification Authority"
CKA_CERTIFICATE_TYPE  CK_CERTIFICATE_TYPE  CKC_X_509
CKA_SUBJECT  MULTILINE_OCTAL
\060\201\210\061\013\060\011\006\003\125\004\006\023\002\122\117\061
\024\060\022\006\003\125\004\012\023\013\103\105\222\223\123\111
\107\116\040\123\101\061\034\060\032\006\003\125\004\013\023\023
\143\145\162\164\123\111\107\116\040\122\117\117\124\040\103\101
\040\010\062
END
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Trustwave Global Certification Authority"

# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Trustwave Global Certification Authority"

END
\200\335\070\300\112\035\321\250\314\223\244\227\006\070\312\015
\025\142\306\216\001\052\214\235\252\337\064\221\056\201\301\344
\063\222\061\304\375\011\072\246\077\255\243\103\060\101\060\017
\060\003\125\035\023\001\001\377\004\005\060\003\001\001\377\060
\017\006\003\125\035\017\001\001\377\004\005\003\003\007\006\000
\060\035\060\035\125\035\160\004\026\004\024\243\101\016\254\220
\155\321\112\353\165\245\112\020\231\263\261\241\123\112\367\060
\012\006\010\052\206\110\316\075\004\003\020\003\107\000\060\104
\002\040\007\346\124\132\201\160\240\132\262\256\021\237\207\305\326
\377\151\336\045\276\370\240\267\010\363\014\316\052\337\000\041
\014\067\002\040\055\046\000\024\000\052\275\153\321\366\134\370\145
\314\206\155\263\234\064\110\143\204\011\130\215\167\032\342\314
\234\341\164\173
END

CKA_NSS MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Trustwave Global ECC P256 Certification Authority"
# Issuer: CN=Trustwave Global ECC P256 Certification Authority,O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Serial Number:0d:6a:5f:08:3f:28:5c:3e:51:95:df:5d
# Subject: CN=Trustwave Global ECC P256 Certification Authority,O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Not Valid Before: Wed Aug 23 19:35:10 2017
# Not Valid After: Sat Aug 23 19:35:10 2042

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_LABEL UTF8 "Trustwave Global ECC P256 Certification Authority"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\264\220\202\335\105\014\276\213\133\261\146\323\342\244\010\046
\315\355\102\2317
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\133\104\343\215\135\060\206\046\350\015\005\322\131\247\203\124
END

CKA_ISSUER MULTILINE_OCTAL
\060\020\212\061\013\060\011\006\003\125\004\006\023\002\125\123
\061\021\060\017\006\003\125\004\105\023\010\111\154\154\151\156
\157\151\163\061\020\060\016\006\003\125\004\007\132\007\131\150
\151\143\141\147\157\061\041\060\037\060\033\125\004\012\230\030
\124\162\165\163\164\167\141\166\145\040\110\157\154\144\151\156
\147\163\054\040\111\156\143\056\061\072\060\070\006\003\125\004
# Certificate "Trustwave Global ECC P384 Certification Authority"
# Issuer: CN=Trustwave Global ECC P384 Certification Authority,O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Subject: CN=Trustwave Global ECC P384 Certification Authority,O="Trustwave Holdings, Inc.",L=Chicago,ST=Illinois,C=US
# Not Valid After : Sat Aug 23 19:36:43 2042
CKA_CLASS CK_OBJECT_CLASS CKC_X_509
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Trustwave Global ECC P384 Certification Authority"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\003\023\061\124\162\165\163\164\167\141\166\145\040\107\154\157
\142\141\154\040\105\103\103\040\120\062\065\066\040\103\145\162
\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150\157
\162\151\164\171
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\020\122\106\013\060\011\006\003\125\004\006\023\002\125\123
\061\021\060\017\006\003\125\004\010\023\010\111\154\154\151\156
\157\151\163\061\020\060\016\006\003\125\004\007\023\007\103\150
\151\143\141\147\157\061\041\060\037\006\003\125\004\012\023\030
\124\162\165\163\164\167\141\166\145\040\110\157\154\144\151\156
\147\163\054\040\111\156\143\056\061\072\060\070\006\003\125\004
\003\023\061\124\162\165\163\164\167\141\166\145\040\107\154\157
\142\141\154\040\105\103\103\040\120\063\070\064\040\103\145\162
\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150\157
\162\151\164\171
END

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38609
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38610

CKA_SERIAL_NUMBER MULTILINE_OCTAL
0020140010275205\227\154\231\047\244\200\150\107\073
END

CKA_VALUE MULTILINE_OCTAL
0602020002235060202002004240003002001002002014010
275205227715423104722442001501070730600120006010052
20611031607500400300306002012210610130600110060003
125004000602030021251230610210600017006003125004010
023010111115145151151516156163012000600116006003
12500400070230071031501511431411471570601041060037
0069003125004012023030124162165163163164167141166145
040101101517144115115614716305404111151643056061
072060070006003125004003023061124162165163163164167
1411641540401071541571421411540401051031030401120
063070064040103145162164151146151143141164151157
15604010111651615151611641710600360270150160
067606007062063061071063066064063132060201221061013
0609011060031325004006020302125123061021060017006
003125004010230101111514515115615715116301020
06090160006003125004007023070103150151143141147157
0610141006003070060312500401223030124162165163164
16711411661450401101571541441151156147163054040111
15614305606107206007006003125004003023061124162
1651631611641166145040107154157142141154040105
103103040120603070064040103145162164151146151143
141164151157160401011651641501571621511611711060
16060602000500060075206011031607500200100060053020
0040000042003142000004513332015165065010061107005
256105123312536102102305611237002061043243176203
323217775050107204603207023172272020370200267047011
217132121600603040122330162541300042533676066175224
043244233301212123123533537001045146136136376214
256215101171235011140316050251323212155363326105
324362123020407014524024311030601010600170060003125
0350230010137770040050600030301013770600170060003
1250350170010013770400505030303700600060035006
003125035016004026004024125251204211322301062275
030313154246007116310347235276202229060012006010
# Trust for "Trustwave Global ECC P384 Certification Authority"
# Issuer: CN=Trustwave Global ECC P384 Certification Authority,O="Trustwave Holdings, Inc.".,L=Chicago,ST=Illinois,C=US
# Subject: CN=Trustwave Global ECC P384 Certification Authority,O="Trustwave Holdings, Inc.".,L=Chicago,ST=Illinois,C=US
# Not Valid After : Sat Aug 23 19:36:43 2042
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Trustwave Global ECC P384 Certification Authority"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\347\363\243\310\317\157\151\163\141\147\157\061\124\162\165\163\164\167\141\166\145\040\101\157\154\144\151\156
\147\163\054\040\111\156\143\056\061\107\020\060\070\006\003\125\004\012\023\030\038
\124\141\145\040\105\103\030\040\120\063\070\064\040\103\145\162
\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150\157
\162\151\164\171
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\352\317\140\304\073\271\025\051\100\241\122\73\355\170\047\223\326
END

CKA_ISSUER MULTILINE_OCTAL
\060\201\122\106\101\13\060\011\100\060\031\062\004\006\023\002\125\123
\061\120\060\017\006\003\125\004\010\023\010\111\114\154\151\156
\157\151\163\061\020\060\160\060\003\125\004\007\023\007\103\150
\151\143\141\147\157\061\041\060\037\006\003\125\004\012\023\030
\124\142\165\163\164\167\141\166\145\040\101\157\154\144\151\156
\147\163\054\040\111\156\143\056\061\107\020\060\070\006\003\125\004
\003\023\061\124\162\165\163\164\167\141\166\145\040\107\154\157
\142\141\154\040\105\103\030\040\120\063\070\064\040\103\145\162
\164\151\146\151\143\141\164\151\157\156\040\101\165\164\150\157
\162\151\164\171
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Certificate "NAVER Global Root Certification Authority"

**Issuer:** CN=NAVER Global Root Certification Authority,O=NAVER BUSINESS PLATFORM Corp.,C=KR


**Subject:** CN=NAVER Global Root Certification Authority,O=NAVER BUSINESS PLATFORM Corp.,C=KR

**Not Valid Before:** Fri Aug 18 08:58:42 2017

**Not Valid After:** Tue Aug 18 23:59:59 2037


**CA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE**

**CA_TOKEN CK_BBOOL CK_TRUE**

**CA_PRIVATE CK_BBOOL CK_FALSE**

**CA_MODIFIABLE CK_BBOOL CK_FALSE**

**CA_LABEL UTF8 "NAVER Global Root Certification Authority"**

**CA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509**

**CA_SUBJECT MULTILINE_OCTAL**

**CA_SERIAL_NUMBER MULTILINE_OCTAL**

**CA_ISSUER MULTILINE_OCTAL**

**CA_ID UTF8 "0"**

**CA_ISSUER.MULTILINE_OCTAL**

**CA_SERIAL.NUMBER.MULTILINE.OCTAL**

**CA_ISSUER.MULTILINE.OCTAL**

**CA_SERIAL.NUMBER.MULTILINE.OCTAL**
# Trust for "NAVER Global Root Certification Authority"
# Issuer: CN=NAVER Global Root Certification Authority,O=NAVER BUSINESS PLATFORM Corp.,C=KR
# Subject: CN=NAVER Global Root Certification Authority,O=NAVER BUSINESS PLATFORM Corp.,C=KR
# Not Valid Before: Fri Aug 18 08:58:42 2017
# Not Valid After : Tue Aug 18 23:59:59 2037
# Fingerprint (SHA-256):

# Certificate "AC RAIZ FNMT-RCM SERVIDORES SEGUROS"
# Issuer: CN=AC RAIZ FNMT-RCM SERVIDORES SEGUROS,OID.2.5.4.97=VATES-Q2826004J,OU=Ceres,O=FNMT-RCM,C=ES
# Subject: CN=AC RAIZ FNMT-RCM SERVIDORES SEGUROS,OID.2.5.4.97=VATES-Q2826004J,OU=Ceres,O=FNMT-RCM,C=ES
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "AC RAIZ FNMT-RCM SERVIDORES SEGUROS"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\170\013\060\001\125\004\006\023\002\105\123\061\021\060\017\006\003\125\004\012\140\101\106\116\115\124\055\122\130\021\012\014\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\170\013\060\001\125\004\006\023\002\105\123\061\021\060\017\006\003\125\004\012\140\101\106\116\115\124\055\122\130\021\012\014\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100\100\106\100
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\142\366\062\154\345\304\343\150\134\033\142\335\234\056\235\225
END
CKA_VALUE MULTILINE_OCTAL
\060\202\002\156\060\020\001\363\240\003\002\001\100\200\020\142\366\062\154\345\304\343\150\134\033\142\335\234\056\235\225
END
CKA_VALUE_MULTIPLE_OCTAL
\060\202\002\156\060\020\001\363\240\003\002\001\100\200\020\142\366\062\154\345\304\343\150\134\033\142\335\234\056\235\225
END
END
# Trust for "AC RAIZ FNMT-RCM SERVIDORES SEGUROS"

# Issuer: CN=AC RAIZ FNMT-RCM SERVIDORES SEGUROS,OID.2.5.4.97=VATES-QB286064J,OU=Ceres,O=FNMT-RCM,C=ES


# Subject: CN=AC RAIZ FNMT-RCM SERVIDORES SEGUROS,OID.2.5.4.97=VATES-QB286064J,OU=Ceres,O=FNMT-RCM,C=ES

# Not Valid Before: Thu Dec 20 09:37:33 2018

# Not Valid After: Sun Dec 20 09:37:33 2043


CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
# Certificate "GlobalSign Secure Mail Root R45"

# Issuer: CN=GlobalSign Secure Mail Root R45,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Secure Mail Root R45,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 18 00:00:00 2020
# Not Valid After : Sat Mar 18 00:00:00 2045
# Fingerprint (SHA-256):

# Certificate "GlobalSign Secure Mail Root R45"

# Issuer: CN=GlobalSign Secure Mail Root R45,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Secure Mail Root R45,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 18 00:00:00 2020
# Not Valid After : Sat Mar 18 00:00:00 2045
# Fingerprint (SHA-256):
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "GlobalSign Secure Mail Root R45"
# Issuer: CN=GlobalSign Secure Mail Root R45, O=GlobalSign nv-sa, C=BE
# Subject: CN=GlobalSign Secure Mail Root R45, O=GlobalSign nv-sa, C=BE
# Not Valid Before: Wed Mar 18 00:00:00 2020
# Not Valid After: Sat Mar 18 00:00:00 2045
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Secure Mail Root R45"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\x166\x030\x321\x363\x200\x044\x075\x122\x100\x306\x021\x152\x255\x127\x167\x011\x175\x201\x06\x0240
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\x223\x304\x173\x263\x016\x124\x107\x034\x103\x054\x213\x276\x160\x205\x142\x051
END

CKA_ISSUER_MULTILINE_OCTAL
\x060\x122\x061\x013\x060\x011\x006\x003\x125\x004\x006\x023\x002\x102\x105\x061
\x031\x060\x027\x006\x003\x125\x004\x012\x023\x020\x107\x154\x157\x142\x141\x154
\x123\x151\x147\x156\x040\x156\x160\x055\x163\x141\x061\x050\x060\x046\x006\x003
\x125\x004\x003\x203\x037\x107\x154\x157\x142\x141\x154\x123\x151\x147\x156\x040
\x123\x145\x143\x165\x162\x145\x040\x115\x141\x151\x154\x040\x122\x157\x157\x164
\x040\x122\x064\x065
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\x002\x020\x166\x123\x376\x250\x114\x120\x253\x237\x215\x062\x265\x035\x030\x027
\x127\x334
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "GlobalSign Secure Mail Root E45"
#
# Issuer: CN=GlobalSign Secure Mail Root E45,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Secure Mail Root E45,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 18 00:00:00 2020
# Not Valid After: Sat Mar 18 00:00:00 2045
# Fingerprint (SHA-256):

END
CKA_LABEL UTF8 "GlobalSign Secure Mail Root E45"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL

END
CKA_ISSUER MULTILINE_OCTAL

END
CKA_SERIAL_NUMBER MULTILINE_OCTAL

END
CKA_VALUE MULTILINE_OCTAL

END
# Trust for “GlobalSign Secure Mail Root E45”
# Issuer: CN=GlobalSign Secure Mail Root E45,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Secure Mail Root E45,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 18 00:00:00 2020
# Not Valid After : Sat Mar 18 00:00:00 2045

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

END
# Certificate "GlobalSign Root R46"

# Issuer: CN=GlobalSign Root R46,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Root R46,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 20 00:00:00 2019
# Not Valid After : Tue Mar 20 00:00:00 2046
# Fingerprint (SHA-256):

# Certificate "GlobalSign Secure Mail Root E45"

# Certificate "GlobalSign Root R46"

# Certificate "GlobalSign Root R46"

# Certificate "GlobalSign Root R46"

# Certificate "GlobalSign Root R46"

# Certificate "GlobalSign Root R46"
# Trust for "GlobalSign Root R46"
# Issuer: CN=GlobalSign Root R46,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Root R46,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 20 00:00:00 2019
# Not Valid After : Tue Mar 20 00:00:00 2046
# Fingerprint (SHA-256):

END

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Root R46"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\123\242\260\113\312\153\326\105\346\071\212\216\304\015\322\277
\167\303\242\220

END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\304\024\060\344\372\146\103\224\052\152\033\044\137\031\320\357

END

CKA_ISSUER MULTILINE_OCTAL
\060\010\060\006\003\013\060\001\006\003\125\004\000\023\002\020\102\105\061
\031\060\027\006\003\125\004\012\023\020\107\154\157\142\141\154
\123\151\147\156\040\156\166\055\163\141\061\034\060\032\066\003
\125\004\003\023\023\107\154\157\142\141\154\123\151\147\156\040
\122\157\157\164\040\122\064\066

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\022\021\322\273\271\327\043\030\236\100\137\012\235\055\320
\337\045\147\321

END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
# Certificate "GlobalSign Root E46"

# Issuer: CN=GlobalSign Root E46,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Root E46,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 20 00:00:00 2019
# Not Valid After : Tue Mar 20 00:00:00 2046
# Fingerprint (SHA-256):

# CKA_CLASS C_OBJECT_CLASS CקאCERTIFICATE
# CKA_TOKEN CK_BBOOL CK_TRUE
# CKA_PRIVATE CK_BBOOL CK_FALSE
# CKA_MODIFIABLE CK_BBOOL CK_FALSE
# CKA_LABEL UTF8 "GlobalSign Root E46"
# CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
# C SUBJECT MULTILINE_OCTAL
# CKA_ID UTF8 "0"
# CKA_ISSUER MULTILINE_OCTAL
# CKA_SERIAL_NUMBER MULTILINE_OCTAL
# CKA_VALUE MULTILINE_OCTAL
# Trust for “GlobalSign Root E46”
# Issuer: CN=GlobalSign Root E46,O=GlobalSign nv-sa,C=BE
# Subject: CN=GlobalSign Root E46,O=GlobalSign nv-sa,C=BE
# Not Valid Before: Wed Mar 20 00:00:00 2019
# Not Valid After : Tue Mar 20 00:00:00 2046
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign Root E46"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\071\264\154\325\376\200\006\353\342\057\112\273\010\063\240\257
\333\271\335\204
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\265\270\146\355\336\010\203\343\311\342\001\064\006\254\121\157
END
# Certificate "GLOBALTRUST 2020"

# Issuer: CN=GLOBALTRUST 2020,O=e-commerce monitoring GmbH,C=AT
# Serial Number:5a:4b:bd:5a:fb:4f:8a:5b:fa:65:e5
# Subject: CN=GLOBALTRUST 2020,O=e-commerce monitoring GmbH,C=AT
# Not Valid Before: Mon Feb 10 00:00:00 2020
# Not Valid After : Sun Jun 10 00:00:00 2040
# Fingerprint (SHA-256):
# Certificate "GLOBALTRUST 2020"
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE

CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Trust for "GLOBALTRUST 2020"
# Issuer: CN=GLOBALTRUST 2020,O=e-commerce monitoring GmbH,C=AT
# Serial Number:5a:4b:bd:5a:fb:4f:8a:5b:fa:65:e5
# Subject: CN=GLOBALTRUST 2020,O=e-commerce monitoring GmbH,C=AT
# Not Valid Before: Mon Feb 10 00:00:00 2020
# Not Valid After: Sun Jun 10 00:00:00 2040
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GLOBALTRUST 2020"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\320\147\301\023\121\001\014\252\320\307\152\145\067\061\026\046
\117\123\161\242
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\212\307\157\313\155\343\314\242\361\174\203\372\016\170\327\350
END
CKA_ISSUER MULTILINE_OCTAL
\060\115\061\013\060\011\006\003\125\004\006\023\002\101\124\061
\043\060\041\006\003\125\004\012\023\032\145\055\143\157\155\155
\145\162\143\145\040\155\157\156\151\164\157\162\151\156\147\040
\107\155\142\110\061\031\060\027\006\000\125\004\003\023\020\017
\114\117\102\101\114\124\122\125\123\124\040\062\060\062\060
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\013\132\113\275\132\373\117\212\133\372\145\345
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# # Certificate "ANF Secure Server Root CA"
# # Issuer: CN=ANF Secure Server Root CA,OU=ANF CA Raiz,O=ANF Autoridad de
# Certification,C=ES,serialNumber=G63287510
# Serial Number:Od:d3:e3:bc:6c:f9:6b:b1
# Subject: CN=ANF Secure Server Root CA,OU=ANF CA Raiz,O=ANF Autoridad de
# Certification,C=ES,serialNumber=G63287510
# Not Valid Before: Wed Sep 04 10:00:38 2019
# Not Valid After: Tue Aug 30 10:00:38 2039
Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "ANF Secure Server Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\201\204\061\022\060\020\006\003\125\004\005\023\011\107\066
\063\062\070\067\065\061\060\061\013\060\011\006\003\125\004\006
\023\002\105\123\061\047\060\045\006\003\125\004\012\023\036\101
\116\106\040\010\116\151\157\162\151\144\141\144\040\144\145\040
\103\145\162\164\151\143\141\143\151\157\156\061\024\060
\022\006\003\125\004\013\023\013\101\116\060\040\103\101\040\122
\141\151\172\061\042\060\040\006\003\125\004\003\023\031\101\116
\106\040\123\145\143\165\162\145\040\123\145\162\166\145\162\040
\122\157\157\164\040\103\101
END

CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\201\204\061\022\060\020\006\003\125\004\005\023\011\107\066
\063\062\070\067\065\061\060\061\013\060\011\006\003\125\004\006
\023\002\105\123\061\047\060\045\006\003\125\004\012\023\036\101
\116\106\040\010\116\151\157\162\151\144\141\144\040\144\145\040
\103\145\162\164\151\143\141\143\151\157\156\061\024\060
\022\006\003\125\004\013\023\013\101\116\060\040\103\101\040\122
\141\151\172\061\042\060\040\006\003\125\004\003\023\031\101\116
\106\040\123\145\143\165\162\145\040\123\145\162\166\145\162\040
\122\157\157\164\040\103\101
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\015\323\343\274\154\371\153\261
END

CKA_VALUE MULTILINE_OCTAL
\060\202\005\357\060\202\003\327\240\003\002\001\002\002\010\015
\323\343\274\154\371\153\261\160\015\006\011\052\206\110\206\367
\015\001\010\013\005\000\060\201\024\061\022\060\020\006\003\125
\004\005\023\021\117\076\066\036\062\070\067\065\061\060\061\101\036
\011\006\003\125\004\006\023\002\105\123\061\047\060\045\006\003
\125\004\012\023\036\101\116\060\040\101\101\165\164\157\162\151\144
\141\144\040\144\145\040\103\145\162\164\151\146\151\143\141\143
\151\157\156\061\024\060\022\060\020\006\003\125\004\013\023\013\101\116
\106\040\103\101\040\122\141\151\172\061\042\060\040\006\003\125
\004\003\023\031\116\160\040\123\145\162\162\145\040\123\145\162\040
\145\162\166\145\162\040\122\157\157\164\040\103\101\060\036\027
\015\061\071\060\071\060\064\061\060\060\060\060\060\060\070\132\027\015

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38634
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "ANF Secure Server Root CA"
# Issuer: CN=ANF Secure Server Root CA,OU=ANF CA Raiz,O=ANF Autoridad de Certificacion,C=ES,serialNumber=G63287510
# Serial Number:0d:d3:e3:bc:6c:f9:6b:b1
# Subject: CN=ANF Secure Server Root CA,OU=ANF CA Raiz,O=ANF Autoridad de Certificacion,C=ES,serialNumber=G63287510
# Not Valid Before: Wed Sep 04 10:00:38 2019

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "ANF Secure Server Root CA"
# Issuer: CN=ANF Secure Server Root CA,OU=ANF CA Raiz,O=ANF Autoridad de Certificacion,C=ES,serialNumber=G63287510
# Serial Number:0d:d3:e3:bc:6c:f9:6b:b1
# Subject: CN=ANF Secure Server Root CA,OU=ANF CA Raiz,O=ANF Autoridad de Certificacion,C=ES,serialNumber=G63287510
# Not Valid Before: Wed Sep 04 10:00:38 2019
# Not Valid After : Tue Aug 30 10:00:38 2039
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "ANF Secure Server Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\133\156\150\320\314\025\266\240\137\036\301\137\256\002\374\153
\057\135\157\164
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\046\246\104\132\331\257\116\057\262\035\266\145\260\116\350\226
END
CKA_ISSUER MULTILINE_OCTAL
\060\021\020\046\015\022\060\002\006\003\125\004\005\023\011\107\066
\063\062\070\067\065\061\060\061\013\060\011\006\003\125\004\006
\023\002\010\015\023\006\047\060\045\006\003\125\004\012\023\036\101
\116\106\040\011\161\157\162\151\144\141\144\040\144\145\040
\103\145\162\161\146\151\143\141\143\151\157\156\061\024\060
\022\006\003\125\004\013\023\013\101\166\106\040\013\101\100\012
\141\151\172\061\042\060\004\006\003\125\004\003\023\031\101\10
\106\040\012\145\143\165\162\145\040\123\145\162\166\145\162\040
\122\157\157\164\040\013\101
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\010\015\323\343\274\154\137\11\153\261
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "Certum EC-384 CA"
#
# Issuer: CN=Certum EC-384 CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Subject: CN=Certum EC-384 CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Not Valid Before: Mon Mar 26 07:24:54 2018
# Not Valid After : Thu Mar 26 07:24:54 2043
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE

\006\003\125\004\003\023\030\103\145\162\164\165\155\040\105\103
\055\063\070\064\040\036\010\060\166\060\020\060\007\052\026\0110
\316\075\002\001\006\000\005\053\020\010\04\000\042\003\142\000\000\003\304
\050\02\01\253\03\01\33\152\276\156\144\067\143\344\151\354\253\072
\367\314\241\270\016\020\111\327\206\051\123\241\224\362\343\140
\170\23\01\117\00\06\11\15\36\235\220\161\127\140\203\237\264\346
\027\057\032\263\135\050\13\211\043\074\030\021\000\052\247\210
\023\030\363\12\02\4\327\275\064\054\047\211\125\377\316\114\347
\337\246\037\050\034\360\124\303\271\174\267\123\255\353\302\243
\10\206\0\100\06\01\7\00\06\03\125\35\02\30\01\00\1\377\00\4\005\060
\03\00\01\01\377\06\03\05\00\06\03\125\03\16\00\04\26\0\0\04\24\215
\006\14\164\04\44\166\07\23\36\211\136\274\326\275\107\175\057\274
\02\01\37\11\13\06\01\16\06\03\125\35\05\17\00\01\01\377\00\4\004\003
\002\001\06\06\01\12\00\06\01\01\052\026\110\316\07\5\00\04\003\003\003
\15\00\00\06\01\145\002\06\00\03\125\05\246\346\030\03\174\357\311
\120\156\301\047\017\234\207\257\156\325\033\010\030\275\222\051
\301\157\224\221\170\322\072\034\125\211\142\345\033\011\036\272
\14\15\236\316\160\264\234\240\02\061\100\026\241\010\204\231\137\253\347
\236\373\221\227\047\135\334\260\133\06\161\131\136\07\032\152
\331\10\347\352\367\14\122\126\370\352\332\06\03\207\145\226
\056\12\04\50\057\177\337\303\023\311
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Certum EC-384 CA"
# Issuer: CN=Certum EC-384 CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Subject: CN=Certum EC-384 CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Not Valid Before: Mon Feb 26 07:24:54 2018
# Not Valid After : Thur Mar 26 07:24:54 2043
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certum EC-384 CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\363\076\170\074\254\337\364\242\314\254\147\125\151\126\327\345
\026\074\341\135
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\266\145\263\226\140\227\022\241\354\116\341\075\243\306\311\361
END

CKA_ISSUER MULTILINE_OCTAL
# Certificate "Certum Trusted Root CA"

# Issuer: CN=Certum Trusted Root CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Subject: CN=Certum Trusted Root CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Not Valid Before: Fri Mar 16 12:10:13 2018
# Not Valid After: Mon Mar 16 12:10:13 2043
CKA_CLASS CK_OBJECT_CLASS CKC_X_509

CKA_ID UTF8 "0"

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\060\164\061\13\060\01\10\060\003\125\004\006\023\002\120\114\061
\041\060\037\006\003\125\004\012\023\030\101\163\163\145\131\157
\040\104\141\164\141\040\123\171\163\164\145\155\163\040\123\056
\101\056\061\047\060\045\006\003\125\004\013\023\036\103\145\162
\164\165\155\040\103\145\162\164\151\146\151\143\141\164\151\157
\156\040\101\165\164\150\157\162\151\164\171\061\031\060\027\006
\003\125\004\003\023\020\103\145\162\164\165\155\040\105\103\055
\063\070\064\040\103\101

END

CKA_ID UTF8 "0"

CKA_ISSUER MULTILINE_OCTAL
\060\172\061\13\060\01\10\060\003\125\004\006\023\002\120\114\061
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Certum Trusted Root CA"
# Issuer: CN=Certum Trusted Root CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Subject: CN=Certum Trusted Root CA,OU=Certum Certification Authority,O=Asseco Data Systems S.A.,C=PL
# Not Valid Before: Fri Mar 16 12:10:13 2018
# Not Valid After : Mon Mar 16 12:10:13 2043
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Certum Trusted Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\217\307\270\244\314\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\366\217\307\270\244\314
\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153
\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\366\217\307\270\244\314
\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153
\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\366\217\307\270\244\314
\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153
\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\366\217\307\270\244\314
\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153
\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\366\217\307\270\244\314
\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153
\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\366\217\307\270\244\314
\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153
\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333

END

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\157\340\166\224\062\313\165\365\156\345\366\217\307\270\244\314
\250\226\175\144\373\044\132\112\003\154\153\070\306\350\003\103\232\367\127\271\263\051\151\223\307\036\403\362\273\237\332\202\153
\007\040\321\120\043\131\240\355\074\221\124\235\166\000\305\303\270\070\333
\265/355
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "TunTrust Root CA"
#
# Issuer: CN=TunTrust Root CA,O=Agence Nationale de Certification Electronique,C=TN
# Subject: CN=TunTrust Root CA,O=Agence Nationale de Certification Electronique,C=TN
# Not Valid Before: Fri Apr 26 08:57:56 2019
# Not Valid After: Tue Apr 26 08:57:56 2044
# Fingerprint (SHA-256):

CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST

CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_ID UTF8 "0"

CKA_SUBJECT MULTILINE_OCTAL
\060\011\013\060\011\006\003\125\004\006\023\002\124\116\061
\067\060\065\006\003\125\004\012\014\056\101\147\145\156\143\145
\040\116\141\164\151\157\156\141\154\145\040\144\145\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\105\154\145\143
\164\162\157\156\151\161\165\145\061\031\060\027\006\003\125\004
\003\014\020\124\165\156\124\162\165\163\164\040\122\157\157\164
\040\103\101

END

CKA_ISSUER MULTILINE_OCTAL
\060\014\013\060\011\006\003\125\004\006\023\002\124\116\061
\067\060\065\006\003\125\004\012\014\056\101\147\145\156\143\145
\040\116\141\164\151\157\156\141\154\145\040\144\145\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\105\154\145\143
\164\162\157\156\151\161\165\145\061\031\060\027\006\003\125\004
\003\014\020\124\165\156\124\162\165\163\164\040\122\157\157\164
\040\103\101

END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\024\023\002\325\342\100\222\106\026\147\135\264\273
\273\262\153\076\374\023

END

CKA_VALUE MULTILINE_OCTAL
# Trust for “TunTrust Root CA”
# Issuer: CN=TunTrust Root CA,O=Agence Nationale de Certification Electronique,C=TN
# Subject: CN=TunTrust Root CA,O=Agence Nationale de Certification Electronique,C=TN
# Not Valid Before: Fri Apr 26 08:57:56 2019
# Not Valid After : Tue Apr 26 08:57:56 2044
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "TunTrust Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\317\351\160\204\017\340\163\017\235\366\014\177\054\113\356\040\106\064\234\273
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\205\023\271\160\204\017\340\163\017\235\366\014\177\054\113\356\040
\106\064\234\273
END
CKA_ISSUER MULTILINE_OCTAL
\060\141\061\013\060\011\006\003\012\004\006\023\002\124\116\061
\067\060\065\006\003\012\004\006\023\002\124\116\061
\040\041\141\164\151\157\156\141\154\145\040\144\145\040\103\145
\162\164\151\146\151\143\141\164\151\157\156\040\010\154\145\143
\164\162\157\156\151\161\165\145\061\031\060\027\006\003\012\050\004
\003\014\020\124\165\156\124\162\165\163\164\040\022\157\157\164
\040\103\101
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\024\023\002\325\342\100\114\222\106\206\026\147\135\264\273
\273\262\153\076\374\023
END
CKA TRUST_SERVER_AUTH CK TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA TRUST_EMAIL_PROTECTION CK TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA TRUST_CODE_SIGNING CK TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "HARICA TLS RSA Root CA 2021"
# Issuer: CN=HARICA TLS RSA Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Subject: CN=HARICA TLS RSA Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Not Valid Before: Fri Feb 19 10:55:38 2021
# Not Valid After : Mon Feb 13 10:55:37 2045
# Fingerprint (SHA-256):
# Fingerprint (SHA1):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "HARICA TLS RSA Root CA 2021"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\154\061\13\060\011\006\003\125\004\006\023\002\107\122\061
\067\060\065\006\003\125\004\101\145\056\110\145\154\154\145\156
\151\143\040\101\143\141\144\145\155\151\143\040\141\156\144\040
\122\145\163\145\14\162\143\150\040\111\156\163\164\151\164\165
\164\151\157\156\163\040\103\101\061\044\060\042\006\003\125\004
\003\014\033\110\101\122\111\103\101\040\124\114\123\040\122\123
\101\040\122\157\157\164\040\103\101\040\062\060\062\061
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\154\061\13\060\011\006\003\125\004\006\023\002\107\122\061
\067\060\065\006\003\125\004\102\145\056\110\145\154\154\145\156
\151\143\040\101\143\141\144\145\155\151\143\040\141\156\144\040
\122\145\163\145\14\162\143\150\040\111\156\163\164\151\164\165
\164\151\157\156\163\040\103\101\061\044\060\042\006\003\125\004
\003\014\033\110\101\122\111\103\101\040\124\114\123\040\122\123
\101\040\122\157\157\164\040\103\101\040\062\060\062\061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\071\312\223\034\357\103\363\306\216\223\307\364\144\211
\070\176
END
CKA_VALUE MULTILINE_OCTAL
\060\020\005\244\060\202\003\214\240\003\002\001\002\002\020\071
\312\223\034\357\103\363\306\216\223\307\364\144\211\070\176\060
\015\006\011\052\206\110\206\367\015\001\001\130\050\000\060\154
\061\013\060\011\006\003\125\004\006\023\002\107\122\061\067\060
\065\006\003\125\004\012\140\056\110\145\154\154\156\151\143
\040\011\143\141\144\145\155\151\143\040\141\156\144\040\122\145
\163\145\141\162\143\150\040\111\156\163\164\151\164\165
\157\156\163\040\103\101\061\044\060\042\006\003\125\004\003\014
\033\110\101\122\111\110\103\101\040\124\114\123\040\122\123\101\040
\122\157\157\164\040\103\101\040\062\060\062\060\160\036\027\015
\062\061\060\064\026\107\101\061\060\065\065\063\070\132\027\015\064
\065\060\062\061\063\010\060\065\065\063\067\132\060\154\061\103
\060\011\006\003\125\004\006\023\002\107\122\061\067\060\065\006
\003\125\004\012\140\056\110\145\154\154\156\151\143\040\101
\143\141\144\145\155\151\143\040\141\156\144\040\122\145\163\145
\177\226\166\020\030\106\245\320\040\113\120\364\065\073\030\0364
\125\152\101\033\107\006\150\074\273\011\010\142\331\137\125\102
\252\225\143\208\025\224\51\260\066\162\253\344\005\214\030\250\0332
\037\243\151\127\51\123\017\304\377\334\132\343\176\362\114\120\206
\107\106\032\363\000\365\200\221\124\334\103\102\224\233\000\0360
\32\115\126\233\050\141\233\020\123\170\112\011\004\224\101\122\221\17
\047\062\301\345\111\031\277\361\362\302\213\250\012\207\106\050
\264\175\142\066\054\115\354\037\063\266\161\167\155\176\120\036
\237\106\327\021\121\317\030\305\343\047\376\046\357\005\235\317
\317\067\305\320\173\332\073\260\026\204\014\072\223\326\276\027
\333\017\076\016\031\170\011\307\251\000\126\042\113\367\067\166
\272\165\042\205\003\132\143\325\261\165\050\302\271\127\52\242\255
\214\025\231\247\223\175\366\030\363\325\164\317\004\205\024\223\030
\000\0364\342\371\132\044\145\277\340\142\257\310\030\372\262\311
\236\126\110\032\322\171\375\226\166\025\276\243\216\126\030\236\064
\374\276\107\364\031\264\250\374\325\060\210\150\356\313\256\311
\143\304\166\276\254\070\030\341\136\134\317\256\072\042\112\135
\321\121\263\363\035\063\007\124\207\372\246\262\023\173\272\123
\000\142\000\123\356\130\117\356\341\072\324\213\040\020\372\002
\127\346\357\301\132\267\220\106\234\030\151\214\334\157\240\112
\151\151\224\267\044\145\240\377\254\077\316\001\137\304\106\375
\150\370\233\136\224\351\170\010\070\134\025\252\346\227\000\301\337
\132\245\247\071\125\351\204\177\074\121\250\072\331\224\133\214
\277\117\010\161\134\333\252\134\324\322\246\376\000\243\306\026
\307\017\350\200\316\034\050\144\164\031\101\323\102\343\316\000
\135\177\261\134\023\260\341\100\53\132\104\252\206\164\236\071
\347\221\137\357\133\326\367\255\246\057\003\101\155\343\127\124
\353\166\123\030\215\021\230\272
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "HARICA TLS RSA Root CA 2021"
# Issuer: CN=HARICA TLS RSA Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Subject: CN=HARICA TLS RSA Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Not Valid Before: Fri Feb 19 10:55:38 2021
# Not Valid After : Mon Feb 13 10:55:37 2045
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "HARICA TLS RSA Root CA 2021"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\147\000\060\144\002\060\021\336\256\370\033\011\16\210\260\251\360
\042\255\302\212\110\035\71\140\161\105\356\217\002\304\135\003\160
\111\244\222\352\305\022\210\160\246\323\015\260\252\312\054\100
\234\373\351\202\156\232\002\060\053\107\232\007\306\321\302\201
\174\312\013\226\030\101\033\243\364\060\011\236\265\043\050\015
\237\024\266\074\123\242\14\006\151\175\372\154\221\306\052\111
\105\346\354\267\023\341\072\154
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "HARICA TLS ECC Root CA 2021"
# Issuer: CN=HARICA TLS ECC Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Subject: CN=HARICA TLS ECC Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Not Valid Before: Fri Feb 19 11:01:10 2021
# Not Valid After : Mon Feb 13 11:01:09 2045
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "HARICA TLS ECC Root CA 2021"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\274\260\301\235\351\230\222\160\031\070\127\351\215\247\264\135
\156\356\000\110
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\256\367\114\345\146\065\321\267\233\214\042\223\164\323\113\260
END

CKA_ISSUERMULTILINE_OCTAL
\060\154\061\103\060\011\006\003\125\004\006\023\002\107\122\061
\067\060\065\006\003\125\004\012\140\056\110\145\154\151\156
\151\143\040\101\143\141\144\145\155\151\143\040\141\156\144\040
\221\145\163\145\141\162\143\150\040\111\156\163\164\151\164\165
\164\151\157\156\163\040\103\101\061\044\060\042\006\003\125\004
\003\014\033\110\111\122\111\103\101\040\124\114\123\040\105\103
\103\040\122\157\157\164\040\103\101\040\062\060\062\061
END

CKA_SERIAL_NUMBERMULTILINE_OCTAL
\002\201\147\164\235\215\167\330\073\152\333\042\364\377\131\342
\277\316
END

CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
# Certificate "HARICA Client RSA Root CA 2021"

# Issuer: CN=HARICA Client RSA Root CA 2021, O=Hellenic Academic and Research Institutions CA,C=GR
# Subject: CN=HARICA Client RSA Root CA 2021, O=Hellenic Academic and Research Institutions CA,C=GR
# Not Valid Before: Fri Feb 19 10:58:46 2021
# Not Valid After: Mon Feb 13 10:58:45 2045
# Fingerprint (SHA-256):

CKA_TRUST_CODE_SIGNING CKA_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CKA_BBOOL CKA_FALSE

# Certificate "HARICA Client RSA Root CA 2021"

# Issuer: CN=HARICA Client RSA Root CA 2021, O=Hellenic Academic and Research Institutions CA,C=GR
# Subject: CN=HARICA Client RSA Root CA 2021, O=Hellenic Academic and Research Institutions CA,C=GR
# Not Valid Before: Fri Feb 19 10:58:46 2021
# Not Valid After: Mon Feb 13 10:58:45 2045
# Fingerprint (SHA-256):

CKA_CLASS CKA_OBJECT_CLASS CKA_CERTIFICATE
CKA_TOKEN CKA_BBOOL CKA_TRUE
CKA_PRIVATE CKA_BBOOL CKA_FALSE
CKA_MODIFIABLE CKA_BBOOL CKA_FALSE
CKA_LABEL UTF8 "HARICA Client RSA Root CA 2021"

CKA_CLASS CKA_OBJECT_CLASS CKA_CERTIFICATE
CKA_SUBJECT MULTILINE_OCTAL

...
# Trust for "HARICA Client RSA Root CA 2021"

# Issuer: CN=HARICA Client RSA Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
# Certificate "HARICA Client RSA Root CA 2021"

# Issuer: CN=HARICA Client RSA Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Subject: CN=HARICA Client RSA Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Not Valid Before: Fri Feb 19 10:58:46 2021
# Not Valid After: Mon Feb 13 10:58:45 2045
# Fingerprint (SHA-256):
# Fingerprint (SHA1):

# Certificate "HARICA Client ECC Root CA 2021"

# Issuer: CN=HARICA Client ECC Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Subject: CN=HARICA Client ECC Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR
# Not Valid Before: Fri Feb 19 11:03:34 2021
# Not Valid After: Mon Feb 13 11:03:33 2045
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "HARICA Client ECC Root CA 2021"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\157\061\13\060\011\006\003\125\004\006\023\002\107\122\061
\067\060\065\003\125\004\012\014\056\11\145\154\154\156\156
\151\143\040\11\114\114\114\115\151\143\040\141\156\144\040
\122\145\163\145\141\162\143\150\040\111\156\163\164\151\164\165
\164\151\157\156\163\040\103\01\061\047\060\045\006\003\125\004
\003\014\036\110\101\122\111\103\01\040\03\154\151\145\156\164
\040\015\03\03\04\012\2\157\157\164\040\03\01\040\062\060\062
\061 END

CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\157\061\13\060\011\006\003\125\004\006\023\002\107\122\061
\067\060\065\003\125\004\012\014\056\11\145\154\154\156\156
\151\143\040\11\114\114\114\115\151\143\040\141\156\144\040
\122\145\163\145\141\162\143\150\040\111\156\163\164\151\164\165
\164\151\157\156\163\040\103\01\061\047\060\045\006\003\125\004
\003\014\036\110\101\122\111\103\01\040\03\154\151\145\156\164
\040\015\03\03\04\012\2\157\157\164\040\03\01\040\062\060\062
\061 END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\020\061\150\331\330\341\142\127\036\322\031\04\210\346\020
\175\360 END

CKA_VALUE MULTILINE_OCTAL
\060\02\02\00\13\2\060\02\01\13\124\0003\002\001\002\0002\020\061
\150\331\330\341\142\127\036\322\031\04\210\346\020
\1\75\360 END
# Trust for "HARICA Client ECC Root CA 2021"

## Issuer: CN=HARICA Client ECC Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR


## Subject: CN=HARICA Client ECC Root CA 2021,O=Hellenic Academic and Research Institutions CA,C=GR

## Not Valid Before: Fri Feb 19 11:03:34 2021

## Not Valid After: Mon Feb 13 11:03:33 2045

## Fingerprint (SHA-256):

```
```

## Fingerprint (SHA1):

```
```

## CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST

## CKA_TOKEN CK_BBOOL CK_TRUE

## CKA_PRIVATE CK_BBOOL CK_FALSE

## CKA_MODIFIABLE CK_BBOOL CK_FALSE

## CKA_LABEL UTF8 "HARICA Client ECC Root CA 2021"

## CKA_CERT_SHA1_HASH MULTILINE_OCTAL

```
\141\162\143\150\040\111\156\163\164\151\164\165\164\151\157\156
\163\040\103\011\061\047\060\045\006\003\125\004\003\014\036\110
\101\122\111\110\010\040\013\154\151\145\156\164\040\010\03\103
\040\122\157\157\164\040\010\03\101\040\062\060\062\061\060\166\060
\020\00\00\060\075\052\206\110\316\075\002\001\006\005\053\201\004\000
\042\003\142\000\004\007\030\255\225\226\224\320\134\017\202\367
\052\100\372\002\311\311\075\066\246\243\004\152\301\155\225\001
\210\140\222\214\154\134\224\205\331\156\023\072\210\225\014\034\046
\206\066\112\121\110\316\075\036\073\350\250\120\037\312\337\133
\277\111\120\00\235\333\343\060\341\035\132\307\052\212\001\100\736
\155\054\064\357\050\050\227\274\301\371\117\227\026\225\213\065\317
\236\132\322\150\225\243\102\060\010\006\001\17\006\003\125\035\023
\001\001\377\004\005\060\003\001\100\101\137\060\035\006\003\125\035
\016\004\026\004\024\122\010\032\276\062\021\010\45\375\365\032\227
\354\116\137\032\227\312\331\152\202\555\060\16\006\003\125\035\017
\001\001\377\004\004\003\002\001\206\060\012\006\010\052\206\110
\316\075\004\003\003\033\147\000\060\144\002\060\114\061\105\106
\117\250\346\267\030\167\262\032\030\113\055\210\173\130\346\0253
\224\153\104\003\260\027\377\337\202\163\104\121\054\375\223\035
\006\173\024\232\211\354\100\014\357\041\001\056\002\060\057\311
\056\132\154\054\035\331\122\5\340\236\202\271\134\122\174\366\0370
\070\312\056\361\324\035\362\242\111\124\225\370\301\130\136\117
\376\163\012\357\061\260\253\043\130\023\214\213\336\073
END
```

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE

CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE

CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
END
CKA_ISSUER MULTILINE_OCTAL
06015706101306001100600031250004006023002107122061
0670600065000003125000401201405611014515411541156
15114304001011431441441451551511430400141156144040
1221451631451411621431500401111561631641511641165
1641511571561630401031010610470600450000031250004
00300140361101011221111031010401031541511451561164
040105103103040122157157164040103101040062060062
061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
002020061150331133003411421270363220311042103346020
175360
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
#
# Certificate "Autoridad de Certificacion Firmaprofesional CIF A62634068"
#
# Issuer: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Serial Number:1b:70:e9:d2:ff:ae:6c:71
# Subject: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Not Valid Before: Tue Sep 23 15:22:07 2014
# Not Valid After : Mon May 05 15:22:07 2036
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Autoridad de Certificacion Firmaprofesional CIF A62634068"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
06012106101306001100600031250004006023002105123061
1020601000000031250004006023002105123061
144141144040114414504010314516216415114611511431141
14311515715604010615116215511461621571461451163
1511571561141154040103111106040101066062066063064
0600660070
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
06012106101306001100600031250004006023002105123061
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "Autoridad de Certificacion Firmaprofesional CIF A62634068"
# Issuer: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Serial Number:1b:70:e9:d2:ff:ae:6c:71
# Subject: CN=Autoridad de Certificacion Firmaprofesional CIF A62634068,C=ES
# Not Valid Before: Tue Sep 23 15:22:07 2014
# Not Valid After : Mon May 05 15:22:07 2036
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "Autoridad de Certificacion Firmaprofesional CIF A62634068"
CKA_ISSUER MULTILINE_OCTAL
CKA_SERIAL_NUMBER MULTILINE_OCTAL
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
CKA_CERT_MD5_HASH MULTILINE_OCTAL

END
\151\156\141\040\103\157\056\054\114\164\144\056\061\032\060\030
\006\000\012\025\004\003\003\023\020\116\161\124\162\161\163\040\010\103\103
\040\122\157\157\164\140\04\013\101\060\036\027\015\061\070\060\067
\063\061\060\060\067\062\066\064\064\064\312\027\015\061\064\063\060\067\063
\061\060\067\062\066\064\064\132\060\107\061\01\060\01\11\006\000
\125\004\006\063\020\013\116\061\034\060\032\002\060\033\125\004\012
\02\03\023\115\112\162\165\163\03\150\151\156\141\140\103\157\056
\054\011\14\164\144\056\061\032\060\030\006\003\125\004\003\023\021
\166\124\162\165\163\040\105\103\103\040\122\157\157\164\040\103
\01\060\166\060\020\006\007\052\206\110\316\075\002\001\010\060\005
\05\32\010\004\000\004\02\03\003\014\000\004\014\50\12\12\256\214\171\122
\11\252\034\010\03\034\224\313\137\111\26\10\11\167\375\046\224
\10\227\305\315\010\033\136\162\26\137\165\36\317\234\116\202\364
\277\370\141\146\020\154\326\205\133\162\160\032\223\375\333\142\264
\337\123\213\275\261\10\41\130\142\102\011\130\37\217\17\133\200\303\47
\376\100\375\300\330\03\05\062\347\160\246\267\246\040\125\035
\173\200\135\113\217\147\114\361\020\243\102\060\100\060\035\006
\003\125\036\106\040\026\004\024\230\07\135\276\330\262\214\367
\262\253\341\25\044\257\173\174\241\333\037\317\060\017\006\003
\125\035\023\001\001\377\004\005\060\060\030\001\013\377\060\016\006
\003\125\035\017\001\013\377\004\004\003\002\001\010\060\012\006
\01\05\206\110\316\075\004\003\030\033\150\000\060\145\002\060
\127\255\335\126\361\037\343\351\270\111\112\015\323\151\303\157
\354\303\175\045\344\127\225\023\100\233\122\323\073\363\100\301
\274\046\307\055\062\362\265\173\066\237\365\045\324\143\153\000
\002\061\000\351\323\062\362\126\232\052\314\241\332\077\310\146
\053\323\130\234\040\02\253\223\212\121\160\021\070\140\144
\01\314\122\112\110\000\37\015\373\064\150\332\011\255\041\006
\03\022\4316
END
CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "vTrus ECC Root CA"
# Issuer: CN=vTrus ECC Root CA,O="iTrusChina Co.,Ltd." , C=CN
# Subject: CN=vTrus ECC Root CA,O="iTrusChina Co.,Ltd." , C=CN
# Not Valid Before: Tue Jul 31 07:26:44 2018
# Not Valid After : Fri Jul 31 07:26:44 2043
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "vTrus ECC Root CA"
# Certificate "vTrus Root CA"

# Issuer: CN=vTrus Root CA,O="iTrusChina Co.,Ltd.",C=CN

CKA_CLASS CK_OBJECT_CLASS CKC_X_509
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "vTrus Root CA"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
CKA_SERIAL_NUMBER MULTILINE_OCTAL
CKA_ID UTF8 "0"
# Trust for "vTrus Root CA"
# Issuer: CN=vTrus Root CA,O="iTrusChina Co.,Ltd.",C=CN
# Subject: CN=vTrus Root CA,O="iTrusChina Co.,Ltd.",C=CN
# Not Valid Before: Tue Jul 31 07:24:05 2018
# Not Valid After : Fri Jul 31 07:24:05 2043
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "vTrus Root CA"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
CKA_CERT_MD5_HASH MULTILINE_OCTAL
CKA_ISSUER MULTILINE_OCTAL
CKA_SERIAL_NUMBER MULTILINE_OCTAL
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

# Certificate "ISRG Root X2"
# Issuer: CN=ISRG Root X2,O=Internet Security Research Group,C=US
\040\010\162\157\165\160\061\025\060\023\006\003\125\004\003\023
\014\111\123\122\070\040\122\157\151\164\040\130\062\060\166\060
\020\006\007\052\206\110\316\075\002\001\006\005\053\201\010\040
\042\003\142\000\004\135\233\125\237\000\203\012\354\011\112\363
\026\112\076\134\131\167\254\336\147\005\015\035\007\266\334\026
\373\123\121\024\333\342\161\140\304\272\105\225\021\211\126\352
\006\337\367\052\026\034\244\271\130\053\062\340\003\340\036\202
\030\070\213\327\105\330\012\152\156\366\000\167\373\002\121\1175
\042\233\012\156\232\133\167\337\360\372\101\354\071\334\165\312
\150\000\7\014\373\352\243\102\060\100\060\016\060\03\125\035\017
\001\001\377\004\004\003\03\002\001\006\060\017\006\060\33\125\035\023
\001\001\377\004\005\060\003\001\001\377\060\035\006\003\125\035
\016\004\026\004\024\174\112\260\256\336\113\110\073\372\222\370
\236\214\131\155\213\251\162\067\225\060\012\000\010\052\206\110
\316\075\004\003\003\003\150\000\006\145\002\026\060\173\171\116\106
\120\204\302\104\207\106\033\105\160\377\130\23\1336\364\375\244
\322\125\246\040\055\164\326\064\274\101\243\120\137\001\047\126
\264\276\047\165\006\257\022\056\165\230\215\374\002\061\000\213
\365\167\154\324\310\145\252\340\013\054\356\024\235\047\067\244
\371\123\245\121\344\051\203\327\370\220\06\113\102\237\012\365
\376\256\000\150\347\214\111\017\266\157\133\133\025\362\347
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "ISRG Root X2"
# Issuer: CN=ISRG Root X2,O=Internet Security Research Group,C=US
# Subject: CN=ISRG Root X2,O=Internet Security Research Group,C=US
# Not Valid Before: Fri Sep 04 00:00:00 2020
# Not Valid After : Mon Sep 17 16:00:00 2040
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "ISRG Root X2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\075\261\150\074\325\227\215\105\060\046\024\125\370\333\225\307
\132\321\123\257
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\323\236\304\036\043\074\246\337\117\243\176\155\340\024\346\345
END
CKA_ISSUER MULTILINE_OCTAL
\060\117\061\013\060\011\006\003\125\004\006\023\002\125\123\061 
\051\060\047\060\003\125\004\012\023\040\111\156\164\145\162\156 
\145\164\040\123\145\143\165\162\151\164\171\040\122\145\163\145 
\141\162\145\150\040\107\162\157\165\160\061\025\060\023\060\003 
\125\004\003\023\014\111\123\122\107\040\122\157\157\164\040\130 
\062 
END 
CKA_SERIAL_NUMBER MULTILINE_OCTAL 
\002\020\101\322\235\321\162\352\356\247\200\301\054\154\351\057 
\207\122 
END 
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR 
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_MUST_VERIFY_TRUST 
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST 
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE 
# 
# Certificate "HiPKI Root CA - G1" 
# 
# Issuer: CN=HiPKI Root CA - G1,O="Chunghwa Telecom Co., Ltd.",C=TW 
# Subject: CN=HiPKI Root CA - G1,O="Chunghwa Telecom Co., Ltd.",C=TW 
# Not Valid Before: Fri Feb 22 09:46:04 2019 
# Not Valid After : Thu Dec 31 15:59:59 2037 
# Fingerprint (SHA-256): 
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE 
CKA_TOKEN CK_BBOOL CK_TRUE 
CKA_PRIVATE CK_BBOOL CK_FALSE 
CKA_MODIFIABLE CK_BBOOL CK_FALSE 
CKA_LABEL UTF8 "HiPKI Root CA - G1" 
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509 
CKA_SUBJECT MULTILINE_OCTAL 
\060\117\061\013\060\011\006\003\125\004\006\023\002\125\127\061 
\043\060\041\006\003\125\004\012\014\032\103\150\165\156\147\150 
\167\141\040\124\145\154\145\143\157\155\040\103\157\056\054\040 
\114\164\144\056\061\033\060\031\006\003\125\004\003\014\022\110 
\151\120\113\111\040\122\157\157\164\040\103\101\040\055\040\107 
\061 
END 
CKA_ID UTF8 "0" 
CKA_ISSUER MULTILINE_OCTAL 
\060\117\061\013\060\011\006\003\125\004\006\023\002\124\127\061 
\043\060\041\006\003\125\004\012\014\032\103\150\165\156\147\150 
\167\141\040\124\145\154\145\143\157\155\040\103\157\056\054\040 
\114\164\144\056\061\033\060\031\006\003\125\004\003\014\022\110 
\151\120\113\111\040\122\157\157\164\040\103\101\040\055\040\107
# Trust for "HiPKI Root CA - G1"
# Issuer: CN=HiPKI Root CA - G1,O="Chunghwa Telecom Co., Ltd.",C=TW
# Subject: CN=HiPKI Root CA - G1,O="Chunghwa Telecom Co., Ltd.",C=TW
# Not Valid Before: Fri Feb 22 09:46:04 2019
# Not Valid After : Thu Dec 31 15:59:59 2037
# Fingerprint (SHA-256):

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "HiPKI Root CA - G1"


END

# Certificate "GlobalSign ECC Root CA - R4"
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R4
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R4
# Not Valid Before: Tue Nov 13 00:00:00 2012

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38675
# Not Valid After : Tue Jan 19 03:14:07 2038
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign ECC Root CA - R4"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
\060\120\061\044\060\042\006\003\125\004\013\023\033\107\154\157
\142\141\154\123\151\147\156\040\105\103\103\040\122\157\157\164
\040\103\101\040\055\040\122\064\061\023\060\021\006\003\125\004
\012\023\012\107\154\157\142\141\154\123\151\147\156\061\023\060
\021\006\003\125\004\003\023\012\107\154\157\142\141\154\123\151
\147\156
END
CKA_ID UTF8 "0"
CKA_ISSUER MULTILINE_OCTAL
\060\120\061\044\060\042\006\003\125\004\013\023\033\107\154\157
\142\141\154\123\151\147\156\040\105\103\103\040\122\157\157\164
\040\103\101\040\055\040\122\064\061\023\060\021\006\003\125\004
\012\023\012\107\154\157\142\141\154\123\151\147\156\061\023\060
\021\006\003\125\004\003\023\012\107\154\157\142\141\154\123\151
\147\156
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\015\002\003\345\176\365\077\223\375\245\011\041\262\246
END
CKA_VALUE MULTILINE_OCTAL
\060\202\001\334\060\202\001\203\240\003\002\001\002\002\015\002
\003\345\176\365\077\223\375\245\011\041\262\246\006\001\120\006\010
\052\206\110\316\075\004\003\002\060\120\061\044\060\042\006\003
\125\004\013\023\033\107\154\157\142\141\154\123\151\147\156\040
\105\103\103\040\122\157\157\164\040\103\101\040\055\040\122\064
\012\023\006\021\000\003\125\004\012\023\012\107\154\157\142\141
\154\123\151\147\156\061\023\060\12\107\154\157\142\141\154\123\151
\107\154\157\142\141\154\123\151\147\156\060\036\027\015\061\062
\061\061\016\010\063\060\060\060\060\060\060\060\060\032\027\015\063\070\060
\061\061\071\060\063\060\064\060\067\132\060\12\060\014\060\042
\02\060\003\125\004\013\023\033\107\154\157\142\141\154\123\151\147\156
\156\040\105\103\103\040\122\157\157\164\040\103\01\040\055\040
\122\064\061\023\060\021\006\003\125\004\012\023\012\107\154\157
\142\141\154\123\151\147\156\061\023\060\021\006\003\125\004\003
\02\03\012\071\154\157\142\141\154\123\151\147\156\060\013\060\023
\006\007\052\206\110\316\075\002\010\060\010\052\206\110\316\075
\003\001\007\003\102\000\004\270\036\171\032\017\154\045\016\237
# Trust for "GlobalSign ECC Root CA - R4"
# Issuer: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R4
# Subject: CN=GlobalSign,O=GlobalSign,OU=GlobalSign ECC Root CA - R4
# Not Valid Before: Tue Nov 13 00:00:00 2012
# Not Valid After: Tue Jan 19 03:14:07 2038

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GlobalSign ECC Root CA - R4"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\5153\260\230\341\161\135\132\255\376\110\025\200\167\203\364
\275\157\013\050
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\046\051\137\159\341\210\277\242\145\177\252\304\315\017\177\374
END

CKA_ISSUER_MULTILINE_OCTAL
\060\120\061\104\060\042\006\003\125\004\013\023\033\107\154\157
\142\141\154\123\151\147\156\040\105\103\034\012\157\157\164
\040\013\101\040\055\040\122\064\061\023\060\021\060\003\125\004
\120\23\101\07\154\157\142\141\154\123\151\147\156\061\023\060
\021\060\003\125\004\003\023\012\107\154\157\142\141\154\123\151
\147\156
END

CKA_SERIAL_NUMBER MULTILINE_OCTAL
# Certificate "GTS Root R1"

# Issuer: CN=GTS Root R1,O=Google Trust Services LLC,C=US
# Subject: CN=GTS Root R1,O=Google Trust Services LLC,C=US
# Not Valid Before: Wed Jun 22 00:00:00 2016
# Not Valid After : Sun Jun 22 00:00:00 2036
# Fingerprint (SHA-256):

CKA_ID UTF8 "GTS Root R1"

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_FALSE

CKA_MODIFIABLE CK_BBOOL CK_FALSE

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_TRUE

CKA_MODIFIABLE CK_BBOOL CK_TRUE

CKA_LABEL UTF8 "GTS Root R1"

CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE

CKA_TOKEN CK_BBOOL CK_TRUE

CKA_PRIVATE CK_BBOOL CK_TRUE

CKA_MODIFIABLE CK_BBOOL CK_TRUE

CKA_LABEL UTF8 "GTS Root R1"
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38679
\015\001\001\014\005\000\000\032\202\002\000\000\237\252\102\204\46\333
\013\233\276\377\036\226\222\056\076\242\145\112\152\230\272\042
\313\175\301\072\233\020\201\120\063\066\245\336\300\116\207\146
\171\124\371\124\130\234\252\371\126\346\140\347\340\50\261\036
\102\101\063\013\067\075\316\211\160\025\312\265\044\250\317\153
\265\322\100\041\123\031\174\206\317\035\061\126\265\017
\121\174\135\210\344\065\044\136\233\076\032\124\036\156\333\262
\207\247\374\343\363\372\201\112\250\142\012\131\251\042\000\056\107
\203\236\356\333\127\064\247\046\223\232\027\333\350\047\242\213
\173\116\046\032\172\132\144\266\321\125\046\363\070
\354\162\360\021\165\235\313\064\122\215\346\166\153\027\036\337
\206\253\047\216\111\053\165\146\201\020\041\124\352\076\364\256
\045\377\174\025\336\316\214\045\077\132\142\160\012\367\057\111
\146\007\310\077\034\374\346\033\105\060\337\142\210\301\265\017
\235\303\237\112\366\131\131\107\035\020\042\066\346\026\247\355
\012\271\342\007\240\215\173\172\112\074\161\132\324\003\241\037
\062\007\335\035\033\344\102\316\014\000\000\105\141\200\265\013\040\131
\051\170\275\371\112\253\131\143\305\074\114\364\266\377\333\152\137
\061\153\231\126\054\301\153\120\244\327\346\03\024\275\205\077
\147\253\106\237\240\377\102\247\072\171\134\313\135\260\160\035
\053\064\365\324\166\011\014\355\170\114\131\056\363\063\120\032\03
\141\025\020\033\167\115\316\042\214\324\205\362\105\175\267\123
\352\357\100\132\224\012\134\040\137\176\160\013\351\142\042\166\337
\377\116\141\125\214\043\170\322\067\000\234\016\336\321\021\067
\211\136\377\355\111\007\142\256\222\354\100\032\257\024\113\331
\320\116\163\224\367\276\356\356\330\377\334\032\055\336\270\066
\161\134\324\374\171\267\224\045\321\110\163\313\241\065\347\263\231
\147\165\350\101\031\072\053\107\116\323\102\216\375\061\130\026\146
\132\322\014\074\333\263\216\311\124\015\200\017\173\026\167\024
\277\377\333\111\224\262\222\274\041\130\025\351\333\161\103\363
\336\020\303\000\034\250\052\225\266\032\077\220\153\166\333
\154\376\214\274\362\160\065\014\334\231\031\065\334\327\310\106
\143\325\066\161\125\127\373\267\20\153\334

END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

# Trust for "GTS Root R1"
# Issuer: CN=GTS Root R1,O=Google Trust Services LLC,C=US
# Subject: CN=GTS Root R1,O=Google Trust Services LLC,C=US
# Not Valid Before: Wed Jun 22 00:00:00 2016
# Not Valid After : Sun Jun 22 00:00:00 2036
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GTS Root R1"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
345214034304422107307014311335102011563432552161153
235331201112
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
00537632027716112502431661433320013403301222334100
END
CKA_ISSUER MULTILINE_OCTAL
06010706010100000312500406023002125123061
042060040000003125004012023030110711571157114711541145
040124162165163164040123114516216615111431145163040
1141141030610240600220060031250040030230131071124
123040122115711571640401220061
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
002015002003345223157061126002311112101153242027
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE
#
# Certificate "GTS Root R2"
#
# Issuer: CN=GTS Root R2,O=Google Trust Services LLC,C=US
# Serial Number: 02:03:e5:ae:c5:8d:04:25:1a:ab:11:25:aa
# Subject: CN=GTS Root R2,O=Google Trust Services LLC,C=US
# Not Valid Before: Wed Jun 22 00:00:00 2016
# Not Valid After: Sun Jun 22 00:00:00 2036
# Fingerprint (SHA-256):
CKA_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GTS Root R2"
CKA_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CKA_SUBJECT MULTILINE_OCTAL
060107060101000003125004006023002125123061
042060040000003125004012023030110711571157114711541145
040124162165163164040123114516216615111431145163040
1141141030610240600220060031250040030230131071124
# Trust for "GTS Root R2"
# Issuer: CN=GTS Root R2,O=Google Trust Services LLC,C=US
# Serial Number: 02:03:e5:ae:c5:8d:04:25:1a:ab:11:25:aa
# Subject: CN=GTS Root R2,O=Google Trust Services LLC,C=US
# Not Valid Before: Wed Jun 22 00:00:00 2016
# Not Valid After: Sun Jun 22 00:00:00 2036
CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_TRUE
CKA_LABEL UTF8 "GTS Root R2"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\142\101\363\146\322\217\252\170\225\124\040\303\132\056\164\053\325\321\276\030\151\000\254\325\244\317\071\272\121\204\003\145\351\142\300\142\376\63\011\15\125\226\342\320\021\372\110\064\021\354\326\355\005\035\344\310\326\035\206\013
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\036\071\300\123\346\036\051\202\013\312\122\125\066\135\127\334
END
CKA_ISSUER MULTILINE_OCTAL
\060\107\061\101\060\011\006\003\125\004\006\023\002\125\123\061\042\060\040\006\003\125\004\012\023\031\107\157\157\147\154\145\040\124\162\165\163\164\040\123\145\162\166\151\143\145\163\040\114\114\103\061\024\060\022\006\003\125\004\003\023\013\107\124\123\040\122\157\157\164\040\122\062
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\015\002\003\345\256\305\215\004\045\032\253\021\045\252
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_TRUE

# Certificate "GTS Root R3"
#
"\000\004\037\117\063\207\063\051\212\224\120\043\336\313\307\041\130
\101\121\352\126\235\053\113\205\306\035\114\047\274\177\046\121
\162\157\342\237\326\243\121\341\010\024\106\213\255\357\176\206
\214\354\261\176\057\377\251\161\123\350\030\204\105\004\101\125\156
\053\352\046\177\223\220\001\343\113\031\127\234\124\226\105\011
\261\125\154\221\104\255\204\023\162\232\214\015\200\014\062\236
\340\047\243\102\060\100\060\016\060\033\125\035\017\001\100\137
\004\004\003\002\001\126\060\017\006\003\125\035\023\001\100\137
\004\005\060\033\001\100\137\077\060\035\060\033\125\035\016\004\026
\004\024\301\136\046\272\240\055\256\205\201\317\323\361\052\022
\275\270\012\147\375\274\060\012\006\010\052\206\110\316\075\004
\003\030\003\031\151\000\060\146\002\061\000\036\341\040\225\024
\275\027\012\147\375\274\060\012\006\010\052\206\110\316\075\004
\003\030\003\031\151\000\060\146\002\061\000\036\341\040\225\024
\124\243\220\026\021\127\204\310\352\157\153\027\236\036\106\230
\040\233\237\323\015\331\125\323\057\315\174\370\133\056\125\273
\277\335\222\223\237\237\244\014\334\061\341\242\002\061\000\037\227\146
\146\345\103\026\023\203\333\037\337\057\276\024\070\355\001\136
\261\102\032\020\116\351\275\003\217\046\176\204\345\311\140\246
\225\327\124\131\267\347\021\054\211\324\271\135\6027
END

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE

END

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GTS Root R3"

CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\355\345\161\200\053\310\222\271\133\203\074\322\062\150\077\011
\135\240\036\106
END

CKA_CERT_MD5_HASH MULTILINE_OCTAL
\076\347\235\130\002\224\106\121\224\345\340\042\112\213\347\163
END

CKA_ISSUER MULTILINE_OCTAL
\060\017\060\013\060\001\100\060\033\125\004\006\023\002\125\123\061
\042\060\004\006\003\125\004\012\023\031\107\157\157\147\154\145
\040\124\162\165\163\164\040\123\145\162\166\151\143\145\163\040
"
# Certificate "GTS Root R4"

# Issuer: CN=GTS Root R4,O=Google Trust Services LLC,C=US
# Subject: CN=GTS Root R4,O=Google Trust Services LLC,C=US
# Not Valid Before: Wed Jun 22 00:00:00 2016
# Not Valid After: Sun Jun 22 00:00:00 2036
# Fingerprint (SHA-256):

CAK_CLASS CK_OBJECT_CLASS CKO_CERTIFICATE
CAK_TOKEN CK_BBOOL CK_TRUE
CAK_PRIVATE CK_BBOOL CK_FALSE
CAK_MODIFIABLE CK_BBOOL CK_FALSE
CAK_LABEL UTF8 "GTS Root R4"

CAK_CERTIFICATE_TYPE CK_CERTIFICATE_TYPE CKC_X_509
CAK_SUBJECT MULTILINE_OCTAL
\114\114\103\061\024\060\022\006\003\125\004\003\023\013\107\124
\123\040\122\157\157\164\040\122\064
END
CAK_ID UTF8 "0"
CAK_ISSUER MULTILINE_OCTAL
\060\017\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\042\060\040\006\003\125\004\012\023\031\107\157\154\145
\040\012\162\165\163\164\040\123\145\162\166\151\143\145\163\040
\114\014\103\061\024\060\022\006\003\125\004\003\023\013\107\124
\123\040\122\157\157\164\040\122\064
END
CAK_SERIAL_NUMBER MULTILINE_OCTAL
\002\15\002\003\345\270\202\353\040\370\045\047\155\075\146
END
CAK_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CAK_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CAK_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CAK_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38687
# Trust for "GTS Root R4"

# Issuer: CN=GTS Root R4,O=Google Trust Services LLC,C=US
# Subject: CN=GTS Root R4,O=Google Trust Services LLC,C=US
# Not Valid Before: Wed Jun 22 00:00:00 2016
# Not Valid After : Sun Jun 22 00:00:00 2036

CKA_CLASS CK_OBJECT_CLASS CKO_NSS_TRUST
CKA_TOKEN CK_BBOOL CK_TRUE

CKA_NSS_MOZILLA_CA_POLICY CK_BBOOL CK_TRUE
CKA_NSS_SERVER_DISTRUST_AFTER CK_BBOOL CK_FALSE
CKA_NSS_EMAIL_DISTRUST_AFTER CK_BBOOL CK_FALSE
END
CKA_PRIVATE CK_BBOOL CK_FALSE
CKA_MODIFIABLE CK_BBOOL CK_FALSE
CKA_LABEL UTF8 "GTS Root R4"
CKA_CERT_SHA1_HASH MULTILINE_OCTAL
\167\323\003\147\265\340\014\025\366\014\070\141\337\174\341\073
\222\106\115\107
END
CKA_CERT_MD5_HASH MULTILINE_OCTAL
\103\226\203\167\031\115\166\263\235\145\122\344\035\042\245\350
END
CKA_ISSUER MULTILINE_OCTAL
\060\107\061\013\060\011\006\003\125\004\006\023\002\125\123\061
\042\060\040\006\003\125\004\012\023\031\107\157\157\147\154\145
\040\124\162\165\163\164\040\123\145\162\166\151\143\145\163\040
\114\14\103\061\024\060\022\006\003\125\004\003\023\013\107\124
\123\040\122\157\157\164\040\122\064
END
CKA_SERIAL_NUMBER MULTILINE_OCTAL
\002\015\002\003\345\300\150\357\143\032\234\162\220\120\122
END
CKA_TRUST_SERVER_AUTH CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_EMAIL_PROTECTION CK_TRUST CKT_NSS_TRUSTED_DELEGATOR
CKA_TRUST_CODE_SIGNING CK_TRUST CKT_NSS_MUST_VERIFY_TRUST
CKA_TRUST_STEP_UP_APPROVED CK_BBOOL CK_FALSE

Found in path(s):
* /opt/cola/permits/1255209723_1642677937.1/0/ca-certificates-20211220-r0-tgz/src/ca-certificates-20211220/certdata.txt
* /opt/cola/permits/1255209723_1642677937.1/0/ca-certificates-20211220-r0-tgz/src/ca-certificates-20211220-tar-bz2/ca-certificates-20211220/certdata.txt
No license file was found, but licenses were detected in source scan.

/* c_rehash.c - Create hash symlinks for certificates
 * C implementation based on the original Perl and shell versions
 * Copyright (c) 2013-2014 Timo Teräš <timo.teras@iki.fi>
 * All rights reserved.
 * This software is licensed under the MIT License.
 * Full license available at: http://opensource.org/licenses/MIT
 */

Found in path(s):
* /opt/cola/permits/1255209723_1642677937.1/0/ca-certificates-20211220-r0-tgz/src/ca-certificates-20211220/c_rehash.c
* /opt/cola/permits/1255209723_1642677937.1/0/ca-certificates-20211220-r0-tgz/src/ca-certificates-20211220-tar-bz2/ca-certificates-20211220/c_rehash.c
1.3044 zstd 1.8.0

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include/GL/glxext.h
include/GL/wglxext.h :

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## <summary>Polaris dbgd Policy Rules.</summary>

..........................................................
## <summary>
##      Write dbgd /var/run socket file
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_dbgd_var_sock_write',`
   gen_require(`
     type polaris_dbgd_t;
     type polaris_dbgd_var_run_t;
     type var_run_t;
   `)
   write_sock_files_pattern($1, var_run_t, polaris_dbgd_var_run_t)
   allow $1 polaris_dbgd_t:unix_stream_socket { connectto };
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdbgd.if
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## <summary>Polaris cpp_stats Policy Rules.</summary>

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# Map GNSS TTY to correct device context
/dev/ttyS1                         -c gen_context(system_u:object_r:polaris_cabo_gnss_device_t,s0)

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policy_module(polarisnginx, 1.0);

gen_require(`
    type polaris_nginx_t;
`)

polaris_btrace_data_manage(polaris_nginx_t)
polaris_chasfs_manage(polaris_nginx_t)
polaris_tdlresolve_read(polaris_nginx_t)
polaris_tdlldb_list_dirs(polaris_nginx_t)
polaris_cpld_read(polaris_nginx_t)
polaris_lua_read(polaris_nginx_t)
polaris_flashlib_read(polaris_nginx_t)
polaris_crft_data_manage(polaris_nginx_t)
polaris_rpc_sman_ui_serv_connect(polaris_nginx_t)
polaris_lua_read(polaris_nginx_t)
polaris_disk_harddisk_read_lnk(polaris_nginx_t)

allow polaris_nginx_t self:tcp_socket { bind create listen accept setopt getopt shutdown};
allow polaris_nginx_t self:capability2 block_suspend;
allow polaris_nginx_t self:capability { setgid setuid sys_resource }

polaris_lfts_dev_use(polaris_nginx_t)
logging_send_syslog_msg(polaris_nginx_t)

corenet_tcp_connect_http_port(polaris_nginx_t)
corenet_tcp_bind_generic_node(polaris_nginx_t)
corenet_tcp_bind_http_port(polaris_nginx_t)
corenet_tcp_connect_pkiserver_port(polaris_nginx_t)
# FIXME: add interface to allow bind to port 1025-65535
corenet_tcp_bind_all_ports(polaris_nginx_t)

# Allow the nginx to search/read the web servers config files
apache_read_config(polaris_nginx_t)
apache_search_config(polaris_nginx_t)
# Allow read httpd_sys_content_t (/var/www/...)
apache_read_sys_content(polaris_nginx_t)

gen_require(
    type httpd_var_run_t;
    type syslogd_var_run_t;
)
setattr_dirs_pattern(polaris_nginx_t, httpd_var_run_t, httpd_var_run_t)
manage_dirs_pattern(polaris_nginx_t, httpd_var_run_t, httpd_var_run_t)
manage_files_pattern(polaris_nginx_t, httpd_var_run_t, httpd_var_run_t)
manage_sock_files_pattern(polaris_nginx_t, httpd_var_run_t, httpd_var_run_t)
files_pid_filetrans(polaris_nginx_t, httpd_var_run_t, { file sock_file dir unix_stream_socket })

polaris_socketat_nsfs_read(polaris_nginx_t)
# socketat does setsockopt SO_VRF
allow polaris_nginx_t self:capability net_admin;
auth_use_nsswitch(polaris_nginx_t)

allow polaris_nginx_t tmp_t:dir create_dir_perms;
files_tmp_filetrans(polaris_nginx_t, httpd_log_t, file, " ngx_access.log ")
files_tmp_filetrans(polaris_nginx_t, httpd_log_t, file, " ngx_error.log ")
files_tmp_filetrans(polaris_nginx_t, httpd_log_t, file, " nginx.pid ")
files_tmp_filetrans(polaris_nginx_t, httpd_log_t, file, " nginx.lock.accept ")
files_tmp_filetrans(polaris_nginx_t, httpd_log_t, file, " nginx.lock.cookie_tbl ")
files_tmp_filetrans(polaris_nginx_t, httpd_log_t, file, " nginx.lock.login_count ")
filetrans_pattern(polaris_nginx_t, syslogd_var_run_t, httpd_log_t, file, " openresty.log ")
filetrans_pattern(polaris_nginx_t, syslogd_var_run_t, httpd_log_t, file, " ngxcsrf.log ")
filetrans_pattern(polaris_nginx_t, syslogd_var_run_t, httpd_log_t, file, " ngxtest.log ")
create_dirs_pattern(polaris_nginx_t, httpd_log_t, httpd_log_t)
manage_files_pattern(polaris_nginx_t, httpd_log_t, httpd_log_t)
apache_read_log(polaris_nginx_t)
apache_write_log(polaris_nginx_t)
polaris_restconf_tmp_use(polaris_nginx_t)
dev_read_sysfs(polaris_nginx_t)

# dev/zram0 needs fs_t:filesystem getattr
ifdef('quake_platform',
fs_getattr_xattr_fs(polaris_nginx_t)
)

type polaris_nginx_tmp_t;
files_tmp_file(polaris_nginx_tmp_t)
manage_files_pattern(polaris_nginx_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
manage_dirs_pattern(polaris_nginx_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, file, "nginx_aaa")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, file, "nginx_master")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, file, "nginx_session")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, file, "ciscosdwan.cfg")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, dir, "proxy_temp")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, dir, "client_temp")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, dir, "fastcgi_temp")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, dir, "scgi_temp")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, dir, "uwsgi_temp")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, dir, "pki")
files_tmp_filetrans(polaris_nginx_t, polaris_nginx_tmp_t, dir, "auth")
polaris_restconf_read(polaris_nginx_t)

#############################################################################
# webui_helper.sh/webui_helper_upgrade.sh
#############################################################################
polaris_process_domain_template(nginx_webui)
polaris_process_domain_template(nginx_webui_install)
polaris_nginx_exec_domain(polaris_nginx_webui_t, polaris_nginx_webui_exec_t)
polaris_nginx_exec_domain(polaris_nginx_webui_install_t, polaris_nginx_webui_install_exec_t)
corecmd_exec_bin(polaris_nginx_webui_t)
corecmd_exec_bin(polaris_nginx_webui_install_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_nginx_webui_t)
auth_use_nsswitch(polaris_nginx_webui_install_t)

#allow polaris_nginx_webui_t/polaris_nginx_webui_install_t access to nginx webui /tmp base folder
# /tmp/nginx/webui_tmp
manage_files_pattern(polaris_nginx_webui_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
manage_files_pattern(polaris_nginx_webui_install_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
#allow polaris_file_transfer_client_t to access nginx webui /tmp base folder
# /tmp/nginx/webui_tmp. We also need to allow chvrf to use the FIFO in cases
# where we use the VRF interface
gen_require(
    type polaris_file_transfer_client_t;
    type polaris_chvrf_t;
')
manage_files_pattern(polaris_file_transfer_client_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
manage_fifo_files_pattern(polaris_file_transfer_client_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
manage_fifo_files_pattern(polaris_chvrf_t, polaris_nginx_t, polaris_nginx_t)

# fts_client binary requires access to chassis, tdlresolve and cpld
polaris_tdlresolve_read(polaris_file_transfer_client_t)
polaris_chasfs_manage(polaris_file_transfer_client_t)
polaris_cpld_read(polaris_file_transfer_client_t, polaris_sysfs_cpld_t, polaris_sysfs_cpld_t)

gen_require(
    type polaris_file_transfer_client_exec_t;
')
polaris_bexecute_domain(polaris_file_transfer_client_t, polaris_file_transfer_client_exec_t)

type polaris_fts_client_tmp_t;
files_tmp_file(polaris_fts_client_tmp_t)
polaris_fts_client_tmp_manage(polaris_file_transfer_client_t)

# on ultra /var/www directory created by systemd unit that runs /mount_packages.sh
# under unconfined_service_t domain
gen_require(
    type unconfined_service_t;
')
files_var_filetrans(unconfined_service_t, httpd_sys_content_t, dir, "www")

allow polaris_nginx_t self:capability dac_override;

#iox local mgr in webui connects to caf service on port 8098
corenetscp_connect_polaris_caf_api_port(polaris_nginx_t)

# IOX downloads the application package using network protocol (e.g http)
gen_require(
    type fifo_var_run_t;
')
allow polaris_file_transfer_client_t fifo_var_run_t:fifo_file read;

# webui connects to dbm backend service on port 9090
corenetscp_connect_polaris_wnc_mgrd_port(polaris_nginx_t)

# webui connects to poljvm service on port 9093
corenetscp_connect_polaris_poljvm_websocket_port(polaris_nginx_t)
# remote docker workflow

corenet_tcp_connect_us_cli_port(polaris_nginx_t)

# webui sw mgmt app which does install and smu, invokes webui helper shell
# scripts which inturn invoke installer scripts. Hence need to provide transition
# rule to polaris_install_engine_t domain
polaris_install_engine_domtrans(polaris_nginx_webui_install_t)
polaris_install_show_domtrans(polaris_nginx_webui_install_t)

# Allow pipe operations during install command invocation
polaris_nginx_managefifo_files(polaris_bexecute_t)
polaris_nginx_managefifo_files(polaris_code_verify_t)
polaris_nginx_managefifo_files(polaris_install_engine_t)
polaris_nginx_managefifo_files(polaris_install_show_t)
polaris_nginx_managefifo_files(rsync_t)

# During install-add via WebUI, code_sign_verify generates a file:map denial
# "/usr/bin/code_sign_verify package
# /tmp/patch/smus/10_vwlc_apsp_ap3g3_17.6.bin/mount/C9800-CL-mono-patch.2021-01-11_11.31_radonep"
require {
  type etc_runtime_t;
}
allow polaris_code_verify_t etc_runtime_t:file map;

# Provide sys_resource capability to webui install scripts for sys_pipe calls.
allow polaris_nginx_webui_install_t self:capability sys_resource;

# nginx/webui File-manager app provides bootflash file-mgmt facility.
# as part of this it needs RW access to bootflash.
# TODO: Bug CSCvp83328 to isolate the access to another utility, which
# can have its own domain and nginx_t can transition to it.
polaris_bootflash_manage(polaris_nginx_t)

# allow nginx to manage core files
polaris_core_file_manage(polaris_nginx_t)

# luajit module for nginx triggers execmem denial due to mprotect call.
# TODO: ccdts CSCvp70095 is used to track this vulnerability in
# current nginx component.
allow polaris_nginx_t self:process execmem;

# FIXME : allow shell/binary execution
# Elevated privelages needs to be addressed
# Tracked by Bugid : CSCvp93448
corecmd_exec_bin(polaris_nginx_t)
corecmd_exec_shell(polaris_nginx_t)
#FIXME
# Need to re-evaluate these privileges
# Tracked by Bugid : CSCvp92908, CSCvt81963(fts_client)
polaris_file_transfer_client_domtrans(polaris_nginx_webui_install_t)

# nginx need access btrace fifo file:
polaris_use_btrace_fifo(polaris_nginx_t)
gen_require(')

manage_files_pattern(polaris_nginx_t, polaris_nginx_t, polaris_nginx_t)
allow polaris_nginx_t proc_t:filesystem { associate };

# nginx needs access to /dev/stdout which is owned by pman
allow polaris_nginx_t polaris_pman_t:fifo_file open;

############################################################################
# aireos_translate_helper.sh
# Invokes a python library that converts aireos config to ewlc config.
############################################################################
type polaris_aireos_translator_scripts_t;
files_type(polaris_aireos_translator_scripts_t)
polaris_process_domain_template(nginx_webui_aireos_translator)
polaris_nginx_exec_domain(polaris_nginx_webui_aireos_translator_t, polaris_nginx_webui_aireos_translator_exec_t)
allow polaris_nginx_t polaris_aireos_translator_scripts_t:dir { getattr open read search };
allow polaris_nginx_t polaris_aireos_translator_scripts_t:file { getattr ioctl open read };
allow polaris_nginx_t polaris_nginx_webui_aireos_translator_exec_t:file ioctl;
allow polaris_nginx_t self:process setfscreate;
files_list_var(polaris_nginx_t)

############################################################################
# ra_trace_webui_helper.sh
# Invokes mcp_trace_filter.sh to perform radio active tracing.
############################################################################
polaris_process_domain_template(nginx_webui_trace_filter)
polaris_nginx_exec_domain(polaris_nginx_webui_trace_filter_t, polaris_nginx_webui_trace_filter_exec_t)
corecmd_exec_bin(polaris_nginx_webui_trace_filter_t)
manage_files_pattern(polaris_nginx_webui_trace_filter_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
manage_dirs_pattern(polaris_nginx_webui_trace_filter_t, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
auth_use_nsswitch(polaris_nginx_webui_trace_filter_t)
polaris_trace_filter_domtrans(polaris_nginx_webui_trace_filter_t)
polaris_nginx_manage_fifo_files(polaris_trace_filter_t)

############################################################################
# nginx_helper.sh
# nginx show command helper run by pman invoking curl
############################################################################
polaris_utility_domain_template(nginx_helper)
polaris_pman_entry(polaris_nginx_helper_t, polaris_nginx_helper_exec_t)

#allow execution of nginx_helper.sh
corecmd_exec_bin(polaris_nginx_helper_t)

#allow read of /etc/passwd
auth_use_nsswitch(polaris_nginx_helper_t)

#allow access to the tmp fifo file
polaris_use_btrace_fifo(polaris_nginx_helper_t)

# nginx_helper.sh reads from chasfs
polaris_chasfs_manage(polaris_nginx_helper_t)

gen_require(`
  type polaris_curl_t;
`)

# allow execution of /usr/bin/curl on the pkiserver port
polaris_curl_domtrans(polaris_nginx_helper_t)
corenct_tcp_connect_pkiserver_port(polaris_curl_t)

#allow curl to write into chasfs
polaris_chasfs_manage(polaris_curl_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnginx.te
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# # July 2017, Victor Kamensky
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#
### <summary>Polaris cpp_cdm Policy Rules.</summary>

########################################
## <summary>
##      Allow access to semaphore with type polaris_cpp_cdm_t
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
interface('polaris_cpp_cdm_sem_use',
   gen_require(
      type polaris_cpp_cdm_t;
   )
   allow $1 polaris_cpp_cdm_t:sem rw_sem_perms;
)
#

########################################
## <summary>
##      Allow access to shared memory with type polaris_cpp_cdm_t
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cpp_cdm_shm_use',
   gen_require(
      type polaris_cpp_cdm_t;
   )
   allow $1 polaris_cpp_cdm_t:shm rw_shm_perms;
)
#

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppcdm.if
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#
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#
## <summary>Polaris dmi_ndbmand Policy Rules.</summary>

# # Work with NDBLOAD_LOCK_PATH.
# #<summary>
# #   Work with NDBLOAD_LOCK_PATH.
# </summary>
# #<param name="domain">
# #   Domain allowed access.
# </param>
# interface('polaris_ndbload_lock_use',

gen_require(
    type polaris_dmi_ndbutil_lock_t;
    type tmp_t;
')
manage_files_pattern($1, tmp_t, polaris_dmi_ndbutil_lock_t)
files_tmp_filetrans($1, polaris_dmi_ndbutil_lock_t, file, ".l.ndbutil-load")
files_tmp_filetrans($1, polaris_dmi_ndbutil_lock_t, file, ".l.ndbutil-use")
')

### Summary

Manage polaris_ndbmand_ndbutil_t files

```
<param name="domain">
  Domain allowed access.
</param>

interface('polaris_ndbmand_ndbutil_manage',
    gen_require(
        type polaris_ndbmand_ndbutil_t;
        type polaris_confd_ndbutil_lock_t;
    )
    manage_files_pattern($1, polaris_confd_ndbutil_lock_t, polaris_ndbmand_ndbutil_t)
)
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmindbmand.if
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#

```
<summary>Polaris sif_mgr Policy Rules.</summary>

```

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38834
# Chasfs Policy Rules.

## <summary>
Manage chasfs files.
## </summary>

```c
interface('polaris_chasfs_manage',
    gen_require(''
        type polaris_chasfs_t;
    ')
)
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissifmgr.if

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### <summary>Polaris Chasfs Policy Rules.</summary>

```
```

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38835
manage_dirs_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
manage_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
manage_link_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
manage_fifo_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
manage_sock_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)

allow $1 polaris_chasfs_t:{file dir} watch;

# chasfs contains a lot of weird permission files
allow $1 self:capability dac_read_search;
')

************************************************************
## <summary>
##     Manage chasync file(user_input_custom.xml)
## </summary>
## <param name="domain">
##      <summary>
##      Getattr allowed access.
##      </summary>
## </param>
#
# interface('polaris_chasfs_read',
gen_require('
type polaris_chasfs_t;
')

list_dirs_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
read_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
read_link_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
read_fifo_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)
read_sock_files_pattern($1, polaris_chasfs_t, polaris_chasfs_t)

allow $1 polaris_chasfs_t:{file dir} watch;

# chasfs contains a lot of weird permission files
allow $1 self:capability dac_read_search;
')

************************************************************
## <summary>
##     Manage chasync file(user_input_custom.xml)
## </summary>
## <param name="domain">
##      <summary>
##      Getattr allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_chasync_files_manage',
    gen_require(
        type polaris_chasync_files_t;
    )
    manage_files_pattern($1, polaris_chasync_files_t, polaris_chasync_files_t)
)

#######################################
## <summary>
##      Watch read chasfs directories
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_chasfs_watch_read',
    gen_require(
        type polaris_chasfs_t;
    )
    allow $1 polaris_chasfs_t:dir watch_reads;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarischasfs.if
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#  
# March 2017, Victor Kamensky  
#  
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#  
#/dev/dev_lfts -c gen_context(system_u:object_r:polaris_lfts_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislfts.fc
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#  
# July 2019, Victor Kamensky  
#  
# Copyright (c) 2019 by Cisco Systems, Inc.
policy_module(polarisngwc, 1.0);

# chdrvmmmap device (MMAP Driver for ASIC Memory mapping)
type polaris_chdrvmmmap_device_t;
dev_node(polaris_chdrvmmmap_device_t)

# gettysburg_fpga device (/dev/gettysburg_dev1)
type polaris_gettysburg_fpga_device_t;
dev_node(polaris_gettysburg_fpga_device_t)

# dplr io memory maping driver /dev/cisco/dplr_iomem

type polaris_dplr_iomem_mmapdrv_device_t;
dev_node(polaris_dplr_iomem_mmapdrv_device_t)

# /dev/shm/ngwc_shm shared memory
type polaris_ngwc_shm_t;
files_type(polaris_ngwc_shm_t)

# /dev/shm/ngwc_scc_shm shared memory
type polaris_ngwc_scc_shm_t;
files_type(polaris_ngwc_scc_shm_t)

# /dev/shm/iomd_to_fed_ptp_offload shared memory
type polaris_ngwc_itfpo_t;
files_type(polaris_ngwc_itfpo_t)

# /dev/shm/sdm shared memory
type polaris_sdm_shm_t;
files_type(polaris_sdm_shm_t)

# /dev/shm/sem.i2c_sem00N quake sempaphor
type polaris_quake_i2c_t;
files_type(polaris_quake_i2c_t)

# FPGA io memory mapping driver /dev/cisco/fpgaiomem
type polaris_fpga_iomem_mmapfpga_device_t;
dev_node(polaris_fpga_iomem_mmapfpga_device_t)

# Mapping permission for /dev/shm/<name>
ifdef(`quake_platform',`
gen_require(`
    type systemd_tmpfiles_t;
')
mmap_files_pattern(systemd_tmpfiles_t, polaris_quake_i2c_t, polaris_quake_i2c_t)
')

# In combined image we have several policies and we choose
# one to use in run-time, but file system is shared and
# labeled with different file_context files, so it is
# possible that we may have some labels that other policy
# does not understand for now just hard missing entries
ifdef(`nyquist_platform',`
type polaris_cm_cc_exec_t;
files_type(polaris_cm_cc_exec_t)
type polaris_cm_fp_exec_t;
files_type(polaris_cm_fp_exec_t)
type polaris_flashcheck_exec_t;
files_type(polaris_flashcheck_exec_t)
type polaris_emd_exec_t;
files_type(polaris_emd_exec_t)
type polaris_ngwc_ishow_exec_t;
files_type(polaris_ngwc_ishow_exec_t)
')

# Adding here as this unmount command is specific to Nyquist platform.
# /bin/cat9k_ssd_auth_cmds.sh
polaris_utility_domain_template(ssdUnmount)
corecmd_exec_bin(polaris_ssdUnmount_t)
storage_getattr_fixed_disk_dev(polaris_ssdUnmount_t)
fstools_domtrans(polaris_ssdUnmount_t)
mount_domtrans(polaris_ssdUnmount_t)
polaris_use_btrace_fifo(polaris_ssdUnmount_t)

# allow to read /etc/passwd
auth_use_nsswitch(polaris_ssdUnmount_t)
polaris_chasfs_read(polaris_ssdUnmount_t)
polaris_cpld_read(polaris_ssdUnmount_t)

# Read /tmp/sw/boot files
polaris_boot_tmp_read(polaris_ssdUnmount_t)
# Allow read to btrace tmp files
polaris_btrace_tmppub_read(polaris_ssd_unmount_t)
# Allow getattt to tmpfs
fs_getattr_tmpfs(polaris_ssd_unmount_t)
# Allow read to ssd auth tmp files /tmp/ssl_blk_device created by udev
polaris_read_ssl_tmp_files(polaris_ssd_unmount_t)

# allow creation/access of temporary files created by bash such as
# /tmp/sh-thd-1499428203 etc
type polaris_ssd_unmount_tmp_t;
files_tmp_file(polaris_ssd_unmount_tmp_t)
files_tmp_filetrans(polaris_ssd_unmount_tmp_t, polaris_ssd_unmount_tmp_t, file)
manage_files_pattern(polaris_ssd_unmount_t, polaris_ssd_unmount_tmp_t, polaris_ssd_unmount_tmp_t)
allow polaris_ssd_unmount_t polaris_ssd_unmount_tmp_t:file { unlink };

# Allow nfs dir/file read
rpc_manage_nfs_state_data_dir(polaris_ssd_unmount_t)
rpc_manage_nfs_state_data(polaris_ssd_unmount_t)
# Allow read access to files on nfsd file system
fs_read_nfsd_files(polaris_ssd_unmount_t)
kernal_non_rpc_sysctls(polaris_ssd_unmount_t)
fs_getattr_xattr_fs(polaris_ssd_unmount_t)

# allow create/sendto/connect operations for logger
allow polaris_ssd_unmount_t self:unix_dgram_socket sendto;
allow polaris_ssd_unmount_t self:unix_dgram_socket create_socket_perms;
logging_create_devlog_dev(polaris_ssd_unmount_t)
logging_send_syslog_msg(polaris_ssd_unmount_t)
polaris_persistent_getattr(polaris_ssd_unmount_t)
# allow dir:search getattr read for udev tmp files
# allow file:write open for udev tmp files
polaris_udev_tmp_manage(polaris_ssd_unmount_t)
gen_require(
   type rsync_exec_t;
   type rsync_port_t;
)
# allow tcp_socket:name_connect for rsync_port_t
# polaris_ssd_unmount_t has superset privileges of rsync, so its good
# to run rsync in umount domain. This is not the case everywhere. Please use
# corenet_tcp_connect_rsync_port if rsync needs to be run in its own domain
allow polaris_ssd_unmount_t rsync_port_t:tcp_socket name_connect;
allow polaris_ssd_unmount_t rsync_exec_t:file { execute execute_no_trans getattr map open read }
# allow dir:getattr for removable_t
polaris_getattr_removable(polaris_ssd_unmount_t)
)
ifdef(`passport_platform',
   type polaris_auto_upgrade_server_rp_exec_t;
   files_type(polaris_auto_upgrade_server_rp_exec_t)
type polaris_bt_logger_exec_t;
files_type(polaris_bt_logger_exec_t)
type polaris_cmm_exec_t;
files_type(polaris_cmm_exec_t)
type polaris_ngwc_plfm mgr_exec_t;
files_type(polaris_ngwc_plfm mgr_exec_t)
type polaris_sif_mgr_exec_t;
files_type(polaris_sif_mgr_exec_t)
type polaris_torch_exec_t;
files_type(polaris_torch_exec_t)
type polaris_xcvr_test_exec_t;
files_type(polaris_xcvr_test_exec_t)
type polaris_faked_exec_t;
files_type(polaris_faked_exec_t)
type polaris_emd_exec_t;
files_type(polaris_emd_exec_t)
type polaris_ngwc_ishow_exec_t;
files_type(polaris_ngwc_ishow_exec_t)
type polaris_gr_mgr_exec_t;
files_type(polaris_gr_mgr_exec_t)
type polaris_gr_mgr_exec_t;
files_type(polaris_gr_mgr_exec_t)
type polaris_ioxss_rp_exec_t;
files_type(polaris_ioxss_rp_exec_t)
')
#define('starfleet_platform',
type polaris_xcvr_test_exec_t;
files_type(polaris_xcvr_test_exec_t)
type polaris_auto_upgrade_server_rp_exec_t;
files_type(polaris_auto_upgrade_server_rp_exec_t)
type polaris_bt_logger_exec_t;
files_type(polaris_bt_logger_exec_t)
type polaris_cmm_exec_t;
files_type(polaris_cmm_exec_t)
type polaris_ngwc_plfm mgr_exec_t;
files_type(polaris_ngwc_plfm mgr_exec_t)
type polaris_sif_mgr_exec_t;
files_type(polaris_sif_mgr_exec_t)
type polaris_torch_exec_t;
files_type(polaris_torch_exec_t);
')

/*
 */
type polaris_disk_ucode0 t;
files_type(polaris_disk_ucode0 t);

type polaris_nplusm_power_file t;
polaris_pfile_type(polaris_nplusm_power_file t)

#permission for /ucode0
optional_policy("
gen_require(
    type polaris_periodic_t;
)
polaris_disk_udode0_read_lnk(polaris_periodic_t)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwc.te
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#
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#
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#

## <summary>Polaris cfgmgr Policy Rules.</summary>

###############################################################
## <summary>
##      Write cfmgr /var/run socket file
## </summary>
## <param name="domain">
##      Domain allowed access.
## </summary>
## </param>
#
interface('polaris_cfgmgr_var_sock_write',``
    gen_require(
        type polaris_cfgmgr_t;
        type polaris_cfgmgr_var_run_t;
        type var_run_t;
    )
    write_sock_files_pattern($1, var_run_t, polaris_cfgmgr_var_run_t)
    allow $1 polaris_cfgmgr_t:unix_stream_socket { connectto ;
    )

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscfgmgr.if
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#
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#
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policy_module(polaris_stackmgr, 1.0);

gen_require(
    type polaris_stack_mgr_t;
)
polaris_btrace_data_manage(polaris_stack_mgr_t)
polaris_crtf_data_manage(polaris_stack_mgr_t)
polaris_chasfs_manage(polaris_stack_mgr_t)
polaris_tdlresolve_read(polaris_stack_mgr_t)
polaris_tdlldb_list_dirs(polaris_stack_mgr_t)
polaris_cpld_read(polaris_stack_mgr_t)
polaris_lua_read(polaris_stack_mgr_t)
polaris_flashlib_read(polaris_stack_mgr_t)
polaris_ripc_sman_ui_serv_connect(polaris_stack_mgr_t)
polaris_db_tdlldb_dir_use(polaris_stack_mgr_t)

# allow to send message to /dev/log
logging_send_syslog_msg(polaris_stack_mgr_t)

allow polaris_stack_mgr_t self:capability [ dac_override ];
polaris_dyncfg_tmp_read(polaris_stack_mgr_t)
corecmd_exec_bin(polaris_stack_mgr_t)
corecmd_exec_shell(polaris_stack_mgr_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_stack_mgr_t)

# read /proc/cmdline
kernel_read_system_state(polaris_stack_mgr_t)

# open /dev/ttyS0 console in stack_console_write_init
term_use_unallocated_ttys(polaris_stack_mgr_t)

# on ngwc/vwlc FIPS code reads /tmp/hw_entropy
polaris_hw_entropy_use(polaris_stack_mgr_t)

#stackmgr runs mcp_trace_request.sh
polaris_trace_request_domtrans(polaris_stack_mgr_t)

#stack mgr needs to be able to access /tmp/issu_stk/prst_sync_rld_info_prcsd
polaris_issu_stack_tmp_manage(polaris_stack_mgr_t)
# may use mcp_chvrf.sh to access other nodes in system.
# Note that we do not actually need to transition to the chvrf domain, however
# a file descriptor leak can occur and the domain transition permission macro
# expands to allow polaris_chvrf_t to access the fifo
polaris_chvrf_domtrans(polaris_stack_mgr_t)

# Allow read on bootflash to be able to read reload_history
polaris_bootflash_read(polaris_stack_mgr_t)

# stackmgr tmp files

type polaris_stack_mgr_tmp_t;
files_tmp_file(polaris_stack_mgr_tmp_t)
files_tmp_filetrans(polaris_stack_mgr_t, polaris_stack_mgr_tmp_t, file, "ngwc_reload_reason")
manage_files_pattern(polaris_stack_mgr_t, polaris_stack_mgr_tmp_t, polaris_stack_mgr_tmp_t)

allow polaris_stack_mgr_t self:capability sys_nice;
allow polaris_stack_mgr_t self:process setsched;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisstackmgr.te
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#
# January 2018, Manohar Hungund
#
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#

# polarisoctdplgrp file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisoctdplgrp.fc
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#
# February 2020, Victor Kamensky
#
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#

### <summary>Polaris cedge_start Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedgestart.if
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Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38844
define(`polaris_mqipc_service_server_aux',`dnl
type $1;
polaris_mqipc_type($1)
polaris_mqipc_$2_create_name($3'))
define(`polaris_mqipc_service_server',`dnl
polaris_mqipc_service_server_aux(mqipc_label($1), mqipc_stem($1), process_label($2))dnl')
define(`polaris_mqipc_service_client_aux',`dnl
polaris_mqipc_$2_use($3'))
define(`polaris_mqipc_service_client',`dnl
polaris_mqipc_service_client_aux(mqipc_label($1), mqipc_stem($1), process_label($2))dnl')
define(`polaris_mqipc_service_server_elastic_client',``)

---

# March 2017, Victor Kamensky
#
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#

### <summary>Polaris polarisqfp Policy Rules.</summary>

###########################################################
### <summary>
### Work (read, write, ioctl) with /dev/netmap device
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface(`polaris_netmap_dev_use',`}
gen_require(
    type device_t;
    type polaris_netmap_device_t;
    
    write_chr_files_pattern($1, device_t, polaris_netmap_device_t)
    read_chr_files_pattern($1, device_t, polaris_netmap_device_t)
    allow $1 polaris_netmap_device_t:chr_file map;
    
    ));

########################################################################
 ## <summary>
 ## Work (read, write, ioctl) with /dev/svc_eng_puntNN devices
 ## </summary>
 ## <param name="domain">
 ## Domain allowed access.
 ## </param>
#
interface('polaris_svc_eng_punt_dev_use',
    gen_require(
        type device_t;
        type polaris_sep_device_t;
        
        write_chr_files_pattern($1, device_t, polaris_sep_device_t)
        read_chr_files_pattern($1, device_t, polaris_sep_device_t)
    
    ));

########################################################################
 ## <summary>
 ## Allow access to semaphore with type polaris_qfp_t
 ## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_qfp_sem_use',
    genRequire( type polaris_qfp_t;
        
        allow $1 polaris_qfp_t:sem rw_sem_perms;
    
    ));

########################################################################
 ## <summary>
##Send messages to qfp unix datagram sockets.  

### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_qfp_dgram_send';
gen_require('  
type polaris_qfp_t;
')
allow $1 polaris_qfp_t:unix_dgram_socket sendto;
')

# CSR & C8KV infiniband devices in Azure
interface('polaris_infiniband_dev_use';
gen_require('  
type device_t;
type polaris_infiniband_device_t;
')  
write_chr_files_pattern($1, device_t, polaris_infiniband_device_t) 
read_chr_files_pattern($1, device_t, polaris_infiniband_device_t) 
allow $1 polaris_infiniband_device_t:chr_file map;
')

########################################
##      Execute iodbd.sh script in the polaris_iodbd_t domain.
## </summary>
## <param name="domain">
##      Domain allowed to transition.
## </param>
#
interface('polaris_iodbd_domtrans';
gen_require('  
type polaris_iodbd_t, polaris_iodbd_exec_t;
')  
corecmd_search_bin($1) 
domtrans_pattern($1, polaris_iodbd_exec_t, polaris_iodbd_t)
')

########################################
##      Manage files and directories under /tmp/iodb
## <summary>
## Domain allowed access.
## </summary>
## <param name="domain">
##  Domain allowed access.
## </param>
## <rolebase/>
#
interface(`polaris_iodb_tmp_manage`,
    gen_require(
        type polaris_iodb_tmp_t;
    )
)
manage_files_pattern($1, polaris_iodb_tmp_t, polaris_iodb_tmp_t)
manage_dirs_pattern($1, polaris_iodb_tmp_t, polaris_iodb_tmp_t)

fs_getattr_tmpfs($1)
')

########################################################################
## Manage files and directoris under /tmp/memif
## <summary>
## Domain allowed access.
## </summary>
## <param name="domain">
##  Domain allowed access.
## </param>
## <rolebase/>
#
interface(`polaris_qfp_memif_manage`,
    gen_require(
        type polaris_qfp_memif_t;
    )
    manage_files_pattern($1, polaris_qfp_memif_t, polaris_qfp_memif_t)
    manage_sock_files_pattern($1, polaris_qfp_memif_t, polaris_qfp_memif_t)
    gen_require(
        type tmp_t;
    )
    manage_dirs_pattern($1, { tmp_t polaris_qfp_memif_t }, polaris_qfp_memif_t)
    allow $1 polaris_qfp_memif_t:file map;
')

########################################################################
## polaris_qfp_log_manage
## <summary>
## </summary>
## <param name="filename">
## <summary>
## Name of the file being managed.
## </summary>
## </param>
## <rolebase/>
#
interface('polaris_qfp_log_manage',
    type polaris_qfp_var_log_t;
    logging_log_file(polaris_qfp_var_log_t)
    logging_log_filetrans(polaris_qfp_t, polaris_qfp_var_log_t, file, $1)
    manage_files_pattern(polaris_qfp_t, var_log_t, polaris_qfp_var_log_t)
')

######################################
## <summary>
## Work (read, write, ioctl) with /dev/icp_adf_ctl and
## /dev/icp_dev_mem devices
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_icp_dev_use',
   gen_require('device_t;
   type polaris_icp_device_t;
')
   write_chr_files_pattern($1, device_t, polaris_icp_device_t)
   read_chr_files_pattern($1, device_t, polaris_icp_device_t)
   allow $1 polaris_icp_device_t:chr_file map;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisqfp.if
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#  
# March 2017, Victor Kamensky

#  
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#
/usr/binos/bin/.*linux_iosd.*ms -- gen_context(system_u:object_r:polaris_iosd_exec_t,s0)
/usr/binos/bin/mcpcc-lc-ms -- gen_context(system_u:object_r:polaris_iosd_exec_t,s0)
/tmp/boottime                          gen_context(system_u:object_r:polaris_iosd_tmp_files_t,s0)
/tmp/booted                            gen_context(system_u:object_r:polaris_iosd_tmp_files_t,s0)
/tmp/restconf(/.*)?                    gen_context(system_u:object_r:polaris_restconf_tmp_t,s0)
/tmp/netio0(/.*)?                      gen_context(system_u:object_r:polaris_iosd_tmp_files_t,s0)
/tmp/nginx.conf                        gen_context(system_u:object_r:httpd_config_t,s0)
/bootflash/.geo(/.*)?                  gen_context(system_u:object_r:polaris_geodb_files_t,s0)
/harddisk/.geo(/.*)?                   gen_context(system_u:object_r:polaris_geodb_files_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiosd.fc
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## <summary>Polaris cli_agent Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscliagent.if
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#  # August 2017, Shawn Lu  #  # Copyright (c) 2017-2019 by Cisco Systems, Inc.  #  # All rights reserved  #

# polarisrogued file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrogued.fc
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## <summary>Polaris MCP Platform Policy Rules.</summary>
# <summary>
# Work (read, write, ioctl) with /dev/scooby
# </summary>

# <param name="domain">
# Domain allowed access.
# </param>

```
interface('polaris_scooby_dev_use',
gen_require('
    type device_t;
    type polaris_scooby_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_scooby_device_t)
    read_chr_files_pattern($1, device_t, polaris_scooby_device_t)
')
```

# <summary>
# Work (read, write, ioctl) with /dev/spa[0123]
# </summary>

# <param name="domain">
# Domain allowed access.
# </param>

```
interface('polaris_spa_dev_use',
gen_require('
    type device_t;
    type polaris_spa_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_spa_device_t)
    read_chr_files_pattern($1, device_t, polaris_spa_device_t)
    allow $1 polaris_spa_device_t:chr_file map;
')
```

# <summary>
# Work (read, write, ioctl) with /dev/htdp[0-9]*
# </summary>

# <param name="domain">
# Domain allowed access.
# </param>

```
interface('polaris_scooby_dev_use',
gen_require('
    type device_t;
    type polaris_scooby_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_scooby_device_t)
    read_chr_files_pattern($1, device_t, polaris_scooby_device_t)
    allow $1 polaris_scooby_device_t:chr_file map;
')
```
interface('polaris_hdp_dev_use',
gen_require(''
    type device_t;
    type polaris_hdp_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_hdp_device_t)
    read_chr_files_pattern($1, device_t, polaris_hdp_device_t)
')

interface('polaris_sysfs_platform_dev_use',
gen_require(''
    type polaris_sysfs_platform_t;
')
    manage_files_pattern($1, polaris_sysfs_platform_t, polaris_sysfs_platform_t)
')

interface('polaris_ds31408_dev_use',
gen_require(''
    type device_t;
    type polaris_ds31408_device_t;
')
    rw_chr_files_pattern($1, device_t, polaris_ds31408_device_t)
')
## <summary>
## Allow access to /dev/cbdma
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
]interface('polaris_cbdma_dev_use',

    gen_require(
        type device_t;
        type polaris_cbdma_device_t;
    )

    write_chr_files_pattern($1, device_t, polaris_cbdma_device_t)
    read_chr_files_pattern($1, device_t, polaris_cbdma_device_t)
    allow $1 polaris_cbdma_device_t:chr_file map;
)

########################################
## <summary>
## Allow access to /dev/cpp_htdp
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
]interface('polaris_cpp_htdp_dev_use',

    gen_require(
        type polaris_cpp_htdp_device_t;
    )

    write_chr_files_pattern($1, device_t, polaris_cpp_htdp_device_t)
    read_chr_files_pattern($1, device_t, polaris_cpp_htdp_device_t)
    allow $1 polaris_cpp_htdp_device_t:chr_file map;
)

########################################
## <summary>
## Allow access to /dev/n2_device
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
]interface('polaris_n2_dev_use',

    gen_require(
    )

    write_chr_files_pattern($1, device_t, polaris_n2_device_t)
    read_chr_files_pattern($1, device_t, polaris_n2_device_t)
    allow $1 polaris_n2_device_t:chr_file map;
)
type device_t;
    type polaris_n2_device_t;

')
    write_chr_files_pattern($1, device_t, polaris_n2_device_t)
    read_chr_files_pattern($1, device_t, polaris_n2_device_t)

')

########################################
## <summary>
##      Allow access to /dev/cy2213
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_cy2213_dev_use',`
    gen_require(`
        type device_t;
        type polaris_cy2213_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_cy2213_device_t)
    read_chr_files_pattern($1, device_t, polaris_cy2213_device_t)
')

########################################
## <summary>
##      Allow access to /dev/vega
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_vega_dev_use',`
    gen_require(`
        type device_t;
        type polaris_vega_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_vega_device_t)
    read_chr_files_pattern($1, device_t, polaris_vega_device_t)
')

########################################
## <summary>
##      Work (read, write, ioctl) with /dev/dash_fpga device
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_dash_fpga_dev_use',`
    gen_require(`
        type device_t;
        type polaris_dash_fpga_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_dash_fpga_device_t)
    read_chr_files_pattern($1, device_t, polaris_dash_fpga_device_t)
')
### <summary>
### <param name="domain">
###    <summary>
###    Domain allowed access.
###    </summary>
### </summary>
### </param>
#
interface('polaris_dagh_dev_mcp_use';

    gen_require('`
        type device_t;
        type polaris_dagh_device_t;
    `)

    write_chr_files_pattern($1, device_t, polaris_dagh_device_t)

    read_chr_files_pattern($1, device_t, polaris_dagh_device_t)

    allow $1 polaris_dagh_device_t:chr_file map;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183295.8/0/selinux-tar/selinux/polarismcp.if
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
dnl Crankshaft (Overlord, Utah and Fugazi) Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 3)
max_bay_map_set(`cc', `per_bay', 3)
max_bay_map_set(`fp', `per_bay', 3)

max_bay_ripc_map_set(`rp', `per_bay', 3)
max_bay_ripc_map_set(`cc', `per_bay', 3)
max_bay_ripc_map_set(`fp', `per_bay', 3)

Found in path(s):
* /opt/cola/permits/1103963160_1615183295.8/0/selinux-tar/selinux/m4/mcpmaps.m4
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#
# March 2017, Victor Kamensky
#
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#

policy_module(polarisiosd, 1.0);
gen_require(
    type polaris_iosd_t;
)

#############################################################################
# mqipc manual, one that missing in platform tdl file
#############################################################################

ifdef('nyquist_platform',
    gen_require(
        type polaris_bt_logger_iosd_mqipc_t;
    )
    # iosd may start first and create this mqipc channel
    polaris_mqipc_create_name(polaris_iosd_t, polaris_bt_logger_iosd_mqipc_t, bt_logger_iosd)
)

polaris_btrace_data_manage_all(polaris_iosd_t)
polaris_chasfs_manage(polaris_iosd_t)
polaris_tdlresolve_read(polaris_iosd_t)
polaris_tdlldb_list_dirs(polaris_iosd_t)
polaris_cpld_read(polaris_iosd_t)
polaris_lua_read(polaris_iosd_t)
polaris_flashlib_read(polaris_iosd_t)
polaris_crft_data_manage_all(polaris_iosd_t)
optional_policy(
    polaris_gnmib_gnoi_images_manage(polaris_iosd_t)
)

polaris_ripc_sman_ui_serv_connect(polaris_iosd_t)

polaris_db_tdlldb_dir_use(polaris_iosd_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_iosd_t)

# allow iosd read/write via hostname <>
systemd_hostnamed_manage_config(polaris_iosd_t)

# creates /etc/netns/1/resolv.conf via ip domain-name <> command
# creates /etc/netns/vrf.VRFNAME via ip vfr VFRNAME command
# creates /etc/netns/vrf.VRFNAME/resolv.conf via ip
# domain-name vrf VFRNAME <> command
gen_require(
    type net_conf_t;
)
files_etc_filetrans(polaris_iosd_t, net_conf_t, file, "resolv.conf")
files_etc_filetrans(polaris_iosd_t, net_conf_t, file, "hosts")
files_etc_filetrans(polaris_iosd_t, net_conf_t, dir, "netns")
sysnet_manage_config(polaris_iosd_t)
sysnet_manage_config_dirs(polaris_iosd_t)

# for pluggable FS, allow iosd to access files on them.
polaris_getattr_removable(polaris_iosd_t)
polaris_removable_manage(polaris_iosd_t)
fs_read_removable_symlinks(polaris_iosd_t)
polaris_lsmpi_dev_use(polaris_iosd_t)
polaris_lsmpi_sysctl_read(polaris_iosd_t)
polaris_cfg_data_manage(polaris_iosd_t)
polaris_proc_rmonbifo_read(polaris_iosd_t)
polaris_cfg_data_manage(polaris_iosd_t)
polaris_lsmpi_dev_use(polaris_iosd_t)
polaris_lsmpi_sysctl_read(polaris_iosd_t)
polaris_cfg_data_manage(polaris_iosd_t)
polaris_proc_rmonbifo_read(polaris_iosd_t)
polaris_icc_broken_relocations(polaris_iosd_t)

allow polaris_iosd_t self:capability { sys_nice chown fsetid sys_rawio dac_overrdie dac_read_search ipc_lock };

gen_require('  
    type httpd_config_t;
    type tmp_t;
    ')

# iosd creates /tmp/nginx.conf file
manage_files_pattern(polaris_iosd_t, tmp_t, httpd_config_t)
# transition nginx.conf into httpd_config_t
files_temp_filetrans(polaris_iosd_t, httpd_config_t, file, "nginx.conf")
# RW access to /usr/binos/conf/nginx-conf/servers (utd feature)
manage_dirs_pattern(polaris_iosd_t, httpd_config_t, httpd_config_t)

# iosd create /tmp/nginx/cert/ca.cert
polaris_nginx_tmp_manage(polaris_iosd_t)

# !!!LOOK AT ME!!! - we allow iosd to read raw memory
# dev_read_raw_memory(polaris_iosd_t)
polaris_flashlib_write(polaris_iosd_t)
polaris_nvram_manage(polaris_iosd_t)
polaris_persistent_manage(polaris_iosd_t)

# smu management in iosd (linked in via libbcrdu.so) accesses
# files created by the installer under /tmp/patch
polaris_install_temp_read(polaris_iosd_t)

optional_policy('  
polaris_cpp_temp_ifdev_use(polaris_iosd_t)
  ')
polaris_dyncfg_tmp_read(polaris_iosd_t)

# lsmpi_fetch_linux_ifindex tries to ioctl(skfd, SIOCGIFINDEX, &ifr) on
# non existent ethN interface, as result kernel triggers attempt to
# load kernel module that would correspond to such interface. Deny
# and don't audit iosd_t attempt to load kernel modules.
# LOOK AT ME: in long term we don't want iosd even try to load modules
# and we would actually would want to report and fail such
kernel_dontaudit_request_load_module(polaris_iosd_t)

# iosd calls nice function to change fast path priority (mcp_fastpath_thread_func)
allow polaris_iosd_t self:process setsched;

ifdef(`crankshaft_family',`
 ifconfig_attach_tun_iface(polaris_iosd_t)
corenetsw_tun_tap_dev(polaris_iosd_t)
')

ifdef(`mcp_family',`
 ifconfig_attach_tun_iface(polaris_iosd_t)
corenetsw_tun_tap_dev(polaris_iosd_t)
allow polaris_iosd_t polaris_iosd_t:tun_socket relabelfrom;
')

# on ultra iosd is figuring out parameters of interfaces of underlying
# hypervisors kvm, vmware, etc. See vxe_gethd_ifdb_scan
ifdef(`crankshaft_family',`
dev_rw_sysfs(polaris_iosd_t)
polaris_disk_objectstore_manage(polaris_iosd_t)
')
ifdef(`vxe_family',`
dev_read_sysfs(polaris_iosd_t)
polaris_disk_objectstore Manage(polaris_iosd_t)
polaris_objectstore_sem_use(polaris_iosd_t)
')
ifdef(`vwlc_platform',`
polaris_disk_objectstore_manage(polaris_iosd_t)
optitional_policy(
    polaris_vwlc_grub_efi_use(polaris_iosd_t)
    )
')
ifdef(`wlc_family',`
dev_read_sysfs(polaris_iosd_t)
polaris_tlsccd_uds_manager(polaris_iosd_t)
gen_require(
    type polaris_tlsccd_t;
    )
allow polaris_iosd_t polaris_tlsccd_t:unix_dgram_socket sendto;
on 1ng mcpc-lc-ms reads /sys/devices/system/cpu/online
ifdef('mcp_family',
dev_read_sysfs(polaris_iosd_t)
')

# neptune need to figure fan type by reading
#include("/sys/bus/platform/devices/nios/n2h_fan_ctrl_fan_tray_status
ifdef('neptune_platform',
dev_read_sysfs(polaris_iosd_t)
')

# radium need to figure fan type by reading
#include("/sys/bus/platform/devices/nios/n2h_fan_ctrl_fan_tray_status
ifdef('radium_platform',
dev_read_sysfs(polaris_iosd_t)
')

# __get_nprocs opens /sys/devices/system/cpu/online
ifdef('quake_platform',
dev_read_sysfs(polaris_iosd_t)
')

# __get_nprocs opens /sys/devices/system/cpu/online
ifdef('supernova_platform',
dev_read_sysfs(polaris_iosd_t)
')

# work with /tmp/boottime, /tmp/booted files: create/write
type polaris_iosd_tm_files_t;
files_tm_file(polaris_iosd_tm_files_t)
files_tm_filetrans(polaris_iosd_tm_files_t, polaris_iosd_tm_files_t, file, "boottime")
files_tm_filetrans(polaris_iosd_tm_files_t, polaris_iosd_tm_files_t, file, "booted")
create_files_pattern(polaris_iosd_tm_files_t, polaris_iosd_tm_files_t, polaris_iosd_tm_files_t)

# work with /tmp/restconf

type polaris_restconf_tmp_t;
files_tm_file(polaris_restconf_tmp_t)
polaris_restconf_tmp_use(polaris_iosd_t)
files_tm_filetrans(polaris_iosd_t, polaris_restconf_tmp_t, dir, "restconf")
filetrans_pattern(polaris_iosd_t, polaris_restconf_tmp_t, polaris_restconf_tmp_t, file)

# work with /tmp/netio0

files_tm_filetrans(polaris_iosd_t, polaris_iosd_tm_files_t, dir, "netio0")
# sockets and dirs created under /tmp/netio0
manage_dirs_pattern(polaris_iosd_t, polaris_iosd_tm_files_t, polaris_iosd_tm_files_t)
manage_sock_files_pattern(polaris_iosd_t, polaris_iosd_tmp_files_t, polaris_iosd_tmp_files_t)
allow polaris_iosd_t self:unix_dgram_socket create_socket_perms;

gen_require('  
  type inetd_child_t;
')
# sendto permission for /tmp/netio0/ttyC100
allow polaris_iosd_t inetd_child_t:unix_dgram_socket sendto;
polaris_socketat_nsfs_read(polaris_iosd_t)

# onep uses TIPC sockets see onep_tipc_transport_start
allow polaris_iosd_t self:socket { bind create listen accept getattr read write ioctl getopt setopt };

# mcp_eobc_create_socket creates UDP socket for eobc
corenet_udp_bind_polaris_iosd_eobc_port(polaris_iosd_t)
gen_require('  
  type node_t;
')
allow polaris_iosd_t node_t:udp_socket node_bind;
allow polaris_iosd_t self:udp_socket { bind create ioctl setopt read write };

# direct access to serial TTY devices like /dev/ttyS1
term_use_unallocated_ttys(polaris_iosd_t)

# on ultra cvac_load_config function tried to access cdrom0:/iosxe_config.txt  
# and if exists read
ifdef('vxe_family','
  fs_read_iso9660_files(polaris_iosd_t)
')
ifdef('wlc_family','
  fs_read_iso9660_files(polaris_iosd_t)
')

# ifs_get_free_bytes invokes mcp_fs_statfs and eventually mcp_wrapper_statvfs
# with "/bootflash"...this needs attr access for "/"
fs_getattr_xattr_fs(polaris_iosd_t)

# iosd works with cpp /dev/shm/cpp_ifdev_shmem shared mmory
optional_policy('  
  polaris_cpp_tmpfs_ifdev_rw(polaris_iosd_t)
')

# iosd reads/writes into grubenv for confreg
optional_policy('  
  polaris_grub_efi_use(polaris_iosd_t)
')
# when /bootflash or /harddisk are 100% full
allow polaris_iosd_t self:capability sys_resource;

# mcp_set_clock wants to call settimeofday
allow polaris_iosd_t self:capability sys_time;

# Need this for bluetooth to work. HCI library uses this
allow polaris_iosd_t self:capability net_raw;

ifdef(`mcp_family',
polaris_obfl_data_read(polaris_iosd_t)
')

# iosd uses quack on mcp and crankshaft and ngwc
ifdef(`mcp_family',
polaris_quack_dev_use(polaris_iosd_t)
')
ifdef(`crankshaft_family',
polaris_quack_dev_use(polaris_iosd_t)
')
ifdef(`ngwc_family',
polaris_quack_dev_use(polaris_iosd_t)
')
ifdef(`qwlc_platform',
polaris_quack_dev_use(polaris_iosd_t)
')
ifdef(`katar_platform',
polaris_quack_dev_use(polaris_iosd_t)
')

ifdef(`mcp_family',
polaris_spa_dev_use(polaris_iosd_t)

polaris_sysfs_platform_dev_use(polaris_iosd_t)
')

# on 1ng write/ioctl into /dev/cpld-ha
# on vwlc ha scenario, iosd needs write access to /dev/cpld-ha
optional_policy(`
polaris_cpld_dev_use(polaris_iosd_t)
')

# deals with /dev/shm files semaphors; like uuid_sem semaphore
# created by btrace_get_uuid function
type polaris_iosd_tmpfs_t;
files_tmpfs_file(polaris_iosd_tmpfs_t)
fs_tmpfs_filetrans(polaris_iosd_tmpfs_t, polaris_iosd_tmpfs_t, file)
manage_files_pattern(polaris_iosd_t, tmpfs_t, polaris_iosd_tmpfs_t)
optional_policy(
  polaris_iodb_tmp_manage(polaris_iosd_t)
)

# on ngwc FIPS code reads /tmp/hw_entropy
# seems like iosd can delete the file as well
polaris_hw_entropy_create(polaris_iosd_t)

optional_policy(
# on macallan iosd needs to access /dev/cpld
polaris_cpld_dev_read(polaris_iosd_t)
)

# on tsn iosd needs write access to
# sys/devices/platform/cpld/reg_rp_reset_button_status
# sys/devices/platform/cpn-110-master DSR/DTR status
ifdef(`crankshaft_family'`,
type polaris_quake_i2c_t;
polaris_cpld_write(polaris_iosd_t)
polaris_ggpio_dev_read_write(polaris_iosd_t)
polaris_quake_i2c_manager(polaris_iosd_t)
)

ifdef(`katar_platform'`,
polaris_cpld_write(polaris_iosd_t)
)

# on tsn iosd needs access to /sys/devices/platform/moka_fpga
#/sys/devices/platform/moka_fpga/led_status
optional_policy(
polaris_mokafpga_rw(polaris_iosd_t)
)

# iosd reads /tmp/iosd_level
polaris_lm_tmp_read(polaris_iosd_t)

# iosd needs manage_dirs, manage_files and manage_lnk
# permissions at "/tmp/ufs/lic0/<remote_ip>/*"
optional_policy(
polaris_ncd_tmp_manage(polaris_iosd_t)
)

# access NFS mounted directories from other nodes or members
fs_getattr_nfs(polaris_iosd_t)

# mcp/mcprp/if_unix_se.c code works with /sys/devices/virtual/contdev
# files and /proc/net/dev
polaris_manage_contdev_dev(polaris_iosd_t)
kernal_read_network_state(polaris_iosd_t)

# iosd creates /tmp/iox_xml.dat file
optional_policy(
    polaris_iox_manage_tmp_files(polaris_iosd_t)
)
polaris_caf_var_run_files_manage(polaris_iosd_t)
container_read_lib_files(polaris_iosd_t)

# work with files like /tmp/rp/.shell_exec.5B1BF1D7648E21AEE3000002
type polaris_iosd2iox_tmp_t;
files_tmp_file(polaris_iosd2iox_tmp_t)
files_tmp_filetrans(polaris_iosd_t, polaris_iosd2iox_tmp_t, file)
polaris_iosd2iox_tmp_manage(polaris_iosd_t)

# work with response
optional_policy(
    polaris_iox2iosd_tmp_manage(polaris_iosd_t)
)
polaris_sandbox_file_dir_list(polaris_iosd_t)

# Lfts 2.0 iosd provides route information to kernel. It talks
# using generic netlink family socket. See iosd bsock_sar_netlink_process
# process
allow polaris_iosd_t self:netlink_generic_socket create_socket_perms;
allow polaris_iosd_t self:netlink_socket create_socket_perms;

# LOOK AT ME
# On nyquist iosd accesses files like lic0-2:/sanosync.data.readLock
# From saLockCheck function and it happens just right after lic0-2 was
# mounted over NFSv4. It seems that labels from remote node did not
# take an effect yet. For now allow access to dir and files that
# are not yet labeled.
ifdef(`nyquist_platform',`
    files_manage_isid_type_dirs(polaris_iosd_t)
    files_manage_isid_type_files(polaris_iosd_t)
')
ifdef(`ngwc_family',`
    polaris_getattr_filesystem_disk_ucode(polaris_iosd_t)
    #policy needed for accessing sys/bus/usb/drivers/usb/*/authorized
    dev_rw_sysfs(polaris_iosd_t)
')
ifdef(`passport_platform',`
polaris_cm_rp_tmp_manage(polaris_iosd_t)
')

polaris_lfts_dev_use(polaris_iosd_t)

# /dev/shm/vrf_shm access for show command
polaris_vrf_shm_manage(polaris_iosd_t)

# /dev/shm/sdm access
optional_policy('polaris_sdm_shm_manage(polaris_iosd_t)
')

# iosd needs access to logging facility
logging_send_syslog_msg(polaris_iosd_t)

# iosd need access to /webui/*.odm files
polaris_read_webui_files(polaris_iosd_t)

# allow getting binos networking stats AF_NETLINK
allow polaris_iosd_t self:netlink_route_socket rw_netlink_socket_perms;

# confd needs to talk with IOSd via real linux udp snmp socket
allow polaris_iosd_t self:udp_socket { create_socket_perms recv_msg send_msg };
corenetsudp_bind_snmp_port(polaris_iosd_t)

# PLEASE LOOK AT code should not use sysv IPC ARIs,
# instead POSIX variants must be used. Remove after
# code changed in proper way
# allow access sysv semaphor created by qfp process
ifdef('vxe_family',
polaris_qfp_sem_use(polaris_iosd_t)
')
ifdef('wlcfamily',
polaris_qfp_sem_use(polaris_iosd_t)
)
ifconfig_attach_tun_iface(polaris_iosd_t)
corenetsrw_tun_tap_dev(polaris_iosd_t)
')

# lsmpi replacement punt/inject over domain sockets
ifdef('vxe_family',
polaris_pi_uds_manage(polaris_iosd_t)
polaris_qfp_dgram_send(polaris_iosd_t)
corenetsrw_tun_tap_dev(polaris_iosd_t)
ifconfig_attach_tun_iface(polaris_iosd_t)
')

# CSR when operating in VGA mode uses /dev/tty0 as the console for the system
# (including IOSD).IOSD setup scripts pass in the tty device(s) to use in the
# REAL_CONSOLE and REAL_AUX environment variables. IOSD configures the tty
# for its operation and hence need the capability.
allow polaris_iosd_t self:capability sys_tty_config;

# LOOK AT ME: hot patch upon a reboot requires execmem operation - which
# currently is not allowed. Remove the following policy when CSCvq59763
# has been completed.
allow polaris_iosd_t self:process execmem;

# /dev/epaN on qwlc/asr1k(mcp)
optional_policy(`
polaris_epa_dev_use(polaris_iosd_t)
`)

# /dev/qae_mem device access on overlord
optional_policy(`
polaris_qae_dev_use(polaris_iosd_t)
`)

# ioucon binary invoked on standby console attach.
polaris_ioucon_dgram_send(polaris_iosd_t)

# usb device requires read permissions.
kernl_read_debugfs(polaris_iosd_t)

# iosd requires access to /tmp/sv
ifdef(`ngwc_family',`
polaris_sv_tmp_use(polaris_iosd_t)
ifconfig_attach_tun_iface(polaris_iosd_t)
corenent_rw_tun_tap_dev(polaris_iosd_t)
`)
polaris_i2c_use(polaris_iosd_t)

# on CSR AWS deployment iosd needs read access to /dev/console
term_read_console(polaris_iosd_t)

# On vxe platforms the cloudint config is stored in /varied. We need
# to be able to read it.
ifdef(`vxe_family',`
polaris_disk_varied_read(polaris_iosd_t)
`)

# In stacked and ha setup secondary SUP bootflash and hardisk
# are mounted on active and is accessed by iosd.
polaris_getattr_bootflash(polaris_iosd_t)
polaris_getattr_harddisk(polaris_iosd_t)
# read access to /dev/random
dev_read_rand(polaris_iosd_t)

# Allow access of /tmp/maroon_stats files
polaris_maroon_data_manage_all(polaris_iosd_t)

# access to /dev/bp_async device on nanook platform
optional_policy('polaris_bp_async_dev_use(polaris_iosd_t) ')

# Permission for access file attribute to list the file info
polaris_caf_tmp_files_getattr(polaris_iosd_t)

# DB persistence
polaris_tdldbpersist_setup(polaris_iosd_t)
polaris_tmp_tdldb_persist_setup(polaris_iosd_t)

# IOSCC needs access to /mnt/firmware for intelligent spa during bootup
polaris_firmware_read(polaris_iosd_t)

# On Sparrow platform: IOSd requires access to /dev/remap_mem0
# and /dev/usb_conolse for OOB management
# Also allows access to /dev/sparow_psu and /dev/net/tun
# /dev/shm/sem_dev_i2c_0 sempaphor
ifdef('sparrow_platform',
    gen_require('type polaris_cm_cc_tmpfs_t; ')
polaris_remap_mem_dev_use(polaris_iosd_t)
term_use_usb_ttys(polaris_iosd_t)
polaris_sparrow_psu_dev_use(polaris_iosd_t)
polaris_i2c_sem_manage(polaris_iosd_t)
ifconfig_attach_tun_iface(polaris_iosd_t)
corenet_rwlock_tap_dev(polaris_iosd_t)
mmap_files_pattern(polaris_iosd_t, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
')

# On Blackheart platform: /dev/shm/sem_dev_i2c_0 sempaphor
# Allow access to /tmp/udev/etc/udev/msata/udev-info and /dev/net/tun
# Allow access to /dev/remap_mem0 for alarm port
ifdef('blackheart_platform',
    gen_require('type polaris_cm_cc_tmpfs_t; ')
polaris_udev_access(polaris_iosd_t)
polaris_remap_mem_dev_use(polaris_iosd_t)
polaris_i2c_sem_manage(polaris_iosd_t)
ifconfig_attach_tun_iface(polaris_iosd_t)
corenethw_tun_tap_dev(polaris_iosd_t)
mmmap_files_pattern(polaris_iosd_t, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
}

# handle /tmp/rp/.iosp_client_app token
type polaris_iosp_client_app_token_t;
files_tmp_file(polaris_iosp_client_app_token_t)
files_tmp_filetrans(polaris_iosd_t, polaris_iosp_client_app_token_t, file, ".iosp_client_app")
manage_files_pattern(polaris_iosd_t, polaris_iosp_client_app_token_t, polaris_iosp_client_app_token_t)

# handle /tmp/rp/.iosp_client_dmi token
type polaris_iosp_client_dmi_token_t;
files_tmp_file(polaris_iosp_client_dmi_token_t)
files_tmp_filetrans(polaris_iosd_t, polaris_iosp_client_dmi_token_t, file, ".iosp_client_dmi")
manage_files_pattern(polaris_iosd_t, polaris_iosp_client_dmi_token_t, polaris_iosp_client_dmi_token_t)

# handle /tmp/rp/.iosp_dmiauthd token
type polaris_dmiauthd_token_t;
files_tmp_file(polaris_dmiauthd_token_t)
files_tmp_filetrans(polaris_iosd_t, polaris_dmiauthd_token_t, file, ".iosp_dmiauthd")
manage_files_pattern(polaris_iosd_t, polaris_dmiauthd_token_t, polaris_dmiauthd_token_t)

# handle /tmp/rp/.iosp_gnmib token
type polaris_gnmib_token_t;
files_tmp_file(polaris_gnmib_token_t)
files_tmp_filetrans(polaris_iosd_t, polaris_gnmib_token_t, file, ".iosp_gnmib")
manage_files_pattern(polaris_iosd_t, polaris_gnmib_token_t, polaris_gnmib_token_t)
polaris_udev_tmp_watch(polaris_iosd_t)

# Interfaces needed for Aventus platform, allow access to
# /dev/shm/sem_dev_i2c_0 sempaphor
# /dev/usb_console for OOB management
# /dev/net/tun
# brctl process needs access to fifo_file
ifdef(`aventus_platform',`
gen_require(`
  type brctl_t;
  type polaris_pman_t;
  type polaris_cm_cc_tmpfs_t;
  type ifconfig_t;
  type polaris_i2c_device_t;
`)polaris_i2c_sem_manage(polaris_iosd_t)
ifconfig_attach_tun_iface(polaris_iosd_t)
corenethw_tun_tap_dev(polaris_iosd_t)
term_use_usb_ttys(polaris_iosd_t)
allow brctl_t polaris_pman_t:fifo_file append;
mmap_files_pattern(polaris_iosd_t, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
allow ifconfig_t polaris_i2c_device_t:chr_file { read write }
')

# allow access and modify files in /tftp/inv directory
# TODO Need to revisit this for further analysis
ifdef(`mcp_family',`
  gen_require(
    type tftpdir_rw_t;
  ')
read_files_pattern(polaris_iosd_t, tftpdir_rw_t, tftpdir_rw_t)
')

#allow access and modify awips file in /bootflash
gen_require('
  type polaris_awips_signature_file_t;
')
filetrans_pattern(polaris_iosd_t, polaris_disk_bootflash_t, polaris_awips_signature_file_t, file, "awips.json")
allow polaris_iosd_t polaris_awips_signature_file_t:file { write create read open getattr unlink};

# handle geodb file access
type polaris_geodb_files_t;
polaris_disk_type(polaris_geodb_files_t)
filetrans_pattern(polaris_iosd_t, polaris_disk_bootflash_t, polaris_geodb_files_t, dir, ".geo")
filetrans_pattern(polaris_iosd_t, polaris_disk_harddisk_t, polaris_geodb_files_t, dir, ".geo")
polaris_geodb_files_manage(polaris_iosd_t)

# handle /var/ip_local_port_range
type polaris_ip_linux_port_var_t;
files_tmp_file(polaris_ip_linux_port_var_t)
files_var_filetrans(polaris_iosd_t, polaris_ip_linux_port_var_t, file, "ip_local_port_range")

# linux_iosd-imag access to file /var/ip_local_port_range
manage_files_pattern(polaris_iosd_t, var_t, polaris_ip_linux_port_var_t)

# Allow access to /bootflash/certs
polaris_wlc_ap_cert_manage(polaris_iosd_t)

# commad "ls" on /var/ip_local_port_range
gen_require(
  type polaris_shell_t;
')
allow polaris_shell_t polaris_ip_linux_port_var_t:file getattr;

# handling /boot/vcpu_template.txt or /csl_p_0/vcpu_template.txt file
# created by iosd by platform resource config command
type polaris_iosd_vcpu_t;
files_type(polaris_iosd_vcpu_t)
gen_require(
    type polaris_disk_csl_p_t;
    type polaris_disk_varied_t;
    
')
filetrans_pattern(polaris_iosd_t, { polaris_disk_csl_p_t polaris_disk_varied_t }, polaris_iosd_vcpu_t, file, "vcpu_template.txt")
manage_files_pattern(polaris_iosd_t, { polaris_disk_csl_p_t polaris_disk_varied_t }, polaris_iosd_vcpu_t)

# allow open/read/search cgroup files like /sys/fs/cgroup/cpu,cpuacct/machine
fs_read_cgroup_files(polaris_iosd_t)
fs_search_cgroup_dirs(polaris_iosd_t)

# for Dynamic Core Allocation IOSd needs write access to cpu sets/shares
ifdef(`crankshaft_family',`
    fs_write_cgroup_files(polaris_iosd_t)
')

# sdwan_admintech_generate() creates admintech and admintech_trace files
gen_require(
    type polaris_admin_tech_data_t;
    
')
polaris_bootflash_filetrans(polaris_iosd_t, polaris_admin_tech_data_t, file, "admintech")
polaris_bootflash_filetrans(polaris_iosd_t, polaris_admin_tech_data_t, file, "admintech_trace")
filetrans_pattern(polaris_iosd_t, polaris_chasfs_t, polaris_admin_tech_data_t, file, "ios_admintech_done")
filetrans_pattern(polaris_iosd_t, polaris_chasfs_t, polaris_admin_tech_data_t, file, "ios_admintech_request")
polaris_admin_tech_data_manage(polaris_iosd_t)

# with "/bootflash"...this needs attr to access for logfile
polaris_user_file_getattr(polaris_iosd_t)
allow polaris_iosd_t polaris_user_file_t:file { open unlink };

#=======================================================
# petra platform
ifdef(`petra_platform',`
    # iosd need access to petra fpga
    polaris_iots_fpga_dev_use(polaris_iosd_t)
    # iosd need access to memory devices
    polaris_iots_tm_dev_use(polaris_iosd_t)
    #allow map permission for /dev/shm/TM_A53_APIs
    allow polaris_iosd_t polaris_iots_tmpfs_t:file map;
    #allow access to polaris_cm_rp_t sem
    polaris_cm_rp_sem_use(polaris_iosd_t)
    #allow access to userio
    dev_rw_userio_dev(polaris_iosd_t)
    allow polaris_iosd_t userio_device_t:chr_file { map };
    #iosd need access to sysfs
    dev_rw_sysfs(polaris_iosd_t)
    allow polaris_iosd_t sysfs_t:file { create map };
    dev_manage_sysfs_dirs(polaris_iosd_t)
# iosd need access to sdflash files image is stored
polaris_swipedriver_file_manage(polaris_iosd_t)
polaris_getattr_swipedriver(polaris_iosd_t)
# iosd need access to mmcblk0p3
gen_require('type polaris_disk_recovery_t;
  )
allow polaris_iosd_t polaris_disk_recovery_t:filesystem getattr;
# iosd need access to mmcblk0p2
polaris_getattr_filesystem_disk_udecode(polaris_iosd_t)
# iosd need access to /dev/mvDmaDrv
polaris_mvDmaDrv_dev_use(polaris_iosd_t)
# iosd need access to /dev/mvIntDrv
polaris_mvIntDrv_dev_use(polaris_iosd_t)
# iosd need permission for LED
polaris_led_dev_use(polaris_iosd_t)
# iosd need access to rawip socket by initscripts/rc.d/init.d/iptables
allow polaris_iosd_t self:rawip_socket create_socket_perms;
# iosd needs access to /opt/cisco/caf/config/system-config.ini
polaris_caf_files_read(polaris_iosd_t)
# iosd need permission to /dev/rtc0 done via imsp_update_sw_hwclock()
dev_rw_realtime_clock(polaris_iosd_t)
')
# work with /tmp/usb-disable: create/write
type polaris_iosd_usb_disable_tmp_t;
files_tmp_file(polaris_iosd_usb_disable_tmp_t);
polaris_iosd_usb_disable_tmp_manage(polaris_iosd_t)

ifdef('ngwc_family',
  # SELINUX Mismatch warning when doing power redundancy configuration commands
  # Allow access /bootflash/nplusm-power
  polaris_nplusm_power_manage(polaris_iosd_t)
')

optional_policy('polaris_efi_files_list_dirs(polaris_iosd_t)
')

# work with /dev/shm/mq.-iosd_to_timingd
type polaris_iosd_timing_mqipc_t;
polaris_mqipc_type(polaris_iosd_timing_mqipc_t)
polaris_mqipc_create_name(polaris_iosd_t, polaris_iosd_timing_mqipc_t, iosd_to_timingd)

# watch /tmp
allow polaris_iosd_t tmp_t:dir watch;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiosd.te
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# January 2018, Manohar Hungund
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#

### <summary>Polaris oct_dp_log_rp Policy Rules.</summary>

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisoctdplogrp.if
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#

### <summary>Polaris cedge Policy Rules.</summary>

#############################################################
### <summary>
### Manage /tmp/xml files and directories
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_cedge_xml_tmp_manage',
    gen_require(
        type polaris_cedge_xml_tmp_t;
    )
manage_dirs_pattern($1, polaris_cedge_xml_tmp_t, polaris_cedge_xml_tmp_t)
manage_files_pattern($1, polaris_cedge_xml_tmp_t, polaris_cedge_xml_tmp_t)
files_tmp_filetrans($1, polaris_cedge_xml_tmp_t, dir, "xml")

    allow $1 polaris_cedge_xml_tmp_t:dir { watch mounton };
    allow $1 polaris_cedge_xml_tmp_t:file map;
)

#############################################################
## <summary>
## Manage /tmp/tmp files and directories
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_cedge_tmp_manage',`
gen_require(`
    type polaris_cedge_tmp_t;
')
manage_dirs_pattern($1, polaris_cedge_tmp_t, polaris_cedge_tmp_t)
manage_files_pattern($1, polaris_cedge_tmp_t, polaris_cedge_tmp_t)
files_tmp_filetrans($1, polaris_cedge_tmp_t, dir, "tmp")
')

######################################
## <summary>
## Manage /etc/viptela files and directories
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_cedge_etc_manage',`
gen_require(`
    type polaris_cedge_etc_t;
')
manage_dirs_pattern($1, polaris_cedge_etc_t, polaris_cedge_etc_t)
manage_files_pattern($1, polaris_cedge_etc_t, polaris_cedge_etc_t)
manage_lnk_files_pattern($1, polaris_cedge_etc_t, polaris_cedge_etc_t)
files_etc_filetrans($1, polaris_cedge_etc_t, dir, "viptela")
')

######################################
## <summary>
## Read /etc/viptela files and directories
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <summary>
## </param>
# interface('polaris_cedge_etc_read',
    gen_require(' 
        type polaris_cedge_etc_t;
     ')
    search_dirs_pattern($1, polaris_cedge_etc_t, polaris_cedge_etc_t)
    read_files_pattern($1, polaris_cedge_etc_t, polaris_cedge_etc_t)
    read_lnk_files_pattern($1, polaris_cedge_etc_t, polaris_cedge_etc_t)
    files_etc_filetrans($1, polaris_cedge_etc_t, dir, "viptela")
    ')

#<summary>
## Watch cedge_etc directories and files
</summary>
#<param name="domain">
## Domain allowed access.
</param>
#
interface('polaris_cedge_etc_watch',
    gen_require(' 
        type polaris_cedge_etc_t;
     ')
    allow $1 polaris_cedge_etc_t:{ dir file } watch;
    ')

#<summary>
## Read access /var/run/netns/* performed from vip_util_set_ns
</summary>
#<param name="domain">
## Domain allowed access.
</param>
#
interface('polaris_cedge_set_ns',
    init_read_state($1)
    fs_read_nsfs_files($1)
    sysnet_manage_ifconfig_run($1)
    ')

#<summary>
## Read access /proc/1/ns/net performed from vip_util_reset_ns
</summary>
interface(`polaris_cedge_reset_ns',`
  init_read_state($1)
')

interface(`polaris_cedge_tmpfs_manage',`
gen_require(`
    type polaris_cedge_tmpfs_t;
    type tmpfs_t;
  `)
  fs_tmpfs_filetrans($1, polaris_cedge_tmpfs_t, file)
  manage_files_pattern($1, tmpfs_t, polaris_cedge_tmpfs_t)
  allow $1 polaris_cedge_tmpfs_t:file map;
')

interface(`polaris_econfd2sysmgr_tmp_manage',`
gen_require(`
    type polaris_econfd2sysmgr_tmp_t;
  `)
  manage_dirs_pattern($1, polaris_econfd2sysmgr_tmp_t, polaris_econfd2sysmgr_tmp_t)
  manage_files_pattern($1, polaris_econfd2sysmgr_tmp_t, polaris_econfd2sysmgr_tmp_t)
  files_tmp_filetrans($1, polaris_econfd2sysmgr_tmp_t, dir, ".econfd2sysmgr-ipc")
allow $1 polaris_econf2sysmgr_tmp_t:dir watch;
')

########################################
## <summary>
##      Allow access to semaphore with type polaris_cpp_driver_t
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.  
##      </summary>
## </param>
#
#interface( 'polaris_cpp_driver_sem_use',
#    gen_require(  
#        type polaris_cpp_driver_t;
#    )
#manage_dirs_pattern($1, polaris_cpp_driver_t, polaris_cpp_driver_t)
#manage_files_pattern($1, polaris_cpp_driver_t, polaris_cpp_driver_t)
#)

Found in path(s):
   * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedge.if
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#
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#
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#

## <summary>Polaris cpp_driver Policy Rules.</summary>
allow $1 polaris_cpp_driver_t:sem rw_sem_perms;

allow $1 polaris_cpp_driver_t:shm rw_shm_perms;

interface(`polaris_cpp_driver_shm_use',`
   gen_require(`
       type polaris_cpp_driver_t;
   `)
   allow $1 polaris_cpp_driver_t:shm rw_shm_perms;
`)

interface(`polaris_autoupgrade_domtrans',`
   gen_require(`
       type polaris_autoupgrade_t;
   `)
   allow $1 polaris_autoupgrade_t:sem rw_sem_perms;
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppdriver.if
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#

## <summary>Polaris polarisautoupgrade Policy Rules.</summary>

### <summary>Execute auto-upgrade scripts in their own domain</summary>
### <param name="domain">
### <summary>Domain allowed access.</summary>
### </summary>
### <param>
### <rolecap/>
### interface(`polaris_autoupgrade_domtrans',`
   gen_require(`
       type polaris_autoupgrade_t;
   `)
type polaris_autoupgrade_exec_t;
    
    domtrans_pattern($1, polaris_autoupgrade_exec_t, polaris_autoupgrade_t)
    
    ###################################
    ## <summary>
    ##      Manage tmp files created by autoupgrade.
    ## </summary>
    ## <param name="domain">
    ##      Domain allowed access.
    ## </param>
    ## <rolecap/>
    
    interface(`polaris_autoupgrade_tmp_manage',
        gen_require(`
            type polaris_autoupgrade_tmp_t;
            
            manage_files_pattern($1, polaris_autoupgrade_tmp_t, polaris_autoupgrade_tmp_t)
            manage_link_files_pattern($1, polaris_autoupgrade_tmp_t, polaris_autoupgrade_tmp_t)
            manage_fifo_files_pattern($1, polaris_autoupgrade_tmp_t, polaris_autoupgrade_tmp_t)
            
        )
    )

    Found in path(s):
    * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisautoupgrade.if
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    #
    # October 2019, Patrick O'Halloran
    #
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    #

    ## <summary>Polaris CRFT Policy Rules.</summary>
    #
    # CRFT policy
    #
    # CRFT policy
    #
    #<summary>
    ##      Allow read-only access to CRFT generated files
    ## </summary>
### <param name="domain">
###   <summary>
###   Domain allowed access.
###   </summary>
### </param>
### <param name="file_type">
###   <summary>
###   File type of crft that corresponds to given domain.
###   </summary>
### </param>
### <rolebase/>
#
interface('polaris_crft_data_read',
    gen_require(
        type polaris_crft_data_t;
        type polaris_crft_request_t;
        type polaris_crft_request_crft_t;
    )
)

read_lnk_files_pattern($1, polaris_crft_data_t, polaris_crft_data_t)
polaris_disk_bootflash_read_lnk($1)
polaris_disk_harddisk_read_lnk($1)
read_files_pattern($1, polaris_crft_request_crft_t, polaris_crft_request_crft_t)
allow $1 polaris_crft_request_t:fifo_file { ioctl write };
')

###############################################################
### <summary>
###   Manage crft persistent files
### </summary>
### <param name="domain">
###   <summary>
###   Domain allowed access.
###   </summary>
### </param>
### <rolebase/>
#
interface('polaris_crft_data_manage',
    gen_require(
        type polaris_crft_data_t;
    )
)

manage_dirs_pattern($1, polaris_crft_data_t, polaris_crft_data_t)
manage_lnk_files_pattern($1, polaris_crft_data_t, polaris_crft_data_t)
manage_files_pattern($1, polaris_crft_data_t, polaris_crft_data_t)
# Note: Based on discussion with SELinux team, we need to call this
# out specifically here for lnk file access, as:
# - NGWC /harddisk -(symlink)-> /misc/scratch -(symlink)-> /mnt/sda3/user
polaris_disk_bootflash_read_lnk($1)
polaris_disk_harddisk_read_lnk($1)
allow $1 polaris_crft_data_t:file map;
')

#######################################
## <summary>
##      Manage crft files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_crft_data_manage_all',
polaris_crft_data_manage($1)
gen_require(
    attribute polaris_crft_data_domain;
    type polaris_crft_data_t;
')
manage_files_pattern($1, polaris_crft_data_t, polaris_crft_data_domain)
manage_lnk_files_pattern($1, polaris_crft_data_t, polaris_crft_data_domain)
allow $1 polaris_crft_data_domain:file map;
')

#######################################
## <summary>
##	Make the specified type usable as crft data file type.
## </summary>
## <param name="type">
##	<summary>
##	Type to be used for files.
##	</summary>
## </param>
#
interface('polaris_crft_data_type',
files_type($1)
polaris_pfile_type($1)
gen_require(
    attribute polaris_crft_data_domain;
')
typeattribute $1 polaris_crft_data_domain;
')
### Process to manage its own crft files

#### Domain allowed access.

#### File type of crft that corresponds to given domain.

#### Steam of domain allowed access.

#### Interface

```c
manage_dirs_pattern($1, polaris_crft_data_t, $2)
manage_files_pattern($1, polaris_crft_data_t, $2)
manage_lnk_files_pattern($1, polaris_crft_data_t, $2)
filetrans_pattern($1, polaris_crft_data_t, $2, file)
allow $1 $2:file map;
```

#### Interface

```c
type polaris_$1_crft_t;
polaris_crft_data_type(polaris_$1_crft_t)
polaris_crft_data_client(polaris_$1_t, polaris_$1_crft_t)
```
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#

/usr/cpp/bin/cpp_ha_top_level_server -- gen_context(system_u:object_r:polaris_cpp_ha_exec_t,s0)
/usr/cpp/bin/cpp_ha_top_level_server_ledp -- gen_context(system_u:object_r:polaris_cpp_ha_exec_t,s0)
/usr/cpp/bin/cpp_ha_top_level_server_us_ledp -- gen_context(system_u:object_r:polaris_cpp_ha_exec_t,s0)
/usr/cpp/bin/cpp_ha_top_level_server_vwlc -- gen_context(system_u:object_r:polaris_cpp_ha_exec_t,s0)
/usr/cpp/bin/cpp_ha_top_level_server_vwlc_ledp -- gen_context(system_u:object_r:polaris_cpp_ha_exec_t,s0)

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#

policy_module(polariscfg, 1.0);

################################################################################
# Cfg files policy
################################################################################

type polaris_cfg_data_t;
files_type(polaris_cfg_data_t)

gen_require(''
    attribute polaris_extended_domain;
')

files_tmp_filetrans(polaris_extended_domain, polaris_cfg_data_t, dir, "cfg")
polaris_utility_domain_template(cfg_sync)

polaris_bexecute_domain(polaris_cfg_sync_t, polaris_cfg_sync_exec_t)

polaris_boot_tmp_read(polaris_cfg_sync_t)
polaris_btrace_data_manage(polaris_cfg_sync_t)
polaris_chasfs_read(polaris_cfg_sync_t)
polaris_cpld_read(polaris_cfg_sync_t)
polaris_use_btrace_fifo(polaris_cfg_sync_t)

corecmd_exec_bin(polaris_cfg_sync_t)
auth_use_nsswitch(polaris_cfg_sync_t)

polaris_bootflash_read(polaris_cfg_sync_t)
polaris_nvram_manage(polaris_cfg_sync_t)
telnet_use_ptys(polaris_cfg_sync_t)

gen_require(`
   type rsync_t;
`)
rsync_entry_domtrans(polaris_cfg_sync_t, rsync_t)
allow rsync_t polaris_cfg_sync_t:process sigchld;
# file descriptor leak when rsync is called
allow rsync_t polaris_cfg_sync_t:fifo_file { write getattr };

logging_send_syslog_msg(polaris_cfg_sync_t)

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscfg.te
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dnl
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dnl
# polarisvxeipcbaseauto file contexts place holder

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_base_fc.m4
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#
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#
#
## <summary>Polaris cm_fp Policy Rules.</summary>

## <summary>Execute cmd_fp in the polaris_cm_fp_t domain.</summary>
## <param name="domain">
## Domain allowed to transition.
## </param>
#
interface(`polaris_cm_fp_domtrans',
  gen_require(
    type polaris_cm_fp_t, polaris_cm_fp_exec_t;
  ')

corecmd_search_bin($1)
domtrans_pattern($1, polaris_cm_fp_exec_t, polaris_cm_fp_t)
')

## <summary>Allow the specified domain to manage cm_fp_tmp files</summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_cm_fp_tmp_manage',
  gen_require(
    type polaris_cm_fp_tmp_t;
    type tmp_t;
  ')

  manage_files_pattern($1, [ polaris_cm_fp_tmp_t tmp_t ], polaris_cm_fp_tmp_t)
')

## <summary>Create objects in /tmp with a polaris_cm_fp_tmp_t type using a type_transition.</summary>
## <summary>
## <param name="domain">
##  <summary>
##     Domain allowed access.
##  </summary>
## </param>
#
interface('polaris_cm_fp_tmp_filetrans',
    gen_require('  
    type polaris_cm_fp_tmp_t;
    ')
    files_tmp_filetrans($1, polaris_cm_fp_tmp_t, file, "octeon-remote-lock-pci:0")
')

########################################
## <summary>
##     Allow access to semaphore with type polaris_cm_fp_t
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cm_fp_sem_use',
    gen_require('  
    type polaris_cm_fp_t;
    ')
    allow $1 polaris_cm_fp_t:sem rw_sem_perms;
')

########################################
## <summary>
##     Allow access to shared memory with type polaris_cm_fp_t
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cm_fp_shm_use',
    gen_require('  
    type polaris_cm_fp_t;
    ')
    allow $1 polaris_cm_fp_t:shm rw_shm_perms;
')

########################################################################
## <summary>
##     Allow access to shared memory with type polaris_cm_fp_t
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cm_fp_shm_use',
    gen_require('  
    type polaris_cm_fp_t;
    ')
    allow $1 polaris_cm_fp_t:shm rw_shm_perms;
')

########################################################################
## <summary>
##      Allow access to /dev/hkp with type polaris_cm_fp_t
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_hkp_dev_use',
    gen_require(`
        type device_t;
        type polaris_hkp_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_hkp_device_t)
    read_chr_files_pattern($1, device_t, polaris_hkp_device_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmfp.if
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#
#  August 2017, Shawn Lu
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#
#
# polarisifmgr file contexts place holder

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisifmgr.fc
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#
#
## <summary>Polaris crankshaft Platform Policy Rules.</summary>

###################################################################
## <summary>
##      Work (read, write, ioctl) with /dev/linux-(user|kernel)-bde devices
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_bde_dev_use',
    gen_require(
        type device_t;
        type polaris_bde_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_bde_device_t)
    read_chr_files_pattern($1, device_t, polaris_bde_device_t)
    allow $1 polaris_bde_device_t:chr_file map;
')

######################################
## <summary>
##      Work (read, write, ioctl) with /dev/dash_fpga device
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_dash_dev_use',
    gen_require(
        type device_t;
        type polaris_dash_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_dash_device_t)
    read_chr_files_pattern($1, device_t, polaris_dash_device_t)
    allow $1 polaris_dash_device_t:chr_file map;
')

######################################
## <summary>
##      Work (read, write, ioctl) with /dev/huron_fpga device
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_huron_dev_use',
    gen_require('
type device_t;
type polaris_huron_device_t;
)
write_chr_files_pattern($1, device_t, polaris_huron_device_t)
read_chr_files_pattern($1, device_t, polaris_huron_device_t)
allow $1 polaris_huron_device_t:chr_file map;
)

######################################
## <summary>
## Work (read, write, ioctl) with /dev/dplr_sumatra
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_sumatra_doppler_dev_use',
gen_require(
    type device_t;
type polaris_sumatra_doppler_device_t;
)
write_chr_files_pattern($1, device_t, polaris_sumatra_doppler_device_t)
read_chr_files_pattern($1, device_t, polaris_sumatra_doppler_device_t)
allow $1 polaris_sumatra_doppler_device_t:chr_file map;
)

######################################
## <summary>
## Work (open, read, write, ioctl) with /dev/sirius_fpga device
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_sirius_fpga_dev_use',
gen_require(
    type device_t;
type polaris_siriusfpga_device_t;
)
    rw_chr_files_pattern($1, device_t, polaris_siriusfpga_device_t);
)
## Work (read, write, ioctl) with /dev/nios device

### <param name="domain">
   Domain allowed access.
### </summary>

### <param>

interface('polaris_nios_dev_use',

```c
gen_require(`

   type device_t;
   type polaris_nios_device_t;
```

write_chr_files_pattern($1, device_t, polaris_nios_device_t)
read_chr_files_pattern($1, device_t, polaris_nios_device_t)
```

-------------------------------------
## Work (read, write, ioctl) with /dev/qae_mem device

### <param name="domain">
   Domain allowed access.
### </summary>

### <param>

interface('polaris_qae_dev_use',

```c
gen_require(`

   type device_t;
   type polaris_qae_device_t;
```

write_chr_files_pattern($1, device_t, polaris_qae_device_t)
read_chr_files_pattern($1, device_t, polaris_qae_device_t)
```

-------------------------------------
## Read mokafpga files in /sys/devices/platform directory

### <param name="domain">
   Domain allowed access.
### </summary>

### <param>

interface('polaris_mokafpga_read',

```c
```

-------------------------------------
type polaris_sysfs_mokafpga_t;
type sysfs_t;

)
read_files_pattern($1, polaris_sysfs_mokafpga_t, polaris_sysfs_mokafpga_t)
list_dirs_pattern($1, polaris_sysfs_mokafpga_t, polaris_sysfs_mokafpga_t)

)

################################################################################
## <summary>
##      Read/Write mokafpga files in /sys/devices/platform directory
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_mokafpga_rw',`
  gen_require(`
    type polaris_sysfs_mokafpga_t;
type sysfs_t;
  `)
  rw_files_pattern($1, polaris_sysfs_mokafpga_t, polaris_sysfs_mokafpga_t)
  list_dirs_pattern($1, polaris_sysfs_mokafpga_t, polaris_sysfs_mokafpga_t)
`)

################################################################################
## <summary>
##      Work (read, write, ioctl) with /dev/moka_fpga
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_mokafpga_dev_use',`
  gen_require(`
    type device_t;
type polaris_mokafpga_device_t;
  `)
  write_chr_files_pattern($1, device_t, polaris_mokafpga_device_t)
  read_chr_files_pattern($1, device_t, polaris_mokafpga_device_t)
`)

################################################################################
## <summary>
##      Work (read, write, ioctl) with /dev/nim_dm_0_1 and
## /dev/nim_dm devices

### /summary>
### <param name="domain">
###   <summary>
###   Domain allowed access.
###   </summary>
### </param>

#

interface(‘polaris_nim_dm_dev’,‘

gen_require(‘
    type device_t;

    type polaris_nim_dm_device_t;
’)

write_chr_files_pattern($1, device_t, polaris_nim_dm_device_t)
read_chr_files_pattern($1, device_t, polaris_nim_dm_device_t)
allow $1 polaris_nim_dm_device_t:chr_file map;
allow $1 device_t:chr_file map;
’)

########################################################################
### <summary>
###   Execute a domain transition to run load_usbnet.sh.
### </summary>
### <param name="domain">
###   <summary>
###   Domain allowed to transition.
###   </summary>
### </param>

#

interface(‘polaris_load_usbnet_domtrans’,‘

gen_require(‘
    type polaris_load_usbnet_t, polaris_load_usbnet_exec_t;
’)

domtrans_pattern($1, polaris_load_usbnet_exec_t, polaris_load_usbnet_t)
’)

########################################################################
### <summary>
###   Label and allow access to i2c semaphore files.
### </summary>
### <param name="domain">
###   <summary>
###   Domain allowed access.
###   </summary>
### </param>

#
interface('polaris_i2c_sem_manage',
    gen_require(
        type tmpfs_t;
        type polaris_cm_cc_tmpfs_t;
    
    )
    manage_files_pattern($1, tmpfs_t, polaris_cm_cc_tmpfs_t)
    mmap_files_pattern($1, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
)

###################################################################
## <summary>
## Work (read, write, ioctl) with /dev/bp_async device
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_bp_async_dev_use',
    gen_require(
        type device_t;
        type polaris_bp_async_device_t;
    )
    write_chr_files_pattern($1, device_t, polaris_bp_async_device_t)
    read_chr_files_pattern($1, device_t, polaris_bp_async_device_t)
    allow $1 polaris_bp_async_device_t:chr_file map;
)

###################################################################
## <summary>
## Label and allow access to i2c semaphore files.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_udev_access',
    gen_require(
        type tmpfs_t;
        type polaris_udev_tmp_files_t;
    )
    manage_files_pattern($1, tmpfs_t, polaris_udev_tmp_files_t)
)

## <summary>
## Work (read, write, ioctl) with /dev/sparrow_psu device

```c
interface('polaris_sparrow_psu_dev_use',
    gen_require(
        type device_t;
        type polaris_sparrow_psu_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_sparrow_psu_device_t)
    read_chr_files_pattern($1, device_t, polaris_sparrow_psu_device_t)
')
```

## Work (read, write, ioctl) with /dev/nutella_fpga device

```c
interface('polaris_nutella_fpga_dev_use',
    gen_require(
        type device_t;
        type polaris_nutella_fpga_device_t;
    ')
    write_chr_files_pattern($1, device_t, polaris_nutella_fpga_device_t)
    read_chr_files_pattern($1, device_t, polaris_nutella_fpga_device_t)
')
```

## Read and write to qcqmi devices.

```c
interface('polaris_qcqmi_dev_use',
    gen_require(
')
```
type device_t, qcqmi_device_t;

')

rw_chr_files_pattern($1, device_t, qcqmi_device_t)
')

#########################################################################
## <summary>
## Work (read, write, ioctl) with /dev/sm_nim_adpt device files
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_sm_nim_adpt_dev_use',
gen_require('type device_t;
type polaris_sm_nim_adpt_device_t;
')

write_chr_files_pattern($1, device_t, polaris_sm_nim_adpt_device_t)
read_chr_files_pattern($1, device_t, polaris_sm_nim_adpt_device_t)
allow $1 polaris_sm_nim_adpt_device_t:chr_file map;
')

#########################################################################
## <summary>
## Work (read, write, ioctl) with /dev/dio-*
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_dio_dev_use',
gen_require('type device_t;
type polaris_dio_device_t;
')

write_chr_files_pattern($1, device_t, polaris_dio_device_t)
read_chr_files_pattern($1, device_t, polaris_dio_device_t)
allow $1 polaris_dio_device_t:chr_file map;
')

#########################################################################
### <summary>
### Read /dev/dio-*
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface(`polaris_dio_dev_read',`
gen_require(`
    type device_t;
    type polaris_dio_device_t;
')
read_chr_files_pattern($1, device_t, polaris_dio_device_t)
')

######################################
### <summary>
### Work (read, write, ioctl) with /dev/ttyNMEA* and /dev/ttyTunNMEA*
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### </summary>
### </param>
#
interface(`polaris_tty_NMEA_dev_use',`
gen_require(`
    type device_t;
    type polaris_tty_NMEA_device_t;
')
write_chr_files_pattern($1, device_t, polaris_tty_NMEA_device_t)
read_chr_files_pattern($1, device_t, polaris_tty_NMEA_device_t)
allow $1 polaris_tty_NMEA_device_t:chr_file map;
')

######################################
### <summary>
### Read /dev/ttyNMEA* and /dev/ttyTunNMEA*
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### </summary>
### </param>
#
interface(`polaris_tty_NMEA_dev_read',`
gen_require(
    type device_t;
    type polaris_tty_NMEA_device_t;
  )
read_chr_files_pattern($1, device_t, polaris_tty_NMEA_device_t)
)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
## <summary>
## Work (read, write, ioctl) with /dev/nim_phy
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_nim_phy_dev_use',
  gen_require(
    type device_t;
    type polaris_nim_phy_device_t;
  )
  rw_chr_files_pattern($1, device_t, polaris_nim_phy_device_t)
  allow $1 polaris_nim_phy_device_t:chr_file map;
  )

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscrankshaft.if
No license file was found, but licenses were detected in source scan.

dnl
  July 2020, Victor Kamensky
  
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max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 3)
max_bay_map_set(`fp', `per_bay', 0)
max_bay_ripc_map_set(`rp', `per_bay', 0)
max_bay_ripc_map_set(`cc', `per_bay', 3)
max_bay_ripc_map_set(`fp', `per_bay', 0)
max_bay_ripc_map_set(`rp', `global', 0)
max_bay_ripc_map_set(`cc', `global', 3)
max_bay_ripc_map_set(`fp', `global', 0)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/c8kvmaps.m4
No license file was found, but licenses were detected in source scan.

#
# August 2017, Victor Kamensky
#
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#
#/bootflash labels
/bootflash(/*.)*?       gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/bootflash/ssh(/*.)*?   gen_context(system_u:object_r:ssh_home_t,s0)
/bootflash/ssh/ssh_host.*_key\pub gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/ssh/ssh_host.*_key   gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/tracelogs(/*.)*?  gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/tan(/*.)*?      gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/core(/*.)*?     gen_context(system_u:object_r:polaris_core_file_t,s0)
/bootflash/debug.conf     gen_context(system_u:object_r:polaris_debug_conf_t,s0)
/bootflash/packages.conf  gen_context(system_u:object_r:polaris_packages_conf_t,s0)

#/objstore/.swtam for hybrid TAM access
/objstore(/*.)*?        gen_context(system_u:object_r:polaris_disk_objstore_t,s0)

/csl_p_0(/*.)*?        gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/csl_p_1(/*.)*?        gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/csl_s_0(/*.)*?        gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)
/csl_s_1(/*.)*?        gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)
/obfl(/*.)*?           gen_context(system_u:object_r:polaris_obfl_data_t,s0)

# not really a license file stored by iosd during platform resource config command
/csl_p_0/vcpu_template.txt gen_context(system_u:object_r:polaris_iosd_vcpu_t,s0)

# nvram devices
/dev/bootflash2 -b     gen_context(system_u:object_r:polaris_nvram_file_t,s0)
/dev/bootflash3 -b     gen_context(system_u:object_r:polaris_nvram_file_t,s0)
/dev/sda2  -b          gen_context(system_u:object_r:polaris_nvram_file_t,s0)
/dev/sda3  -b          gen_context(system_u:object_r:polaris_nvram_file_t,s0)
/dev/linux-user-bde -c gen_context(system_u:object_r:polaris_bde_device_t,s0)
/dev/linux-kernel-bde -c gen_context(system_u:object_r:polaris_bde_device_t,s0)

/dev/dash_fpga -c      gen_context(system_u:object_r:polaris_dash_device_t,s0)
/dev/dash_fpga_cc0 -c  gen_context(system_u:object_r:polaris_dash_device_t,s0)
/dev/dash_fpga_cc1 -c  gen_context(system_u:object_r:polaris_dash_device_t,s0)
/dev/dash_fpga_cc2 -c  gen_context(system_u:object_r:polaris_dash_device_t,s0)
/dev/dash_fpga_cc3 -c gen_context(system_u:object_r:polaris_dash_device_t,s0)
/dev/dash_fpga_nios -c gen_context(system_u:object_r:polaris_dash_device_t,s0)

/dev/huron_fpga -c gen_context(system_u:object_r:polaris_huron_device_t,s0)
/dev/dplr_sumatra -c gen_context(system_u:object_r:polaris_sumatra_doppler_device_t,s0)

/dev/nios -c gen_context(system_u:object_r:polaris_nios_device_t,s0)
/dev/qae_mem -c gen_context(system_u:object_r:polaris_qae_device_t,s0)

/dev/icp_adf_gige_wd -c gen_context(system_u:object_r:polaris_icp_device_t,s0)
/dev/icp_dev0_csr -c gen_context(system_u:object_r:polaris_icp_device_t,s0)
/dev/icp_dev0_ring -c gen_context(system_u:object_r:polaris_icp_device_t,s0)
/dev/icp_dev_mem -c gen_context(system_u:object_r:polaris_icp_device_t,s0)
/dev/icp_dev_mem_page -c gen_context(system_u:object_r:polaris_icp_device_t,s0)

# moka fpga
/dev/moka_fpga -c gen_context(system_u:object_r:polaris_mokafpga_device_t,s0)
/dev/moka_fpga_cc -c gen_context(system_u:object_r:polaris_mokafpga_device_t,s0)

# for load usbnet module
/usr/binos/conf/load_usbnet.sh -- gen_context(system_u:object_r:polaris_load_usbnet_exec_t,s0)

/dev/nim_dm -c gen_context(system_u:object_r:polaris_nim_dm_device_t,s0)
/dev/nim_dm_0_1 -c gen_context(system_u:object_r:polaris_nim_dm_device_t,s0)

/dev/nim_phy -c gen_context(system_u:object_r:polaris_nim_phy_device_t,s0)

# file-system on blackheart/sparrow
# /crashinfo is symbolic link to /flash1
/crashinfo     gen_context(system_u:object_r:polaris_disk_crashinfo_t,s0)

# /flash is symbolic link to /flash1
/flash         gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# /flash0 NVRAM
/flash0/(.*)?   gen_context(system_u:object_r:polaris_nvram_file_t,s0)

# /flash1 Bootflash
/flash1/(.*)?   gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/flash1/tracelogs/(.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/flash1/.geo/(.*)? gen_context(system_u:object_r:polaris_geodb_files_t,s0)
/flash1/.USWAP/(.*)? gen_context(system_u:object_r:polaris_uswap_files_t,s0)
/flash1/dhpersist/(.*)? gen_context(system_u:object_r:polaris_disk_dbm_t,s0)
/flash1/debug.conf -- gen_context(system_u:object_r:polaris_debug_conf_t,s0)
/flash1/packages.conf gen_context(system_u:object_r:polaris_packages_conf_t,s0)
/flash1/core/(.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
/flash1/rollback_timer/(.*)? gen_context(system_u:object_r:polaris_rbtimer_bootflash_t,s0)
# /flash1/.installer(/.*)?
    gen_context(system_u:object_r:polaris_disk_install_t,s0)

# /flash1/.ssh(/.*)?
    gen_context(system_u:object_r:ssh_home_t,s0)

# /flash1/.ssh/ssh_host.*_key.pub
    gen_context(system_u:object_r:sshd_key_t,s0)

# /flash1/.ssh/ssh_host.*_key
    gen_context(system_u:object_r:sshd_key_t,s0)

# /flash3 OBFL

# /flash3/(.*)?
    gen_context(system_u:object_r:polaris_obfl_data_t,s0)

# harddisk

# /vol/harddisk(/.*)?
    gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)

# /mnt/msata(/.*)?
    gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)

# for usage by IOx

# /vol/usb1(/.*)?
    gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)

/dev/shm/sem\._dev_i2c_0
    gen_context(system_u:object_r:polaris_cm_cc_tmpfs_t,s0)

/dev/shm/sem\._dev_i2c_1
    gen_context(system_u:object_r:polaris_cm_cc_tmpfs_t,s0)

/dev/shm/sem\._dev_i2c_2
    gen_context(system_u:object_r:polaris_cm_cc_tmpfs_t,s0)

/tmp/udev/etc/udev/msata/udev-info
    gen_context(system_u:object_r:polaris_udev_tmp_files_t,s0)

# Nvram symlink on Aventus platform

/aventus_config/nvram
    gen_context(system_u:object_r:polaris_nvram_file_t,s0)

# Nvram symlink on Cabo platform

cabo_config/nvram
    gen_context(system_u:object_r:polaris_nvram_file_t,s0)

# Device applicable to Betelgeuse platform

dev/sirius_fpga
    gen_context(system_u:object_r:polaris_siriusfpga_device_t,s0)

# Device applicable to Nanook platform

dev/bp_async -c gen_context(system_u:object_r:polaris_bp_async_device_t,s0)

# Device applicable to Sparrow platform

dev/remap_mem0 -c gen_context(system_u:object_r:polaris_remap_mem_device_t,s0)

dev/sparrow_psu -c gen_context(system_u:object_r:polaris_sparrow_psu_device_t,s0)

dev/dio-upstream -c gen_context(system_u:object_r:polaris_dio_device_t,s0)

dev/dio-[1-4] -c gen_context(system_u:object_r:polaris_dio_device_t,s0)

dev/ttyNMEA[0-1] -c gen_context(system_u:object_r:polaris_tty_NMEA_device_t,s0)

dev/ttyTunNMEA[0-1] -c gen_context(system_u:object_r:polaris_tty_NMEA_device_t,s0)

# Device applicable to Nutella platform

dev/nutella_fpga -c gen_context(system_u:object_r:polaris_nutella_fpga_device_t,s0)

# Only qcqmi0 and qcqmi1 are generated for Telit/SWI modems

dev/qcqmi0 -c gen_context(system_u:object_r:qcqmi_device_t,s0)
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

/dev/qcqmi1         -c gen_context(system_u:object_r:qcqmi_device_t,s0)

# SM NIM Adapter Switzer-CC device files
/dev/sm_nim_adpt_fpga_1 -c gen_context(system_u:object_r:polaris_sm_nim_adpt_device_t,s0)
/dev/sm_nim_adpt_nim_oir_1_0 -c gen_context(system_u:object_r:polaris_sm_nim_adpt_device_t,s0)
/dev/sm_nim_adpt_nim_oir_1_1 -c gen_context(system_u:object_r:polaris_sm_nim_adpt_device_t,s0)
/dev/sm_nim_adpt_fpga_2 -c gen_context(system_u:object_r:polaris_sm_nim_adpt_device_t,s0)
/dev/sm_nim_adpt_nim_oir_2_0 -c gen_context(system_u:object_r:polaris_sm_nim_adpt_device_t,s0)
/dev/sm_nim_adpt_nim_oir_2_1 -c gen_context(system_u:object_r:polaris_sm_nim_adpt_device_t,s0)

# CLI: show platform hardware msata
/usr/bin/os/bin/msata_info.sh -- gen_context(system_u:object_r:polaris_msata_info_exec_t,s0)
/tmp/sata_status             -- gen_context(system_u:object_r:polaris_sata_status_tmp_t,s0)

# Memory blocks and gpp for Nutella platform
/dev/mmcblk0gp0p1   gen_context(system_u:object_r:polaris_nutella_gp0_t,s0)
/gpp                gen_context(system_u:object_r:polaris_nutella_gpp_t,s0)

# CLI: show platform hardware slot p[x] fan eeprom
/usr/bin/os/conf/mcp_fan_eeprom_cmd.sh -- gen_context(system_u:object_r:polaris_smart_fan_exec_t,s0)

/var/run/cwan_ezmanage_cwan_server -- gen_context(system_u:object_r:polaris_cwan_svr_var_run_t,s0)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscrankshaft.fc

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#
# March 2017, Victor Kamensky
#
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#

policy_module(polariscmfp, 1.0);

gen_require('type polaris_cm_fp_t;
')

polaris_btrace_data_manage(polaris_cm_fp_t)
polaris_cft_data_manage(polaris_cm_fp_t)
polaris_chasfs_manage(polaris_cm_fp_t)
polaris_tdlresolve_read(polaris_cm_fp_t)
polaris_tdlldb_list_dirs(polaris_cm_fp_t)
polaris_cpld_read(polaris_cm_fp_t)
polaris_flashlib_read(polaris_cm_fp_t)
polaris_ripc_sman_ui_serv_connect(polaris_cm_fp_t)

polaris_cpld_dev_use(polaris_cm_fp_t)
polaris_proc_rmonbifo_read(polaris_cm_fp_t)
polaris_obfl_data_read(polaris_cm_fp_t)
polaris_persistent_list_dirs(polaris_cm_fp_t)
polaris_chasync_files_manage(polaris_cm_fp_t)

# cman_fp creates /tmp/cpp_anon_db file, instead of adding it to polaris_cpp_domain
# let us just grant access to cpp tmp files
polaris_cpp_tmp_files_use(polaris_cm_fp_t, "cpp_anon_db")
# on 1ng works with /dev/cpp
polaris_cpp_dev_use(polaris_cm_fp_t)

# work with /dev/i2c devices
polaris_i2c_use(polaris_cm_fp_t)

# on ultra read eeprom through i2c
# type=AVC msg=audit(1479556298.842:11): avc: denied { getattr } for pid=5464 comm="cman_fp"
path="/sys/devices/i2c-0/i2c-2/0056/eeprom" dev="sysfs" ino=25556
scontext=system_u:system_r:polaris_cm_fp_t:s0 tcontext=system_u:object_r:sysfs_t:s0 tclass=file
# type=AVC msg=audit(1479556298.842:12): avc: denied { read write } for pid=5464 comm="cman_fp"
name="eeprom" dev="sysfs" ino=25556 scontext=system_u:system_r:polaris_cm_fp_t:s0
tcontext=system_u:object_r:sysfs_t:s0 tclass=file
dev_rw_sysfs(polaris_cm_fp_t)

polaris_icc_broken_relocations(polaris_cm_fp_t)

allow polaris_cm_fp_t self:udp_socket { create ioctl };

# cman_fp can start dyncfg_setup.sh, allow its transition to dyncfg_t type
polaris_dyncfg_domtrans(polaris_cm_fp_t)

# on 1ng cman_fp write into /bootflash/crypto/octeon_pci_console_dev0_20170723_075412.log
polaris_bootflash_manage(polaris_cm_fp_t)

polaris_disk_harddisk_read_lnk(polaris_cm_fp_t)

# write to devices like this /proc/bus/pci/04/00.0
kernel_read_system_state(polaris_cm_fp_t)
kernell_write_proc_files(polaris_cm_fp_t)

# cm_fp tmp files like /tmp/octeon-remote-lock-pci:0
type polaris_cm_fp_tmp_pci;
files_tmp_file(polaris_cm_fp_tmp_pci)
polaris_cm_fp_tmp_filetrans(polaris_cm_fp_pci)
polaris_cm_fp_tmp_manager(polaris_cm_fp_pci)
# besides /tmp/octeon-remote-lock-pci:0 all other files in /tmp
# are ours
files_tmp_filetrans(polaris_cm_fp_t, polaris_cm_fp_tmp_t, file)

# LOOK AT ME: raw memory write access
ifdef(`mcp_family',`
polaris_dev_mem_use(polaris_cm_fp_t)
')

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvh55517)
ifdef(`crankshaft_family',`
polaris_dev_mem_use(polaris_cm_fp_t)
')

# LOOK AT ME: raw memory access in dopler SDK remove after
# CSCvm34516 is fixed using CSCvm34630
ifdef(`starfleet_platform',`
polaris_dev_mem_use(polaris_cm_fp_t)
')

# "show platform hardware slot F0 eobc interface standby rmon" leads to
# ioctl() call from cmlib_get_eobc_drv_info().
kernle_request_load_module(polaris_cm_fp_t)

# needed for "show platform hardware slot F0 eobc interface standby rmon"
kernle_read_network_state(polaris_cm_fp_t)

# on RP2/RP3 linecard cyan init happens within cm
ifdef(`mcp_family',`
polaris_dyncfg_setup(polaris_cm_fp_t)
')

allow polaris_cm_fp_t self:capability dac_override;

polaris_obfl_data_manage(polaris_cm_fp_t)

allow polaris_cm_fp_t self:netlink_route_socket rw_netlink_socket_perms;

ifdef(`ngwc_family',`
# cmfp_asic_mmap_func() function in cmfp module uses
# /dev/chdrvmmmap for asic memory mapping
polaris_chdrvmmmap_dev_use(polaris_cm_fp_t)

# on macallan cman_fp needs access to /dev/cisco/dplr_iomem
# for mappin dplr io memory to application space.
polaris_dplr_iomem_mmapdrv_dev_use(polaris_cm_fp_t);

# on macallan iomd needs access to /dev/cisco/fpga_iomem
# for mapping FPGA io memory to application space.
polaris_fpga_iomem_mmapfpga_dev_use(polaris_cm_fp_t);
')

optional_policy(
# Allow /dev/dmammap access
polaris_dmammap_dev_use(polaris_cm_fp_t)
')

# on starfleet need access to
# /sys/device/platform/cpld/reg_fan_control
polaris_cpld_write(polaris_cm_fp_t)

# /dev/shm/SDM access
optional_policy(
polaris_sdm_shm_manage(polaris_cm_fp_t)
')

logging_send_syslog_msg(polaris_cm_fp_t)

# /dev/epactrlN on qwlc
optional_policy(
polaris_epa_dev_use(polaris_cm_fp_t)
')

# /dev/astro on qwlc
optional_policy(
polaris_astro_dev_use(polaris_cm_fp_t)
')

# /dev/cpp_il on qwlc
optional_policy(
polaris_cpp_il_dev_use(polaris_cm_fp_t)
')

# on radium need to get model info
optional_policy(
polaris_dash_dev_use(polaris_cm_fp_t)
')

# on neptune, cavium library in o2_cavm_mem_map wants access to
# /sys/devices/pci0000:00/0000:00:00.00:01.0/0000:01:00.0/resource0
optional_policy(
polaris_cpp_cavium_dma_map(polaris_cm_fp_t)
')

# /dev/aikido access
polaris_aikido_dev_use(polaris_cm_fp_t)
optional_policy('  
  # betelgeuse need access to /dev/sirius_fpga  
  polaris_sirius_fpga_dev_use(polaris_cm_fp_t)  
')

# access SERDES /tmp/serdes_asic_key_dir/*  
optional_policy('  
  polaris_serdes_asic_key_tmp_manage(polaris_cm_fp_t)  
')

type polaris_hkp_device_t;  
dev_node(polaris_hkp_device_t)

# access /dev/iocp0  
optional_policy('  
  polaris_spa_dev_use(polaris_cm_fp_t)  
')

optional_policy('  
  # access /dev/hkp  
  polaris_hkp_dev_use(polaris_cm_fp_t)  
  polaris_n2_dev_use(polaris_cm_fp_t)  
  polaris_cy2213_dev_use(polaris_cm_fp_t)  
  polaris_ddr_dev_use(polaris_cm_fp_t)  
  polaris_vega_dev_use(polaris_cm_fp_t)  
')

polaris_firmware_read(polaris_cm_fp_t)

# allow access to /csl_p_0/vcpu_template.txt  
polaris_i OSD_vcpu_read(polaris_cm_fp_t)

# allow Cabo access to i2c semaphores  
ifdef('cabo_platform',  
  polaris_i2c_sem_manage(polaris_cm_fp_t)  
)

ifdef('sumatra_platform',  
  # access huron fpga on sumatra  
  polaris_huron_dev_use(polaris_cm_fp_t)  
)

Found in path(s):  
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmfp.te  
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#

# polarisezmancc file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisezmancc.fc
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#
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#

policy_module(polarisripc, 1.0);

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#

# polarisripc file contexts place holder

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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
dnl divert(-1)

include("polaris_process.m4")
include("polaris_process_fc.m4")
include("polaris_ipc_mqipc.m4")
include("polaris_ipc_mqipc_fc.m4")
include("polaris_ipc ripc.m4")
include("polaris_ipc_ripc_fc.m4")
include("polaris_ipc_lipc.m4")
include("polaris_ipc_lipc_fc.m4")

dnl Stub out non existent one
define("polaris_websocket_service_server","")
define("polaris_cipc_service_server","")

include("polaris_max_scope.m4")

divert(0)dnl
#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_fc.m4
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#
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#

policy_module(polarisstorage, 1.0);

#############################################################
# Persistent storage policy
#############################################################
attribute polaris_disk;

# Default disk types

type polaris_disk_bootflash_t;
polaris_disk_type(polaris_disk_bootflash_t)

type polaris_disk_varied_t;
polaris_disk_type(polaris_disk_varied_t)
type polaris_disk_harddisk_t;
polaris_disk_type(polaris_disk_harddisk_t)

type polaris_disk_csl_p_t;
polaris_disk_type(polaris_disk_csl_p_t)

type polaris_disk_csl_s_t;
polaris_disk_type(polaris_disk_csl_s_t)

type polaris_disk_objstore_t;
polaris_disk_type(polaris_disk_objstore_t)

type polaris_disk_crashinfo_t;
polaris_disk_type(polaris_disk_crashinfo_t)

type polaris_disk_license_t;
polaris_disk_type(polaris_disk_license_t)

type polaris_disk_ucode_t;
polaris_disk_type(polaris_disk_ucode_t)

type polaris_disk_recovery_t;
polaris_disk_type(polaris_disk_recovery_t)

type polaris_disk_config_t;
polaris_disk_type(polaris_disk_config_t)

# Persistent files types

type polaris_system_report_t;
polaris_pfile_type(polaris_system_report_t)

type polaris_core_file_t;
polaris_pfile_type(polaris_core_file_t)

type polaris_debug_conf_t;
polaris_pfile_type(polaris_debug_conf_t)

type polaris_packages_conf_t;
polaris_pfile_type(polaris_packages_conf_t)

# we label .ssh files residing on persistent storage as ssh_home_t
# and sshd_key_t
#
# below statement could/should be moved into ssh te file?
gen_require(
    type ssh_home_t;
    type sshd_key_t;
)

polaris_disk_type(ssh_home_t)
polaris_disk_type(sshd_key_t)

# handling /bootflash directory - created by systemd unit, note normally
# something will be mounted on top of it, but in some cases like RP2 line
# cards it will be ramfs directory.

filetrans_pattern(unconfined_service_t, root_t, polaris_disk_bootflash_t, dir, "bootflash")

# nfsd accesses different persistent storage directories and it needs getattr

filetrans_pattern(unconfined_service_t, mnt_t, polaris_disk_bootflash_t, lnk_file, "scratch")

filetrans_pattern(polaris_confd_t, tmp_t, polaris_packages_conf_t, file, "packages.conf")

# first time creation of /bootflash/core directory

filetrans_pattern({initrc_t init_t unconfined_service_t}, {polaris_disk_bootflash_t polaris_disk_harddisk_t} ,
polaris_core_file_t, dir, "core")

filetrans_pattern(init_t, polaris_packages_conf_t, file, "packages.conf")
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisstorage.te
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#
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#

/usr/binos/conf/run_ioxn_gs_ha.sh -- gen_context(system_u:object_r:polaris_gsd_rp_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisgsdrp.fc
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#

/usr/cpp/bin/cpp_sp_svr -- gen_context(system_u:object_r:polaris_cpp_sp_exec_t,s0)
/usr/cpp/bin/cpp_sp_svr_ledp -- gen_context(system_u:object_r:polaris_cpp_sp_exec_t,s0)
/usr/cpp/bin/cpp_sp_svr_us_ledp -- gen_context(system_u:object_r:polaris_cpp_sp_exec_t,s0)
/usr/cpp/bin/cpp_sp_svr_vwlc -- gen_context(system_u:object_r:polaris_cpp_sp_exec_t,s0)
/usr/cpp/bin/cpp_sp_svr_vwlc_ledp -- gen_context(system_u:object_r:polaris_cpp_sp_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppsp.fc
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#

## <summary>Polaris Btrace Policy Rules.</summary>

#pragma once

# Btrace policy
### Manage btrace auxiliary files

#### <param name="domain">
#### Domain allowed access.
#### </param>

```c
interface(`polaris_btrace_data_manage',`
    gen_require(`
        type polaris_btrace_base_t;
        type polaris_btrace_tmpfs_t;
        type tmpfs_t;
    `)
    manage_dirs_pattern($1, polaris_btrace_base_t, polaris_btrace_base_t)
    manage_files_pattern($1, tmpfs_t, polaris_btrace_tmpfs_t)
    allow $1 polaris_btrace_tmpfs_t:file map;
`)
```

### Manage temporary (not yet persistent) btrace files

#### <param name="domain">
#### Domain allowed access.
#### </param>

```c
interface(`polaris_btrace_data_manage_all',`
    polaris_btrace_data_manage($1)
    gen_require(`
        attribute polaris_btrace_data_domain;
        type polaris_btrace_base_t;
    `)
```
manage_files_pattern($1, polaris_btrace_base_t, polaris_btrace_data_domain)
manage_link_files_pattern($1, polaris_btrace_base_t, polaris_btrace_data_domain)
allow $1 polaris_btrace_data_domain:file map;

# create temporary files in trace directory
manage_files_pattern($1, polaris_btrace_base_t, polaris_btrace_base_t)
manage_link_files_pattern($1, polaris_btrace_base_t, polaris_btrace_base_t)

# watch btrace data directory for changes
allow $1 polaris_btrace_base_t:dir watch;
')

#######################################
## <summary>
##      Manage btrace persistent files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_btrace_persistent_data_manage',
gen_require(
  type polaris_btrace_data_t;
')
  manage_dirs_pattern($1, polaris_btrace_data_t, polaris_btrace_data_t)
  manage_files_pattern($1, polaris_btrace_data_t, polaris_btrace_data_t)
')

#######################################
## <summary>
##      Read btrace persistent files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_btrace_persistent_data_read',
gen_require(
  type polaris_btrace_data_t;
')
search_dirs_pattern($1, polaris_btrace_data_t, polaris_btrace_data_t)
read_files_pattern($1, polaris_btrace_data_t, polaris_btrace_data_t)
}

#####################################################
## <summary>
## Search btrace persistent files
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
## <rolebase/>
#
interface('polaris_btrace_persistent_data_search',
  gen_require(
    type polaris_btrace_data_t;
  ')
search_dirs_pattern($1, polaris_btrace_data_t, polaris_btrace_data_t)
'}

#####################################################
## <summary>
## Search tracelogs directions in bootflash, harddisk or crashinfo
directories
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
## <rolebase/>
#
interface('polaris_btrace_search_tracelogs',
  gen_require(
    type polaris_disk_harddisk_t;
    type polaris_disk_bootflash_t;
    type polaris_disk_crashinfo_t;
  ')
search_dirs_pattern($1, polaris_disk_harddisk_t, polaris_btrace_data_t)
search_dirs_pattern($1, polaris_disk_bootflash_t, polaris_btrace_data_t)
search_dirs_pattern($1, polaris_disk_crashinfo_t, polaris_btrace_data_t)
'}

#####################################################
## <summary>
##      Manage btrace boot level config files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface(`polaris_btrace_lvl_config_manage',`
  gen_require(`
    type polaris_btrace_lvl_config_t;
    type polaris_btrace_data_t;
  `)
  manage_dirs_pattern($1, polaris_btrace_lvl_config_t, polaris_btrace_lvl_config_t)
  manage_files_pattern($1, polaris_btrace_lvl_config_t, polaris_btrace_lvl_config_t)
  filetrans_pattern($1, polaris_btrace_data_t, polaris_btrace_lvl_config_t, dir, "level_config")
  polaris_btrace_search_tracelogs($1)
  polaris_disk_bootflash_read_lnk($1)
  polaris_disk_harddisk_read_lnk($1)
  polaris_disk_crashinfo_read_lnk($1)
`)

########################################
## <summary>
##      Read ldb_tmp btrace meta data files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface(`polaris_btrace ldb_tmp_read',`
  gen_require(`
    type polaris ldb tmp t;
  `)
  read_files_pattern($1, polaris ldb tmp t, polaris ldb tmp t)
`)

########################################

# <summary>
# Read and write all btrace or pman fifo file, used as
# standard input/output.
# </summary>
# <param name="domain">
# Domain allowed access.
# </param>
# <rolecap/>
#
# interface(`polaris_use_btrace_fifo`,
# gen_require(`
# type polaris_fifo_stdout_t;
# `)

allow $1 polaris_fifo_stdout_t:fifo_file { rw_term_perms lock append create unlink getattrs };]

# For pmanlite, allow pmans grand-children to be able to operate on
# pipe created by pman.
polaris_use_pman_fifo($1)
`

```
#######################################
## <summary>
## Execute create_luid_file_db in the its domain.
## </summary>
## <param name="domain">
## Domain allowed to transition.
## </param>
#
# interface(`polaris_create_ldb_domtrans`,
# gen_require(`
# type polaris_create_ldb_t, polaris_create_ldb_exec_t;
# `)
corecmd_search_bin($1)
domtrans_pattern($1, polaris_create_ldb_exec_t, polaris_create_ldb_t)
`)

```
```
#######################################
## <summary>
## Make the specified type usable as btrace data file type.
## </summary>
## <param name="type">
## <summary>
## Type to be used for files.
## </summary>
## </param>
#
interface('polaris_btrace_data_type',
    files_type($1)
gen_require(
    attribute polaris_btrace_data_domain;
')
type attribute $1 polaris_btrace_data_domain;
')

#######################################
## <summary>
## Process to manage its own btrace files
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <param name="file_type">
## File type of btrace that corresponds to given domain.
## </param>
## <rolebase/>
#
interface('polaris_btrace_data_client',
    gen_require(
    type polaris_btrace_base_t;
')

manage_files_pattern($1, polaris_btrace_base_t, $2)
manage_links_pattern(polaris_btrace_base_t, $2)
filetrans_pattern($1, polaris_btrace_base_t, $2, (file lnk_file))

# all clients check for /tmp/rp/trace/publish/timed/enabled control
# file presence, created by btman, may need its own type
gen_require(
    type polaris_btman_bt_t;
')
getattr_files_pattern($1, polaris_btrace_base_t, polaris_btman_bt_t)

allow $1 $2:file map;
')

#######################################

-----------------------------------------
## <summary>
##      Process to manage its own btrace files
## </summary>
## <param name="domain_stem">
##      <summary>
##      Steam of domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_btrace_data_client_template',`
gen_require(`
    attribute polaris_btrace_data_domain;
type polaris_btrace_base_t;
')
type polaris_$1_bt_t;
polaris_btrace_data_type(polaris_$1_bt_t)
polaris_btrace_data_client(polaris_$1_t, polaris_$1_bt_t)
')

########################################
## <summary>
##   Execute mcp_trace_request.sh in its domain.
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed to transition.
##   </summary>
## </param>
#
interface('polaris_trace_request_domtrans',`
gen_require(`
type polaris_trace_request_t, polaris_trace_request_exec_t;
')
corecmd_search_bin($1)
domtrans_pattern($1, polaris_trace_request_exec_t, polaris_trace_request_t)
')

#######################################
## <summary>
##      Watch btrace directories
## </summary>
## <param name="domain">
##      <summary>
## Domain allowed access.

### <summary>

### <param>

### <rolebase>

```c
# interface('polaris_btrace_data_watch',

gen_require('type polaris_btrace_base_t;
    type polaris_btrace_data_t;
')

allow $1 polaris_btrace_base_t:dir watch;
    allow $1 polaris_btrace_data_t:dir watch;
')
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtrace.if

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#

```c
policy_module(polaristamsrp, 1.0);
```

```c
gen_require('type polaris_tams_rp_t;
')
```

```c
polaris_btrace_data_manage(polaris_tams_rp_t)
polaris_crft_data_manage(polaris_tams_rp_t)
polaris_chasfs_manage(polaris_tams_rp_t)
polaris_tdlresolve_read(polaris_tams_rp_t)
polaris_tdlldb_list_dirs(polaris_tams_rp_t)
polaris_flashlib_read(polaris_tams_rp_t)
polaris_cpld_read(polaris_tams_rp_t)
polaris_ripc_sman_ui_serv_connect(polaris_tams_rp_t)
```

```c
# tams_tamc_tipc_listener_init function create tipc socket
allow polaris_tams_rp_t self:socket { bind create listen accept getattr read write }
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristamsrp.te

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policy_module(polarisiomd, 1.0);

gen_require(')
    type polaris_iomd_t;
')

polaris_btrace_data_manage(polaris_iomd_t)
polaris_crft_data_manage(polaris_iomd_t)
polaris_chasfs.manage(polaris_iomd_t)
polaris_tdlresolve_read(polaris_iomd_t)
polaris_tltdb_list_dirs(polaris_iomd_t)
polaris_cpld_read(polaris_iomd_t)
polaris_flashlib_read(polaris_iomd_t)

polaris_ripc_sman_ui_serv_connect(polaris_iomd_t)

polaris_db_tdlldb_dir_use(polaris_iomd_t)

polaris_dynconfigtmpl_read(polaris_iomd_t)
optional_policy(')
polaris_spadev.use(polaris_iomd_t)
')

# allow objstore access
polaris_disk_objstore_read(polaris_iomd_t)

polaris_ngio_dev_use(polaris_iomd_t)

# deals with /dev/shm files semaphores; like uuid_sem semaphore
# created by btrace_get_uuid function
type polaris_iomd_tmpfs_t;
files_tmpfs_file(polaris_iomd_tmpfs_t)
fs_tmpfs_filetrans(polaris_iomd_t, polaris_iomd_tmpfs_t, file)
manage_files_pattern(polaris_iomd_t, tmpfs_t, polaris_iomd_tmpfs_t)
# sem_open through where_is_shmfs does stat on /dev/shm
fs_getattr_tmpfs(polaris_iomd_t)

#allow /dev/i2c device file
polaris_i2c_use(polaris_iomd_t)

ifdef("ngwc_family",`
# On Macallan platforms the following api call from iomd process,
# ngmodslot_is_upper_sup_present() does a read access of /dev/cpld
polaris_cpld_dev_read(polaris_iomd_t)
polaris_cpld_dev_use(polaris_iomd_t)

#allow cpp tmp file
polaris_cpp_tmp_files_use(polaris_iomd_t)

# In Macallan cards which use Doppler ASIC,
# IOMD module uses ngmod_doppler_mmap() api to get hold of
# MMapped Asic address. As part of the operation it uses
# /dev/chdrvmmmap device.
polaris_chdrvmmmap_dev_use(polaris_iomd_t)

# IOMD module invokes ASIC Scan functionality
# and calls asic_register_intr_handler(), which
# needs to access the doppler MSI devices
# /dev/lsi/Slot[0-9]*/Doppler[0-9]/Group[0-9]
polaris_dplr_dev_use(polaris_iomd_t)
# but above still not enough at some point
# device like /dev/lsi/Slot8/Doppler0/Group0 still
# considered as device_t, not clear need to look a bit more
dev_rw_generic_chr_files(polaris_iomd_t)

# on macallan iomd needs access to /dev/cisco/dplriomem
# for mapping dplr io memory to application space.
polaris_dplr_iomem_mmapdrv_dev_use(polaris_iomd_t);

# IOMD calls ngmod_obfl_errmssg_app_init() to initialize
# OBFL.
polaris_obfl_data_manage(polaris_iomd_t)

# IOMD fast path code invokes ngmod_fastpath_thread_func(),
# which increases the scheduler priority.
allow polaris_iomd_t self:capability sys_nice;
allow polaris_iomd_t self:process setsched;

# on macallan iomd needs access to /dev/cisco/fpgaiomem
# for mapping FPGA io memory to application space.
polaris_fpga_iomem_mmapfpga_dev_use(polaris_iomd_t);

optional_policy(''
# ASIC related mmap code in IOMD needs to acces PCI scan related
# rescan shm mutex
polaris_cm_cc_tmpfs_manage(polaris_iomd_t)
')
')
ifdef('crankshaft_family',"
    polaris_icc_broken_relocations(polaris_iomd_t)
    # Nightwatch switch module needs to access the doppler devices
    polaris_dplr_dev_use(polaris_iomd_t)
    dev_rw_generic_chr_files(polaris_iomd_t)
    allow polaris_iomd_t self:capability sys_nice;
    allow polaris_iomd_t self:process setsched;
"
)

optional_policy(
    # Allow /dev/dmammap access
    polaris_dmammap_dev_use(polaris_iomd_t)
')

optional_policy(
    # on starfleet access gettysburg_fpga
    polaris_gettysburg_fpga_dev_use(polaris_iomd_t)
')

type polaris_iomd_tmp_t;
    files_tmp_file(polaris_iomd_tmp_t)
    manage_dirs_pattern(polaris_iomd_t, polaris_iomd_tmp_t, polaris_iomd_tmp_t)
    manage_files_pattern(polaris_iomd_t, polaris_iomd_tmp_t, polaris_iomd_tmp_t)
    manage_fifo_files_pattern(polaris_iomd_t, polaris_iomd_tmp_t, polaris_iomd_tmp_t)

    # on macallan MRVL88X5113_DRV_PRINT macro outputs into /tmp/mrvl88x5113.log file
    files_tmp_filetrans(polaris_iomd_t, polaris_iomd_tmp_t, file, "mrvl88x5113.log")

    logging_send_syslog_msg(polaris_iomd_t)

ifdef('ngwc_family',"
    # from in115050_test_app_thread_create in
    # drivers/userspace/inphi/dev_ephy_in115050/src/dev_ephy_in115050.c
    # For macallan in115025_test_app_thread_create in
    # drivers/userspace/inphi/dev_ephy_in115025/src/dev_ephy_in115025.c
    files_tmp_filetrans(polaris_iomd_t, polaris_iomd_tmp_t, dir, "test_inphi")

    # In case of starfleet fixed the following module creates folder in /tmp
    # /drivers/userspace/mrvl_phy/dev_ephy_mrvl88ec808/src/dev_ephy_m88ec808.c
    files_tmp_filetrans(polaris_iomd_t, polaris_iomd_tmp_t, dir, "test_mrvlphy")

    #allow access to /tmp/serdes_asic_key_dir as this path is used both by
    #cman_fp for programming DPP serdes and IOMD for programming n/w serdes
    optional_policy(" 
    polaris_serdes_asic_key_tmp_manage(polaris_iomd_t)
")

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# Doppler E mac creates lock files with names following
# the pattern /tmp/nug_asic_key_dir/nug_asic_key_[0-9]_[0-9]_[0-9]
files_tmp_filetrans(polaris_iomd_t, polaris_iomd_tmp_t, dir, "nug_asic_key_dir")

# Doppler ES mac creates lock files with names following
# the pattern /tmp/rmt_asic_key_dir/rmt_asic_key_[0-9]_[0-9]_[0-9]
files_tmp_filetrans(polaris_iomd_t, polaris_iomd_tmp_t, dir, "rmt_asic_key_dir")

# from etopus_spawn_serdes_tool_thread in
# binos/platforms/ngwc/doppler_sdk/drivers/serdes/Vendor/src/etopus_serdes.c
files_tmp_filetrans(polaris_iomd_t, polaris_iomd_tmp_t, dir, "test_etp")

# on starfleet access /dev/cpld, in iomd_starfleet_create_mmap()
polaris_cpld_dev_use(polaris_iomd_t)

optional_policy(
    polaris_ngwc_itfpo_manage(polaris_iomd_t)
)

# ngio device
type polaris_ngio_device_t;
dev_node(polaris_ngio_device_t)

# For NGIO modules iomd uses netlink socket (via backplane switch)
allow polaris_iomd_t self:netlink_socket { bind create };

ifdef(`sumatra_platform',`
# on Sumatra access /dev/cpld from iomd
polaris_cpld_dev_use(polaris_iomd_t)

# LOOK AT ME: After direct usage of /dev/mem is removed (CSCvw80796)
polaris_dev_mem_use(polaris_iomd_t)
polaris_sumatra_doppler_dev_use(polaris_iomd_t)

# access SERDES /tmp/serdes_asic_key_dir/*
polaris_serdes_asic_key_tmp_manage(polaris_iomd_t)

# access /dev/huron_fpga
polaris_huron_dev_use(polaris_iomd_t)

# manage "sysctrl_i2c.lck"
gen_require(
    type polaris_cm_rp_tmp_t:

    )
files_tmp_filetrans(polaris_iomd_t, polaris_cm_rp_tmp_t, file, "sysctrl_i2c.lck")
polaris_cm_rp_tmp_manage(polaris_iomd_t)

# comm="iomd" kmod="netdev-bp246"
kernel_request_load_module(polaris_iomd_t)

# work with /sys/devices/i2c-15/15-0076/...
dev_rw_sysfs(polaris_iomd_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiomd.te
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dnl
dnl April 2018, Victor Kamensky
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dnl
define(`polaris_lipc_service_server_many',
   `ifelse($3, `',
      polaris_lipc_create_name(dollarsone, $1, "$2"),
      polaris_lipc_create_name(dollarsone, $1, "$2-b$3")
   `ifelse($3, 0, `polaris_lipc_create_name(dollarsone, $1, "$2"), `polaris_lipc_service_server_many($1, $2, eval($3 - 1)))')
)

define(`polaris_lipc_service_server_aux',`dnl
  ################################################################
  ## <summary>
  ##	Create $2 lipc chanell.
  ## </summary>
  ## <param name="domain">
  ##<summary>
  ##	Domain allowed access.
  ##</summary>
  ##</summary>
  ##</param>
  ##<infoflow type="none"/>
  #
  interface(``polaris_lipc_$1_create_name'',``
  gen_require(`
      type $2;
   `
   $3
  `)
  `)
  ################################################################

  ################################################################
  ## <summary>
  ##Write $2 lipc chanell.
  ## </summary>
  ## <param name="domain">
  ##<summary>
  ##</summary>
  ##<summary>


## Domain allowed access.
## </summary>
## </param>
## <param name="server">
##      <summary>
##      Domain of owner of lipc channel.
##      </summary>
## </param>
## <infoflow type="none"/>
#
interface(``polaris_lipc_$1_write'',
  gen_require(`
    type $2;
  ')
  polaris_lipc_write(dollarsone, $2, dollarstwo)
')
)

define(`polaris_lipc_service_server',
  polaris_lipc_service_server_aux(lipc_stem($1), lipc_label($1),
    polaris_lipc_service_server_many(lipc_label($1), $5, max_scope_map($3, $4, $2))))

define(`polaris_lipc_service_client',``)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_lipc_if.m4
No license file was found, but licenses were detected in source scan.

# # March 2017, Victor Kamensky
# # Copyright (c) 2017-2021 by Cisco Systems, Inc.
# # All rights reserved
#
policy_module(polarisncd, 1.0);

gen_require(`
  type polaris_ncd_t;
')

# allow sntp transition in its own domain when started by ncd
ntp_domtrans_ntpdate(polaris_ncd_t)
corecmd_exec_bin(polaris_ncd_t)
corecmd_exec_shell(polaris_ncd_t)
# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_ncd_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_ncd_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_ncd_t)

# work with /tmp files (/tmp/ncd)
type polaris_ncd_tmp_t;
files_tmp_file(polaris_ncd_tmp_t)
manage_dirs_pattern(polaris_ncd_t, tmp_t, polaris_ncd_tmp_t)
manage_files_pattern(polaris_ncd_t, tmp_t, polaris_ncd_tmp_t)
manage_fifo_files_pattern(polaris_ncd_t, polaris_ncd_tmp_t, polaris_ncd_tmp_t)
files_tmp_filetrans(polaris_ncd_t, polaris_ncd_tmp_t, file)

# create /tmp/ncd and /tmp/etc/ncd_work_dir directories
gen_require(
    type polaris_etc_t;
    
)
manage_dirs_pattern(polaris_ncd_t, { tmp_t polaris_etc_t }, polaris_ncd_tmp_t)
files_tmp_filetrans(polaris_ncd_t, polaris_ncd_tmp_t, dir, "ncd")

# /tmp/etc/ncd_work_dir
filetrans_pattern(polaris_ncd_t, polaris_etc_t, polaris_ncd_tmp_t, dir, "ncd_work_dir")

# work with /tmp/ncd/inot_fifo
files_tmp_filetrans(polaris_ncd_t, polaris_ncd_tmp_t, fifo_file, "inot_fifo")
manage_fifo_files_pattern(polaris_ncd_t, tmp_t, polaris_ncd_tmp_t)

# allow sntp to read out fifo file
gen_require(
    type ntpd_t;
    
)
read_fifo_files_pattern(ntpd_t, polaris_ncd_tmp_t, polaris_ncd_tmp_t)

# work with /tmp/ufs directory. the ufs directory can be created
# by both polaris_ncd_t and udev_t subjects (depending upon platform
# logic)
gen_require(
    type udev_t;
    type unconfined_service_t;
    
)
files_tmp_filetrans( { polaris_ncd_t udev_t unconfined_service_t }, polaris_ncd_tmp_t, dir, "ufs")

polaris_btrace_data_manage(polaris_ncd_t)
polaris_chasfs Manage(polaris_ncd_t)
polaris_cpld_read(polaris_ncd_t)
polaris_proc_rmonbifo_read(polaris_ncd_t)
polaris_rmonbifo_tmp_read(polaris_ncd_t)
polaris_boot_tmp_read(polaris_ncd_t)
polaris_disk_diskinfo_getattr(polaris_ncd_t)
polaris_disk_bootflash_read_link(polaris_ncd_t)
polaris_flashlib_lock(polaris_ncd_t)
polaris_flashlib_read(polaris_ncd_t)
polaris_read_debug_conf(polaris_ncd_t)
polaris_read_packages_conf(polaris_ncd_t)

brctl_domtrans(polaris_ncd_t)
sysnet_domtrans_ifconfig(polaris_ncd_t)

# ncd.sh invokes ifup which in turn is calling dhclient
sysnet_domtrans_dhcpc(polaris_ncd_t)

type polaris_ncd_etc_t;
files_config_file(polaris_ncd_etc_t)
gen_require(''
attribute domain;
')
files_etc_filetrans(domain, polaris_ncd_etc_t, file, "mount_data")
manage_dirs_pattern(polaris_ncd_t, polaris_ncd_etc_t, polaris_ncd_etc_t)
manage_files_pattern(polaris_ncd_t, polaris_ncd_etc_t, polaris_ncd_etc_t)

# runs exportfs command
rpc_read_exports(polaris_ncd_t)
rpc_write_exports(polaris_ncd_t)
rpc_manage_nfs_state_data_dir(polaris_ncd_t)
rpc_manage_nfs_state_data(polaris_ncd_t)
fs_rw_nfsd_fs(polaris_ncd_t)
kernel_rw_rpc_sysctls(polaris_ncd_t)
fs_getattr_xattr_fs(polaris_ncd_t)

# reloads xinetd@/tmp/etc/xinetd.conf.consolidated.service and
# systemctl reload xinetd_brelay@eobc.service
systemd_exec_systemctl(polaris_ncd_t)
systemd_reload_all_services(polaris_ncd_t)
systemd_status_all_unit_files(polaris_ncd_t)
polaris_chvrf_domtrans(polaris_ncd_t)
# ncd process calls ifconfig and route and mcp_chvrf
gen_require(''
    type polaris_chvrf_t;
)
sysnet_domtrans_ifconfig(polaris_chvrf_t)
allow polaris_chvrf_t self:capability net_admin;
allow polaris_chvrf_t self:udp_socket { create ioctl };

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allow polaris_ncd_t self:process setpgid;

polaris_persistent_getattr(polaris_ncd_t)

# access to /etc/sysconfig/network-scripts
sysnet_read_config(polaris_ncd_t)

fs_getattr_tmpfs(polaris_ncd_t)

# manage file under /tmp/etc/ncd_work_dir
gen_require(
    type initrc_tmp_t;
    type initrc_t;
')
filetrans_pattern(polaris_ncd_t, initrc_tmp_t, polaris_ncd_tmp_t, dir, "ncd_work_dir")
polaris_ncd_tmp_manage(polaris_ncd_t)
# /tmp/root/loopback is created by initrc_t but managed by ncd.sh.
# dynamic label directory "/tmp/root/loopback" as polaris_ncd_tmp_t
files_tmp_filetrans(initrc_t, polaris_ncd_tmp_t, dir, "loopback")
# flashutil has wrong file permission
allow polaris_ncd_t self: capability { dac_override sys_resource };

# access to /tmp/etc/xinetd.conf.consolidated
init_read_script_tmp_files(polaris_ncd_t)

allow polaris_ncd_t self: capability net_admin;

# search/getattr of /tmp/udev/etc/udev
polaris_udev_tmp_list_dirs(polaris_ncd_t)

# ncd calls mount to handle nfs directories
mount_domtrans(polaris_ncd_t)

#rsync_exec(polaris_ncd_t)
gen_require(
    type rsync_t;
    type rsync_tmp_t;
')
rsync_entry_domtrans(polaris_ncd_t, rsync_t)
allow rsync_t polaris_ncd_t:process sigchld;
# file descriptor leak when rsync is called
allow rsync_t polaris_ncd_t: fifo_file write;
# PLEASE LOOK AT ME: probably /tmp/rp/active_epoch deserves its own type
# /tmp/rp/active_epoch on its way to /tmp/chassis/local/rp/chasfs/rp/0/0/epoch
manage_files_pattern(polaris_ncd_t, rsync_tmp_t, rsync_tmp_t)

# creates files under /tmp/udev/etc/udev/
polaris_udev_tmp_manage(polaris_ncd_t)
allow polaris_ncd_t self:process setfscreate;

# run /sbin/hwclock in its own domain
clock_domtrans(polaris_ncd_t)
# stdin file descriptor leak when hwclock started
gen_require(
    type hwclock_t;
    )
allow hwclock_t polaris_ncd_tmp_t:fifo_file read;

ifdef('ngwc_family',
    polaris_getattr_filesystem_disk_ucode(polaris_ncd_t)
')

# update /tmp/etc/xinetd.conf.consolidated file
polaris_etc_append(polaris_ncd_t)

# ncd.sh adds entries to /etc/exports file
gen_require(
    type etc_t;
    )
append_files_pattern(polaris_ncd_t, etc_t, etc_t)

# create and write into /tmp/unifiedfs/unifiedfs_log
manage_files_pattern(polaris_ncd_t, polaris_ufs_tmp_t, polaris_ufs_tmp_t)

polaris_ncd_rpcinfo_net(polaris_ncd_t)

# accessing /mnt/usb0
fs_search_removable(polaris_ncd_t)
polaris_getattr_removable(polaris_ncd_t)
polaris_getattr_removable(polaris_ufs_helper_t)

# ncd.sh calls ps command
# ps needs access to /sys/devices/system/cpu/online
# write/create to "/sys/module/nfs/parameters/nfs4_unique_id"
dev_rw_sysfs(polaris_ncd_t)
dev_manage_sysfs_dirs(polaris_ncd_t)
gen_require(
    type sysfs_t;
    )
create_files_pattern(polaris_ncd_t, sysfs_t, sysfs_t)

# ps needs access to proc_t
kernel_read_system_state(polaris_ncd_t)
# ps needs access to state of all domains
domain_read_all_domains_state(polaris_ncd_t)
# send signal to ntpd
ntp_signal(polaris_ncd_t)

# ncd.sh executes hostname
hostname_exec(polaris_ncd_t)

# ncd.sh runs mcp_trace_request.sh
polaris_trace_request_domtrans(polaris_ncd_t)

# handling /usr/binos/conf/iosd_console_attach.sh
polaris_utility_domain_template(console_attach)

polaris_bexecute_domain(polaris_console_attach_t, polaris_console_attach_exec_t)

corecmd_exec_bin(polaris_console_attach_t)
auth_use_nsswitch(polaris_console_attach_t)

# execute ping over lii: 
/usr/binos/conf/mcp_chvrf.sh lii /bin/ping -c 1 -w 300 192.168.1.6
polaris_chvrf_domtrans(polaris_console_attach_t)
# from chvrf.sh code executes ping command

gen_require(''
    type polaris_chvrf_t;
)
netutils_domtrans_ping(polaris_chvrf_t)
# send sigchld when it is done

gen_require(''
    type ping_t;
)
allow ping_t polaris_console_attach_t:process sigchld;

polaris_boot_tmp_read(polaris_console_attach_t)
polaris_btrace_data_manage(polaris_console_attach_t)
polaris_chasfs_read(polaris_console_attach_t)
polaris_cpld_read(polaris_console_attach_t)
polaris_disk_bootflash_search(polaris_console_attach_t)
polaris_disk_crashinfo_getattr(polaris_console_attach_t)
polaris_ncd_tmp_read(polaris_console_attach_t)
polaris_read_debug_conf(polaris_console_attach_t)
polaris_rmonbifo_tmp_read(polaris_console_attach_t)
polaris_use_btrace_fifo(polaris_console_attach_t)

# read /proc/cmdline
kernel_read_system_state(polaris_console_attach_t)

# read /tmp/myhostname file
polaris_hm_tmp_read(polaris_console_attach_t)
telnet_use_ptys(polaris_console_attach_t)

allow polaris_console_attach_t self:capability sys_resource;
allow polaris_console_attach_t self:process setrlimit;

# getty starts /usr/binos/conf/iosd_console_attach.sh through brelay
gen_require(`
    type getty_t;
    `)
polaris_bconsole_domtrans(getty_t)

# console_attach.sh start btelnet.sh over chvrf and bexecute
gen_require(`
    type polaris_bexecute_t;
    `)
allow polaris_bexecute_t polaris_console_attach_t:process sigchld;
corenets_tcp_connect_telnetd_port(polaris_bexecute_t)

# handling /usr/binos/conf/unifiedfs/unifiedfs_helper.sh
polaris_utility_domain_template(ufs_helper)

corecmd_exec_bin(polaris_ufs_helper_t)
auth_use_nsswitch(polaris_ufs_helper_t)

# rsync calls unifiedfs_helper.sh
gen_require(`
    type rsync_t;
    `)
polaris_ufs_helper_domtrans(rsync_t);

# unifiedfs_helper.sh calls mount to handle nfs directories
mount_domtrans(polaris_ufs_helper_t)

# creates files under /tmp/udev/etc/udev/
polaris_udev_tmp_manage(polaris_ufs_helper_t)

polaris_disk_bootflash_search(polaris_ufs_helper_t)
polaris_ncd_tmp_manage(polaris_ufs_helper_t)
polaris_ncd_etc_read(polaris_ufs_helper_t)

# stat over /tmp/ufs/crashinfo/10.1.1.1
polaris_disk_crashinfo_getattr(polaris_ufs_helper_t)

# unifiedfs_helper.sh creates /tmp/unifiedfs and manages underlying dirs
type polaris_ufs_tmp_t;
files_tmp_file(polaris_ufs_tmp_t)
files_tmp_filetrans(polaris_ufs_helper_t, polaris_ufs_tmp_t, { file dir })
manage_dirs_pattern(polaris_ufs_helper_t, polaris_ufs_tmp_t, polaris_ufs_tmp_t)
manage_files_pattern(polaris_ufs_helper_t, polaris_ufs_tmp_t, polaris_ufs_tmp_t)
manage_lnk_files_pattern(polaris_ufs_helper_t, polaris_ufs_tmp_t, polaris_ufs_tmp_t)

# Required for /tmp/unifiedfs access on vWLC
ifdef(`vwlc_platform',`
files_tmp_filetrans(unconfined_service_t, polaris_ufs_tmp_t, dir, "unifiedfs")
')

polaris_ncd_rpcinfo_net(polaris_ufs_helper_t)
polaris_persistent_getattr(polaris_ufs_helper_t)

# rm from coreutils-8.30 wants to know filesystem type
fs_getattr_tmpfs(polaris_ufs_helper_t)

# ncd.sh read,search,open, creates, add_name and writes to /proc/hanet/tun_local_ip
gen_require('
type polaris_hanet_proc_t;
type proc_t;
')
manage_files_pattern(polaris_ncd_t, polaris_hanet_proc_t, polaris_hanet_proc_t)
allow polaris_hanet_proc_t proc_t:filesystem associate;
allow polaris_ufs_helper_t self:capability sys_resource;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisncd.te
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dnl May 2018, Manohar Hungund
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dnl
dnl Starfleet Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 5)
max_bay_map_set(`fp', `per_bay', 5)

min_bay_ripc_map_set(`rp', `per_bay', 0)
min_bay_ripc_map_set(`cc', `per_bay', 1)
min_bay_ripc_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `per_bay', 2)
max_bay_ripc_map_set(`cc', `per_bay', 6)
max_bay_ripc_map_set(`fp', `per_bay', 1)
min_bay_ripc_map_set(`rp', `global', 0)
min_bay_ripc_map_set(`cc', `global', 1)
min_bay_ripc_map_set(`fp', `global', 0)

max_bay_ripc_map_set(`rp', `global', 2)
max_bay_ripc_map_set(`cc', `global', 6)
max_bay_ripc_map_set(`fp', `global', 1)

dnl in elastic scope each process has its own value
max_elastic_map_set(`rp', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`cc', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`fp', `elastic', BPROC_ODM, 0)

max_elastic_map_set(`rp', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`cc', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`fp', `elastic', BPROC_WNCD, 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/starfleetmaps.m4
No license file was found, but licenses were detected in source scan.

#
# November 2020, Christine Hwang
#
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#

# Map BBU TTY to correct device context
/dev/ttyS2   -c gen_context(system_u:object_r:polaris_bbu_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbbu.fc
No license file was found, but licenses were detected in source scan.

#
# February 2018, Manohar Hungund
#
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#

### <summary>Polaris ACT2 Chip Device Access Policy Rules.</summary>

########################################################################
# ACT2 Chip Driver policy
########################################################################
## <summary>
## Work (read, write, ioctl) with /dev/act2
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_act2_dev_use'`,
gen_require(`
    type device_t;
type polaris_act2_device_t;
`)
    read_chr_files_pattern($1, device_t, polaris_act2_device_t)
    write_chr_files_pattern($1, device_t, polaris_act2_device_t)
`)

## <summary>
## Create /tmp/hw_entropy file. Certain platforms save entropy from main board ACT-2 chip in this file.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_hw_entropy_create',`
gen_require(`
    type polaris_hw_entropy_t;
type tmp_t;
`)
    files_tmp_filetrans($1, polaris_hw_entropy_t, file, "hw_entropy")
    manage_files_pattern($1, tmp_t, polaris_hw_entropy_t)
`)

## <summary>
## Use /tmp/hw_entropy file. For some reason, iosd opens file in rw mode, not clear why it couldn't just read it.
## Certain platforms save entropy from main board ACT-2 chip in this file.
## </summary>
## <param name="domain"
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_hw_entropy_use',`
    gen_require(`
        type polaris_hw_entropy_t;
        type tmp_t;
    `)
    rw_files_pattern($1, tmp_t, polaris_hw_entropy_t)
`)

########################################################################
## <summary>
## Read /tmp/hw_entropy file.
## Certain platforms save entropy from main board ACT-2 chip in this file.
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_hw_entropy_read',`
    gen_require(`
        type polaris_hw_entropy_t;
    `)
    read_files_pattern($1, tmp_t, polaris_hw_entropy_t)
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisact2.if
No license file was found, but licenses were detected in source scan.

#
# April 2017, Victor Kamensky
#
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# All rights reserved
#

policy_module(polarisdmindbmand, 1.0);

gen_require(`
    type polaris_dmi_ndbmand_t;
polaris_btrace_data_manage(polaris_dmi_ndbmand_t)
polaris_crtf_data_manage(polaris_dmi_ndbmand_t)
polaris_chasfs_manage(polaris_dmi_ndbmand_t)
polaris_tdlresolve_read(polaris_dmi_ndbmand_t)
polaris_tdlldb_list_dirs(polaris_dmi_ndbmand_t)
polaris_cpld_read(polaris_dmi_ndbmand_t)
polaris_flashlib_read(polaris_dmi_ndbmand_t)

polaris_ripc_sman_ui_serv_connect(polaris_dmi_ndbmand_t)

polaris_db_tdlldb_dir_use(polaris_dmi_ndbmand_t)

# work with NDBLOAD_LOCK_PATH
type polaris_dmi_ndbutil_lock_t;
files_tmp_file(polaris_dmi_ndbutil_lock_t)
polaris_ndbload_lock_use(polaris_dmi_ndbmand_t)

optional_policy(
    # deals with /dev/shm/confd setup (schema and pid)
polaris_confd_shm_setup(polaris_dmi_ndbmand_t)
    # and allow read shared schema
polaris_confd_shared_schema_read(polaris_dmi_ndbmand_t)
    # read /proc/confd_pid/exe file
polaris_confd_read(polaris_dmi_ndbmand_t)
)

allow polaris_dmi_ndbmand_t self:capability { dac_override dac_read_search sys_resource };

logging_send_syslog_msg(polaris_dmi_ndbmand_t)

# create ndbutil directory under /var/lock
polaris_confd_ndbutil_create(polaris_dmi_ndbmand_t)

polaris_ndbutil_lock_template(polaris_dmi_ndbmand_t, ndbmand, ".l.schema_use.ndbmand")

polaris_confd_shared_schema_watch(polaris_dmi_ndbmand_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmindbmand.te
No license file was found, but licenses were detected in source scan.

#
# February 2020, Victor Kamensky
#
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#

policy_module(polirisomp, 1.0);

gen_require(
   
   type polaris_omp_t;

);
polaris_chasfs_manage(polaris_omp_t)
polaris_cpld_read(polaris_omp_t)
polaris_flashlib_read(polaris_omp_t)
polaris_tdlresolve_read(polaris_omp_t)
polaris_ripc_sman_ui_serv_connect(polaris_omp_t)
polaris_db_tdl_db_dir_use(polaris_omp_t)

logging_send_syslog_msg(polaris_omp_t)

# vconfd_load_shared_schemas
polaris_confd_shared_schema_read(polaris_omp_t)

# omp_daemon_init calls posix_sysconf
dev_read_sysfs(polaris_omp_t)

# reads /sys/fs/cgroup/cpuset/iosxe_control_processes/cpuset.cpus
fs_read_cgroup_files(polaris_omp_t)

# vip_util_set_fd_limits set files limits
allow polaris_omp_t self:process setrlimit;

# omp connects to omp listener tcp port 17900
corenet_tcp_connect_polaris_omp_port(polaris_omp_t)
# vip'util_reset_ns opens /proc/1/ns/net
polaris_cedge_reset_ns(polaris_omp_t)
# vip'util_set_ns opens /var/run/netns/*
polaris_cedge_set_ns(polaris_omp_t)

#omp_peer_active_connect() binds to OMP address
corenet_tcp_bind_generic_node(polaris_omp_t)
allow polaris_omp_t self:tcp_socket { bind connect create getopt setopt }

# omp starts worker thread under CPU affinity
allow polaris_omp_t self:process setsched;

# connects to ttm unix domain socket in msgq_connect_timer
polaris_ttm_var_sock_write(polaris_omp_t)
# connects to ftm unix domain socket in msgq_connect_timer
polaris_ftm_var_sock_write(polaris_omp_t)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisomp.te
No license file was found, but licenses were detected in source scan.

#  
# July 2020, Victor Kamensky  
#  
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# All rights reserved  
#  
## <summary>Polaris htx Policy Rules.</summary>  

#  
## <summary>  
## Manage polaris_htx_iox_tmp_t in /tmp/HTX-IOX.  
## </summary> 
## <param name="domain">  
## Domain allowed access.  
## </param> 
## </param> 
interface(`polaris_htx_iox_tmp_manage',`  
  gen_require(`  
    type polaris_htx_iox_tmp_t;  
  `)  
manage_files_pattern($1, polaris_htx_iox_tmp_t, polaris_htx_iox_tmp_t)  
manage_sock_files_pattern($1, polaris_htx_iox_tmp_t, polaris_htx_iox_tmp_t)  
manage_dirs_pattern($1, polaris_htx_iox_tmp_t, polaris_htx_iox_tmp_t)  
allow $1 polaris_htx_iox_tmp_t:dir watch;  
allow $1 polaris_htx_iox_tmp_t:file map;  
`)

#  
## <summary>  
## Send messages to htx unix datagram sockets.  
## </summary> 
## <param name="domain">  
## Domain allowed access.  
## </param> 
## </param> 
#  
interface(`polaris_htx_dgram_send',`  

gen_require(
    type polaris_htx_t;
)
allow $1 polaris_htx_t:unix_dgram_socket sendto;
')

#########################################################################
##      Work (read, write, ioctl) with /dev/sppi_memif device
## </summary>
## <param name="domain">
##   <summary>
##      Domain allowed access.
##   </summary>
## </param>
#
interface(`polaris_sppi_memif_dev_use',
   gen_require(
      type device_t;
      type polaris_sppi_memif_device_t;
   )
   write_chr_files_pattern($1, device_t, polaris_sppi_memif_device_t)
   read_chr_files_pattern($1, device_t, polaris_sppi_memif_device_t)
)

#########################################################################
##      Work with /tmp/HTX-IOX/.
## </summary>
## <param name="domain">
##   <summary>
##      Domain allowed access.
##   </summary>
## </param>
#
interface(`polaris_htx_use_client_socket',
   gen_require(
      type polaris_htx_t;
   )
   allow $1 polaris_htx_t:unix_stream_socket connectto;
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarishtx.if
No license file was found, but licenses were detected in source scan.

#
policy_module(polarisesgtamcfg, 1.0);

gen_require('  
   type polaris_esg_tam_cfg_t;
')

polaris_btrace_data_manage(polaris_esg_tam_cfg_t)  
polaris_chasfs_manage(polaris_esg_tam_cfg_t)  
polaris_tdlresolve_read(polaris_esg_tam_cfg_t)  
polaris_tdlldb_list_dirs(polaris_esg_tam_cfg_t)  
polaris_flashlib_read(polaris_esg_tam_cfg_t)

polaris_cpld_read(polaris_esg_tam_cfg_t)  
allow polaris_esg_tam_cfg_t self:capability net_admin;

# handle /tmp/tam_cfg_done  
type polaris_tam_tmp_t;  
files_tmp_file(polaris_tam_tmp_t)  
files_tmp_filetrans(polaris_esg_tam_cfg_t, polaris_tam_tmp_t, dir, "tam_cfg_done")  
manage_files_pattern(polaris_esg_tam_cfg_t, polaris_tam_tmp_t, polaris_tam_tmp_t)  
gen_require('  
   type tmp_t;
')  
manage_dirs_pattern(polaris_esg_tam_cfg_t, tmp_t, polaris_tam_tmp_t)

Found in path(s):  
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisesgtamcfg.te  
No license file was found, but licenses were detected in source scan.

policy_module(polarisfmanfp, 1.0);

gen_require('  
   type polaris_fman_fp_t;
')
polaris_btrace_data_manage(polaris_fman_fp_t)
polaris_crtf_data_manage(polaris_fman_fp_t)
polaris_chasfs_manage(polaris_fman_fp_t)
polaris_tdlresolve_read(polaris_fman_fp_t)
polaris_tlddb_list_dirs(polaris_fman_fp_t)
polaris_cpld_read(polaris_fman_fp_t)
polaris_lua_read(polaris_fman_fp_t)
polaris_flashlib_read(polaris_fman_fp_t)

polaris_ripc_sman_ui_serv_connect(polaris_fman_fp_t)

# allow to send message to /dev/log
logging_send_syslog_msg(polaris_fman_fp_t)

#mqipc manual, one that missing in platform tdl file

#mq.-iosd-thr-fmanrp-R0:0
#mq.-iosd-thr-fmanrp-1:R0:0
type polaris_iosd_thr_fmanrp_mqipc_t;
polaris_mqipc_type(polaris_iosd_thr_fmanrp_mqipc_t)

#mq.-mobilityd-thr-fmanrp-1:R0:0
type polaris_mobilityd_thr_fmanrp_mqipc_t;
polaris_mqipc_type(polaris_mobilityd_thr_fmanrp_mqipc_t)

#mq.-smd-thr-fmanrp-1:R0:0
type polaris_smd_thr_fmanrp_mqipc_t;
polaris_mqipc_type(polaris_smd_thr_fmanrp_mqipc_t)

#mq.-wncd_0-thr-fmanrp-1:R0:0
type polaris_wncd_thr_fmanrp_mqipc_t;
polaris_mqipc_type(polaris_wncd_thr_fmanrp_mqipc_t)

#mq.-wncmgrd_0-thr-fmanrp-1:R0:0
type polaris_wncmgrd_thr_fmanrp_mqipc_t;
polaris_mqipc_type(polaris_wncmgrd_thr_fmanrp_mqipc_t)

polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-1:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-2:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-3:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-4:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-5:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-6:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-7:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-8:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-1:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-2:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-3:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-4:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-5:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-6:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-7:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_iosd_thr_fmanrp_mqipc_t, iosd-thr-fmanrp-8:R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-1:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-2:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-3:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-4:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-5:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-6:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-7:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-8:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_mobilityd_thr_fmanrp_mqipc_t, mobilityd-thr-fmanrp-R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-1:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-2:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-3:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-4:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-5:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-6:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-7:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-8:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_smd_thr_fmanrp_mqipc_t, smd-thr-fmanrp-R1:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thr_fmanrp_mqipc_t, wncmgrd-thr-fmanrp-R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thr_fmanrp_mqipc_t, wncmgrd-thr-fmanrp-1:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thr_fmanrp_mqipc_t, wncmgrd-thr-fmanrp-2:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thrfmanrp_mqipc_t, wncmgrd-thr-fmanrp-3:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thrfmanrp_mqipc_t, wncmgrd-thr-fmanrp-4:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thrfmanrp_mqipc_t, wncmgrd-thr-fmanrp-5:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thrfmanrp_mqipc_t, wncmgrd-thr-fmanrp-6:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thrfmanrp_mqipc_t, wncmgrd-thr-fmanrp-7:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thrfmanrp_mqipc_t, wncmgrd-thr-fmanrp-8:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncmgrd_thrfmanrp_mqipc_t, wncmgrd-thr-fmanrp-R1:0)

polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-1:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-2:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-3:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-4:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-5:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-6:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-7:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-8:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_0-thr-fmanrp-R1:0)

optional_policy('polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-1:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-2:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-3:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-4:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-5:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-6:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-7:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-8:R0:0)
polaris_mqipc_create_name(polaris_fman_fp_t, polaris_wncd_thrfmanrp_mqipc_t, wncd_1-thr-fmanrp-R1:0)
')

polaris_cpld_dev_use(polaris_fman_fp_t)

# cpp bleeds into switching platforms through fman_fp and fed
# apparently even on nyquist fed creates /tmp/cpp_anon_db
polaris_cpp_process(polaris_fman_fp_t)
polaris_cpp_tmp_files_use(polaris_fman_fp_t)

optional_policy('
    polaris_cpp_dev_use(polaris_fman_fp_t)
    polaris_cpp_cavium_sdk_ipc_use(polaris_fman_fp_t)
')
polaris_persistent_manage(polaris_fman_fp_t)
polaris_icc_broken_relocations(polaris_fman_fp_t)

allow polaris_fman_fp_t self:capability dac_override;
allow polaris_fman_fp_t self:capability2 block_suspend;

# when /bootflash or /harddisk are 100% full
allow polaris_fman_fp_t self:capability sys_resource;

# write to devices like this /proc/bus/pci/04/00.0
kernel_read_system_state(polaris_fman_fp_t)
kernl_write_proc_files(polaris_fman_fp_t)

ifdef(`mcp_family',
    polaris_cm_fp_tmp_filetrans(polaris_fman_fp_t)
polaris_cm_fp_tmp_manage(polaris_fman_fp_t)
')

# LOOK AT ME: raw memory write access
ifdef(`mcp_family',
    polaris_dev_mem_use(polaris_fman_fp_t)
')

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvh58515)
ifdef(`crankshaft_family',
    polaris_dev_mem_use(polaris_fman_fp_t)
')
polaris_dyncfg_tmp_read(polaris_fman_fp_t)

# /dev/qae_mem device access on overlord
optional_policy('
    polaris_qae_dev_use(polaris_fman_fp_t)
')

# access to /dev/icp_XXX device on crankshaft platforms
optional_policy('
    polaris_icp_dev_use(polaris_fman_fp_t)
')
# on qwlc work with /tmp/octeon-remote-lock-pci:0
ifdef(`qwlc_platform`,
polaris_cm_fp_tmp_manage(polaris_fman_fp_t)
')

ifdef(`katar_platform`,
polaris_cm_fp_tmp_manage(polaris_fman_fp_t)
')

optional_policy(`
#fman-fp creates tmp files in acl-mgmt workflow.
polaris_fman_acl_iptbl_tmp_file(polaris_fman_fp_t)
')

polaris_iosd_vcpu_read(polaris_fman_fp_t)

# allow open/read/search cgroup files like /sys/fs/cgroup/cpu,cpuacct/machine
fs_read_cgroup_files(polaris_fman_fp_t)
fs_search_cgroup_dirs(polaris_fman_fp_t)

optional_policy(`
# Access /dev/cbdma
polaris_cbdma_dev_use(polaris_fman_fp_t)

# Access /dev/n2_device
polaris_n2_dev_use(polaris_fman_fp_t)
')
polaris_cpp_tmpfs_manage(polaris_fman_fp_t)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmanfp.te
No license file was found, but licenses were detected in source scan.

#
# August 2017, Shawn Lu
#
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#
## <summary>Polaris wncmgrd Policy Rules.</summary>

###################################################################
## <summary>
## Read access to /bootflash/NACert.pem
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_read_icap_cert_file',
    gen_require(
        type polaris_icap_cert_t;
    )
    allow $1 polaris_icap_cert_t:file read_file_perms;
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswncmgrd.if
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#
# March 2017, Victor Kamensky
#
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#
# polariskeyman file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariskeyman.fc
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#
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#
# polarisnvram file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnvram.fc
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#
# /3pa staff
/3pa/usr/(.*)?lib64/(.*)? -- gen_context(system_u:object_r:lib_t,s0)
/3pa/usr/(.*)?lib/(.*)? -- gen_context(system_u:object_r:lib_t,s0)
/3pa/(.*)?lib64/(.*)? -- gen_context(system_u:object_r:lib_t,s0)
/3pa/(.*)?lib/(.*)? -- gen_context(system_u:object_r:lib_t,s0)
/3pa/usr/(.*)?sbin/(.*)? -- gen_context(system_u:object_r:bin_t,s0)
/3pa/usr/(.*)?bin/(.*)? -- gen_context(system_u:object_r:bin_t,s0)
/3pa/usr/sbin/libvirt_lxc -- gen_context(system_u:object_r:virt_lxc_exec_t,s0)
/usr/lib/libvirt/libvirt_lxc -- gen_context(system_u:object_r:virt_lxc_exec_t,s0)
/usr/sbin/libvirt_lxc -- gen_context(system_u:object_r:virt_lxc_exec_t,s0)
/usr/sbin/virtlogd -- gen_context(system_u:object_r:virtlogd_exec_t,s0)
/usr/sbin/libvirtd -- gen_context(system_u:object_r:virtd_exec_t,s0)
/usr/sbin/virtlogd -- gen_context(system_u:object_r:virtlogd_exec_t,s0)
/usr/sbin/libvirt_lxc -- gen_context(system_u:object_r:virtd_lxc_exec_t,s0)
/usr/sbin/bin/virsh -- gen_context(system_u:object_r:virsh_exec_t,s0)
/usr/sbin/bin/qemu.* -- gen_context(system_u:object_r:qemu_exec_t,s0)
/usr/binos/conf/libvirtd.sh -- gen_context(system_u:object_r:virtd_initrc_exec_t,s0)
/usr/sbin/libvirtd.sh -- gen_context(system_u:object_r:virtd_exec_t,s0)
/usr/sbin/virtlogd -- gen_context(system_u:object_r:virtlogd_exec_t,s0)
/usr/sbin/libvirt_lxc -- gen_context(system_u:object_r:virt_lxc_exec_t,s0)
/usr/sbin/virtlogd -- gen_context(system_u:object_r:virtlogd_exec_t,s0)
/usr/sbin/libvirt_lxc -- gen_context(system_u:object_r:virt_lxc_exec_t,s0)
/usr/sbin/libvirtd.sh -- gen_context(system_u:object_r:virtlogd_exec_t,s0)
/usr/sbin/logrotate.d/(.*)? -- gen_context(system_u:object_r:etc_t,s0)
/usr/sbin/binos/conf/libvirtd.sh -- gen_context(system_u:object_r:bin_t,s0)
/usr/sbin/in.telnetd -- gen_context(system_u:object_r:telnetd_exec_t,s0)

# should go into contrib/telnet.fc?
/usr/sbin/binos/sbin/in.telnetd -- gen_context(system_u:object_r:telnetd_exec_t,s0)

# load_crash_kernel.sh loads crash kernel - it should be executable
/crashkernel/load_crash_kernel.sh -- gen_context(system_u:object_r:bin_t,s0)

# /etc/lablogin.sh is executed during telnet login over management port
# it should be executable. Also having shell_exec_t label will allow it
# to transition into unconfined domain
/etc/lablogin.sh -- gen_context(system_u:object_r:shell_exec_t,s0)

# /etc/init.d/* functions files should be actually in bin_t domain, the same
# as /etc/init.d/functions. Note using /etc/rc/d/init.d/* instead of
# /etc/init.d/ because we have substitution rule in file_contexts.subs_dist
/etc/rc/d/init.d/binos_functions -- gen_context(system_u:object_r:bin_t,s0)
/etc/rc/d/init.d/binos_functions-pd -- gen_context(system_u:object_r:bin_t,s0)
/etc/rc/d/init.d/chasxml_functions -- gen_context(system_u:object_r:bin_t,s0)
/etc/rc/d/init.d/common-utility-functions -- gen_context(system_u:object_r:bin_t,s0)
/etc/rc/d/init.d/rh-functions -- gen_context(system_u:object_r:bin_t,s0)

# tftp directories
/tftp-d -- gen_context(system_u:object_r:tftpdir_rw_t,s0)
/tftp/* -- gen_context(system_u:object_r:tftpdir_rw_t,s0)

# /tmp/sw
/tmp/sw -d gen_context(system_u:object_r:tmp_t,s0)
/tmp/rp -d gen_context(system_u:object_r:tmp_t,s0)
/tmp/fp -d gen_context(system_u:object_r:tmp_t,s0)
/tmp/cc -d gen_context(system_u:object_r:tmp_t,s0)
# /tmp/etc
/tmp/etc -d gen_context(system_u:object_r:polaris_etc_t,s0)

# /tmp/sv
/tmp/sv -d gen_context(system_u:object_r:polaris_sv_tmp_t,s0)

# firmware files
/firmware(/.*)? gen_context(system_u:object_r:polaris_firmware_t,s0)
/upgrade(/.*)? gen_context(system_u:object_r:polaris_firmware_t,s0)
/golden(/.*)? gen_context(system_u:object_r:polaris_firmware_t,s0)

# CC card fpd files mark it as usr_t for now
/fpd(/.*)? -- gen_context(system_u:object_r:polaris_firmware_t,s0)

/tmp/debug\conf -l gen_context(system_u:object_r:polaris_debug_conf_t,s0)

/var/ODM/ios_core.p7b -- gen_context(system_u:object_r:etc_t,s0)

/dev/ddr -c gen_context(system_u:object_r:polaris_ddr_device_t,s0)
/dev/i2c-[0-9]* -c gen_context(system_u:object_r:polaris_i2c_device_t,s0)

/\(.*\)/ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/bin/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/wbin/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/lib/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/lib64/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/bin/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/sbin/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/lib/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/lib64/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/binos/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/binos/bin/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/binos/sbin/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/binos/lib/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/usr/binos/lib64/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)
/opt/confd/lib/confd/lib/core/confd/priv/(.*)\?ebf(/.*)? gen_context(system_u:object_r:polaris_ebf_t,s0)

# interpreter for CRDL 32bit IOSD setup proper memory map
/usr/binos/bin/crdl_mini_loader gen_context(system_u:object_r:ld_so_t,s0)

# firmware package mount point on asr1k platforms
/mnt/firmware(/.*)? gen_context(system_u:object_r:polaris_firmware_t,s0)

/bootflash/USWAP/(.*)? gen_context(system_u:object_r:polaris_uswap_files_t,s0)

# Nutella EFI folder
/bootflash/EFI/(.*)? gen_context(system_u:object_r:polaris_efi_files_t,s0)
#for cat9k platform
/mnt/sd3/user/.USWAP(/.*)? gen_context(system_u:object_r:polaris_uswap_files_t,s0)
/tmp/rsync_log_dir(/.*)? gen_context(system_u:object_r:polaris_rsync_tmp_t,s0)

# for wlc awips feature
/bootflash/awips.json gen_context(system_u:object_r:polaris_awips_signature_file_t,s0)

# for wlc iot-gw feature to access /bootflash/certs dir
/bootflash/certs -d gen_context(system_u:object_r:polaris_ap_cert_file_t,s0)

#for curl - and allowing ip netns exec X curl
/usr/bin/curl --gen_context(system_u:object_r:polaris_curl_exec_t,s0)

# Katar WLC needs access to /tmp/ldwm_envelope
/tmp/ldwm_envelope -- gen_context(system_u:object_r:polaris_ldwm_envelope_tmp_t,s0)

# CLI: show platform software tech-support
/usr/bin/os/conf/platform_tech_support.sh -- gen_context(system_u:object_r:polaris_tech_support_exec_t,s0)

# Tamlib debug file
/bootflash/tamlib_dbg_log -- gen_context(system_u:object_r:polaris_tamlib_dbg_file_t,s0)

# crypsetup - some platforms copy crypsetup in /bin
/bin/cryptsetup -- gen_context(system_u:object_r:lvm_exec_t,s0)
/usr/bin/cryptsetup -- gen_context(system_u:object_r:lvm_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscommon.fc
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
define('polaris_process', '')

dnl
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_process_if.m4
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# # March 2017, Victor Kamensky
# # Copyright (c) 2016-2020 by Cisco Systems, Inc.
policy_module(polarisiptbl, 1.0);

polaris_process_domain_template(iptbl)

corecmd_exec_bin(polaris_iptbl_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_iptbl_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_iptbl_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec LD.so(polaris_iptbl_t)

# work with /tmp files

type polaris_iptbl_tmp_t;
files_tmp_file(polaris_iptbl_tmp_t)
manage_dirs_pattern(polaris_iptbl_t, tmp_t, polaris_iptbl_tmp_t)
manage_files_pattern(polaris_iptbl_t, polaris_iptbl_tmp_t, polaris_iptbl_tmp_t)
manage_fifo_files_pattern(polaris_iptbl_t, polaris_iptbl_tmp_t, polaris_iptbl_tmp_t)
files_tmp_filetrans(polaris_iptbl_t, polaris_iptbl_tmp_t, { file dir })

allow polaris_iptbl_t self:capability sys_resource;
allow polaris_iptbl_t self:process setpgid;

polaris_btrace_data_manage(polaris_iptbl_t)
polaris_cpld_read(polaris_iptbl_t)
polaris_chasfs_manage(polaris_iptbl_t)
polaris_boot_tmp_read(polaris_iptbl_t)
polaris_rmonbifo_tmp_read(polaris_iptbl_t)
polaris_proc_rmonbifo_getattr(polaris_iptbl_t)
polaris_proc_rmonbifo_read(polaris_iptbl_t)
polaris_disk_crashinfo_getattr(polaris_iptbl_t)

# execute /etc/init.d/iptables in its own domain
iptables_initrc_domtrans(polaris_iptbl_t)

# LOOK AT ME iptbl.sh puts symbolic links into /sbin directory
# need to fix manifest instead, so it will be static
gen_require"
type bin_t;
'}
manage_link_files_pattern(polaris_iptbl_t, bin_t, bin_t)

modutils_domtrans_insmod(polaris_iptbl_t)
iptables_domtrans(polaris_iptbl_t)

# iptbl.sh calls /etc/init.d/iptables restart and that needs
# read /proc/pid/net/ip_tables_names file
kernel_read_network_state(polaris_iptbl_t)
# creates /var/lock/subsys iptables
type polaris_iptables_lock_t;
files_lock_file(polaris_iptables_lock_t)
manage_files_pattern(polaris_iptbl_t, polaris_iptables_lock_t, polaris_iptables_lock_t)
files_lock_filetrans(polaris_iptbl_t, polaris_iptables_lock_t, file)

# needs access to /run/netns as part of chvrf invocation
fs_read_nsfs_files(polaris_iptbl_t)
# iptbl.sh invokes iptable command which runs in iptables_t label and needs
# access to meta files created by iptbl.sh with label polaris_iptbl_tmp_t
allow iptables_t polaris_iptbl_tmp_t:fifo_file read_file_perms;
allow iptables_t polaris_iptbl_tmp_t:file read_file_perms;

# Allow /tmp/ufs/bootflash & /tmp/ufs/harddisk read access
ifdef(`vwlc_platform',`
optimal_policy(`
polaris_ncl_tmp_read(polaris_iptbl_t)
')
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiptbl.te
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#

/usr/bin/bhytoolsd -- gen_context(system_u:object_r:polaris_bhytoolsd_exec_t:s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbhytoolsd.fc
No license file was found, but licenses were detected in source scan.

#
policy_module(polarisautoupgrade, 1.0);

gen_require('type polaris_autoupgrade_t;')
corecmd_exec_bin(polaris_autoupgrade_t) corecmd_exec_shell(polaris_autoupgrade_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_autoupgrade_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_autoupgrade_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_autoupgrade_t)

allow polaris_autoupgrade_t self:capability { sys_resource dac_override }; allow polaris_autoupgrade_t self:process setpgid;
polaris_tldldb_list_dirs(polaris_autoupgrade_t)
polaris_btrace_data_manage(polaris_autoupgrade_t) polaris_chasfs_manage(polaris_autoupgrade_t) polaris_cpld_read(polaris_autoupgrade_t) polaris_proc_rmonbifo_read(polaris_autoupgrade_t) polaris_rmonbifo_tmp_read(polaris_autoupgrade_t) polaris_boot_tmp_manage(polaris_autoupgrade_t) polaris_read_debug_conf(polaris_autoupgrade_t) polaris_disk_crashinfo_getattr(polaris_autoupgrade_t)

type polaris_autoupgrade_tmp_t; files_tmp_file(polaris_autoupgrade_tmp_t)

# /tmp/etc/installer
gen_require('type polaris_etc_t;')
filetrans_pattern(polaris_autoupgrade_t, polaris_etc_t, polaris_autoupgrade_tmp_t, dir, "installer") manage_fifo_files_pattern(polaris_autoupgrade_t, polaris_autoupgrade_tmp_t, polaris_autoupgrade_tmp_t) manage_dirs_pattern(polaris_autoupgrade_t, polaris_etc_t, polaris_autoupgrade_tmp_t) manage_files_pattern(polaris_autoupgrade_t, polaris_autoupgrade_tmp_t, polaris_autoupgrade_tmp_t)
# Allow access to bootflash
polaris_bootflash_read(polaris_autoupgrade_t)

# Allow access to packages.conf
polaris_read_packages_conf(polaris_autoupgrade_t)

# needs to run pidof
dev_read_sysfs(polaris_autoupgrade_t)
kernel_read_system_state(polaris_autoupgrade_t)
domain_read_all_domains_state(polaris_autoupgrade_t)

# send syslog
logging_send_syslog_msg(polaris_autoupgrade_t)

# script starts rsync with mcp_chvrf.sh
polaris_chvrf_domtrans(polaris_autoupgrade_t)
gen_require(`
    type rsync_t;
')
allow rsync_t polaris_autoupgrade_t:process sigchld;

# /tmp/ufs/crashinfo access
optional_policy(`
polaris_ncd_tmp_read(polaris_autoupgrade_t)
')

# autoupgrade script in case of HA setup invokes brelay to trigger install of stand-by
polaris_bexecute_domtrans(polaris_autoupgrade_t)
polaris_flashlib_lock(polaris_autoupgrade_t)
polaris_flashlib_read(polaris_autoupgrade_t)
polaris_disk_install_read(polaris_autoupgrade_t)
polaris_install_engine_domtrans(polaris_autoupgrade_t)

#add transition to create /var/installer by autoupgrade
type polaris_autoupgrade_var_t;
files_tmp_file(polaris_autoupgrade_var_t)
files_var_filetrans(polaris_autoupgrade_t, polaris_autoupgrade_var_t, {file dir})
gen_require(`
    type polaris_autoupgrade_exec_t;
')

#add transition to create /var/installer/auto_upgrade_helper.sh by autoupgrade
filetrans_pattern(polaris_autoupgrade_t,polaris_autoupgrade_var_t, polaris_autoupgrade_exec_t, file, "auto_upgrade_helper.sh")
manage_files_pattern(polaris_autoupgrade_t, polaris_autoupgrade_var_t, polaris_autoupgrade_var_t)
manage_dirs_pattern(polaris_autoupgrade_t, polaris_autoupgrade_var_t, polaris_autoupgrade_var_t)
#add transition to create files/dir in /tmp
files_tmp_filetrans(polaris_autoupgrade_t, polaris_autoupgrade_tmp_t, {file dir})

# access to /tmp/installer
polaris_install_tmp_manage(polaris_autoupgrade_t)

fs_getattr_tmpfs(polaris_autoupgrade_t)

# access to /tmp/rsync_log_dir
polaris_manage_rsync_tmplog_dir(polaris_autoupgrade_t)

# access to /harddisk link (accessed by flashutil and rotee call)
polaris_disk_harddisk_read_lnk(polaris_autoupgrade_t)

rsync_entry_domtrans(polaris_chvrf_t, rsync_t)

gen_require(
    type polaris_autoupgrade_t;
    type polaris_autoupgrade_exec_t;
')
rsync_entry_domtrans(polaris_autoupgrade_t, rsync_t)
polaris_bexecute_domain(polaris_autoupgrade_t, polaris_autoupgrade_exec_t)

fs_getattr_xattr_fs(polaris_autoupgrade_t)

# auto_upgrade_helper.sh creates /var/installer/auto_upgrade_helper.sh
allow polaris_autoupgrade_t polaris_autoupgrade_exec_t:file { create setattr write }

# rsync operations for members and standby rps on autoupgrade
gen_require(
    type rsync_port_t;
')
allow polaris_autoupgrade_t rsync_port_t:tcp_socket name_connect;

# rsync requires to relabel /var/installer/auto_upgrade_helper.sh on standby
gen_require(
    type var_t;
')
allow rsync_t var_t:file relabelfrom;
allow rsync_t polaris_autoupgrade_exec_t:file relabelto;

# access to /vol/harddisk/*.pkg
polaris_getattr_file_harddisk(polaris_autoupgrade_t)

# access to /cdrom0/ when *ova image is booted during
# first instance of vwlc on ucs server
polaris_removable_read(polaris_autoupgrade_t)
polaris_getattr_file_harddisk(polaris_autoupgrade_t)

# auto_upgrade_client.sh access to "/tmp/sw/rp/0/0/rp_base/mount/bin/cut"
polaris_issu_tmp_files_read(polaris_autoupgrade_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisautoupgrade.te
No license file was found, but licenses were detected in source scan.

#
# June 2017, Victor Kamensky
#
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#

/usr/bin/os/conf/run_ioxn_caf.sh -- gen_context(system_u:object_r:polaris_caf_exec_t,s0)
/usr/bin/os/conf/iox_reset.sh -- gen_context(system_u:object_r:polaris_caf_exec_t,s0)

ifdef(`nyquist_platform',
/usr/bin/os/conf/standby_ioxcfg.sh -- gen_context(system_u:object_r:polaris_sioxcd_rp_exec_t,s0)
/tmp/app_host(.*))?      gen_context(system_u:object_r:polaris_sioxcd_rp_tmp_t,s0)
/mnt/sd3/iox_alt_hdd.dsk                      gen_context(system_u:object_r:polaris_iox_alt_hdd_files_t,s0)
/mnt/sd3/iox_alt_hdd_mount_dir(.*)?        gen_context(system_u:object_r:polaris_iox_alt_hdd_files_t,s0)
/mnt/sd3/iox_alt_hdd_mount_dir/iox(.*)?     gen_context(system_u:object_r:polaris_iox_files_t,s0)
/mnt/sd3/iox_alt_hdd_mount_dir/caf(.*)?     gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/mnt/sd3/iox_alt_hdd_mount_dir/iox_data_share(.*)? gen_context(system_u:object_r:polaris_iox_files_t,s0)
/mnt/sd3/iox_alt_hdd_mount_dir/iox_host_data_share(.*)? gen_context(system_u:object_r:polaris_iox_files_t,s0)
/mnt/sd3/iox_alt_hdd_mount_dir/guest_share(.*)?
gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)
/mnt/sd3/iox_host_data_share(.*)?          gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)

 ifdef(`passport_platform',
/flash1/iox_alt_hdd.dsk                       gen_context(system_u:object_r:polaris_iox_alt_hdd_files_t,s0)
/flash1/iox_alt_hdd_mount_dir(.*)?          gen_context(system_u:object_r:polaris_iox_alt_hdd_files_t,s0)
/flash1/iox_alt_hdd_mount_dir/iox(.*)?      gen_context(system_u:object_r:polaris_iox_files_t,s0)
/flash1/iox_alt_hdd_mount_dir/caf(.*)?      gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/flash1/iox_alt_hdd_mount_dir/iox_data_share(.*)? gen_context(system_u:object_r:polaris_iox_files_t,s0)
/flash1/iox_alt_hdd_mount_dir/iox_host_data_share(.*)? gen_context(system_u:object_r:polaris_iox_files_t,s0)
/flash1/iox_alt_hdd_mount_dir/guest_share(.*)?
gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)
/flash1/user/gs_script/sss(.*)?             gen_context(system_u:object_r:polaris_iox_ss_disk_t,s0)
/usr/bin/os/conf/standby_ioxcfg.sh          gen_context(system_u:object_r:polaris_sioxcd_rp_exec_t,s0)
/tmp/app_host(.*)?                        gen_context(system_u:object_r:polaris_sioxcd_rp_tmp_t,s0)

)
#All possible accesses from /bootflash/iox_alt_hdd_mount_dir (iox_polaris.conf)

```
/bootflash/iox_alt_hdd.dsk
gen_context(system_u:object_r:polaris_iox_alt_hdd_files_t,s0)

/bootflash/iox_alt_hdd_mount_dir(\.*?)?
  gen_context(system_u:object_r:polaris_iox_alt_hdd_files_t,s0)

/bootflash/iox_alt_hdd_mount_dir/iox(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/bootflash/iox_alt_hdd_mount_dir/iox_data_share(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/bootflash/iox_alt_hdd_mount_dir/iox_host_data_share(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/bootflash/iox_alt_hdd_mount_dir/guest_share(\.*?)?
  gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)

/bootflash/user/gs_script/sss(\.*?)?
  gen_context(system_u:object_r:polaris_iox_ss_disk_t,s0)
```

#All the possible IOX guestshell_dir from iox_polaris.conf

```
/guestshell/(\.*?)(\.*).sh
  gen_context(system_u:object_r:polaris_guestshell_exec_t,s0)

/guestshell/(\.*?)?
  gen_context(system_u:object_r:polaris_guestshell_t,s0)
```

#All the possible IOX flash_dir/harddisk_dir from iox_polaris.conf

```
/bootflash/iox/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/mnt/sd3/iox/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/flash1/iox/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/flash11/iox/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/harddisk/iox/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/disk0/iox/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/usb1/iox/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/bootflash/iox_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/mnt/sd3/iox_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/flash1/iox_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/flash11/iox_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/harddisk/iox_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/disk0/iox_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/usb1/iox_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/bootflash/iox_host_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/mnt/sd3/iox_host_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/flash1/iox_host_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/flash11/iox_host_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/harddisk/iox_host_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/disk0/iox_host_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/vol/usb1/iox_host_data_share/(\.*?)?
  gen_context(system_u:object_r:polaris_iox_files_t,s0)

/opt/cisco/caf/scripts/(\.*?)(\.*).sh
  gen_context(system_u:object_r:polaris_caf_exec_t,s0)

/opt/cisco/caf/(\.*?)(\.*)
  gen_context(system_u:object_r:polaris_caf_files_t,s0)

/opt/cisco/caf
  -d
  gen_context(system_u:object_r:polaris_caf_files_t,s0)

/var/log/caf/(\.*?)?
  gen_context(system_u:object_r:polaris_caf_log_t,s0)
```
/etc/guestshell_rsa_key.pub  gen_context(system_u:object_r:polaris_guestshell_ssh_key_t,s0)
/etc/guestshell_rsa_key  gen_context(system_u:object_r:polaris_guestshell_ssh_key_t,s0)
/tmp/caf(/.*)?  gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/bootflash/caf(/.*)?  gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/mnt/sd3/caf(/.*)?  gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/flash1/caf(/.*)?  gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/vol/harddisk/caf(/.*)?  gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/vol/disk0/caf(/.*)?  gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/vol/usb1/caf(/.*)?  gen_context(system_u:object_r:polaris_caf_tmp_files_t,s0)
/var/run/netns/guestshell  gen_context(system_u:object_r:polaris_guestshell_var_run_t,s0)
/var/run/cisco_cli(/.*)?  gen_context(system_u:object_r:polaris_caf_var_run_t,s0)
/tmp/ttyF(.*)(/.*)  gen_context(system_u:object_r:fifo_var_run_t,s0)

# All the possible IOX bootflash/guest-share directory. This directory is shared between IOS and IOX
/bootflash/guest-share(/.*)?  gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)
/mnt/sd3/guest-share(/.*)?  gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)
/flash1/guest-share(/.*)?  gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)
/vol/harddisk/guest-share(/.*)?  gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)
/vol/disk0/guest-share(/.*)?  gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)
/vol/usb1/guest-share(/.*)?  gen_context(system_u:object_r:polaris_iox_shared_files_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscaf.fc
No license file was found, but licenses were detected in source scan.

#
# December 2019, Victor Kamensky
#
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#
#
# polarisfnfagg file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfnfagg.fc
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#
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#
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## <summary>Polaris cmm Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmm.if
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#

# polarisplogd file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisplogd.fc
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
dnl divert(-1)

include('polaris_process.m4')
include('polaris_process_if.m4')

include('polaris_ipc_mqipc.m4')
include('polaris_ipc_mqipc_if.m4')

include('polaris_ipc_ripc.m4')
include('polaris_ipc_ripc_if.m4')

include('polaris_ipc_lipc.m4')
include('polaris_ipc_lipc_if.m4')

#include('polaris_websocket_service_server',``)
define('polaris_websocket_service_server',``)
define('polaris_cipc_service_server',``)

include('polaris_max_scope.m4')
divert(0)dnl
#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#
## <summary>Polaris Platform IPC Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0 selinux-tar/selinux/m4/polaris_ipc_if.m4
No license file was found, but licenses were detected in source scan.

#
# April 2017, Victor Kamensky
#
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#
/tmp/1.ndbutil-loadgen_context(system_u:object_r:polaris_dmi_ndbutil_lock_t,s0)
/tmp/1.ndbutil-use gen_context(system_u:object_r:polaris_dmi_ndbutil_lock_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0 selinux-tar/selinux/polarisdmindbmand.fc
No license file was found, but licenses were detected in source scan.

#
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#
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#
/dev/cpp_vxe_rscc -c gen_context(system_u:object_r:polaris_cpp_device_t,s0)
/dev/cpp_dev_info -c gen_context(system_u:object_r:polaris_cpp_device_t,s0)
/dev/cpp -c gen_context(system_u:object_r:polaris_cpp_device_t,s0)
/dev/cpp_kipc -c gen_context(system_u:object_r:polaris_cpp_device_t,s0)
# on 1ng box
/dev/octeon_device -c gen_context(system_u:object_r:polaris_cpp_device_t,s0)
/dev/cpp_pdma -c gen_context(system_u:object_r:polaris_cpp_device_t,s0)
/dev/i95_[0-9]* -c gen_context(system_u:object_r:polaris_i95_device_t,s0)
/dev/shm/cpp_* -- gen_context(system_u:object_r:polaris_cpp_tmpfs_t,s0)
/dev/shm/sem.cpp_* -- gen_context(system_u:object_r:polaris_cpp_tmpfs_t,s0)
/dev/shm/sem.CPP_* -- gen_context(system_u:object_r:polaris_cpp_tmpfs_t,s0)
/dev/shm/sem.CGM_SHM_SEM -- gen_context(system_u:object_r:polaris_cpp_tmpfs_t,s0)
/dev/shm/cpp_ucode_dram -- gen_context(system_u:object_r:polaris_cpp_tmpfs_t,s0)
/dev/shm/cpp_sbs_shm -- gen_context(system_u:object_r:polaris_cpp_tmpfs_t,s0)
policy_module(polarisservicemgr, 1.0);

gen_require("
   type polaris_service_mgr_t;
’)

polaris_btrace_data_manage(polaris_service_mgr_t)
polaris_crft_data_manage(polaris_service_mgr_t)
polaris_chasfs_manage(polaris_service_mgr_t)
polaris_cpld_read(polaris_service_mgr_t)
polaris_flashlib_read(polaris_service_mgr_t)
polaris_lua_read(polaris_service mgr_t)
polaris_tdlresolve_read(polaris_service_mgr_t)
polaris_ripc_sman_ui_serv_connect(polaris_service_mgr_t)
polaris_db_tdldir_use(polaris_service_mgr_t)

# Use REPM MQIPC for replication
polaris_repm_peer_mqipc_manage(polaris_service_mgr_t)

#watches of /tmp/[rp|fp|cc]/pvp/process_state directory
polaris_process_state_watch(polaris_service_mgr_t)

# March 2017, Victor Kamensky
policy_module(polarispvp, 1.0);

polaris_process_domain_template(pvp)

# transition to pman domain, once pman is invoked by pvp
polaris_pman_domtrans(polaris_pvp_t)

corecmd_exec_bin(polaris_pvp_t)
corecmd_exec_shell(polaris_pvp_t)
# can execute hostname in pvp domain
hostname_exec(polaris_pvp_t)
# can execute process in polaris domain
polaris_exec(polaris_pvp_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_pvp_t)

# allow to getgetattr of /proc file system during find over it
kernel_getattr_proc(polaris_pvp_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_pvp_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_pvp_t)

# all to read sysctl files in /proc directory
kernel_read_all_sysctls(polaris_pvp_t)

# work with /tmp files
type polaris_pvp_tmp_t;
files_tmp_file(polaris_pvp_tmp_t)
manage_dirs_pattern(polaris_pvp_tmp_t, tmp_t, polaris_pvp_tmp_t)
manage_files_pattern(polaris_pvp_tmp_t, polaris_pvp_tmp_t, polaris_pvp_tmp_t)
manage_fifo_files_pattern(polaris_pvp_tmp_t, polaris_pvp_tmp_t, polaris_pvp_tmp_t)
files_tmp_filetrans(polaris_pvp_tmp_t, polaris_pvp_tmp_t, { file dir })
filetrans_pattern(domain, tmp_t, polaris_pvp_tmp_t, dir, "pvp")

# /tmp/silent_roll_select.log handling on Macallan
filetrans_pattern(domain, tmp_t, polaris_pvp_tmp_t, file, "silent_roll_select.log")

# work with /tmp/[rp][p][cc]/pvp/process_state files
type polaris_process_state_t;
files_tmp_file(polaris_process_state_t)
manage_dirs_pattern(polaris_pvp_t, polaris_pvp_tmp_t, polaris_process_state_t)
manage_files_pattern(polaris_pvp_t, polaris_pvp_tmp_t, polaris_process_state_t)
filetrans_pattern(polaris_pvp_t, polaris_pvp_tmp_t, polaris_process_state_t, dir, "process_state")

# LOOK AT ME now all polaris process can change each other process
# state. Need to fix it with more process specific labels in case
# when polaris_domain_process becomes template.
gen_require(''
    attribute polaris_domain;
')
polaris_pvp_manage_process_state_files(polaris_domain)

allow polaris_pvp_t self:capability sys_resource;

# readlink access to /proc/<pid>/fd/0 triggers sys_ptrace capability need
allow polaris_pvp_t self:capability { sys_ptrace };;

dmidecode_domtrans(polaris_pvp_t)

# on some ngwc pvp has to code-sign-verify silent roll packages
ifdef('ngwc_family','
polaris_code_verify_domtrans(polaris_pvp_t)
')

polaris_btrace_data_manage_all(polaris_pvp_t)
polaris_chasfs_manage(polaris_pvp_t)
polaris_cpld_read(polaris_pvp_t)
polaris_cpld_write(polaris_pvp_t)
polaris_proc_rmonbifo_read(polaris_pvp_t)
polaris_rmonbifo_tmp_read(polaris_pvp_t)
polaris_tlddb_list_dirs(polaris_pvp_t)
polaris_boot_tmp_read(polaris_pvp_t)
polaris_read_debug_conf(polaris_pvp_t)

# LOOK AT ME pvp.sh runs find over /proc. Needs access
# to state of all processes
domain_read_all_domains_state(polaris_pvp_t)

# pvp.sh can call logger command
logging_send_syslog_msg(polaris_pvp_t)

# should it not be moved to dmidecode module or better
# change script to call dmidecode with stdin redirected
# from /dev/null (i.e dmidecode < /dev/null)
gen_require(''
    type dmidecode_t;
')
polaris_pvp_stdio_read(dmidecode_t)
# read pman tmp files
polaris_pman_read_tmp_files(polaris_pvp_t)

#allow polaris_pvp_t polaris_udev_tmp_files_t:dir { getattr search }
polaris_udev_tmp_list_dirs(polaris_pvp_t)

gen_require(
    type initrc_t;
    type init_t;
')
#init_script_tmp_filetrans(initrc_t, polaris_pvp_tmp_t, file, "iosd_memory_share")
files_tmp_filetrans({ initrc_t init_t }, polaris_pvp_tmp_t, file, "iosd_memory_share")

polaris_systemd_tmpfiles_tmp_filetrans(polaris_pvp_tmp_t, dir, "max_elastic_bays")

# direct access to serial TTY devices like /dev/ttyS1
term_write_unallocated_ttys(polaris_pvp_t)

# For Cabo, allow access to GNSS device
ifdef(`cabo_platform',`
polaris_cabo_gnss_dev_use(polaris_pvp_t)
')

# on ultra pvp calls hv_ttyprobe utility to figure out what terminal
# to use as console, and this one need read access to terminal. There is
# no separate macro for read only. But since we granting write to everyone
# let use 'use' which means read/write
ifdef(`vxe_family',`
term_use_unallocated_ttys(polaris_pvp_t)
')
ifdef(`wlc_family',`
term_use_unallocated_ttys(polaris_pvp_t)
')
# pvp's linux_iosd_image_env.sh will check /dev/ttyUSB* ports with hv_ttyprobe too.
term_use_usb_ttys(polaris_pvp_t)

# allow access and modify files in /tftp directory, cannot use tftp_manage_rw_content
# since it does not cover link files
gen_require(
    type tftpdir_rw_t;
')
manage_dirs_pattern(polaris_pvp_t, tftpdir_rw_t, tftpdir_rw_t)
manage_files_pattern(polaris_pvp_t, tftpdir_rw_t, tftpdir_rw_t)
manage_lnk_files_pattern(polaris_pvp_t, tftpdir_rw_t, tftpdir_rw_t)

# ASR1K modular platforms create /tftp/inv/inventory_$fru_$slot.bin
# /tftp/inv is not a softlink but a directory for asr1k Modular platforms.
# So it needs a file transition to polaris_chasfs_t for accessing it.
ifdef(`mcp_family',
    filetrans_pattern(domain, tftpdir_rw_t, polaris_chasfs_t, dir, "inv")
')

# on ultra platform hv_ttyprobe utility that runs under polaris_pvp_t label
# checks for existence of /boot/ttyS0_ignore file; and since /boot is symlink
# to /varied it need dir search permission over polaris_disk_varied_t
ifdef(`vxe_family',
polaris_disk_varied_search(polaris_pvp_t)
')
ifdef(`wlc_family',
polaris_disk_varied_search(polaris_pvp_t)
')

# pvp.sh calls cp utility with -a option that should preserve files
# attributes as result cp needs to perform set_process_security_ctx call
# which in turns calls setfscreatecon
allow polaris_pvp_t self:process setfscreate;

# pvp.sh calls pidof utility and it needs read access to sysfs_t
#
# When resetting a partner, pvp writes to the PCIe switch global
# reset register using the i2c driver, which is also sysfs_t
# LOOK AT ME should we create a new type for the PCIe switch reg
dev_rw_sysfs(polaris_pvp_t)

# wants to execute /bin/dmesg
dmesg_domtrans(polaris_pvp_t)

# wants to read from /tmp/rp/pvp/work/inot_fifo
gen_require('type dmesg_t;
')
rw_fifo_files_pattern(dmesg_t, polaris_pvp_tmp_t, polaris_pvp_tmp_t)

# wants to write into /bootflash/.prst_sync
polaris_persistent_manage(polaris_pvp_t)

# pvp tried to find all execept hman polaris process with
# 'find /tmp/rp/process -name * .pid ! -name *hman* -printf %p' command
# should be able to read pman tmp files
polaris_pman_read_tmp_files(polaris_pvp_t)

# on way down pvp.sh call 'workon.sh rp 0 rotate force' so we
# need to transition and run it in btrace_rotate domain
polaris_btrace_rotate_domtrans(polaris_pvp_t)

# on way down pvp.sh checks for *.TEMP_IN_PROGRESS in /misc/scratch/core
# need to be able read /misc/scratch link
polaris_disk_bootflash_read_lnk(polaris_pvp_t)

# implode.sh things, should we run them in its own domain?

# removes /etc.exports, create a new empty one and runs 'exportfs -ua'
# this action also needs kernel_rwlock_sysctls to flush
files_manage/etc_files(polaris_pvp_t)
gen_require('    type exports_t;
')
allow polaris_pvp_t exports_t:file delete_file_perms;
rpc_write_exports(polaris_pvp_t)
rpc_manage/nfs_state_data(polaris_pvp_t)
kernel_rwlock_sysctls(polaris_pvp_t)

# calls 'systemctl reboot'
systemd_start_power_services(polaris_pvp_t)

# pvp on 1ng attempts to rm readonly fpd firmware file, not sure why
polaris_firmware_getattr(polaris_pvp_t)

# pvp reads /tmp/iosd_level
polaris_lnm_tmp_read(polaris_pvp_t)
allow polaris_pvp_t self:capability dac_override;

# in some image pvp needs to monut /tmp/rp/tdldb, in other images
# it got mount by chasfs_boottime.sh systemd unit
polaris_tdlldb_manage_dirs(polaris_pvp_t)
mount_domtrans(polaris_pvp_t)

# in some cases pvp script creates /tmp/xx/process directory
polaris_pman_tmp_filetrans(polaris_pvp_t, dir, "process")
polaris_pman_manage_tmp_files(polaris_pvp_t)

# on ngwc pvp creates /flash1/NVRAM directory
gen_require('    type polaris_nvram_file_t;
    type root_t;
')
filetrans_pattern(polaris_pvp_t, root_t, polaris_nvram_file_t, dir, "flash1")
manage_dirs_pattern(polaris_pvp_t, polaris_nvram_file_t, polaris_nvram_file_t)

# obtain access to rommon vars which live in flashlib
polaris_flashlib_read(polaris_pvp_t)
polaris_flashlib_write(polaris_pvp_t)

# on ngwc platforms pvp creates a /obfl_cc directory and soft links it
# to the correct vbd device
ifdef(`ngwc_family',`
  gen_require(
    type polaris_obfl_data_t;
    type root_t;
  )
  filetrans_pattern(polaris_pvp_t, root_t, polaris_obfl_data_t, dir, "obfl_cc")
')

# on ngwc platforms pvp needs to be able to determine if the vbd devices
# exist. The types may be slightly different depending on whether the cc's
# device node is managed by udev or not
ifdef(`ngwc_family',`
  dev_getattr_generic_blk_files(polaris_pvp_t)
  storage_getattr_fixed_disk_dev(polaris_pvp_t)
  udev_read_db(polaris_pvp_t)
')

# on ngwc platforms pvp soft links the /tmp/sw/cc_srdriver/<slot> directory
# to the correct silent roll software package via vbd_sr_app_init()
ifdef(`ngwc_family',`
  polaris_sw_data_manage(polaris_pvp_t)
')

# on blackheart pvp creates /blackheart_config directory
ifdef(`blackheart_platform',`
  gen_require(
    type polaris_nvram_file_t;
    type root_t;
  )
  filetrans_pattern(polaris_pvp_t, root_t, polaris_nvram_file_t, dir, "blackheart_config")
  manage_dirs_pattern(polaris_pvp_t, polaris_nvram_file_t, polaris_nvram_file_t)
')

# on sparrow pvp creates /sparrow_config directory
ifdef(`sparrow_platform',`
  gen_require(
    type polaris_nvram_file_t;
    type root_t;
  )
  filetrans_pattern(polaris_pvp_t, root_t, polaris_nvram_file_t, dir, "sparrow_config")
  manage_dirs_pattern(polaris_pvp_t, polaris_nvram_file_t, polaris_nvram_file_t)
')

# on Aventus pvp creates /aventus_config directory
ifdef(`aventus_platform',`
  gen_require(
    type polaris_nvram_file_t;
    type root_t;
  )
filetrans_pattern(polaris_pvp_t, root_t, polaris_nvram_file_t, dir, "aventus_config")
manage_dirs_pattern(polaris_pvp_t, polaris_nvram_file_t, polaris_nvram_file_t)
fs_manage_configfs_files(polaris_pvp_t)

# on utah for cc and on l1ng cyan_init.sh is executed by pvp
polaris_dyncfg_domtrans(polaris_pvp_t)
# should it not be moved to cyan module or better
# change script to call cyan_init.sh with stdin redirected
# from /dev/null (i.e cyan_init.sh < /dev/null)
gen_require(
    type polaris_dyncfg_t;
)
polaris_pvp_stdin_read(polaris_dyncfg_t)

# mktmpfd checks /tmp file system attributes
fs_getattr_tmpfs(polaris_pvp_t)

optional_policy(
    # pvp on nyquist ls /tmp/ufs/crashinfo
    polaris_ncd_tmp_read(polaris_pvp_t)
)

# transition to polaris_load_usbnet_t, once load_usbnet.sh is invoked by pvp
# crankshaft platforms need access to configfs
ifdef(`crankshaft_family',`
    polaris_load_usbnet_domtrans(polaris_pvp_t)
gen_require(
        type configfs_t;
    )
    allow polaris_pvp_t configfs_t:dir getattr;
    )

# runs rsync -ptgoDLq /bootflash/.installer/issu_crash/fru_crash rsync://rp0-0/bootflash/.installer/
rsync_entry_type(polaris_pvp_t)
ifdef(`ngwc_family',`
    polaris_chvrf_domtrans(polaris_pvp_t)
gen_require(
        type rsync_t;
    )
    allow rsync_t polaris_pvp_t:process sigchld;
    )

# pvp_tmp file descriptor leaks into mcp_chvrf.sh
gen_require(
    type polaris_chvrf_t;
    type polaris_pvp_tmp_t;
allow polaris_chvrf_t polaris_pvp_tmp_t:fifo_file { ioctl read };')
')

# statfs64 over /tmp
fs_getattr_xattr_fs(polaris_pvp_t)
polaris_tdlresolve_read(polaris_pvp_t)
corenet_tcp_connect_rsync_port(polaris_pvp_t)

# runs over /proc/<pid>/net/arp
kernel_read_network_state(polaris_pvp_t)

# runs over /proc/
kernel_read_network_state_symlinks(polaris_pvp_t)

# work with mounts
mount_domtrans(polaris_pvp_t)

optional_policy(')
# pvp.sh may mark or clear bits in /proc/exiting_bays
polaris_rw_exiting_bays(polaris_pvp_t)
')

optional_policy(')
container_runtime_domtrans(polaris_pvp_t)
')

# LOOK AT ME /usr/binos/conf/dockerd_env.sh not only sets environment
# it also does quite a bit of action in context of pvp when it got
# sourced before dockerd start
optional_policy(')
fs_getattr_all_fs(polaris_pvp_t)
files_getattr_all_dirs(polaris_pvp_t)
fs_read_nsfs_files(polaris_pvp_t)
container_manage_config_files(polaris_pvp_t)
polaris_caf_files_read(polaris_pvp_t)
# creates /var/log/docker/docker.log
logging_manage_generic_logs(polaris_pvp_t)
gen_require(')
    type var_log_t;
')
allow polaris_pvp_t var_log_t:dir create;
')

# support uswap feature.
# pvp script create and deletes
# the /bootflash/uswap/... folder.
type polaris_uswap_files_t;
files_type(polaris_uswap_files_t)
polaris_pfile_type(polaris_uswap_files_t)
filetrans_pattern(polaris_pvp_t, polaris_disk_bootflash_t, polaris_uswap_files_t, dir, ",USWAP")
manage_dirs_pattern(polaris_pvp_t, polaris_uswap_files_t, polaris_uswap_files_t)
manage_files_pattern(polaris_pvp_t, polaris_uswap_files_t, polaris_uswap_files_t)
manage_link_files_pattern(polaris_pvp_t, polaris_uswap_files_t, polaris_uswap_files_t)

# support for pvp to create /harddisk/.CRFT directory
filetrans_pattern(polaris_pvp_t, polaris_disk_bootflash_t, polaris_crft_data_t, dir, ",CRFT")

# Support SAI
type polaris_pvp_sai_t;
files_tmp_file(polaris_pvp_sai_t)
filetrans_pattern(polaris_pvp_t, polaris_pvp_tmp_t, polaris_pvp_sai_t, dir, "sai_process")
manage_dirs_pattern(polaris_pvp_t, polaris_pvp_tmp_t, polaris_pvp_sai_t)
manage_files_pattern(polaris_pvp_t, polaris_pvp_tmp_t, polaris_pvp_sai_t)

# all processes controlled by pchort require access to sai files
gen_require(`
    attribute polaris_domain;
    `)
polaris_pvp_read_sai_files(polaris_domain)

ifdef(`ngwc_family`,

    # ngmod_vbd_handle_mount@.service started by pvp on macallan
    systemd_config_generic_services(polaris_pvp_t)
`)

type polaris_pvp_var_run_t;
files_pid_file(polaris_pvp_var_run_t)
gen_require(`
    type var_run_t;
    `)
manage_files_pattern(polaris_pvp_t, var_run_t, polaris_pvp_var_run_t)
files_pid_filetrans(polaris_pvp_t, polaris_pvp_var_run_t, file, ",uswap_clr_rp")
files_pid_filetrans(polaris_pvp_t, polaris_pvp_var_run_t, file, ",uswap_clr_fp")
files_pid_filetrans(polaris_pvp_t, polaris_pvp_var_run_t, file, ",uswap_clr_cc")

# watch over /tmp/rp/pvp/control
allow polaris_pvp_t polaris_pvp_tmp_t:dir watch;

## permissions required during shutdown

# implode.sh 'systemctl reboot' uses dbus
dbus_system_bus_client(polaris_pvp_t)

# and checks reboot.target
systemd_status_power_services(polaris_pvp_t)

# writes sysctrl_i2c.lck file
gen_require('  type polaris_cm_rp_tmp_t;
')
files_tmp_filetrans(polaris_pvp_t, polaris_cm_rp_tmp_t, file, "sysctrl_i2c.lck")
polaris_cm_rp_tmp_manage(polaris_pvp_t)

# journalctl and ifconfig are used when gathering logs during a punt-inject
# crash
journalctl_domtrans(polaris_pvp_t)
sysnet_domtrans_ifconfig(polaris_pvp_t)
# and allow it to write to our shutdownlog
gen_require('  type ifconfig_t;
')
polaris_btrace_data_manage_all(ifconfig_t)

# implode.sh checks ip interfaces before ifconfig
polaris_socketat_nsfs_read(polaris_pvp_t)

# cedge uses logrotate
polaris_ripc_confd_ipc_connect(polaris_pvp_t)
# logrotate perms
polaris_confd_var_log_manage(polaris_pvp_t)
allow polaris_pvp_t self:capability { chown fowner };
# var_lib stuff
files_manage_urandom_seed(polaris_pvp_t)

# vconfd_script_admin_tech.sh is invoked by pvp.sh. This requires a domain
# transition from pvp to admin tech context.
polaris_admin_tech_domtrans(polaris_pvp_t)

## systemreport related permissions
# pd_info collection when triggering systemreport
# fdisk permissions
storage_raw_read_fixed_disk( polaris_pvp_t );
fstools_manage_entry_files( polaris_pvp_t );
stools_exec( polaris_pvp_t );
polaris_rommon_device_read(polaris_pvp_t)
# dmesg writes to pd_info path
write_files_pattern(dmesg_t, polaris_disk_bootflash_t, polaris_disk_bootflash_t )
gen_require('  type admin_home_t;
')
# top creates/writes dir /.config
allow polaris_pvp_t admin_home_t:dir { add_name create write }

# drop-caches
kernel_rwlock_sysctls( polaris_pvp_t );

# systemreport collection reads all sorts of files
# but also deletes those files afterwards...
logging_manage_audit_log(polaris_pvp_t)

# report collects maroon data
polaris_maroon_data_manage_all(polaris_pvp_t);
polaris_tdlresolve_manage(polaris_pvp_t);

# collect udev log
polaris_udev_tmpmanage(polaris_pvp_t)

init_status(polaris_pvp_t);

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispvp.te
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2019 by Cisco Systems, Inc.
dnl All rights reserved
dnl
define(`ripc_stem', `translit(patsubst($1, `-ripc$', `'), `-', `_'))
define(`ripc_label', `format(`polaris_%s_ripc_port_t', ripc_stem($1)))

dnl Ripc Type Map: track that type declations unique
define(`ripc_type_map', `defn(format(``ripc_type_map[%%s]'', `$1')))
define(`ripc_type_map_set', `define(format(``ripc_type_map[%%s]'', `$1'), `$2'))

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_ripc.m4
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#
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#
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#

policy_module(polarisquack, 1.0);
type polaris_quack_device_t;
dev_node(polaris_quack_device_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisquack.te
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#

# Polaris lua files
/lu/(.*)?\(.*\)_lua --gen_context(system_u:object_r:polaris_lua_file_t,s0)
/usr/binos/conf/(.*)?\(.*\)_lua --gen_context(system_u:object_r:polaris_lua_file_t,s0)
/lu/(.*)?\(.*\)_so --gen_context(system_u:object_r:lib_t,s0)
/lu/(.*)?\(.*\) --dgen_context(system_u:object_r:usr_t,s0)
/lu --dgen_context(system_u:object_r:usr_t,s0)

#Polaris nginx lua files
/var/scripts/lua/(.*)? --d gen_context(system_u:object_r:polaris_lua_file_t,s0)
/var/scripts/lua/(.*)? -- gen_context(system_u:object_r:polaris_lua_file_t,s0)

# why did we put .so libraries in /var directory?
/var/LibLua/LuaXML\_lib\_so --gen_context(system_u:object_r:lib_t,s0)
/var/LibLua/cjson\_so --gen_context(system_u:object_r:lib_t,s0)
/var/LibLua/(.*)?\_lua --gen_context(system_u:object_r:polaris_lua_file_t,s0)

#lu -- gen_context(system_u:object_r:polaris_lua_file_t,s0)
/lu/(.*)? -- gen_context(system_u:object_r:polaris_lua_file_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislua.fc
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#
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscfg.fc
No license file was found, but licenses were detected in source scan.

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#

/var/log/dmi(/.*)? gen_context(system_u:object_r:polaris_dmi_var_log_t,s0)
/tmp/stream-parsers(/.*)? gen_context(system_u:object_r:polaris_dmi_parser_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmiopdatamgrd.fc
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#

## <summary>Polaris container Policy Rules.</summary>

#################################################################
## <summary>
## Creates types and rules for a basic
## polaris container process domain.
## </summary>
## <param name="stem">
## <summary>
## Stem for the domain. Name is contructed as polaris_stem_container_t
## </summary>
## </param>
#

# template('polaris_container_domain_template',`
  gen_require(`
    type svirt_sandbox_file_t;
    type virt_lxc_var_run_t;
    attribute sandbox_net_domain;
    attribute svirt_sandbox_domain;
  `);
bool virt_sandbox_use_sys_admin;
bool virt_sandbox_use_mknod;
bool virt_sandbox_use_all_caps;
bool virt_sandbox_use_netlink;

)

type polaris_$1_container_t, svirt_sandbox_domain;
domain_type(polaris_$1_container_t)
domain_user_exemption_target(polaris_$1_container_t)
mls_rangetrans_target(polaris_$1_container_t)
mcs_constrained(polaris_$1_container_t)
role system_r types polaris_$1_container_t;

logging_send_syslog_msg(polaris_$1_container_t)

kernel_read_system_state(polaris_$1_container_t)
kernell_read_all_proc(polaris_$1_container_t)

virt_default_capabilities(polaris_$1_container_t)
typeattribute polaris_$1_container_t sandbox_net_domain;
dontaudit polaris_$1_container_t self:capability fsetid;
dontaudit polaris_$1_container_t self:capability2 block_suspend;
allow polaris_$1_container_t self:process { execstack execmem }
manage_chr_files_pattern(polaris_$1_container_t, svirt_sandbox_file_t, svirt_sandbox_file_t)
kernel_load_module(polaris_$1_container_t)

tunable_policy(`virt_sandbox_use_sys_admin',
    allow polaris_$1_container_t self:capability sys_admin;
')

tunable_policy(`virt_sandbox_use_mknod',
    allow polaris_$1_container_t self:capability mknod;
')

tunable_policy(`virt_sandbox_use_all_caps',
    allow polaris_$1_container_t self:capability all_capability_perms;
    allow polaris_$1_container_t self:capability2 all_capability2_perms;
')

tunable_policy(`virt_sandbox_use_netlink',
    allow polaris_$1_container_t self:netlink_socket create_socket_perms;
    allow polaris_$1_container_t self:netlink_tcpdiag_socket create_netlink_socket_perms;
    allow polaris_$1_container_t self:netlink_kobject_uevent_socket create_socket_perms;
);
logging_dontaudit_send_audit_msgs(polaris_$1_container_t)

allow polaris_$1_container_t virt_lxc_var_run_t:dir list_dir_perms;


allow polaris$_1_container_t virt_lxc_var_run_t:file read_file_perms;

kernel_read_irq_sysctls(polaris$_1_container_t)
kernell_read_messages(polaris$_1_container_t)

dev_read_sysfs(polaris$_1_container_t)
dev_read_mtrr(polaris$_1_container_t)
dev_read_rand(polaris$_1_container_t)
dev_read_urand(polaris$_1_container_t)

files_read_kernel_modules(polaris$_1_container_t)

# Do we actually need these?
fs_mount_cgroup(polaris$_1_container_t)
fs_manage_cgroup_dirs(polaris$_1_container_t)
fs_manage_cgroup_files(polaris$_1_container_t)
# Needed for docker
fs_unmount_xattr_fs(polaris$_1_container_t)

auth_use_nsswitch(polaris$_1_container_t)

optional_policy(`
rpm_read_db(polaris$_1_container_t)
``)

logging_send_syslog_msg(polaris$_1_container_t)

tunable_policy(`virt_sandbox_use_audit',`
    logging_send_audit_msgs(polaris$_1_container_t)
``)

userdom_use_user_ptys(polaris$_1_container_t)

optional_policy(`
    # allow vman to kill lxc container process
    # on shutdown where vman destroys container-related
    # stuff after a timeout period
    polaris_vman_kill_process(polaris$_1_container_t)
``)

# copied from polariscommon.if. If the label is added in
# in permissive map, the below interface will make permissive
ifelse(permissive_domain(polaris$_1_container_t), polaris$_1_container_t, `polaris_permissive_domain_setup(polaris$_1_container_t)`)
    confined_domain(polaris$_1_container_t, polaris$_1_container_t, `polaris_domain_maybe_unconfined(polaris$_1_container_t)`)
``)
### <summary>
### Creates types and rules for a basic polaris KVM container process domain.
### </summary>
### <param name="stem">
### <summary>
### Stem for the domain. Name is constructed as polaris_stem_container_t
### </summary>
### </param>
#
#
template('polaris_kvm_domain_template',
    gen_require(''
        attribute virt_domain;
        type svirt_image_t;
    ')
)

    # for now, things are same as polaris_container_domain_template
    polaris_container_domain_template($1)

    typeattribute polaris_$1_container_t virt_domain;
    # allow {map} of svirt_image_t needed by VWAAS similar to svirt
    allow polaris_$1_container_t svirt_image_t:{ file blk_file } map;
    ')

### <summary>
### Read Sandbox Files
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
#
interface('polaris_sandbox_file_read',
    gen_require(''
        type svirt_sandbox_file_t;
    ')
)
    read_files_pattern($1, svirt_sandbox_file_t, svirt_sandbox_file_t)
    read_lnk_files_pattern($1, svirt_sandbox_file_t, svirt_sandbox_file_t)
    list_dirs_pattern($1, svirt_sandbox_file_t, svirt_sandbox_file_t)
    ')

### <summary>
### Read Sandbox Files
### </summary>
# <param name="domain">
## <summary>
Domain allowed access.
## </summary>
#</param>

#
interface('polaris_sandbox_file_dir_list',
  gen_require(
    type polaris_disk_bootflash_t;
    type polaris_disk_harddisk_t;
    type svirt_sandbox_file_t;
  )
  list_dirs_pattern($1, { svirt_sandbox_file_t polaris_disk_bootflash_t polaris_disk_harddisk_t }, svirt_sandbox_file_t)
  optional_policy(
    gen_require(
      type polaris_iox_alt_hdd_files_t;
    )
    list_dirs_pattern($1, polaris_iox_alt_hdd_files_t, svirt_sandbox_file_t)
  )
)

#######################################
## <summary>
##      Getattr of Sandbox Files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_sandbox_file_getattr',
  gen_require(
    type polaris_disk_bootflash_t;
    type polaris_disk_harddisk_t;
    type svirt_sandbox_file_t;
  )
  getattr_files_pattern($1, { svirt_sandbox_file_t polaris_disk_bootflash_t polaris_disk_harddisk_t }, svirt_sandbox_file_t)
  optional_policy(
    gen_require(
      type polaris_iox_alt_hdd_files_t;
    )
    getattr_files_pattern($1, polaris_iox_alt_hdd_files_t, svirt_sandbox_file_t)
  )
hostname = $1

interface(`polaris_utd_container',
    allow $1 self:netlink_generic_socket client_stream_socket_perms;
')

interface(`polaris_iox_container_domtrans',
    gen_require(`
        type polaris_iox_container_t;
        type container_file_t;
    `)
    domain_transition_pattern($1, container_file_t, polaris_iox_container_t)
')

interface(`polaris_iox_container_watch',
    gen_require(`
        type tmpfs_t;
type container_file_t;

allow $1 container_file_t: { dir file lnk_file} watch;
allow $1 tmpfs_t: { dir file lnk_file} watch;

########################################
## <summary>
##      Send messages to utdl container unix datagram sockets.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
#interface(`polaris_utdl_container_dgram_send`,
#   gen_require(
#      type polaris_utdl_container_t;
#   )
#   allow $1 polaris_utdl_container_t:unix_dgram_socket sendto;
#

########################################
## <summary>
##      Allow unix stream socket connect
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
#interface(`polaris_waas_stream_connect`,
#   gen_require(
#      type polaris_waas_container_t;
#   )
#   allow $1 polaris_waas_container_t:unix_stream_socket connectto;
#
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscontainer.if
No license file was found, but licenses were detected in source scan.

# # March 2017, Victor Kamensky #
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#

/tmp/flashlock -- gen_context(system_u:object_r:polaris_flashlib_lock_t,s0)
/tmp/flashdev.log -- gen_context(system_u:object_r:polaris_flashlib_log_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisflashlib.fc
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#
# Oct 2020, Xin Xiang
#
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#

# dma map devices
/dev/dmammap -c gen_context(system_u:object_r:polaris_dmammap_device_t,s0)

# /dev/dma_nw is introduced by Nightwatch switch module on ESG routing platform
/dev/dma_nw -c gen_context(system_u:object_r:polaris_dmammap_device_t,s0)

# dplr interrupt devices
/dev/dplr_intrpt -c gen_context(system_u:object_r:polaris_dplr_device_t,s0)

# /dev/dplr_nw is introduced by Nightwatch switch module on ESG routing platform
/dev/dplr_nw -c gen_context(system_u:object_r:polaris_dplr_device_t,s0)

# e.g., /dev/mdi/Slot8/Doppler0/Group0
/dev/mdi/Slot[0-9]+/Doppler[0-9]+ -c gen_context(system_u:object_r:polaris_dplr_device_t,s0)
/dev/mdi/Slot[0-9]+/Doppler[0-9]+/(.*) -c gen_context(system_u:object_r:polaris_dplr_device_t,s0)

'no license file was found, but licenses were detected in source scan.'
## <summary>
## Make the specified domain able to manage tmp file created by ncd.sh like /tmp/etc/ncd_work_dir
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
#
interface('polaris_ncd_tmp_manage',
    gen_require(
        type polaris_ncd_tmp_t;
    
    manage_dirs_pattern($1, polaris_ncd_tmp_t, polaris_ncd_tmp_t)
    manage_files_pattern($1, polaris_ncd_tmp_t, polaris_ncd_tmp_t)
    manage_lnk_files_pattern($1, polaris_ncd_tmp_t, polaris_ncd_tmp_t)
    )
)

##################################################
## <summary>
## Make the specified domain able to read tmp file created by ncd.sh like /tmp/ufs/crashinfo
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
#
interface('polaris_ncd_tmp_read',
    gen_require(
        type polaris_ncd_tmp_t;
    
    list_dirs_pattern($1, polaris_ncd_tmp_t, polaris_ncd_tmp_t)
    read_files_pattern($1, polaris_ncd_tmp_t, polaris_ncd_tmp_t)
    read_lnk_files_pattern($1, polaris_ncd_tmp_t, polaris_ncd_tmp_t)
    )
)

##################################################
## <summary>
## Make the specified domain able to read etc file created by ncd.sh like /etc/conf/unifiedfs/mount_data
## </summary>
## <param name="type">
## Domain allowed access.
## </summary>
interface('polaris_ncd_etc_read',
    gen_require('  
        type polaris_ncd_etc_t;
    ')
    read_files_pattern($1, polaris_ncd_etc_t, polaris_ncd_etc_t)
')

########################################
## <summary>
##      Execute a domain transition to run ncd.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface('polaris_ncd_domtrans',
    gen_require('  
        type polaris_ncd_t, polaris_ncd_exec_t;
    ')
    domtrans_pattern($1, polaris_ncd_exec_t, polaris_ncd_t)
')

########################################
## <summary>
##      Execute a domain transition to run unifiedfs_helper.sh.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface('polaris_ufs_helper_domtrans',
    gen_require('  
        type polaris_ufs_helper_t, polaris_ufs_helper_exec_t;
    ')
    domtrans_pattern($1, polaris_ufs_helper_exec_t, polaris_ufs_helper_t)
')

########################################
## <summary>
##      Run rpcinfo in a domain, grant proper network permissions.
## </summary>
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>

```c
interface('polaris_ncd_rpcinfo_net',
    corenet_tcp_bind_generic_node($1)
    corenet_tcp_bind_all_rpc_ports($1)
    corenet_tcp_connect_all_rpc_ports($1)
    corenet_tcp_connect_unreserved_ports($1)
    allow $1 self:tcp_socket { bind connect create getattr getopt setopt };

    corenet_udp_bind_generic_node($1)
    corenet_udp_bind_all_rpc_ports($1)
    allow $1 self:udp_socket { bind create getattr getopt setopt };

    corenet_tcp_connect_portmap_port($1)

ifdef('passport_platform',
    # invoked rpcinfo which connects to port 2049 (nfs server)
    # port is incorrectly labelled due to falling in range of TDL define
    # of IOSd gold ripc service
    polaris_ripc_iosd_gold_connect($1)
')

ifdef('starfleet_platform',
    # invoked rpcinfo which connects to port 2049 (nfs server)
    # port is incorrectly labelled due to falling in range of TDL define
    # of IOSd gold ripc service
    polaris_ripc_iosd_gold_connect($1)
')

ifdef('bigbang_platform',
    # nfs server port 2049 is labelled as ripc-emd_ui_port_t based on TDL define
    polaris_ripc_emd_ui_connect($1)
')

)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisncd.if
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#
# July 2017, Victor Kamensky
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#

policy_module(polariscppcdm, 1.0);

gen_require(
    type polaris_cpp_cdm_t;
)

polaris_btrace_data_manage(polaris_cpp_cdm_t)
polaris_craft_data_manage(polaris_cpp_cdm_t)
polaris_chasfs_manager(polaris_cpp_cdm_t)
polaris_tdlresolve_read(polaris_cpp_cdm_t)
polaris_tdlldb_list_dirs(polaris_cpp_cdm_t)
polaris_cplrd_read(polaris_cpp_cdm_t)
polaris_flashlib_read(polaris_cpp_cdm_t)

polaris_cpp_tmp_files_use(polaris_cpp_cdm_t)
# works with /dev/cpp_dev_info and /dev/cpp_kipc
polaris_cpp_dev_use(polaris_cpp_cdm_t)
polaris_cpp_tmpfs_ifdev_rw(polaris_cpp_cdm_t)

polaris_icc_broken_relocations(polaris_cpp_cdm_t)

allow polaris_cpp_cdm_t self:capability net_admin;

# get attributes of /dev/shm from glibc where_is_shmfs function
fs_getattr_tmpfs(polaris_cpp_cdm_t)

polaris_cpp_cavium_sdk_ipc_use(polaris_cpp_cdm_t)

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvh58515)
ifdef(`crankshaft_family',`
polaris_dev_mem_use(polaris_cpp_cdm_t)
`)

# overlord/neptune access /sys/bus/pci/devices/0000:01:00.0/resource0
# when initializing the CPP DMAP library.
optional_policy(`
polaris_cpp_cavium_dma_map(polaris_cpp_cdm_t)
`)

optional_policy(`
polarisCBDma_dev_use(polaris_cpp_cdm_t)
`)

polaris_cpld_dev_use(polaris_cpp_cdm_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppcdm.te
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#
# August 2017, Victor Kamensky
#
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#
#
## <summary>Polaris bsm Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbsm.if
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
#
/obfl -l gen_context(system_u:object_r:polaris_obfl_data_t,s0)
/obfl0 -l gen_context(system_u:object_r:polaris_obfl_data_t,s0)
/tmp/obfl(/.*)? gen_context(system_u:object_r:polaris_obfl_data_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisobfl.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
#
/dev/cpld -c gen_context(system_u:object_r:polaris_cpld_device_t,s0)
/dev/cpld-ha -c gen_context(system_u:object_r:polaris_cpld_device_t,s0)
/dev/cpld-misc-int -c gen_context(system_u:object_r:polaris_cpld_device_t,s0)
/dev/cpld-virtual-fp -c gen_context(system_u:object_r:polaris_cpld_device_t,s0)
/dev/cpld-virtual-cc -c gen_context(system_u:object_r:polaris_cpld_device_t,s0)

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38982
dnl

dnl January 2021, Vaibhav Lade

dnl

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dnl

dnl VPCGW Platform Max Bay Limits

max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)

max_elastic_map_set(`rp', `elastic', BPROC_UEMGR, 7)
max_elastic_map_set(`cc', `elastic', BPROC_UEMGR, 7)
max_elastic_map_set(`fp', `elastic', BPROC_UEMGR, 7)

max_elastic_ripc_map_set(`rp', `elastic', BPROC_UEMGR, 7)
max_elastic_ripc_map_set(`cc', `elastic', BPROC_UEMGR, 7)
max_elastic_ripc_map_set(`fp', `elastic', BPROC_UEMGR, 7)

# July 2017, Victor Kamensky
#
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#

## <summary>Polaris gsd_rp Policy Rules.</summary>

# January 2018, Manohar Hungund
#
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#
policy_module(polarisoctdplogrp, 1.0);

gen_require(
    type polaris_oct_dp_log_rp_t;
')

polaris_btrace_data_manage(polaris_oct_dp_log_rp_t)
polaris_chasfs_manage(polaris_oct_dp_log_rp_t)
polaris_tdlresolve_read(polaris_oct_dp_log_rp_t)
polaris_tddldb_list_dirs(polaris_oct_dp_log_rp_t)
polaris_cpld_read(polaris_oct_dp_log_rp_t)
polaris_flashlib_read(polaris_oct_dp_log_rp_t)
polaris_ripc_sman_ui_serv_connect(polaris_oct_dp_log_rp_t)

# direct access to serial TTY devices
# (octeon_dp_logger needs to access /dev/ttyDASH7)
term_open_unallocated_ttys(polaris_oct_dp_log_rp_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisoctdplogrp.te
No license file was found, but licenses were detected in source scan.

# # June 2020, Manu Roy
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#

## <summary>Polaris iotswitch Policy Rules.</summary>
#
#
# ###################
## <summary>
## Work (read, write, ioctl) with /dev/petra-fpga device
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_iots_fpga_dev_use`,
    gen_require(
        type device_t;
        type polaris_iots_fpga_device_t;
    )
write_chr_files_pattern($1, device_t, polaris_iots_fpga_device_t)
read_chr_files_pattern($1, device_t, polaris_iots_fpga_device_t)
allow $1 polaris_iots_fpga_device_t:chr_file map;
)

######################################
## <summary>
## Work (read, write, ioctl) with /dev/tm
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_iots_tm_dev_use',
  gen_require(
    type device_t;
    type polaris_iots_tm_device_t;
  )
  write_chr_files_pattern($1, device_t, polaris_iots_tm_device_t)
  read_chr_files_pattern($1, device_t, polaris_iots_tm_device_t)
  allow $1 polaris_iots_tm_device_t:chr_file map;
  )

######################################
## <summary>
## Allow access to semaphore with type polaris_cm_rp_t
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_cm_rp_sem_use',
  gen_require(
    type polaris_cm_rp_t;
  )
  allow $1 polaris_cm_rp_t:sem rw_sem_perms;
  )

######################################
## <summary>
## Allow access to semaphore with type polaris_iots_mvDmaDrv_device_t
## </summary>
## <param name="domain">
## </param>
## Domain allowed access.

```c
interface(`polaris_mvDmaDrv_dev_use',
    gen_require(
        type device_t;
        type polaris_iots_mvDmaDrv_device_t;
    )
    write_chr_files_pattern($1, device_t, polaris_iots_mvDmaDrv_device_t)
    read_chr_files_pattern($1, device_t, polaris_iots_mvDmaDrv_device_t)
    allow $1 polaris_iots_mvDmaDrv_device_t:chr_file map;
)
```

## Allow access to semaphore with type polaris_iots_mvIntDrv_device_t

```c
interface(`polaris_mvIntDrv_dev_use',
    gen_require(
        type device_t;
        type polaris_iots_mvIntDrv_device_t;
    )
    write_chr_files_pattern($1, device_t, polaris_iots_mvIntDrv_device_t)
    read_chr_files_pattern($1, device_t, polaris_iots_mvIntDrv_device_t)
)
```

## Manage iots swipedrive files

```c
interface(`polaris_swipedrive_file_manage',
    gen_require(
        type polaris_iots_swipedrive_file_t;
    )
    manage_files_pattern($1, polaris_iots_swipedrive_file_t, polaris_iots_swipedrive_file_t)
)
```
manage_link_files_pattern($1, polaris_iots_swipedrive_file_t, polaris_iots_swipedrive_file_t)
manage_dirs_pattern($1, polaris_iots_swipedrive_file_t, polaris_iots_swipedrive_file_t)
')

#########################################################################
## <summary>
## Get the attributes of a swipe drive
## filesystem.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_getattr_swipedrive',
  gen_require(
    type polaris_iots_swipedrive_file_t;
  ')
  allow $1 polaris_iots_swipedrive_file_t:filesystem getattr;
')

#########################################################################
## <summary>
## Allow access to semaphore with type polaris_iots_led_device_t
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_led_dev_use',
  gen_require(
    type device_t;
    type polaris_iots_led_device_t;
  ')
  write_chr_files_pattern($1, device_t, polaris_iots_led_device_t)
  read_chr_files_pattern($1, device_t, polaris_iots_led_device_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiotswitch.if
No license file was found, but licenses were detected in source scan.

#
# December 2019, Victor Kamensky
### <summary>Polaris fnf_agg Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfnfagg.if
No license file was found, but licenses were detected in source scan.

### <summary>Polaris TDLResolve Policy Rules.</summary>

```
# TDLresolve policy

### <summary>
###      Open tdlresolve files
### </summary>
### <param name="domain">
###      <summary>
###      Domain allowed access.
### </summary>
### </param>
### <rolebase/>
#
interface(`polaris_tdlresolve_read',
    gen_require(
        type polaris_tdlresolve_t;
        )
        read_files_pattern($1, polaris_tdlresolve_t, polaris_tdlresolve_t)
        read_link_files_pattern($1, polaris_tdlresolve_t, polaris_tdlresolve_t)
        list_dirs_pattern($1, polaris_tdlresolve_t, polaris_tdlresolve_t)
        allow $1 polaris_tdlresolve_t:file map;
    gen_require(
        type polaris_global_service_t;
        )
        read_files_pattern($1, polaris_global_service_t, polaris_global_service_t)
        allow $1 polaris_global_service_t:file map;
```
')

************************************************************************
## <summary>
## Manage tdlresolve files
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolebase/>
#
interface('polaris_tdlresolve_manage',
  gen_require(
    type polaris_tdlresolve_t;
    )
    manage_files_pattern($1, polaris_tdlresolve_t, polaris_tdlresolve_t)
    manage_link_files_pattern($1, polaris_tdlresolve_t, polaris_tdlresolve_t)
    manage_dirs_pattern($1, polaris_tdlresolve_t, polaris_tdlresolve_t)
    allow $1 polaris_tdlresolve_t:file map;
  gen_require(
    type polaris_global_service_t;
    )
    manage_files_pattern($1, polaris_global_service_t, polaris_global_service_t)
    allow $1 polaris_global_service_t:file map;
  )

************************************************************************
## Watch tdlresolve directories
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
## <rolebase/>
#
interface('polaris_tdlresolve_watch',
  gen_require(
    type polaris_tdlresolve_t;
    )
    allow $1 polaris_tdlresolve_t:dir watch;
  )

Found in path(s):
  */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristdlresolve.if
No license file was found, but licenses were detected in source scan.

# September 2018, Anubha Balani
#
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#
/tmp/maroon_stats -d $gen_context(system_u:object_r:polaris_maroon_base_t,s0)
# zram devices
/dev/zram[0-9]* -b $gen_context(system_u:object_r:polaris_zram_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismemory.fc
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# July 2020, Victor Kamensky
#
# Copyright (c) 2020 by Cisco Systems, Inc.
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#
policy_module(polarishtx, 1.0);

gen_require(
    
    type polaris_h_tx_t;

')
polaris_chasfs_read(polaris_h_tx_t)
polaris_cpld_read(polaris_h_tx_t)
polaris_tdlresolve_read(polaris_h_tx_t)
polaris_ripc_sman_ui_serv_connect(polaris_h_tx_t)

logging_send_syslog_msg(polaris_h_tx_t)

# LOOK AT ME uses shell and mkdir just to create /tmp/HTX-IOX directory
# should be single mkdir system call, in fact even this may not
# be needed since it is created by system-tempfiles
corecmd_exec_shell(polaris_h_tx_t)
corecmd_exec_bin(polaris_h_tx_t)
auth_use_nsswitch(polaris_h_tx_t)

# call posix_sysconf that opens /sys/devices/system/cpu/online
dev_read_sysfs(polaris_h_tx_t)

# create threads
allow polaris_hxt_t self:process setsched;
allow polaris_hxt_t self:capability sys_nice;

optional_policy(
    polaris_qfp_dgram_send(polaris_hxt_t)
')

# vconfd_load_shared_schemas
polaris_confds_shared_schema_read(polaris_hxt_t)

type polaris_hxt_iox_tmp_t;
files_tmp_file(polaris_hxt_iox_tmp_t)
polaris_hxt_iox_tmp_manage(polaris_hxt_t)

# htx logs files like /tmp/nwaas_log_sslproxy.log
type polaris_hxt_tmp_t;
files_tmp_file(polaris_hxt_tmp_t)
files_tmp_filetrans(polaris_hxt_t, polaris_hxt_tmp_t, file)
manage_files_pattern(polaris_hxt_t, polaris_hxt_tmp_t, polaris_hxt_tmp_t)

# handle /dev/shm/tcpproxy_debug_shm
type polaris_hxt_tmpfs_t;
files_tmpfs_file(polaris_hxt_tmpfs_t)
fs_tmpfs_filetrans(polaris_hxt_t, polaris_hxt_tmpfs_t, file)
fs_getattr_tmpfs(polaris_hxt_t)
gen_require(''
    type tmpfs_t;
')
manage_files_pattern(polaris_hxt_t, tmpfs_t, polaris_hxt_tmpfs_t)
allow polaris_hxt_t polaris_hxt_tmpfs_t:file map;

# work with /tmp/memif
optional_policy(
    polaris_qfp_memif_manage(polaris_hxt_t)
')

# sppi_memif
type polaris_sppi_memif_device_t;
dev_node(polaris_sppi_memif_device_t)
polaris_sppi_memif_dev_use(polaris_hxt_t)

# packet_socket uinet_if_sppi_channel_init
allow polaris_hxt_t self:packet_socket { create_socket_perms recv_msg send_msg};
allow polaris_hxt_t self:capability net_raw;

# read and write /bootflash/cacert-ssl.pem
polaris_bootflash_manager(polaris_hxt_t)
# March 2017, Victor Kamensky
#
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#

## <summary>Polaris nginx Policy Rules.</summary>

#<summary>
# Allow domain to be started by nginx with
# transition into specific service domain.
#</summary>
#<param name="domain">
# Type to be used to run utility.
#</param>
#<param name="entry_point">
# Type of the program to be used as an entry point to this domain.
#</param>

interface(`polaris_nginx_exec_domain',`
gen_require(`
type polaris_nginx_t;
')
domtrans_pattern(polaris_nginx_t, $2, $1)
')

#<summary>
# Execute mcp_trace_filter script in its own domain.
#</summary>
#<param name="domain">
# Domain allowed to transition.
#</param>
#
interface(`polaris_trace_filter_domtrans',`
gen_require(
    type polaris_trace_filter_t, polaris_trace_filter_exec_t;
)

dontrans_pattern($1, polaris_trace_filter_exec_t, polaris_trace_filter_t)
')

##############################################################################
## <summary>
##      Execute file transfer client in its own domain.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface('polaris_file_transfer_client_domtrans',
    gen_require(
        type polaris_file_transfer_client_t, polaris_file_transfer_client_exec_t;
    )
)
dontrans_pattern($1, polaris_file_transfer_client_exec_t, polaris_file_transfer_client_t)
')

##############################################################################
## <summary>
##      Allow others to perform pipe operations on nginx files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to perform the operation
##      </summary>
## </param>
#
interface('polaris_nginx_manage_fifo_files',
    gen_require(
        type polaris_nginx_t;
        type $1;
    )
)
manage_fifo_files_pattern($1, polaris_nginx_t, polaris_nginx_t)
')

##############################################################################
## <summary>
##      Allow the specified domain to manage polaris_nginx_tmp_t files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_nginx_tmp_manage',
    gen_require(
        type polaris_nginx_tmp_t;
    ')
    manage_files_pattern($1, polaris_nginx_tmp_t, polaris_nginx_tmp_t)
    files_tmp_filetrans($1, polaris_nginx_tmp_t, file, "ca.cert")
')

#######################################
## <summary>
##      Manage polaris_fts_client_tmp_t in /tmp/fts_client.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
interface('polaris_fts_client_tmp_manage',
    gen_require(
        type polaris_fts_client_tmp_t;
    ')
    manage_files_pattern($1, polaris_fts_client_tmp_t, polaris_fts_client_tmp_t)
    manage_dirs_pattern($1, polaris_fts_client_tmp_t, polaris_fts_client_tmp_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnginx.if
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#
# February 2020, Victor Kamensky
#
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#
## <summary>Polaris cedgetanman Policy Rules.</summary>

###################################################
## <summary>
## Read cedge tanman files and fifo_file. I.e
## /tmp/tan/tan_evt_fifo
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>

```c
interface(`polaris_cedge_tanman_tmp_manage',
  gen_require(,
    type polaris_cedge_tanman_tmp_t;
    )
  read_files_pattern($1, polaris_cedge_tanman_tmp_t, polaris_cedge_tanman_tmp_t)
  read_fifo_files_pattern($1, polaris_cedge_tanman_tmp_t, polaris_cedge_tanman_tmp_t)
)}
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedgetanman.if
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# November 2017, Victor Kamensky
#
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#

# polarisgnmib file contexts place holder
/flash1/gNOI_iosxe_.*  gen_context(system_u:object_r:polaris_gnmib_gnoi_images_t,s0)
/bootflash/gNOI_iosxe_.*  gen_context(system_u:object_r:polaris_gnmib_gnoi_images_t,s0)
/mnt/sd3/user/gNOI_iosxe_.*  gen_context(system_u:object_r:polaris_gnmib_gnoi_images_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisgnmib.fc
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#
# November 2020, Christine Hwang
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#

## <summary>Polaris bbu Policy Rules.</summary>

# Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 38995
## Work (read, write, ioctl) with /dev/ttyS2
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>

```csharp
interface('polaris_bbu_dev_use',

    gen_require(
        type device_t;
        type polaris_bbu_device_t;
    ')

    write_chr_files_pattern($1, device_t, polaris_bbu_device_t)
    read_chr_files_pattern($1, device_t, polaris_bbu_device_t)
    allow $1 polaris_bbu_device_t:chr_file map;

')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbbu.if
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#

## <summary>Polaris polarisrollbacktimer Policy Rules.</summary>

########################################################################
## <summary>
## Manage rbtimer file on bootflash (i.e /bootflash/.rollback_timer)
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>

# interface('polaris_rbtimer_bootflash_manage',
#
#    gen_require(
#        type polaris_disk_bootflash_t;
#        type polaris_rbtimer_bootflash_t;
#    ')
#
#    manage_dirs_pattern($1, polaris_disk_bootflash_t, polaris_rbtimer_bootflash_t)
#    manage_files_pattern($1, polaris_rbtimer_bootflash_t, polaris_rbtimer_bootflash_t)
```
filetrans_pattern($1, polaris_disk_bootflash_t, polaris_rbtimer_bootflash_t, dir, ".rollback_timer")
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrollbacktimer.if
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#

## <summary>Polaris keyman Policy Rules.</summary>

Found in path(s):
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#

## <summary>Polaris polarisoom Policy Rules.</summary>

Found in path(s):
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#  # July 2017, Victor Kamensky
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#

/usr/binos/conf/install_engine.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/binos/conf/install_assist.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/binos/conf/install_helper.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/binos/conf/sw_pload_svc.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/binos/conf/provision.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/binos/conf/issu_helper.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/issu/issu_check.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/binos/conf/packtool.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
# The following labels are specific to hot patch a SMUs shared objects
# using .so files). For cold patch files, the patch is subset of a package
# (it has the same structure) and therefore regular labeling rules will
# be in effect.

```bash
/usr/binos/conf/install_boottime.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/bin/os/conf/install_selinux.sh -- gen_context(system_u:object_r:polaris_install_selinux_exec_t,s0)
/usr/binos/conf/install_show.sh -- gen_context(system_u:object_r:polaris_install_show_exec_t,s0)
/usr/binos/conf/install_issu_show.py -- gen_context(system_u:object_r:polaris_install_show_exec_t,s0)
/usr/binos/conf/calcsha.sh -- gen_context(system_u:object_r:polaris_install_engine_exec_t,s0)
/usr/binos/conf/C9800-Wireless_startup_script.sh -- gen_context(system_u:object_r:polaris_install_wireless_exec_t,s0)
/usr/binos/conf/C9800-Wireless_stop_script.sh -- gen_context(system_u:object_r:polaris_install_wireless_exec_t,s0)
/tmp/issu(/.*)? gen_context(system_u:object_r:polaris_issu_tmp_files_t,s0)
/tmp/installer(/.*)? gen_context(system_u:object_r:polaris_disk_install_t,s0)
/tmp/images(/.*)? gen_context(system_u:object_r:polaris_install_images_t,s0)
/tmp/installer_tmplog(/.*)? gen_context(system_u:object_r:polaris_install_tmp_log_t,s0)
/tmp/all_trans_log gen_context(system_u:object_r:polaris_install_tmp_t,s0)
/tmp/sw/rp(/.*)? gen_context(system_u:object_r:polaris_sw_data_t,s0)
/tmp/sw/fp(/.*)? gen_context(system_u:object_r:polaris_sw_data_t,s0)
/tmp/sw/cc(/.*)? gen_context(system_u:object_r:polaris_sw_data_t,s0)
/tmp/sw/mount(/.*)? gen_context(system_u:object_r:polaris_sw_data_t,s0)
/tmp/patch gen_context(system_u:object_r:polaris_patch_data_t,s0)
/tmp/patch/rp(/.*)? gen_context(system_u:object_r:polaris_patch_data_t,s0)
/tmp/patch/fp(/.*)? gen_context(system_u:object_r:polaris_patch_data_t,s0)
/tmp/patch/cc(/.*)? gen_context(system_u:object_r:polaris_patch_data_t,s0)
/tmp/patch/smus(/.*)? gen_context(system_u:object_r:polaris_patch_data_t,s0)
```

```bash
# The following labels are specific to hot patch a SMUs shared objects
# using .so files). For cold patch files, the patch is subset of a package
# (it has the same structure) and therefore regular labeling rules will
# be in effect.
# ```
# The SMU hot patch directory hierarchy should look as follows:
#
# /RP.<ARCH>/<process>/patch(s)
# /FP.<ARCH>/<process>/patch(s)
# /CC.<ARCH>/<process>/patch(s)
#
# /RP[^/]*[^/]*(.*)?        gen_context(system_u:object_r:lib_t,s0)
# /FP[^/]*[^/]*(.*)?        gen_context(system_u:object_r:lib_t,s0)
# /CP[^/]*[^/]*(.*)?        gen_context(system_u:object_r:lib_t,s0)
#
# bundlee image/subpkg labeling
/packages.conf                  -- gen_context(system_u:object_r:polaris_packages_conf_t,s0)
/.pkginfo                      -- gen_context(system_u:object_r:polaris_sw_data_t,s0)
/.*.pkg                      -- gen_context(system_u:object_r:polaris_sw_data_t,s0)
/tmp/pkg_cs_debug(/.*)? gen_context(system_u:object_r:polaris_pkg_cs_debug_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisinstall.fc
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#
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#
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#

policy_module(polarisepcwsliaison, 1.0);

gen_require(
    type polaris_epc_ws_liaison_t;
')

polaris_btrace_data_manage(polaris_epc_ws_liaison_t)
polaris_crft_data_manage(polaris_epc_ws_liaison_t)
polaris_chasfs_manage(polaris_epc_ws_liaison_t)
polaris_tdlresolve_read(polaris_epc_ws_liaison_t)
polaris_tdlldb_list_dirs(polaris_epc_ws_liaison_t)
polaris_cpld_read(polaris_epc_ws_liaison_t)
polaris_flashlib_read(polaris_epc_ws_liaison_t)
polaris_ripc_sman_ui_serv_connect(polaris_epc_ws_liaison_t)

allow polaris_epc_ws_liaison_t self:capability { dac_override };

# tshark invoked by epc_ws_liaison needs to map /etc/passwd file.
auth_map_passwd(polaris_epc_ws_liaison_t)
# access to execute /sbin/tshark
corecmd_exec_bin(polaris_epc_ws_liaison_t)

# dumpcap needs access to net dir in sysfs
dev_read_sysfs(polaris_epc_ws_liaison_t)

# comm="dumpcap" kmod="net-pf-16,proto-12"
kernel_dontaudit_request_load_module(polaris_epc_ws_liaison_t)

# write pcap files to /bootflash
polaris_bootflash_manage(polaris_epc_ws_liaison_t)

# epc_ws_liaison and ngwc-fed pipe interaction
polaris_fed_shm_file_read(polaris_epc_ws_liaison_t)

# for pluggable FS, allow epc liaison to access files on them.
polaris_removable_manage(polaris_epc_ws_liaison_t)

# tshark and dumpcap runtime requirements
allow polaris_epc_ws_liaison_t self:capability { net_raw setgid setuid };
allow polaris_epc_ws_liaison_t self:netlink_netfilter_socket create;
allow polaris_epc_ws_liaison_t self:netlink_route_socket { bind create getattr nlmsg_read };
allow polaris_epc_ws_liaison_t self:packet_socket { bind create getopt ioctl map setopt };
allow polaris_epc_ws_liaison_t self:process setcap;
allow polaris_epc_ws_liaison_t self:unix_dgram_socket { create ioctl };
allow polaris_epc_ws_liaison_t self:udp_socket { create ioctl };

# /tmp/lsn.log and /tmp/epc_ws (WS_TMP_FOLDER)
type polaris_epc_ws_liaison_tmp_t;
files_tmp_file(polaris_epc_ws_liaison_tmp_t)
files_tmp_filetrans(polaris_epc_ws_liaison_t, polaris_epc_ws_liaison_tmp_t, { file dir })
manage_dirs_pattern(polaris_epc_ws_liaison_t, polaris_epc_ws_liaison_tmp_t, polaris_epc_ws_liaison_tmp_t)
manage_files_pattern(polaris_epc_ws_liaison_t, polaris_epc_ws_liaison_tmp_t, polaris_epc_ws_liaison_tmp_t)
manage_fifo_files_pattern(polaris_epc_ws_liaison_t, polaris_epc_ws_liaison_tmp_t, polaris_epc_ws_liaison_tmp_t)

# CLI: show platform software wireshark show
polaris_utility_domain_template(wireshark_show)
polaris_bexecute_domain(polaris_wireshark_show_t, polaris_wireshark_show_exec_t)

polaris_chasfs_manage(polaris_wireshark_show_t)
corecmd_exec_bin(polaris_wireshark_show_t)

# map /etc/passwd
auth_map_passwd(polaris_wireshark_show_t)
# open, read,getattr pcap files
polaris_bootflash_read(polaris_wireshark_show_t)

# write into pipe that smand created for us with popen
polaris_smand_use_fifo(polaris_wireshark_show_t)

corecmd_exec_shell(polaris_wireshark_show_t)

# sys file /sys/devices/system/cpu/online
deve_read_sysfs(polaris_wireshark_show_t)

# tshark and dumpcap runtime requirements
allow polaris_wireshark_show_t self:capability [ setgid setuid net_admin ];
allow polaris_wireshark_show_t self:netlink_netfilter_socket create;
allow polaris_wireshark_show_t self:netlink_route_socket { bind create getattr nlmsg_read };
allow polaris_wireshark_show_t self:process setcap;
allow polaris_wireshark_show_t self:udp_socket { create ioctl };
allow polaris_wireshark_show_t self:unix_dgram_socket { create ioctl };

dumpcap needs access "/tmp/epc_ws/wif_to_ts_pipe" fifo file
polaris_epc_ws_liaison_fifo_read(polaris_wireshark_show_t)

# comm="dumpcap" kmod="net-pf-16_proto-12"
kernell_request_load_module(polaris_wireshark_show_t)

#/tmp/*.pcapng
type polaris_wireshark_show_tmp_t;
files_tmp_file(polaris_wireshark_show_tmp_t)
files_tmp_filetrans(polaris_wireshark_show_t, polaris_wireshark_show_tmp_t, file)
polaris_wireshark_show_tmp_manage(polaris_wireshark_show_t)

Found in path(s):
* /opt/cola/permissions/1103963160_1615183271.1/0/selinux-tar/selinux/polarisepcwsliaison.te
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#
# June 2020, Manu Roy
#
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#

policy_module(polarisiotswitch, 1.0);

# petra fpga device (/dev/petra-fpga)
type polaris_iots_fpga_device_t;
dev_node(polaris_iots_fpga_device_t)
# petra DMA ASIC driver (/dev/mvDmaDrv)
type polaris_iots_mvDmaDrv_device_t;
dev_node(polaris_iots_mvDmaDrv_device_t)

# petra Interrupt Asic driver (/dev/mvIntDrv)
type polaris_iots_mvIntDrv_device_t;
dev_node(polaris_iots_mvIntDrv_device_t)

# petra tm device (/dev/tm)
type polaris_iots_tm_device_t;
dev_node(polaris_iots_tm_device_t)

# petra tm device (/dev/mmcblk1p1))
type polaris_iots_swipedrive_device_t;
dev_node(polaris_iots_swipedrive_device_t)

type polaris_iots_swipedrive_file_t;
files_type(polaris_iots_swipedrive_file_t)
dev_associate(polaris_iots_swipedrive_file_t)

# LED device (/dev/spidev0.0)
type polaris_iots_led_device_t;
dev_node(polaris_iots_led_device_t)

Found in path(s):
  */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiotswitch.te
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#

## <summary>Polaris psd Policy Rules.</summary>

########################################
##
##      Read polaris_restconf_t files, effectively files
## under /tmp/restconf
##
##      Domain allowed access.
##
##</summary>
interface('polaris_restconf_read',
    gen_require('polaris_restconf_t;')
    read_files_pattern($1, polaris_restconf_t, polaris_restconf_t)
    read_lnk_files_pattern($1, polaris_restconf_t, polaris_restconf_t)
    list_dirs_pattern($1, polaris_restconf_t, polaris_restconf_t)
)

interface('polaris_restconf_manage',
    gen_require('polaris_restconf_t;')
    manage_files_pattern($1, polaris_restconf_t, polaris_restconf_t)
    manage_lnk_files_pattern($1, polaris_restconf_t, polaris_restconf_t)
    manage_dirs_pattern($1, polaris_restconf_t, polaris_restconf_t)
)

interface('polaris_ncsshd_keys_manage',
    gen_require('polaris_ncsshd_keys_t;')
    manage_files_pattern($1, polaris_ncsshd_keys_t, polaris_ncsshd_keys_t)
    manage_lnk_files_pattern($1, polaris_ncsshd_keys_t, polaris_ncsshd_keys_t)
manage_dirs_pattern($1, polaris_ncsshd_keys_t, polaris_ncsshd_keys_t)
)

#############################################
## <summary>
## Read polaris_psd_tmp_t files, effectively access
## /tmp/dmi.ds_config created by psd and read by confd startup
## script
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## </summary>
#
interface(`polaris_psd_tmp_read',
  gen_require(`
    type polaris_psd_tmp_t;
  ')
  read_files_pattern($1, polaris_psd_tmp_t, polaris_psd_tmp_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispsd.if
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#
## <summary>Polaris smd Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisssmd.if
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
define(`polaris_process_aux_full'`,
polaris_process_domain_template($1)
)
define('polaris_process_aux',`
ifelse(process_type_map($1), `', `polaris_process_aux_full($1)')
process_type_map_set($1, 1)
``

define('polaris_process',`
polaris_process_aux(process_stem($1))
``

')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_process_te.m4
No license file was found, but licenses were detected in source scan.

#
# April 2017, Victor Kamensky
#
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#

policy_module(polarisdmincsshdmgmt, 1.0);

gen_require('``
    type polaris_dmi_nccshd_mgmt_t;
``
)

polaris_btrace_data_manage(polaris_dmi_nccshd_mgmt_t)
polaris_chasfs_manage(polaris_dmi_nccshd_mgmt_t)
polaris_tdlresolve_read(polaris_dmi_nccshd_mgmt_t)
polaris_tdldb_list_dirs(polaris_dmi_nccshd_mgmt_t)
polaris_flashlib_read(polaris_dmi_nccshd_mgmt_t)

corenet_tcp_bind_generic_node(polaris_dmi_nccshd_mgmt_t)
allow polaris_dmi_nccshd_mgmt_t self:tcp_socket { getattr getopt setopt bind create listen accept connect read write ];
allow polaris_dmi_nccshd_mgmt_t self:udp_socket {getattr create connect read write ];
allow polaris_dmi_nccshd_mgmt_t self:cap_users { sys_admin net_bind_service ];

type polaris_dmi_nccshd_mgmt_var_run_t;
files_pid_file(polaris_dmi_nccshd_mgmt_var_run_t)
manage_dirs_pattern(polaris_dmi_nccshd_mgmt_t, polaris_dmi_nccshd_mgmt_var_run_t, polaris_dmi_nccshd_mgmt_var_run_t)
manage_files_pattern(polaris_dmi_nccshd_mgmt_t, polaris_dmi_nccshd_mgmt_var_run_t, polaris_dmi_nccshd_mgmt_var_run_t)
files_pid_filetrans(polaris_dmi_nccshd_mgmt_t, polaris_dmi_nccshd_mgmt_var_run_t, { file dir })
# access /var/log/lastlog, /var/log/btmp

type polaris_dmi_ncsshd_mgmt_var_log_t:
logging_log_file(polaris_dmi_ncsshd_mgmt_var_log_t)
manage_files_pattern(polaris_dmi_ncsshd_mgmt_t, polaris_dmi_ncsshd_mgmt_var_log_t, polaris_dmi_ncsshd_mgmt_var_log_t)
logging_log_filetrans(polaris_dmi_ncsshd_mgmt_t, polaris_dmi_ncsshd_mgmt_var_log_t, file, "lastlog")
logging_log_filetrans(polaris_dmi_ncsshd_mgmt_t, polaris_dmi_ncsshd_mgmt_var_log_t, file, "btmp")

polaris_dmi_ncsshd_fwd_dgram_send(polaris_dmi_ncsshd_mgmt_t)

corenet_tcp_bind_polaris_dmi_ncsshd_mgmt_port(polaris_dmi_ncsshd_mgmt_t)
# ncsshd allows user-defined port with: netconf-yang ssh port <port_no>
corenet_tcp_bind_all_ports(polaris_dmi_ncsshd_mgmt_t)

auth_use_nsswitch(polaris_dmi_ncsshd_mgmt_t)
# assign following capabilities needed by sshd
allow polaris_dmi_ncsshd_mgmt_t self:capability {net_admin setgid sys_resource setuid sys_chroot kill};
allow polaris_dmi_ncsshd_mgmt_t self:process setrlimit;

# ncsshd requests pseudo terminal when netconf session is set up without
# explicitly specifying the subsystem name, such as netconf.
allow polaris_dmi_ncsshd_mgmt_t self:capability { chown fowner fsetid }
term_setattr_generic_ptys(polaris_dmi_ncsshd_mgmt_t)
term_getattr_pty_fs(polaris_dmi_ncsshd_mgmt_t)
term_use_generic_ptys(polaris_dmi_ncsshd_mgmt_t)
term_use_ptmx(polaris_dmi_ncsshd_mgmt_t)

# enable to read cpld file "/sys/devices/platform/cpld/board_vtype"
polaris_cpld_read(polaris_dmi_ncsshd_mgmt_t)
# for sshd needs access network interface resource
allow polaris_dmi_ncsshd_mgmt_t self:netlink_route_socket r_netlink_socket_perms;

# calls socketat server_listen at mgmt/dmi/ncsshd/src/sshd.c
polaris_socketat_nsfs_read(polaris_dmi_ncsshd_mgmt_t)
polaris_lfts_dev_use(polaris_dmi_ncsshd_mgmt_t)

corecmd_exec_bin(polaris_dmi_ncsshd_mgmt_t)

logging_send_syslog_msg(polaris_dmi_ncsshd_mgmt_t)
# TODO : revisit below statement when addressing inifrc_exec_t denial
polaris_rmonbifo_tmp_read(polaris_dmi_ncsshd_mgmt_t)

# allow access to /tmp/sw/efg and /tmp/sw/boot
polaris_boot_tmp_read(polaris_dmi_ncsshd_mgmt_t)
polaris_cfg_data_manage(polaris_dmi_ncsshd_mgmt_t)
polaris_dmi_dmiauthd_dgram_send(polaris_dmi_ncsshd_mgmt_t)
corenet_tcp_connect_polaris_netconf_interceptor_port(polaris_dmi_ncsshd_mgmt_t);
# This fixes runin.sh related denials. Refer to auth.c file which invokes bshell.
polaris_bexecute_domtrans(polaris_dmi_ncsshd_mgmt_t);

# This fixes authorized keys access related denials.
polaris_ncsshdAuthorized_keys_read(polaris_dmi_ncsshd_mgmt_t);

# This fixes denials related to interceptor files.
polaris_interceptor_manage(polaris_dmi_ncsshd_mgmt_t);

# This fixes denials related to netconf_callhome executable
gen_require(
    type polaris_confd_t;
)
allow polaris_dmi_ncsshd_mgmt_t polaris_confd_t:tcp_socket { getattr getopt setopt }

# This fixes denials related to route, scp, chvrf command executables
# { read open getattr } operations are allowed on route command
# { search open } operations are allowed on scp command
# { read open execute execute_no_trans } operations are allowed on chvrf command
kernel_read_network_state(polaris_dmi_ncsshd_mgmt_t)

optional_policy(
    # allows access to /tmp/xml/Intf dir and files
    polaris_cedge_tmp_manage(polaris_dmi_ncsshd_mgmt_t)
polaris_cedge_xml_tmp_manage(polaris_dmi_ncsshd_mgmt_t)
)
# This fixes denials related to ifconfig executable
# { execute read open execute_no_trans map getattr } operations are allowed
sysnet_domtrans_ifconfig(polaris_dmi_ncsshd_mgmt_t)

# This fixes access denials related to confd checking ncsshd_mgmt proc info
#/proc/<ncsshd pid>/
read_files_pattern(polaris_confd_t, polaris_dmi_ncsshd_mgmt_t, polaris_dmi_ncsshd_mgmt_t)
read_lnk_files_pattern(polaris_confd_t, polaris_dmi_ncsshd_mgmt_t, polaris_dmi_ncsshd_mgmt_t)

# allows access for admin-tech generation from vManage
polaris_admin_tech_data_manage(polaris_dmi_ncsshd_mgmt_t)
polaris_bootflash_manage(polaris_dmi_ncsshd_mgmt_t)

# allow access to polaris_cfg_data_t
polaris_cfg_data_manage(polaris_dmi_ncsshd_mgmt_t)

# allow access to polaris_boot_tmp_t
polaris_boot_tmp_read(polaris_dmi_ncsshd_mgmt_t)

# allow to watch /var/run/netns and list dir
polaris_watch_netns(polaris_dmi_ncsshd_mgmt_t)
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# March 2017, Victor Kamensky
#
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#

## <summary>Polaris polarispman Policy Rules.</summary>

### <summary>Make the specified program domain accessible
from the pman.</summary>

### <param name="domain">
### The type of the process to transition to.
### </param>

### <param name="entrypoint">
### The type of the file used as an entrypoint to this domain.
### </param>

#

interface(`polaris_pman_entry`,
  gen_require(`
    type polaris_pman_t;
    type polaris_gdb_t;
  `)

  domtrans_pattern(polaris_pman_t, $2, $1)
  domtrans_pattern(polaris_gdb_t, $2, $1)

  allow polaris_gdb_t $1:process { ptrace signal sigstop }
)

### <summary>Execute a domain transition to run pman.
### </summary>

### <param name="domain">
### </param>
## Domain allowed to transition.

```c
interface("polaris_pman_domtrans",
    gen_require(
        type polaris_pman_t, polaris_pman_exec_t;
    )
)

domtrans_pattern($1, polaris_pman_exec_t, polaris_pman_t)
)
```

## Read pman temporary files and directories in /tmp.

```c
interface("polaris_pman_read_tmp_files",
    gen_require(
        type polaris_pman_tmp_t;
    )
)

read_files_pattern($1, polaris_pman_tmp_t, polaris_pman_tmp_t)
list_dirs_pattern($1, polaris_pman_tmp_t, polaris_pman_tmp_t)
)
```

## Manage pman temporary files and directories in /tmp.

```c
interface("polaris_pman_manage_tmp_files",
    gen_require(
        type polaris_pman_tmp_t;
    )
)

manage_files_pattern($1, polaris_pman_tmp_t, polaris_pman_tmp_t)
manage_dirs_pattern($1, polaris_pman_tmp_t, polaris_pman_tmp_t)
)
### <summary>
### Create an object in the polaris_pman_tmp directories.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### <param name="object">
### The object class of the object being created.
### </param>
### <param name="name" optional="true">
### The name of the object being created.
### </param>
#
# interface('polaris_pman_tmp_filetrans',
  gen_require(
    type polaris_pman_tmp_t;
  )
)

files_tmp_filetrans($1, polaris_pman_tmp_t, $2, $3)

### <summary>
### Check existence (getattr) of pman btrace file (i.e polaris_pman_bt_t)
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### <param name="name">
### The name of the object being created.
### </param>
#
# interface('polaris_pman_bt_getattr',
  gen_require(
    type polaris_pman_bt_t;
    type polaris_btrace_base_t;
  )
  getattr_files_pattern($1, polaris_btrace_base_t, polaris_pman_bt_t)
)
### <summary>
### Read and write to pmanlite fifo file, used as stdout/stderr.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface('polaris_use_pman_fifo',
 gen_require(
 type polaris_pman_t;
 ')

allow $1 polaris_pman_t:fifo_file { rw_fifo_file_perms }; ')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispman.if
No license file was found, but licenses were detected in source scan.
#
# August 2017, Shawn Lu
#
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#

policy_module(polariswncmgrd, 1.0);

gen_require(' 
 type polaris_wncmgrd_t;
 ')

polaris_btrace_data_manage(polaris_wncmgrd_t)
polaris_chasfs_manage(polaris_wncmgrd_t)
polaris_tdlresolve_read(polaris_wncmgrd_t)
polaris_tdlldb_list_dirs(polaris_wncmgrd_t)
polaris_cpld_read(polaris_wncmgrd_t)
polaris_lua_read(polaris_wncmgrd_t)
polaris_flashlib_read(polaris_wncmgrd_t)
polaris_ripc_sman_ui_serv_connect(polaris_wncmgrd_t)
polaris_db_tdlldb_dir_use(polaris_wncmgrd_t)
allow polaris_wncmgrd_t self:process setrlimit;
allow polaris_wncmgrd_t self:capability sys_resource;
allow polaris_wncmgrd_t self:capability dac_override;

allow polaris_wncmgrd_t self:tcp_socket { shutdown };

allow wncmgrd UDP socket operations
allow polaris_wncmgrd_t self:udp_socket { bind getattr setopt };
corenert_udp_bind_generic_node(polaris_wncmgrd_t)

#allow wncmgrd module to do ioctl,open,read,write operations on char file
polaris_lfts_dev_use(polaris_wncmgrd_t)

# it use tcp port 9090 and9091(polaris_wnc_mgrd_port)
corenert_tcp_bind_polaris_wnc_mgrd_port(polaris_wncmgrd_t)

# For ewlc, wncd and wncmgrd needs access to files under /mnt/images/...these
# are related to AccessPoint images

type polaris_icap_cert_t;
polaris_pfile_type(polaris_icap_cert_t)

#wncmgrd receives the certificate file from IOSd via IPC
#and writes to /bootflash for ICap feature
#and hence requires access.
gen_require(
  type polaris_icap_cert_t;
)

wncmgrd calls ewlc_get_ap_sw_version() to open/read
# /tmp/sw/rp/0/0/rp_wlc/mount/mnt/images/ap.pri/version.info
# call-chain: main -> ewlc_app_context_init -> wncd_evlib_app_init_cb ->
#     ewlc_capwapac_lib_init -> capwapac_init_default_config -> ewlc_get_ap_sw_version
polaris_wlc_ap_images_read(polaris_wncmgrd_t)

polaris_odm_clnt2svr_mqipc_create(polaris_wncmgrd_t)

polaris_tdldbpersist_setup(polaris_wncmgrd_t)

temp_tdldb_persist_setup(polaris_wncmgrd_t)

logging_send_syslog_msg(polaris_wncmgrd_t)

# bind CAPWAP control and data
corenet_udp_bind_polaris_capwap_ctr_port(polaris_wncmgrd_t)
corenert_udp_bind_polaris_capwap_data_port(polaris_wncmgrd_t)

# wncmgrd accessing NA certificate to push to AP
type polaris_icap_cert_t;
polaris_pfile_type(polaris_icap_cert_t)

wncmgrd receives the certificate file from IOSd via IPC
#and writes to /bootflash for ICap feature
#and hence requires access.
gen_require(
  type polaris_icap_cert_t;
)
filetrans_pattern(polaris_wncmgrd_t, polaris_disk_bootflash_t, polaris_icap_cert_t, file, "NACert.pem")
allow polaris_wncmgrd_t polaris_icap_cert_t:file { write create open getattrs unlink }

#allow tcp connection from http port for awips file download
#from DNAC
corenethttp_connect_http_port(polaris_wncmgrd_t)

#allow read/write/mmap access to awips file
gen_require(
  type polaris_awips_signature_file_t;
')
filetrans_pattern(polaris_wncmgrd_t, polaris_disk_bootflash_t, polaris_awips_signature_file_t, file, "awips.json")
allow polaris_wncmgrd_t polaris_awips_signature_file_t:file { map write create read open getattrs unlink }

#allow read access to resolv.conf
sysnet_read_config(polaris_wncmgrd_t)

#ewlc_capwap_dgram_srvr_create_raw_send_socket () creates a socket
#creates sll.sll_family = AF_PACKET;
#sll.sll_ifindex = dgram_io_desc->lfts_ifindex;
#sll.sll_protocol = htons(ETH_P_ALL);
allow polaris_wncmgrd_t self:packet_socket { create_socket_perms setopt }
allow polaris_wncmgrd_t self:rawip_socket { create_socket_perms setopt ioctl }

allow polaris_wncmgrd_t self:capability net_raw;
corennet_raw_bind_generic_node(polaris_wncmgrd_t)

gen_require(
  type port_t;
')
allow polaris_wncmgrd_t port_t:rawip_socket name_bind;

# allow tmp symlinks
fs_read_tmpfs_symlinks(polaris_wncmgrd_t)
# allow tmp file read
polaris_install_tmp_read(polaris_wncmgrd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswncmgrd.te

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#
# March 2017, Victor Kamensky
#
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## <summary>Polaris NVRAM Policy Rules.</summary>

---

### NVRAM policy

### Manage nvram files (location varies by platform)

```
# Manage_files_pattern($1, device_t, polaris_nvram_file_t)
manage_link_files_pattern($1, polaris_nvram_file_t, polaris_nvram_file_t)
```

### Read nvram files (location varies by platform)

```
# Read_files_pattern($1, device_t, polaris_nvram_file_t)
manage_link_files_pattern($1, polaris_nvram_file_t, polaris_nvram_file_t)
```
read_blk_files_pattern($1, device_t, polaris_nvram_file_t)
read_files_pattern($1, polaris_nvram_file_t, polaris_nvram_file_t)
read_lnk_files_pattern($1, polaris_nvram_file_t, polaris_nvram_file_t)
')

#######################################
## <summary>
##      getattr for nvram files (location varies by platform)
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_nvram_getattr',
  gen_require(''
  type polaris_nvram_file_t;
  type device_t;
  '))

  getattr_blk_files_pattern($1, device_t, polaris_nvram_file_t)
 getattr_files_pattern($1, polaris_nvram_file_t, polaris_nvram_file_t)
 getattr_lnk_files_pattern($1, polaris_nvram_file_t, polaris_nvram_file_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnvram.if
  No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
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#
/usr/cpp/bin/cpp_stats_svr -- gen-context(system_u:object_r:polaris_cpp_stats_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppstats.fc
  No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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policy_module(polarisoom, 1.0);

polaris_process_domain_template(oom)

corecmd_exec_bin(polaris_oom_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_oom_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_oom_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_oom_t)

allow polaris_oom_t self:capability sys_resource;
allow polaris_oom_t self:process setpgid;

polaris_btrace_data_manage(polaris_oom_t)
polaris_chasfs_manage(polaris_oom_t)
polaris_cpld_read(polaris_oom_t)
polaris_boot_tmp_read(polaris_oom_t)
polaris_read_debug_conf(polaris_oom_t)
polaris_disk_crashinfo_getattr(polaris_oom_t)
polaris_monibifo_tmp_read(polaris_oom_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisoom.te
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#
# March 2017, Victor Kamensky
#
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#

# /mnt/sd1 edison and nyquist
/mnt/sd1(/.*)? gen_context(system_u:object_r:polaris_disk_crashinfo_t,s0)
/mnt/sd1/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/mnt/sd1/system-report_.*\.tar\\.gz gen_context(system_u:object_r:polaris_system_report_t,s0)

# /mnt/sd3 edison and nyquist
/mnt/sd3(/.*)? gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/mnt/sd3/user/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
ifdef(`edison_platform',`
# /mnt/sd6
/mnt/sd6(/.*)?  gen_context(system_u:object_r:polaris_disk_license_t,s0)

# /mnt/sd7
/mnt/sd7(/.*)?  gen_context(system_u:object_r:polaris_disk_ucode_t,s0)

# /mnt/sd8
/mnt/sd8(/.*)?  gen_context(system_u:object_r:polaris_disk_recovery_t,s0)
')

ifdef(`nyquist_platform',`
# /mnt/sd6
/mnt/sd6(/.*)?  gen_context(system_u:object_r:polaris_disk_license_t,s0)

# /mnt/sd7
/mnt/sd7(/.*)?  gen_context(system_u:object_r:polaris_disk_ucode_t,s0)

#unmount script used ny Nyquist platform
/bin/cat9k_ssd_unmount.sh  gen_context(system_u:object_r:polaris_ssd_unmount_exec_t,s0)
')

ifdef(`quake_platform',`
# /mnt/sd6
/mnt/sd6(/.*)?  gen_context(system_u:object_r:polaris_disk_license_t,s0)
# /mnt/sd7
/mnt/sd7(/.*)? gen_context(system_u:object_r:polaris_disk_ucode_t,s0)

# /crashinfo is symbolic link to /mnt/sd1 created by systemd-tmpfiles
/crashinfo gen_context(system_u:object_r:polaris_disk_crashinfo_t,s0)

# /flash is symbolic link to /mnt/sd3/user
 flash gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# /lic0 is symbolic link to /mnt/sd4
/lic0 gen_context(system_u:object_r:polaris_disk_license_t,s0)

# /lic1 is symbolic link to /mnt/sd5
/lic1 gen_context(system_u:object_r:polaris_disk_license_t,s0)

# /ngwc_config/nvram is symbolic link to /mnt/sd3/user
/ngwc_config/nvram gen_context(system_u:object_r:polaris_nvram_file_t,s0)

# /flash1 macallan
 /flash1(/.*)? gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
 /flash1/user/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
 /flash1/user/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
 /flash1/user/.ssh(/.*)? gen_context(system_u:object_r:ssh_home_t,s0)
 /flash1/user/.ssh/ssh_host.*_key.pub gen_context(system_u:object_r:sshd_key_t,s0)
 /flash1/user/.ssh/ssh_host.*_key gen_context(system_u:object_r:sshd_key_t,s0)
 /flash1/user/nvram_config -- gen_context(system_u:object_r:polaris_nvram_file_t,s0)
 /flash1/user/packages.conf -- gen_context(system_u:object_r:polaris_packages_conf_t,s0)
 /flash1/user/kernel/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
 /flash1/user/rollback_timer(/.*)? gen_context(system_u:object_r:polaris_rbtimer_bootflash_t,s0)
 /flash1/user/installer(/.*)? gen_context(system_u:object_r:polaris_disk_install_t,s0)
 /flash1/user/dbpersist(/.*)? gen_context(system_u:object_r:polaris_disk_dbm_t,s0)
 /flash1/user/tan(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
 /flash1/TEMPLATE(/.*)? gen_context(system_u:object_r:polaris_chasync_files_t,s0)

# /flash2 macallan 9500h
 /flash2(/.*)? gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)
 /flash2/CRASH(/.*)? gen_context(system_u:object_r:polaris_disk_crashinfo_t,s0)
 /flash2/CRASH/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)

# /flash3 macallan
 /flash3(/.*)? gen_context(system_u:object_r:polaris_obfl_data_t,s0)

# /flash4 macallan
 /flash4(/.*)? gen_context(system_u:object_r:polaris_disk_license_t,s0)

# /flash5 macallan
 /flash5(/.*)? gen_context(system_u:object_r:polaris_disk_license_t,s0)

# /flash6 macallan, used for silent roll in macallan
# /flash6(/.*)?                          gen_context(system_u:object_r:polaris_disk_ucode_t,s0)

# /flash7 macallan, silent roll
# macallan silent roll link
/cc_srdrv                          gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# macallan /ngmod_config/nvram link will be labeled by systemd-tmpfiles
/ngmod_config                          gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/ngmod_config/nvram                           gen_context(system_u:object_r:polaris_nvram_file_t,s0)

# remap_mem0 device
/dev/remap_mem0 -c gen_context(system_u:object_r:polaris_remap_mem_device_t,s0)

# chdrvmmmap device (MMAP Driver for ASIC Memory mapping)
/dev/chdrvmmmap                      -c gen_context(system_u:object_r:polaris_chdrvmmmap_device_t,s0)

# gettysburg_dev1 device
/dev/gettysburg_dev[0-9]*           -c gen_context(system_u:object_r:polaris_gettysburg_fpga_device_t,s0)

# types that might be packages label by other policy
ifdef(`nyquist_platform',`
/usr/binos/bin/flash_check.sh -- gen_context(system_u:object_r:polaris_flashcheck_exec_t,s0)
/usr/binos/bin/cman_fp -- gen_context(system_u:object_r:polaris_cm_fp_exec_t,s0)
/usr/binos/bin/cmcc -- gen_context(system_u:object_r:polaris_cm_cc_exec_t,s0)
')
ifdef(`passport_platform',`
/usr/binos/bin/platform_mgr -- gen_context(system_u:object_r:polaris_ngwc_plfm_mgr_exec_t,s0)
/usr/binos/bin/xcvr_test -- gen_context(system_u:object_r:polaris_xcvr_test_exec_t,s0)
/usr/binos/bin/sif_mgr -- gen_context(system_u:object_r:polaris_sif_mgr_exec_t,s0)
/usr/binos/bin/cmm -- gen_context(system_u:object_r:polaris_cmm_exec_t,s0)
/usr/binos/bin/bt_logger -- gen_context(system_u:object_r:polaris_bt_logger_exec_t,s0)
/usr/binos/bin/torchd -- gen_context(system_u:object_r:polaris_torch_exec_t,s0)
/usr/binos/bin/swift_sampled -- gen_context(system_u:object_r:polaris_faked_exec_t,s0)
')

# PLEASE LOOK AT ME: why this file in /etc/init.d?
/etc/rc.d/init.d/cat9k_fpgahelper_funcs.sh -- gen_context(system_u:object_r:bin_t,s0)
/etc/rc.d/init.d/cat9k_kr_helper.sh -- gen_context(system_u:object_r:bin_t,s0)

# symbolic links in /platform-specific directory
/platform-specific/gryphon -l gen_context(system_u:object_r:root_t,s0)
/platform-specific/gryphon_lite -l gen_context(system_u:object_r:root_t,s0)
/platform-specific/prometheus -l gen_context(system_u:object_r:root_t,s0)
/platform-specific/skyfox -l gen_context(system_u:object_r:root_t,s0)
/platform-specific/vulcan -l gen_context(system_u:object_r:root_t,s0)
/platform-specific/intrepid -l gen_context(system_u:object_r:root_t,s0)
# /dev/cisco/dplriomem device, Generic Memory map driver for mapping doppler IO memory to userspace
/dev/cisco/dplriomem -c gen_context(system_u:object_r:polaris_dplriomem_mmapdrv_device_t,s0)

# /vol/disk0(/.*)? gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
# /appstore_hd is symbolic link to /vol/disk0
/appstore_hd -l gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
# /appstore_flash is symbolic link to /flash1
/appstore_flash -l gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
# /init is symbolic link to /lib/systemd/systemd
/init -l gen_context(system_u:object_r:init_exec_t,s0)
# /install is symbolic link to /flash1/INSTALL
/install -l gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
# /disk0 is symbolic link to /vol/disk0
/disk0 -l gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# provide relabeling rules for /platform-specific/personality file
# otherwise, they cause conflicting specifications error during relabeling
/platform-specific/bigbang/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/nyquist/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/passport/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/starfleet/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/intrepid/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/martion/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/farscape/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/borg/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/scorpion/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/imperial/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/jura/lib/modules(/.*)? gen_context(system_u:object_r:modules_object_t,s0)
/platform-specific/bigbang/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/nyquist/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/passport/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/starfleet/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/intrepid/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/martion/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/farscape/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/borg/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/scorpion/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/imperial/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/jura/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
/platform-specific/quake1/lib/systemd/system(/.*)? gen_context(system_u:object_r:systemd_unit_file_t,s0)
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# /objstore/.swtam for hybrid TAM access

/objstore(/.*)?      gen_context(system_u:object_r:polaris_disk_objstore_t,s0)

/platform-specific/bigbang/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/nyquist/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/passport/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/starfleet/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/intrepid/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/martian/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/farscape/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/borg/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/scorpion/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/imperial/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)
/platform-specific/jura/etc/selinux(/.*)? contexts(/.*)? gen_context(system_u:object_r:default_context_t,s0)

/platform-specific/bigbang/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/nyquist/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/passport/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/starfleet/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/intrepid/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/martian/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/farscape/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/borg/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/scorpion/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/imperial/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)
/platform-specific/jura/etc/hosts[^/]* -- gen_context(system_u:object_r:net_conf_t,s0)

/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/bigbang/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/nyquist/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/passport/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/starfleet/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/intrepid/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/martian/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/farscape/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/borg/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/scorpion/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/imperial/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
/platform-specific/jura/verify_packages.sh -- gen_context(system_u:object_r:bin_t,s0)
# on pangea/bigbang platforms /dev/NVRAM block device is accessed
# by flashlib in iosd. It stores rommon vars
ifdef('bigbang_platform',
/dev/NVRAM -b  gen_context(system_u:object_r:polaris_flashlib_device_t)
# /mnt/sd6
/mnt/sd6(/.*)?     gen_context(system_u:object_r:polaris_obfl_data_t,s0)
')

/vol/usb1(/.*)?     gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)

/mnt/vbd[a-j]2(/.*)? gen_context(system_u:object_r:polaris_obfl_data_t,s0)

/tmp/fpga_upgrade    gen_context(system_u:object_r:polaris_fpga_upgrade_tmp_t,s0)

# /ucode0 9300 silent roll
/ucode0(/.*)?       gen_context(system_u:object_r:polaris_disk_ucode0_t,s0)

#/dev/cisco/fpgaiomem device, Generic Memory map driver for mapping FPGA IO memory to userspace
#/dev/cisco/fpgaiomem -c gen_context(system_u:object_r:polaris_fpga_iomem_mmapfpga_device_t,s0)

# nplasm-power file is located in /bootflash and needs to be accessed by cman-rp/IOSd
/flash1/user/nplasm-power gen_context(system_u:object_r:polaris_nplasm_power_file_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwc.fc
No license file was found, but licenses were detected in source scan.

#  
# June 2020, Cuiyan Ma  
#  
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#  

/usr/binos/conf/issu_comp_check.sh     -- gen_context(system_u:object_r:polaris_issu_comp_check_exec_t,s0)  
/tmp/boottime_comp_check_tree_other_rp -d gen_context(system_u:object_r:polaris_issu_comp_check_tmp_t,s0)  

Found in path(s):  
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisissucompcheck.fc  
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#  
# March 2017, Victor Kamensky  
#  
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#  

### <summary>Polaris rem Policy Rules.</summary>  

########################################################################
### <summary>
### Manage /tmp/replications files.
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#  
interface('polaris_repm_tmp_manage',
  gen_require(
    type polaris_repm_tmp_t;
  ')
  manage_files_pattern($1, polaris_repm_tmp_t, polaris_repm_tmp_t)
  manage_dirs_pattern($1, polaris_repm_tmp_t, polaris_repm_tmp_t)
')  

########################################################################
### <summary>
### Manage /dev/shm/mq.-repm_peer_mq/ files.
### </summary>
### <param name="domain">

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## <summary>
## Domain allowed access.
## </summary>
## </param>
#
# interface(`polaris_repm_peer_mqipc_manage',`
gen_require(`
type polaris_repm_peer_mqipc_t;
')
manage_files_pattern($1, polaris_repm_peer_mqipc_t, polaris_repm_peer_mqipc_t)
allow $1 polaris_repm_peer_mqipc_t:file map:
polaris_mqipc_create_name_dir($1, polaris_repm_peer_mqipc_t, repm_peer_mq)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrepm.if
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dnl
dnl April 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2019 by Cisco Systems, Inc.
dnl All rights reserved
dnl
define(`mqipc_interface_map', `defn(format(``mqipc_interface_map[%s]'', `$1'))')
define(`mqipc_interface_map_set', `define(format(``mqipc_interface_map[%s]'', `$1'), `$2')')

define(`polaris_mqipc_service_server_many',
  `ifelse($3, `',
polaris_mqipc_create_name(dollarsone, $1, $2),
polaris_mqipc_create_name(dollarsone, $1, $2-b$3)
  `ifelse($3, 0, `polaris_mqipc_create_name(dollarsone, $1, $2)', `polaris_mqipc_service_server_many($1, $2,
eval($3 - 1))'))')

define(`polaris_mqipc_service_server_aux_full', `dnl
########################################
## <summary>
## Create $2 mqipc chanell.
## </summary>
## <param name="domain">## <summary>
## Domain allowed access.
## </param>
## <infoflow type="none"/>
# interface(``polaris_mqipc_$1_create_name'',`
gen_require(
    type $2;
')

$3
''

########################################
## <summary>
##	Use $2 mqipc chanell.
## </summary>
## <param name="domain">
##	<summary>
##	Domain allowed access.
##	</summary>
## </param>
## </summary>
## <infoflow type="none"/>
#

interface(`polaris_mqipc_$1_use'',
    gen_require(
        type $2;
    ')
)

polaris_mqipc_use(dollarsone, $2)
''
)
'

define(`polaris_mqipc_service_server_aux',``
    ifelse(mqipc_interface_map($1), `', `polaris_mqipc_service_server_aux_full($1, $2, $3)')
    mqipc_interface_map_set($1, 1)
')

define(`polaris_mqipc_service_server',`dnl
    polaris_mqipc_service_server_aux(mqipc_stem($1), mqipc_label($1),
        polaris_mqipc_service_server_many(mqipc_label($1), $5, max_scope_map($3, $4, $2)))
')

define(`polaris_mqipc_service_client',``)

define(`polaris_mqipc_service_server_elastic_client',``)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_mqipc_if.m4
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#
# March 2017, Victor Kamensky
#

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#
/dev/lsmpi -c gen_context(system_u:object_r:polaris_lsmpi_device_t,s0)
/dev/lsmpi_app0 -c gen_context(system_u:object_r:polaris_lsmpi_device_t,s0)
/dev/lsmpi_app1 -c gen_context(system_u:object_r:polaris_lsmpi_device_t,s0)
/dev/lsmpi_app2 -c gen_context(system_u:object_r:polaris_lsmpi_device_t,s0)
/tmp/pi(/.*)? gen_context(system_u:object_r:polaris_pi_uds_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislsmpi.fc
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#
# November 2020, Christine Hwang
#
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#
policy_module(polarisbbu, 1.0);

gen_require('  
    type polaris_bbu_t;
')

polaris_btrace_data_manage(polaris_bbu_t)
polaris_chasfs_manage(polaris_bbu_t)
polaris_dldresolve_read(polaris_bbu_t)
polaris_cpld_read(polaris_bbu_t)
polaris_ripc_sman_ui_serv_connect(polaris_bbu_t)

# Allow I2C Usage
polaris_i2c_use(polaris_bbu_t)
polaris_i2c_sem_manage(polaris_bbu_t)

# Allow sysfs read for platform ID
dev_list_sysfs(polaris_bbu_t)

# Allow bbu to access NVRAM for /flash0/bbu
fs_getattr_tmpfs(polaris_bbu_t)
polaris_nvram_manage(polaris_bbu_t)

# Allow logger which is used for syslog messages
allow polaris_bbu_t self:unix_dgram_socket { connect create };
logging_send_syslog_msg(polaris_bbu_t)

# tty BBU device
type polaris_bbu_device_t;
dev_node(polaris_bbu_device_t)

polaris_bbu_dev_use(polaris_bbu_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbbu.te
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#
# February 2020, Victor Kamensky
#
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#

## <summary>Polaris dmi_ports_fetch Policy Rules.\</summary>

########################################
## <summary>
##      Execute a domain transition to run dmi_ports_fetch. 
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition. 
##      </summary>
## </param>
#
interface(`polaris_dmi_ports_fetch_domtrans`,
    gen_require(`
        type polaris_dmi_ports_fetch_t, polaris_dmi_ports_fetch_exec_t;
    `)
    domtrans_pattern($1, polaris_dmi_ports_fetch_exec_t, polaris_dmi_ports_fetch_t)
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmportsfetch.if
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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policy_module(polariscliagent, 1.0);

gen_require(
    type polaris_cli_agent_t;
)

polaris_btrace_data_manage(polaris_cli_agent_t)
polaris_crft_data_manage(polaris_cli_agent_t)
polaris_chasfs Manage(polaris_cli_agent_t)
polaris_tdlresolve_read(polaris_cli_agent_t)
polaris_tldlb_list_diris(polaris_cli_agent_t)
polaris_cpld_read(polaris_cli_agent_t)
polaris_flashlib_read(polaris_cli_agent_t)
polaris_ripce_sman_ui_serv_connect(polaris_cli_agent_t)
polaris_db_tldlb_dir use(polaris_cli_agent_t)
polaris_libciutil_build_config_directory(polaris_cli_agent_t)

# cli_agent /var/run pid file
type polaris_cli_agent_var_run_t;
files_pid_file(polaris_cli_agent_var_run_t)
manage_files_pattern(polaris_cli_agent_t, polaris_cli_agent_var_run_t, polaris_cli_agent_var_run_t)
manage_dirs_pattern(polaris_cli_agent_t, polaris_cli_agent_var_run_t, polaris_cli_agent_var_run_t)
files_pid_filetrans(polaris_cli_agent_t, polaris_cli_agent_var_run_t, { file dir })
polaris_cfg_data_manage(polaris_cli_agent_t)

# Provide sys_resource capability as well for sys_pipe calls
allow polaris_cli_agent_t self:capability { dac_override sys_resource };
logging_send_syslog_msg(polaris_cli_agent_t)

#DB persistence
polaris_tldlbpersist_setup(polaris_cli_agent_t)
polaris_tmp_tldlb_persist_setup(polaris_cli_agent_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscliagent.te
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
# Copyright (c) 2016-2020 by Cisco Systems, Inc.
policy_module(polarisflashlib, 1.0);

generate_policy("policy_module(polarisflashlib, 1.0)\n\n"#
#
policy_module(polarisflashlib, 1.0);

# Flashlib policy (infra/flashlib)
type polaris_flashlib_lock_t;
files_type(polaris_flashlib_lock_t)

gen_require(’
    attribute polaris_extended_domain;
’)

# /tmp/.flashlock file is used as flashlib lock
gen_require(’
    type init_t;
’)
files_tmp_filetrans({ init_t polaris_extended_domain }, polaris_flashlib_lock_t, file, ".flashlock")

# /tmp/flashlog file is used as flashlog

gen_require(’
    attribute polaris_extended_domain;
’)

# /tmp/flashdev.log file is used as flashlib to log
files_tmp_filetrans(polaris_extended_domain, polaris_flashlib_log_t, file, "flash.log")

# /dev/shm/flash_shm shared memory

type polaris_flash_shm_t;
files_type(polaris_flash_shm_t)

gen_require(’
    attribute polaris_domain;
    type tmpfs_t;
’)
filetrans_pattern(polaris_domain, tmpfs_t, polaris_flash_shm_t, file, "flash_shm")

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisflashlib.te

No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
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#

## <summary>Polaris CPLD Policy Rules.</summary>

# Quack Driver policy

## <summary>
## Work (read, write, ioctl) with /dev/quack
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_quack_dev_use`,
 gen_require(`
   type device_t;
   type polaris_quack_device_t;
 )
   write_chr_files_pattern($1, device_t, polaris_quack_device_t)
   read_chr_files_pattern($1, device_t, polaris_quack_device_t)
 )

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisquack.if
No license file was found, but licenses were detected in source scan.

#
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#
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#

## <summary>Polaris wstatsd Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswstatsd.if
No license file was found, but licenses were detected in source scan.

dnl
dnl Mar 2020, Manu Roy
dnl

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dnl Petra Platform Max Bay Limits

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dnl

max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/petramaps.m4
No license file was found, but licenses were detected in source scan.

#
# October 2017, Victor Kamensky
#
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#

policy_module(polariswstatsd, 1.0);

    gen_require(
        type polaris_wstatsd_t;
    )

    polaris_btrace_data_manage(polaris_wstatsd_t)
polaris_crft_data_manage(polaris_wstatsd_t)
polaris_chasfs_manage(polaris_wstatsd_t)
polaris_tdlresolve_read(polaris_wstatsd_t)
polaris_tdlldb_list_dirs(polaris_wstatsd_t)
polaris_cpld_read(polaris_wstatsd_t)
polaris_lua_read(polaris_wstatsd_t)
polaris_flashlib_read(polaris_wstatsd_t)
polaris_ripc_sman_ui_serv_connect(polaris_wstatsd_t)
polaris_db_tdlldb_dir_use(polaris_wstatsd_t)

    allow polaris_wstatsd_t self:capability dac_override;
    allow polaris_wstatsd_t self:udp_socket { bind setopt getattr };
corenet_udp_bind_generic_node(polaris_wstatsd_t)
corenet_udp_bind_polaris_capwap_data_port(polaris_wstatsd_t)
polaris_socketat_nsfs_read(polaris_wstatsd_t)
polaris_lfts_dev_use(polaris_wstatsd_t)
polaris_tdlldbpersist_setup(polaris_wstatsd_t)
polaris_tmp_tdldb_persist_setup(polaris_wstatsd_t)

logging_send_syslog_msg(polaris_wstatsd_t)

#allow to read /etc/passwd
auth_use_nsswitch(polaris_wstatsd_t)

#this is being given for process to execute tar
corecmd_exec_bin(polaris_wstatsd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswstatsd.te
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#
# December 2019, Victor Kamensky
#
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#

policy_module(polarisfnfagg, 1.0);

gen_require(
    type polaris_fnf_agg_t;
)

polaris_btrace_data_manage(polaris_fnf_agg_t)
polaris_crft_data_manage(polaris_fnf_agg_t)
polaris_chasfs_read(polaris_fnf_agg_t)
polaris_ldrresolve_read(polaris_fnf_agg_t)
polaris_lua_read(polaris_fnf_agg_t)
polaris_flashlib_read(polaris_fnf_agg_t)
polaris_cpld_read(polaris_fnf_agg_t)
polaris_ripc_sman_ui_serv_connect(polaris_fnf_agg_t)
polaris_db_tdldb_dir_use(polaris_fnf_agg_t)

allow polaris_fnf_agg_t self:capability { dac_override dac_read_search };

type polaris_fnf_agg_tmp_t;
files_tmp_file(polaris_fnf_agg_tmp_t)
files_tmp_filetrans(polaris_fnf_agg_t, polaris_fnf_agg_tmp_t, dir, "fnf_agg")
manage_files_pattern(polaris_fnf_agg_t, polaris_fnf_agg_tmp_t, polaris_fnf_agg_tmp_t)
manage_dirs_pattern(polaris_fnf_agg_t, polaris_fnf_agg_tmp_t, polaris_fnf_agg_tmp_t)

# allow sending files over HTTP
corenet_tcp_connect_http_port(polaris_fnf_agg_t)
sysnet_read_config(polaris_fnf_agg_t)

# allow UDP connection for punting fnf records
allow polaris_fnf_agg_t self:udp_socket { create_socket_perms recv_msg }
corenethd_udp_bind_generic_node(polaris_fnf_agg_t)

# allow punting on routers/ewlc where Lfts is being used
polaris_lfts_dev_use(polaris_fnf_agg_t)

Found in path(s):
  */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfnfagg.te
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#

## <summary>Polaris VXE Platform Policy Rules.</summary>

interface(`polaris_objstore_sem_use',
  
gen_require(`
    
    type polaris_objstore_sem_t;
  `)
  
allow $1 polaris_objstore_sem_t:sem rw_sem_perms;
  
mmap_files_pattern($1, polaris_objstore_sem_t, polaris_objstore_sem_t)
    
manage_files_pattern($1, polaris_objstore_sem_t, polaris_objstore_sem_t)
  `)

###############################################################################
## <summary>
## Work (read, write, ioctl) with /dev/vda1 device
## </summary>
## <param name="domain">
##     Domain allowed access.
## </param>
## </summary>

#  interface(`polaris_grub_efi_use',
  
gen_require(`
    
    type polaris_grub_efi_t;
  `)
  
write_chr_files_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
read_chr_files_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
### Search /dev/vda1 device the efi partition

```c
interface('polaris_grub_efi_search',
  gen_require(
    type polaris_grub_efi_t;
  )

search_dirs_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
```

### Read VXE install info files

```c
interface('polaris_vxeinstall_info_read',
  gen_require(
    type polaris_vxeinstall_info_t;
  )

read_files_pattern($1, polaris_vxeinstall_info_t, polaris_vxeinstall_info_t)
list_dirs_pattern($1, polaris_vxeinstall_info_t, polaris_vxeinstall_info_t)
```

### Read /dev/vda1 device the efi partition

```c
interface('polaris_grub_info_read',
```
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39036

```c
#include "polaris_grubver.h"
#include "polaris_grub_bios.h"
#include "polaris_grub_efi.h"

interface("polaris_grubcfg_manage",
  gen_require(
    type polaris_grubver_t;
    type polaris_grub_bios_t;
    type polaris_grub_efi_t;
  ')
  read_files_pattern($1, polaris_grubver_t, polaris_grubver_t)
  read_files_pattern($1, polaris_grub_bios_t, polaris_grub_bios_t)
  read_files_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
  list_dirs_pattern($1, polaris_grubver_t, polaris_grubver_t)
  list_dirs_pattern($1, polaris_grub_bios_t, polaris_grub_bios_t)
  list_dirs_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
  ')

### <summary>
# Manage /dev/vda1 device the efi partition
### </summary>
### <param name="domain">
  <summary>
    Domain allowed access.
  </summary>
### </param>
#
#include("polaris_grubcfg_manage";

interface("polaris_legacy_grub_manage",
  gen_require(
    type polaris_grub_bios_t;
    type polaris_grub_efi_t;
  ')
  manage_files_pattern($1, polaris_grub_bios_t, polaris_grub_bios_t)
  manage_files_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
  manage_dirs_pattern($1, polaris_grub_bios_t, polaris_grub_bios_t)
  manage_dirs_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
  ')

### <summary>
# Manage regular files/directories under /varied/grub
# CSR manages files in legacy grub disk location
# also allow run readlink -f /dev/bootflash
### </summary>
### <param name="domain">
  <summary>
    Domain allowed access.
  </summary>
### </param>
# include("polaris_legacy_grub_manage";
```

---
type boot_t;

type fixed_disk_device_t;
'
manage_files_pattern($1, boot_t, boot_t)
manage_dirs_pattern($1, boot_t, boot_t)
storage_getattr_fixed_disk_dev($1)
')

######################################
## <summary>
## Work (read, write, ioctl) with /dev/hanet
## hanet driver used by vpcgw platform of VXE family
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
ifdef(`vpcgw_platform',`
interface(`polaris_hanet_dev_use',`
gen_require(`
    type device_t;
    type polaris_hanet_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_hanet_device_t)
    read_chr_files_pattern($1, device_t, polaris_hanet_device_t)
')
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisvxe.if
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#
# March 2017, Victor Kamensky
#
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#
/usr/binos/conf/pman.sh -- gen_context(system_u:object_r:polaris_pman_exec_t,s0)
/usr/bin/pman -- gen_context(system_u:object_r:polaris_pman_exec_t,s0)
/bin/gdbserver -- gen_context(system_u:object_r:polaris_gdb_exec_t,s0)
/usr/bin/gdbserver -- gen_context(system_u:object_r:polaris_gdb_exec_t,s0)
/tmp/pman_ports(/.*)? gen_context(system_u:object_r:polaris_pman_tmp_t,s0)

/tmp/fp/process(/.*)? gen_context(system_u:object_r:polaris_pman_tmp_t,s0)
dnl

April 2018, Victor Kamensky

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Macallan Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 9)
max_bay_map_set(`fp', `per_bay', 9)

min_bay_ripc_map_set(`rp', `per_bay', 0)
min_bay_ripc_map_set(`cc', `per_bay', 1)
min_bay_ripc_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `per_bay', 2)
max_bay_ripc_map_set(`cc', `per_bay', 10)
max_bay_ripc_map_set(`fp', `per_bay', 1)

min_bay_ripc_map_set(`rp', `global', 0)
min_bay_ripc_map_set(`cc', `global', 1)
min_bay_ripc_map_set(`fp', `global', 0)

max_bay_ripc_map_set(`rp', `global', 2)
max_bay_ripc_map_set(`cc', `global', 10)
max_bay_ripc_map_set(`fp', `global', 1)

In elastic scope each process has its own value
max_elastic_map_set(`rp', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`cc', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`fp', `elastic', BPROC_ODM, 0)

max_elastic_map_set(`rp', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`cc', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`fp', `elastic', BPROC_WNCD, 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispman.fc
No license file was found, but licenses were detected in source scan.
/* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/macallanmaps.m4
No license file was found, but licenses were detected in source scan.

# March 2017, Victor Kamensky
#
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#
.policy_module(polarisissustack, 1.0);

gen_require(
    type polaris_issu_stack_t;
')

corecmd_exec_bin(polaris_issu_stack_t)
corecmd_exec_shell(polaris_issu_stack_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_issu_stack_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_issu_stack_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_issu_stack_t)

# work with /tmp files (/tmp/issu_stk)
type polaris_issu_stack_tmp_t;
files_tmp_file(polaris_issu_stack_tmp_t)
manage_dirs_pattern(polaris_issu_stack_t, tmp_t, polaris_issu_stack_tmp_t)
manage_files_pattern(polaris_issu_stack_t, polaris_issu_stack_tmp_t, polaris_issu_stack_tmp_t)
manage_fifo_files_pattern(polaris_issu_stack_t, polaris_issu_stack_tmp_t, polaris_issu_stack_tmp_t)
files_tmp_filetrans(polaris_issu_stack_t, polaris_issu_stack_tmp_t, file)
files_tmp_filetrans(polaris_issu_stack_t, polaris_issu_stack_tmp_t, dir, "issu_stk")

allow polaris_issu_stack_t self:capability sys_resource;

polaris_btrace_data_manage(polaris_issu_stack_t)
polaris_chasfs_manage(polaris_issu_stack_t)
polaris_clpld_read(polaris_issu_stack_t)
polaris_proc_monbifo_read(polaris_issu_stack_t)
polaris_monbifo_tmp_read(polaris_issu_stack_t)
polaris_boot_tmp_read(polaris_issu_stack_t)
polaris_tdlresolve_read(polaris_issu_stack_t)
polaris_disk_crashinfo_getattr(polaris_issu_stack_t)
allow polaris_issu_stack_t self:capability dac_override;

polaris_read_debug_conf(polaris_issu_stack_t)

polaris_flashlib_read(polaris_issu_stack_t)

allow polaris_issu_stack_t self:process setpgid;

# modify tdlresolve epoch
polaris_tdlresolve_manage(polaris_issu_stack_t)

# rsync_exec(polaris_issu_stack_t)
gen_require(
        type rsync_t;
    )
rsync_entry_domtrans(polaris_issu_stack_t, rsync_t)
allow rsync_t polaris_issu_stack_t:process sigchld;

# execute rsync over eobc: /usr/binos/conf/mcp_chvrf.sh eobc rsync
polaris_chvrf_domtrans(polaris_issu_stack_t)
# from chvrf.sh code executes rsync command
gen_require(
        type polaris_chvrf_t;
    )
rsync_entry_domtrans(polaris_chvrf_t, rsync_t)
# LOOK AT ME: issu_stack.sh leaks fd of /tmp/issu_stk/chassis_state_evt_fifo
# for now grant access, since changing script may not be trivial
manage_fifo_files_pattern(polaris_chvrf_t, polaris_issu_stack_tmp_t, polaris_issu_stack_tmp_t)
write_files_pattern(polaris_chvrf_t, polaris_issu_stack_tmp_t, polaris_issu_stack_tmp_t)

polaris_install_engine_domtrans(polaris_issu_stack_t)
# LOOK AT ME: isse_stack.sh leak fd of /tmp/issu_stk/chassis_state_evt_fifo
# for now grant access, since changing script may not be trivial
gen_require(
        type polaris_install_engine_t;
    )
read_fifo_files_pattern(polaris_install_engine_t, polaris_issu_stack_tmp_t, polaris_issu_stack_tmp_t)

polaris_install_tmp_read(polaris_issu_stack_t)

# access /bootflash/installer/install_issu_state
polaris_disk_install_read(polaris_issu_stack_t)

# rm from coreutils-8.30 wants to know filesystem type
fs_getattr_tmpfs(polaris_issu_stack_t)

# reads /tmp/remote_sw_verinfo.txt
gen_require(
    type rsync_tmp_t;
)
read_files_pattern(polaris_issu_stack_t, rsync_tmp_t, rsync_tmp_t)

# watch over /tmp/tdlresolve/work
polaris_tdlresolve_watch(polaris_issu_stack_t)

#issu_stack.sh access to epoch_merge.lua,epoch_endpoint_update.lua
polaris_lua_read(polaris_issu_stack_t)

#issu_stack.sh access to /tmp/rsync_log_dir
polaris_manage_rsync_tmplog_dir(polaris_issu_stack_t)

#issu_stack.sh access to epoch_merge.lua which merges epoch files, local.epoch and inyterchassis/.epcioh file
#luajit/usr/binos/conf/epoch_merge.lua--base-file/tmp/tdlresolve/epoch_dir/local.epoch
#--merge-file/tmp/tdlresolve/work/inter
allow polaris_issu_stack_t self:process execmem;

#access to /tmp/installer/
polaris_install_tmp_manage(polaris_issu_stack_t)

#access to /tmp/ufs/harddisk
polaris_ncd_tmp_read(polaris_issu_stack_t)

# use of errmsg.sh
polaris_script_errmsg_use(polaris_issu_stack_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisissustack.te
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

policy_module(polarislsmpi, 1.0);

##############################################################################
# Polaris lsmpi
##############################################################################

type polaris_lsmpi_device_t;
dev_node(polaris_lsmpi_device_t)
# note polaris_sysfs_contdev_t is defined in kernel/devices.te, since genfscon statements
# could be only in base policy

# punt/inject working through unix domain sockets
type polaris_pi_uds_t;
files_tmp_file(polaris_pi_uds_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislsmpi.te
No license file was found, but licenses were detected in source scan.

#
# May 2017, Victor Kamensky
#
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#

### <summary>Polaris mdt_pubd Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismdtpubd.if
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

policy_module(polarisemd, 1.0);

gen_require(''
    type polaris_emd_t;
')

polaris_btrace_data_manage(polaris_emd_t)
polaris_crft_data_manage(polaris_emd_t)
polaris_chasfs_manage(polaris_emd_t)
polaris_tdlresolve_read(polaris_emd_t)
polaris_tdldb_list_dirs(polaris_emd_t)
polaris_cpld_read(polaris_emd_t)
polaris_flashlib_read(polaris_emd_t)
polaris_ripc_sman_ui_serv_connect(polaris_emd_t)
polaris_cpld_dev_use(polaris_emd_t)
dev_read_sysfs(polaris_emd_t)
polaris_obfl_data_manage(polaris_emd_t)
polaris_persistent_read(polaris_emd_t)

allow polaris_emd_t self:capability dac_override;

ifdef(`mcp_family',
  polaris_scooby_dev_use(polaris_emd_t)
  # read/write /sys/bus/i2c/drivers/pca9544/2-0077/reg_control and others
  dev_getattr_sysfs_fs(polaris_emd_t)
  dev_rw_sysfs(polaris_emd_t)
')

logging_send_syslog_msg(polaris_emd_t)

ifdef(`qwlc_platform',
  # on qwlc read eeprom through i2c like /sys/devices/i2c-12/12-0050/eeprom
  dev_rw_sysfs(polaris_emd_t)
  dev_getattr_sysfs_fs(polaris_emd_t)
')

#sparrow needs access to /dev/i2c*
ifdef(`sparrow_platform',
gen_require(`
  type polaris_cm_cc_tmpfs_t;
')
polaris_i2c_use(polaris_emd_t)
polaris_i2c_sem_manage(polaris_emd_t)
mmap_files_pattern(polaris_emd_t, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
')

ifdef(`katar_platform',
dev_rw_sysfs(polaris_emd_t)
dev_getattr_sysfs Fs(polaris_emd_t)
')

# emd creates udp socket
allow polaris_emd_t self:udp_socket create_socket_perms;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisemd.te
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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## <summary>Polaris polarisdroputil Policy Rules.</summary>

### Interface:

```c
interface('polaris_droputil_manage_tmp_files',
    gen_require(
        type polaris_droputil_tmp_t;
    )
    manage_files_pattern($1, polaris_droputil_tmp_t, polaris_droputil_tmp_t)
    read_lnk_files_pattern($1, polaris_droputil_tmp_t, polaris_droputil_tmp_t)
)
```

### Interface:

```c
interface('polaris_droputil_tmp_watch',
    gen_require(
        type polaris_droputil_tmp_t;
    )
    allow $1 polaris_droputil_tmp_t:dir watch;
)
```

---

No license file was found, but licenses were detected in source scan.

---

# March 2017, Victor Kamensky

---
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#

/tmp/iosd_level -- gen_context(system_u:object_r:polaris_lm_tmp_t,s0)
/tmp/stack_apcount -- gen_context(system_u:object_r:polaris_lm_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislm.fc
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2019 by Cisco Systems, Inc.
dnl All rights reserved
dnl
define('polaris_ripc_service_server', '')
define('polaris_ripc_service_client', '')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_ripc_if.m4
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_ripc_fc.m4
No license file was found, but licenses were detected in source scan.

dnl
dnl December 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2020 by Cisco Systems, Inc.
dnl All rights reserved
dnl
dnl Nyquist Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)

dnl in elastic scope each process has its own value
max_elastic_map_set(`rp', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`cc', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`fp', `elastic', BPROC_ODM, 0)

max_elastic_map_set(`rp', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`cc', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`fp', `elastic', BPROC_WNCD, 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/quake1maps.m4

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39045
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# Sep 2020, Sridhar C
#
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# All rights reserved
#

policy_module(polaristlscd, 1.0);

gen_require(')
    type polaris_tlsccd_t;
    type net_conf_t;
')

polaris_btrace_data_manage(polaris_tlsccd_t)
polaris_chasfs_manage(polaris_tlsccd_t)
polaris_tdlresolve_read(polaris_tlsccd_t)
polaris_tdlldb_list_dirs(polaris_tlsccd_t)
polaris_lua_read(polaris_tlsccd_t)
polaris_flashlib_read(polaris_tlsccd_t)
polaris_chasfs_read(polaris_tlsccd_t)
polaris_cpld_read(polaris_tlsccd_t)
polaris_db_tdlldb_dir_use(polaris_tlsccd_t)

# Related to vrf support of the socket
polaris_lfts_dev_use(polaris_tlsccd_t)
polaris_socketat_nsfs_read(polaris_tlsccd_t)
polaris_vrf_shm_manage(polaris_tlsccd_t)

# TLSCd reads TCP/UDP ports open in VRF_GLOBAL for packet forwarding
# to IOSd or BinOS applications.
kernel_read_net_sysctls(polaris_tlsccd_t)
kernrl_read_network_state(polaris_tlsccd_t)
kernrl_search_network_sysctl(polaris_tlsccd_t)
allow polaris_tlsccd_t net_conf_t:dir search;
allow polaris_tlsccd_t net_conf_t:file { getattr open read watch };

# UDS related sockets are:
# /tmp/tlscd/iosd_to_tlsccd_0_socket
# /tmp/tlscd/tlsccd_to_iosd_0_socket
# IOSd and TLSCd exchange packet over these UDS socket, allow create/bind
type polaris_tlsccd_uds_t;
files_tmp_file(polaris_tlsccd_uds_t)
polaris_tlsccd_uds_manage(polaris_tlsccd_t)
polaris_iosd_dgram_send(polaris_tlsccd_t)
allow polaris_tlsccd_t self:unix_dgram_socket { bind create };

# Tunnel and TLS TCP connection related related
corenertun_tun_tap_dev(polaris_tlscd_t)
allow polaris_tlscd_t self:tun_socket create;
corenertcp_connect_all_ports(polaris_tlscd_t)

# errmsg
logging_send_syslog_msg(polaris_tlscd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristlscd.te
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dnl
dnl April 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2019 by Cisco Systems, Inc.
dnl All rights reserved
dnl
define('polaris_database_aux',
    type $1;
polaris_tdlldb_type($1)
')

define('polaris_database',
    polaris_database_aux(database_label($1))
')

define('polaris_database_process_aux_full',
    gen_require(`
        type $2;
    `)
polaris_db_tdlldb_$1_use($2)
')

define('polaris_database_process_aux',
    ifelse(database_use_map($1, $2), `', `polaris_database_process_aux_full($1, $2)')
database_use_map_set($1, $2, 1)
')

define('polaris_database_process',
    polaris_database_process_aux(database_stem($1), process_label($2))
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_database_db_te.m4
No license file was found, but licenses were detected in source scan.

# January 2021, Gabriel Lee, Shawn Liu
#
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#

## <summary>Polaris ezmanage Policy Rules.</summary>

########################################################
## <summary>
## Transition to ezmanage
## </summary>
## <param name="domain">
## Domain allowed to transition.
## </summary>
## </param>
#
interface('polaris_ezmanage_domtrans',
   gen_require(
       type polaris_ezmanage_t, polaris_ezmanage_exec_t;
   ')
)
domtrans_pattern($1, polaris_ezmanage_exec_t, polaris_ezmanage_t)
'
)

########################################################
## <summary>
## Read files under polaris_ezmanage_file_t label
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_ezmanage_files',
   gen_require(
       type polaris_ezmanage_file_t;
   ')
)
manage_files_pattern($1, polaris_ezmanage_file_t , polaris_ezmanage_file_t)
read_link_files_pattern($1, polaris_ezmanage_file_t, polaris_ezmanage_file_t)
manage_dirs_pattern($1, polaris_ezmanage_file_t , polaris_ezmanage_file_t)
')
### <summary>
### Manage files under polaris_ezmanage_var_run_t label
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### <rolecap/>
#
interface('polaris_manage_ezmanage_var_run_files',
gen_require('type polaris_ezmanage_var_run_t;
')

manage_sock_files_pattern($1, polaris_ezmanage_var_run_t, polaris_ezmanage_var_run_t);
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisezmanage.if
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#
# February 2020, Victor Kamensky
#
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#

policy_module(polariscedge, 1.0);

# /tmp/xml handling
type polaris_cedge_xml_tmp_t;
files_tmp_file(polaris_cedge_xml_tmp_t)

# PLEASE LOOK AT ME very strange choice of directory name
# /tmp/tmp/ handling
type polaris_cedge_tmp_t;
files_tmp_file(polaris_cedge_tmp_t)

# /etc/viptela handling
type polaris_cedge_etc_t;
files_config_file(polaris_cedge_etc_t)

# /dev/shm handling
type polaris_cedge_tmpfs_t;
files_tmpfs_file(polaris_cedge_tmpfs_t)

# /tmp/econfd2sysmgr-ipc handling
type polaris_econfd2sysmgr_tmp_t;
files_tmp_file(polaris_econfd2sysmgr_tmp_t)

# vconfd_script_reboot.sh policy
polaris_vconfd_domain_template(vconfd_reboot)

# vconfd_script_if_reset.sh policy
polaris_vconfd_domain_template(vconfd_ifreset)

# vconfd_script_get_config.sh policy
polaris_vconfd_domain_template(vconfd_cfg)

# vconfd_script_*_stats policy
polaris_vconfd_domain_template(vconfd_history)
corecmd_exec_bin(polaris_vconfd_history_t)

# performs 'rm /tmp/xml/Pfr/Pfr-1600801323.xml.gz'....but, do not know where
polaris_cedge_tmpmanage(polaris_vconfd_history_t)

# performs 'ls -rt /tmp/xml/UtdUrlf-IOX' etc.
polaris_cedge_xml_tmpmanage(polaris_vconfd_history_t)

# vconfd_script_manage_list_stats.sh performs operations on
# /tmp/vconfd/stats.XXXXXX
polaris_vconfd_domain_template(vconfd_history)

# software policy
polaris_vconfd_domain_template(vconfd_software)

# nms policy
polaris_vconfd_domain_template(vconfd_nms)

# device policy
polaris_vconfd_domain_template(vconfd_device)

# internal policy
polaris_vconfd_domain_template(vconfd_reset)

# cert policy
polaris_vconfd_domain_template(vconfd_cert)

# csr policy
polaris_vconfd_domain_template(vconfd_csr)
# vconfd_script_show_csr.sh invokes vlog
# /bin/sh vlog ....
# vlog is implemented in viptela/utils/vlog using logger; that needs
# - create/connect unix_dgram_socket
# - read from devtmpfs of type devlog_t
# - write to sock_file of type devlog_t
# - sendto path="/run/systemd/journal/dev-log" of type unix_dgram_socket
logging_send_syslog_msg(polaris_vconfd_csr_t)
corecmd_exec_bin(polaris_vconfd_csr_t)

# reads /usr/share/viptela/server.csr
polaris_bootflash_read(polaris_vconfd_csr_t)

# serial vsmart-upload vedge-upload policy
polaris_vconfd_domain_template(vconfd_serialnum)

# crash policy
polaris_vconfd_domain_template(vconfd_crash)

# aaa policy
polaris_vconfd_domain_template(vconfd_aaa)

# container policy
polaris_vconfd_domain_template(vconfd_contr)

# iox policy
polaris_vconfd_domain_template(vconfd_iox)

# utd policy
polaris_vconfd_domain_template(vconfd_utd)

# geo policy
polaris_vconfd_domain_template(vconfd_geo)

# vconfd_script_vnping.sh, vconfd_script_vping.sh, vconfd_script_vtraceroute.sh
# scripts policy
polaris_vconfd_domain_template(vconfd_net)

# runs ip command
sysnet_domtrans_ifconfig(polaris_vconfd_net_t)
# runs confd_cmd
corecmd_exec_bin(polaris_vconfd_net_t)
polaris_confd_connect(polaris_vconfd_net_t)

# /tmp/ polaris_vconfd_cert_t handling
type polaris_vconfd_cert_tmp_t;
files_tmp_file(polaris_vconfd_cert_tmp_t)
files_tmp_filetrans(polaris_vconfd_cert_t, polaris_vconfd_cert_tmp_t, [ file dir ])
polaris_vconfd_cert_tmp_manage(polaris_vconfd_cert_t)

# permit access to polaris_vconfd_cert_t
allow polaris_vconfd_cert_t self:capability { chown dac_override };

logging_send_syslog_msg(polaris_vconfd_cert_t)
corecmd_sbin_entry_type(polaris_vconfd_cert_t)
corecmd_shell_entry_type(polaris_vconfd_cert_t)

fs_read_nsfs_files(polaris_vconfd_cert_t)
logging_create_devlog_dev(polaris_vconfd_cert_t)

# to access the /bootflash: as the cert is stored in /bootflash:
# IOS cert related CLIs can create/store the certs in /bootflash with any
# file name(s), so allow generic access to bootflash.
polaris_bootflash_manage(polaris_vconfd_cert_t)

# manage /etc/viptela
polaris_cedge_etc_manage(polaris_vconfd_cert_t)
polaris_cedge_reset_ns(polaris_vconfd_cert_t)

# needed for accessing /tmp/chassis/local/rp/chasfs/midplane/chassis_model
polaris_chasfs_read(polaris_vconfd_cert_t)

# access to /etc/viptela
gen_require(`
    type polaris_nginx_t;
`)
polaris_cedge_etc_manage(polaris_nginx_t)

# For "confd_cmd", allow polaris_vconfd_cert_t, which is not a Binos process,
# to access polaris_confd_ipc_ripc_port_t.
polaris_ripc_confd_ipc_connect(polaris_vconfd_cert_t)

# permit to access /var/run/netns/default
sysnet_manage_ifconfig_run(polaris_vconfd_cert_t)

# vconfd_script_show_root_ca_cert.sh performs operations on
# /tmp/vconfd/root_cert.XXXXXXX
polaris_vconfd_tmp Manage(polaris_vconfd_cert_t)
fsgetattr_tmpfs(polaris_vconfd_cert_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedge.te
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#  
# March 2017, Victor Kamensky  
#  
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#  
## <summary>Polaris CPLD Policy Rules.</summary>  

# CPLD Driver policy  

## <summary>  
##      Read cpld files in /sys directory  
## </summary>  
## <param name="domain">  
##      Domain allowed access.  
## </param>  
#  
interface(`polaris_cpld_read`,`  
gen_require(`  
type polaris_sysfs_cpld_t;  
    type sysfs_t;  
`)
  
read_files_pattern($1, polaris_sysfs_cpld_t, polaris_sysfs_cpld_t)  
# genfscon statement specifically excludes symbolic links from  
# genfscon path specific entries. To workaround, let us allow  
# to follow sysfs_t symbolic links  
allow $1 sysfs_t:lnk_file ( readgetattr );  
list_dirs_pattern($1, polaris_sysfs_cpld_t, polaris_sysfs_cpld_t)  
`)

## <summary>  
##      Write cpld files in /sys directory  
## </summary>  
## <param name="domain">  
##      Domain allowed access.  
## </param>  
#  

interface('polaris_cpld_write',

gen_require('    type polaris_sysfs_cpld_t;
    type sysfs_t;
')

    manage_files_pattern($1, polaris_sysfs_cpld_t, polaris_sysfs_cpld_t)
    manage_dirs_pattern($1, polaris_sysfs_cpld_t, polaris_sysfs_cpld_t)
    # genfscon statement specifically excludes symbolic links from
    # genfscon path specific entries. To workaround, let us allow
    # to follow sysfs_t symbolic links
    allow $1 sysfs_t:lnk_file { read getattr };
')

########################################################
## <summary>
##      Work (read, write, ioctl) with /dev/cpld
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cpld_dev_use',

gen_require('    type device_t;
    type polaris_cpld_device_t;
')

    write_chr_files_pattern($1, device_t, polaris_cpld_device_t)
    read_chr_files_pattern($1, device_t, polaris_cpld_device_t)
    allow $1 polaris_cpld_device_t:chr_file map;

')

########################################################
## <summary>
##      Work (read,ioctl) with /dev/cpld
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cpld_dev_read',

gen_require('    type device_t;
    type polaris_cpld_device_t;


read_chr_files_pattern($1, device_t, polaris_cpld_device_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscpld.if
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#
# August 2017, Victor Kamensky
#
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#

policy_module(polariscrankshaft, 1.0);

# spa devices i.e sys_platform_module_1ng
type polaris_spa_device_t;
dev_node(polaris_spa_device_t)

# htdp device
type polaris_htdp_device_t;
dev_node(polaris_htdp_device_t)

# bde device (/dev/linux-user-bde)
type polaris_bde_device_t;
dev_node(polaris_bde_device_t)

# dash fpga device (/dev/dash_fpga)
type polaris_dash_device_t;
dev_node(polaris_dash_device_t)

# nios device (/dev/nios)
type polaris_nios_device_t;
dev_node(polaris_nios_device_t)

# qae device (/dev/qae_mem)
type polaris_qae_device_t;
dev_node(polaris_qae_device_t)

# moka fpga device (/dev/moka_fpga)
type polaris_moka_fpga_device_t;
dev_node(polaris_moka_fpga_device_t)

# sirius fpga device (/dev/sirius_fpga)
type polaris_sirius_fpga_device_t;
dev_node(polaris_sirius_fpga_device_t):
# moka nim device (/dev/nim_dm*)
type polaris_nim_dm_device_t;
dev_node(polaris_nim_dm_device_t)

# /dev/bp_async device on nanook platform
type polaris_bp_async_device_t;
dev_node(polaris_bp_async_device_t)

# /dev/sparrow_psu device on sparrow platform
type polaris_sparrow_psu_device_t;
dev_node(polaris_sparrow_psu_device_t)

# /dev/nutella_fpga device on nutella platform
type polaris_nutella_fpga_device_t;
dev_node(polaris_nutella_fpga_device_t)

# /dev/huron_fpga on Sumatra platform
type polaris_huron_device_t;
dev_node(polaris_huron_device_t)

# /dev/dplr_sumatra on Sumatra platform
type polaris_sumatra_doppler_device_t;
dev_node(polaris_sumatra_doppler_device_t)

# /tmp/sata_status for mSATA
type polaris_sata_status_tmp_t;
files_tmp_file(polaris_sata_status_tmp_t)

# TSN tsn_platform.tdl for IPCs and processes definition and it uses
# crankshaft_platform.tdl for databases definition. Unfortunately they are
# out of sync wrt BPROC_NGWC_FED - crankshaft_platform.tdl refers it but
# tsn_platform.tdl does not contain such definition.
ifdef(`tsn_platform',`
    type polaris_ngwc_fed_t;
    tsn_platform::
')

# Supernova supernova_platform.tdl for IPCs and processes definition and it uses
# crankshaft_platform.tdl for databases definition. Unfortunately they are
# out of sync wrt BPROC_FM_RP - crankshaft_platform.tdl refers it but
# supernova_platform.tdl does not contain such definition.
ifdef(`supernova_platform',`
    type polaris_fman_rp_t;
    supernova_platform:
')

# Nanook
# The Nanook platform does not support SDWAN and so the SDWAN processes are not
# defined in the nanook_platform.tdl. However, it uses the database_def's from
# the crankshaft_platform.tdl, which do have the SDWAN databases. So we need to
# add the processes to the SELinux policy
ifdef(`nanook_platform`,
type polaris_cfgmgr_t;
type polaris_cxp_t;
type polaris_dbgd_t;
type polaris_fpm_t;
type polaris_ftm_t;
type polaris_omp_t;
type polaris_sdavc_proxy_t;
type polaris_ttm_t;
type polaris_vdaemon_t;
type polaris_hlx_t;
)

# load_usbnet policies start
# /usr/binos/conf/load_usbnet.sh is invoked to load usb network driver module
# kernel/drivers/net/usb/usbnet.ko for TSN.

polaris_process_domain_template(load_usbnet)

# allow polaris_load_usbnet_t access to execute programs in system bin dirs, load
# usbnet.ko for USB network interface for TSN and allow read access
# to /sys/class/net and /proc/cmdline
# LOOK AT ME: /tmp/rp/pvp/work/inot_fifo inotifywait fd leak to child
corecmd_exec_bin(polaris_load_usbnet_t)
modutils_exec_insmod(polaris_load_usbnet_t)
modutils_list_module_config(polaris_load_usbnet_t)
modutils_read_module_config(polaris_load_usbnet_t)
sysnet_manage_config_dirs(polaris_load_usbnet_t)
polaris_pvp_stdin_read(polaris_load_usbnet_t)
files_read_kernel_modules(polaris_load_usbnet_t)
dev_rw_sysfs(polaris_load_usbnet_t)
kerneld_read_system_state(polaris_load_usbnet_t)

# stdout inherited from unconfined_service that might call it
polaris_unconfined_service_fifo_file_manage(polaris_load_usbnet_t)

# handle /tmp/load_usbnet_intf
type polaris_load_usbnet_tmp_t;
files_tmp_file(polaris_load_usbnet_tmp_t)
files_tmp_filetrans(polaris_load_usbnet_tmp_t, polaris_load_usbnet_tmp_t)
manage_files_pattern(polaris_load_usbnet_tmp_t, polaris_load_usbnet_tmp_t, polaris_load_usbnet_tmp_t)
# allow read of /etc/passwd
# allow map permission
# passwd_file_t:file { getattr open read };
auth_map_passwd(polaris_load_usbnet_t)

#########################################################################
# load_usbnet policies end
#########################################################################

#########################################################################
# CLI: show platform hardware msata <status/info>
#########################################################################
ifndef(`crankshaft_family',`
  gen_require(`
    type polaris_sysfs_ggpio_t;
    type polaris_msata_info_t;
  `)
)
polaris_utility_domain_template(msata_info)
polaris_bexecute_domain(polaris_msata_info_t, polaris_msata_info_exec_t)
# need write for pipes like "pipe:[70623]"
corecmd_exec_bin(polaris_msata_info_t)
# need write/getattr for pipes like "pipe:[71322]"
polaris_cmrp_use_fifo(polaris_msata_info_t)
fstools_domtrans(polaris_msata_info_t)
# allow use of mSATA device
polaris_nvram_manage(polaris_msata_info_t)
# allow self
allow polaris_msata_info_t self:capability sys_rawio;
allow polaris_msata_info_t self:process setfscreate;
# allow /usr/sbin/smartctl to access /sys/devices/platform/cpn-110-master/
# cpn-110-master:config-space/f2540000.sata/ata2/host1/scsi_host/host1/proc_name and
# /sys/devices/platform/cpn-110-master/cpn-110-master:config-space/f2540000.sata/
# ata2/host1/target1:0:0
read_files_pattern(polaris_msata_info_t, polaris_sysfs_ggpio_t, polaris_sysfs_ggpio_t)
dev_list_sysfs(polaris_msata_info_t)
# allow smartctl to access to /dev/sda to determine its lifetime
storage_raw_read_fixed_disk(polaris_msata_info_t)

# CLI: show platform hardware slot p[x] fan eeprom
polaris_utility_domain_template(smart_fan)
polaris_bexecute_domain(polaris_smart_fan_t, polaris_smart_fan_exec_t)
# allow /ls command
corecmd_exec_bin(polaris_smart_fan_t)
# allow read of /etc/passwd
auth_map_passwd(polaris_smart_fan_t)
# allow read of /sys/devices/platform/nios/*
dev_read_sysfs(polaris_smart_fan_t)
# need write/getattr access for pipes like "pipe:[86004]"
polaris_cmrp_use_fifo(polaris_smart_fan_t)

# sumatra and sparrow platforms need map access for "show platform hardware msata status | lifetime"
auth_map_passwd(polaris_msata_info_t)

ifdef(`sumatra_platform',
# During "show platform hardware msata status | lifetime" - msata_info.sh accesses /tmp/sata_status
files_tmp_filetrans(polaris_msata_info_t, polaris_sata_status_tmp_t, file)
manage_files_pattern(polaris_msata_info_t, polaris_sata_status_tmp_t, polaris_sata_status_tmp_t)
')

******************************************************************************
# show platform hardware msata end
******************************************************************************

#type for /dev/qcqmiX
type qcqmi_device_t;
dev_node(qcqmi_device_t);

# sm_nim_adpt device (/dev/sm_nim_adpt_xxx )
type polaris_sm_nim_adpt_device_t;
dev_node(polaris_sm_nim_adpt_device_t)

# dio device
type polaris_dio_device_t;
dev_node(polaris_dio_device_t)

# tty NMEA device
type polaris_tty_NMEA_device_t;
dev_node(polaris_tty_NMEA_device_t)

# memory blocks and gpp on Nutella-XE platform
type polaris_nutella_memory_block_p7_t;
dev_node(polaris_nutella_memory_block_p7_t)

type polaris_nutella_memory_block_p1_t;
dev_node(polaris_nutella_memory_block_p1_t)

type polaris_nutella_memory_block_boot_t;
dev_node(polaris_nutella_memory_block_boot_t)


type polaris_nutella_gp0_t;
dev_node(polaris_nutella_gp0_t)

type polaris_nutella_gpp_t;
dev_node(polaris_nutella_gpp_t)
# nim device (/dev/nim_phy)
type polaris_nim_phy_device_t;
dev_node(polaris_nim_phy_device_t)

type polaris_cwan_svr_var_run_t;
files_pid_file(polaris_cwan_svr_var_run_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscrankshaft.te

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#
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#

## <summary>Polaris epc_ws_liaison Policy Rules.</summary>

interface(`polaris_epc_ws_liaison_tmp_read',
    gen_require(`
        type polaris_epc_ws_liaison_tmp_t;
    `)
    read_files_pattern($1, polaris_epc_ws_liaison_tmp_t, polaris_epc_ws_liaison_tmp_t)
    `)

########################################
## <summary>
##      Allow to open, write, add_name and write /tmp/epc_ws/fed_to_wif_pipe file.
##      Allow to create and write /tmp/epc_ws dir.
## </summary>
## <param name="domain">
##     <summary>
##     epc_ws_liaison and ngwc-fed fifo_file interaction.
##     </summary>
## </param>
#
interface(`polaris_epc_ws_liaison_fifo_manage',
    gen_require(`
        type polaris_epc_ws_liaison_tmp_t;
    `)
    manage_dirs_pattern($1, polaris_epc_ws_liaison_tmp_t, polaris_epc_ws_liaison_tmp_t)
    manage_fifo_files_pattern($1, polaris_epc_ws_liaison_tmp_t, polaris_epc_ws_liaison_tmp_t)
    `)

########################################
## <summary>
## Allow to open, read "/tmp/epc_ws/wif_to_ts_pipe" fifo file.
##</summary>
## <param name="domain">
## <summary>
## epc_ws_liaison and dumpcap fifo_file interaction.
## </summary>
## </param>
#
interface(`polaris_epc_ws_liaison_fifo_read`,
    gen_require(`
        type polaris_epc_ws_liaison_tmp_t;
    `)
    read_fifo_files_pattern($1, polaris_epc_ws_liaison_tmp_t, polaris_epc_ws_liaison_tmp_t)
`)

########################################
## <summary>
## Allow to write, create, unlink "/tmp/*.pcapng" temporary files.
##</summary>
## <param name="domain">
## <summary>
## polaris_wireshark_show fifo_file interaction.
## </summary>
## </param>
#
interface(`polaris_wireshark_show_tmp_manage`,
    gen_require(`
        type polaris_wireshark_show_tmp_t;
    `)
    manage_files_pattern($1, polaris_wireshark_show_tmp_t, polaris_wireshark_show_tmp_t)
`)

########################################
## <summary>
## Create, read, and write temporary files.
##</summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_epc_ws_liaison_tmp_file`,
    gen_require(`
        type polaris_epc_ws_liaison_tmp_t;
    `)
files_tmp_filetrans($1, polaris_epc_ws_liaison_tmp_t, dir, "epc_ws")
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisepcwsliaison.if
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#
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#

policy_module(polariscxp, 1.0);

gen_require('
    type polaris_cxp_t;
')
polaris_chasfs_read(polaris_cxp_t)
polaris_cpld_read(polaris_cxp_t)

logging_send_syslog_msg(polaris_cxp_t)

# vconfd_load_shared_schemas
polaris_conf_shared_schema_read(polaris_cxp_t)

corecmd_exec_bin(polaris_cxp_t)
corecmd_exec_shell(polaris_cxp_t)
auth_use_nsswitch(polaris_cxp_t)

# work with /tmp/xml
polaris_cedge_xml_tmp_manage(polaris_cxp_t)

# work with /tmp/tmp
polaris_cedge_tmp_manage(polaris_cxp_t)

# /var/run/cxp dir and pid
type polaris_cxp_var_run_t;
files_pid_file(polaris_cxp_var_run_t)
manage_files_pattern(polaris_cxp_t, polaris_cxp_var_run_t, polaris_cxp_var_run_t)
manage_dirs_pattern(polaris_cxp_t, polaris_cxp_var_run_t, polaris_cxp_var_run_t)
manage_sock_files_pattern(polaris_cxp_t, polaris_cxp_var_run_t, polaris_cxp_var_run_t)
files_pid_filetrans(polaris_cxp_t, polaris_cxp_var_run_t, { file dir sock_file })

polaris_ttm_var_sock_write(polaris_cxp_t)

# vip_execute_nowait uses setgid
allow polaris_exp_t self:process setpgid;

# cexp may create vrf-based netns on demand
polaris_vrf_netns_manage(polaris_exp_t)

# Allow /usr/cexpd manages /usr/binos/conf/global.service.conf and
# /tmp/tldresolve/
polaris_tdlresolve_manage(polaris_exp_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscxp.te
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#
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#
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#
/usr/binos/conf/viptela-start.sh -- gen_context(system_u:object_r:polaris_cedge_start_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedgegestart.fc
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dnl
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dnl
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dnl
divert(-1)

include(`polaris_process.m4')

include(`polaris_database_db.m4')
include(`polaris_database_db_te.m4')

include(`polaris_max_scope.m4')

divert(0)dnl
#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#
policy_module(polarisplatformdbauto, 1.0);
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#
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#
## <summary>Polaris vman Policy Rules.</summary>

Interface(`polaris_vman_tmp_read',`
    gen_require(`
        type polaris_vman_tmp_t;
    `)
    read_files_pattern($1, polaris_vman_tmp_t, polaris_vman_tmp_t)
`)

Interface(`polaris_vman_tmp_write',`
    gen_require(`
        type polaris_vman_tmp_t;
    `)
    write_files_pattern($1, polaris_vman_tmp_t, polaris_vman_tmp_t)
`)

No license file was found, but licenses were detected in source scan.
### <summary>
### Manage dir/files of type polaris_vman_tmp_t (e.g., /tmp/cgroup.log)
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_vman_tmp_manage',
  gen_require(''
  type polaris_vman_tmp_t;
  ')
  manage_files_pattern($1, polaris_vman_tmp_t, polaris_vman_tmp_t)
  manage_dirs_pattern($1, polaris_vman_tmp_t, polaris_vman_tmp_t)
')

### <summary>
### Read files of type polaris_disk_vman_t (e.g., /bootflash/virtual-instance/)
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_disk_vman_read',
  gen_require(''
  type polaris_disk_vman_t;
  ')
  read_files_pattern($1, polaris_disk_vman_t, polaris_disk_vman_t)
  read_lnk_files_pattern($1, polaris_disk_vman_t, polaris_disk_vman_t)
  list_dirs_pattern($1, polaris_disk_vman_t, polaris_disk_vman_t)
')

### <summary>
### List files of type polaris_disk_vman_t (e.g., /bootflash/virtual-instance/)
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_disk_vman_dir_list',

gen_require(
    type polaris_disk_vman_t;
    type polaris_disk_bootflash_t;
    type polaris_disk_harddisk_t;
)

list_dirs_pattern($1, { polaris_disk_vman_t polaris_disk_bootflash_t polaris_disk_harddisk_t },
polaris_disk_vman_t)
)

############################################################
## <summary>
## Operate on @vman_domain_socket unix socket. Look at
## vman_clnt_msg_transport_init function in vman_clnt_msg_uds.c
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_vman_use_client_socket`,
    gen_require(
        type polaris_vman_t;
    )
    allow $1 polaris_vman_t:unix_stream_socket connectto;
)

############################################################
## <summary>
## Manage /tmp/xml/
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolebase/>
#
interface(`polaris_vman_log_files_manage`,
    optional_policy(
        gen_require(
            type polaris_vman_log_t;
        )
        manage_files_pattern($1, polaris_vman_log_t,polaris_vman_log_t)
        manage_dirs_pattern($1, polaris_vman_log_t, polaris_vman_log_t)
    )
)
### <summary>
### Read files of type polaris_var_vman_t (e.g., /var/virtual-instance)
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface('polaris_vman_var_read',
    gen_require('type polaris_var_vman_t;')
list_dirs_pattern($1, polaris_var_vman_t, polaris_var_vman_t)
read_files_pattern($1, polaris_var_vman_t, polaris_var_vman_t)
')

### <summary>
### Write into fifo file created by vman, typical case when
### vman starts script under popen in different domain.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### <rolecap/>
#
interface('polaris_vman_use_fifo',
    gen_require('type polaris_vman_t;')
read_fifo_files_pattern($1, polaris_vman_t, polaris_vman_t)
write_fifo_files_pattern($1, polaris_vman_t, polaris_vman_t)
')

### <summary>
### Check existence (getattr) of vman btrace file (i.e polaris_vman_bt_t)
### </summary>
### <param name="domain">
### </param>
## Domain allowed access.

```c
interface('polaris_vman_bt_getattr',
    gen_require(
        type polaris_vman_bt_t;
        type polaris_btrace_base_t;
    )
    getattr_files_pattern($1, polaris_btrace_base_t, polaris_vman_bt_t)
')
```

## Allow domain to write to pipes connected to virtlogd_t.

```c
interface('polaris_vman_virtlog_allow',
    gen_require(
        type virtlogd_t;
    )
    #allow domain to write to pipes
    allow $1 virtlogd_t:fifo_file rw_inherited_fifo_file_perms;
    #allow virtlogd_t to search dirs /var/log/libvirt/qemu
    logging_search_logs(virtlogd_t)
')
```

## Allow polaris_vman_t to kill process from domain.

```c
interface('polaris_vman_kill_process',
    gen_require(
        type polaris_vman_t;
    )
)```
allow polaris_vman_t $1:process sigkill;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisvman.if
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#  
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#  
## <summary>Polaris tws Policy Rules.</summary>
#
## Allow the specified domain to manage KGV data files  
## I.e /tmp/package_biv_sums.  
## </summary>  
## <param name="domain">  
## Domain allowed access.  
## </param>  
#
interface("polaris_kgv_data_manage",  
gen_require(  
    type polaris_kgv_data_t;  
'})

manage_files_pattern($1, polaris_kgv_data_t, polaris_kgv_data_t)  
allow $1 polaris_kgv_data_t:file map;  
')

## <summary>  
## Execute a domain transition to run code_sign_verify  
## </summary>  
## <param name="domain">  
## Domain allowed to transition.  
## </param>  
#
interface("polaris_code_verify_domtrans",  
gen_require("
type polaris_code_verify_t, polaris_code_verify_exec_t;
)

domtrans_pattern($1, polaris_code_verify_exec_t, polaris_code_verify_t)
)

########################################################################
## <summary>
##      Execute a domain transition to the polaris_hw_upgrade
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface('polaris_hw_upgrade_domtrans',
    gen_require(
        type polaris_hw_upgrade_t, polaris_hw_upgrade_exec_t;
    )
)

corecmd_search_bin($1)
domtrans_pattern($1, polaris_hw_upgrade_exec_t, polaris_hw_upgrade_t)
)

########################################################################
## <summary>
##      Work (read, write, ioctl) with /dev/aikido device
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_aikido_dev_use',
    gen_require(
        type device_t;
type polaris_aikido_device_t;
    )
)
write_chr_files_pattern($1, device_t, polaris_aikido_device_t)
read_chr_files_pattern($1, device_t, polaris_aikido_device_t)
)

########################################################################
## <summary>
##      Execute a domain transition to the polaris_rom_upgrade
## <summary>
## Domain allowed to transition.
## </summary>
## </param>
#
interface('polaris_rom_upgrade_domtrans',
  gen_require(
    type polaris_hw_upgrade_t, polaris_rom_upgrade_exec_t;
  )
)
corecmd_search_bin($1)
domtrans_pattern($1, polaris_rom_upgrade_exec_t, polaris_rom_upgrade_t)
')

######################################
## <summary>
## Write into fifo file created during rommon_upgrade
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolecap/>
#
interface('polaris_rom_upgrade_use_fifo',
  gen_require(
    type polaris_rom_upgrade_t;
  )
)

  write_fifo_files_pattern($1, polaris_rom_upgrade_t, polaris_rom_upgrade_t)
')

########################################
## <summary>
## Work (read, write, ioctl) with /dev/scansta device
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_scansta_dev_use',
  gen_require(
    type device_t;
    type polaris_scansta_device_t;
write_chr_files_pattern($1, device_t, polaris_scansta_device_t)
read_chr_files_pattern($1, device_t, polaris_scansta_device_t)

Found in path(s):
 */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristws.if
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#
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#
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#
/tmp/*.chasync(.*))* gen_context(system_u:object_r:polaris_chasync_exec_t,s0)
/tmp/chassis/local/*.chasync(.*))* gen_context(system_u:object_r:polaris_chasync_exec_t,s0)
/tmp/chassis chasync(.*))* gen_context(system_u:object_r:polaris_chasync_exec_t,s0)
/tmp/chassis(.*)* gen_context(system_u:object_r:polaris_chasync_exec_t,s0)

# real path is /etc/init.d/chasfs_boottime.sh but we need to add rc.d because
# in file_contexts.subs_dist we have substitute rule for /etc/init.d/
#/etc/rc.d/init.d/chasfs_boottime.sh -- gen_context(system_u:object_r:polaris_chasfs_boottime_exec_t,s0)

Found in path(s):
 */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarischasfs.fc
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#
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#
/usr/binos/conf/chasync.sh -- gen_context(system_u:object_r:polaris_chasync_exec_t,s0)
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39073

/usr/binos/conf/trans_stats_helper.sh -- gen_context(system_u:object_r:polaris_trans_stats_helper_exec_t,s0)
/usr/binos/conf/mcp_disk_oir.sh -- gen_context(system_u:object_r:polaris_disk_oir_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissmand.fc

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#
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#

policy_module(polarissmand, 1.0);

gen_require(
    type polaris_smand_t;
    type polaris_smand_exec_t;
    ')

polaris_btrace_data_manage(polaris_smand_t)
polaris_crft_data_manage(polaris_smand_t)
polaris_chasfs_manager(polaris_smand_t)
polaris_Idresolve_read(polaris_smand_t)
polaris_tdlldb_list_dirs(polaris_smand_t)
polaris_cpld_read(polaris_smand_t)
polaris_lua_read(polaris_smand_t)
polaris_flashlib_read(polaris_smand_t)

polaris_send_signal_to_bexecute(polaris_smand_t)
polaris_ripc_sman_ui_serv_connect(polaris_smand_t)
polaris_db_tdlldb_dir_use(polaris_smand_t)

type polaris_crdu_pipe_tmp_t;
files_tmp_file(polaris_crdu_pipe_tmp_t)
files_tmp_filetrans(polaris_smand_t, polaris_crdu_pipe_tmp_t, fifo_file, ".CRDU_COMMAND_PIPE")
files_tmp_filetrans(polaris_smand_t, polaris_crdu_pipe_tmp_t, fifo_file, ".CRDU_RESPONSE_PIPE")
polaris_smand_crdu_pipe_manager(polaris_smand_t)

# work with /tmp/sman files

type polaris_smand_tmp_t;
files_tmp_file(polaris_smand_tmp_t)
manage_dirs_pattern(polaris_smand_t, polaris_smand_tmp_t, polaris_smand_tmp_t)
manage_files_pattern(polaris_smand_t, polaris_smand_tmp_t, polaris_smand_tmp_t)
files_tmp_filetrans(polaris_smand_t, polaris_smand_tmp_t, { file dir })
# allow read of /etc/group
auth_use_nsswitch(polaris_smand_t)

# allow to send message to /dev/log
logging_send_syslog_msg(polaris_smand_t)

# allow objstore access
polaris_disk_objstore_read(polaris_smand_t)

# on edison smand shares sysv semaphore with iosd, why sem got initrc_t label
# is not clear.
gen_require(''
type initrc_t;
')
allow polaris_smand_t initrc_t:sem { read write unix_write associate };

# why smand needs all these capability?
allow polaris_smand_t self:capability { dac_override chown fsetid };
allow polaris_smand_t self:capability2 block_suspend;
allow polaris_smand_t self:capability sys_resource;

# on edison smand wants to read /proc/mtd which is proc_t
# type=AVC msg=audit(1478481219.216:6): avc: denied { read } for pid=5410 comm="smand" name="mtd"
dev="proc" ino=402635811 scontext=system_u:system_r:polaris_smand_t:s0
tcontext=system_u:object_r:proc_t:s0 tclass=file
# try to drop it latter
kernel_read_system_state(polaris_smand_t)

# on edison silent roll package is still in iso format
# type=AVC msg=audit(1478497356.229:7): avc: denied { getattr } for pid=5816 comm="smand"
path="/tmp/sw/mount/cat3k_caa-srdriver.2016-11-06_21.10_kamensky.SSA.pkg/usr/binos/lib64" dev="loop7"
ino=3456 scontext=system_u:system_r:polaris_smand_t:s0 tcontext=system_u:object_r:iso9660_t:s0 tclass=dir
# try to drop it latter
gen_require(''
type iso9660_t;
')
allow polaris_smand_t iso9660_t:dir { search getattr };

polaris_dyncfg_tmp_read(polaris_smand_t)

corecmd_exec_shell(polaris_smand_t)

# CLI "Show install issu history" invokes /usr/binos/conf/install_issu_show.py which
# needs /usr/bin/python3(bin file) execution
corecmd_exec_bin(polaris_smand_t)

# smand execute install_show.sh in its own domain need read results
polaris_install_show_tmp_read(polaris_smand_t)
# during boot issu_boottime.sh calls smand to obtain some information

gen_require('type unconfined_service_t;')
domtrans_pattern(unconfined_service_t, polaris_smend_exec_t, polaris_smend_t)

# system_stats_periodic function from sman/src/fru_stats.c does
# ioctl(fd, SIOCGIFADDR, &ifr); on "system" interface name, which normally
# does not exist in Polaris platforms
kernel_dontaudit_request_load_module(polaris_smend_t)

# system_stats_periodic function from sman/src/fru_stats.c does
# statfs64 for /flash directory
fs_getattr_xattr_fs(polaris_smend_t)
polaris_disk_bootflash_read_lnk(polaris_smend_t)
polaris_disk_bootflash_search(polaris_smend_t)

gen_require('type rsync_t;')
# upon exec rsync inherits smand's stdout/stderr fifo files
allow rsync_t polaris_smend_t:fifo_file write;

gen_require('type polaris_bshell_t;')
polaris_chasfs_read(polaris_bshell_t)
polaris_tdlresolve_read(polaris_bshell_t)

# bshell memory logs related
type polaris_memmon_tmp_files_t;
files_tmp_file(polaris_memmon_tmp_files_t)
files_tmp_filetrans(unconfined_service_t, polaris_memmon_tmp_files_t, dir, "memmon_logs")
## give bshell permissions
manage_files_pattern(polaris_bshell_t, polaris_memmon_tmp_files_t, polaris_memmon_tmp_files_t)

# sman needs to access gnmib gnoi images
optional_policy('polaris_gnmib_gnoi_images_read(polaris_smend_t)')

# CLI "Show install issu history" access to "/bootflash/.installer/install_issu_history"
# and "/tmp/show_install_output.txt"
polaris_install_engine_domtrans(polaris_smend_t)
polaris_install_show_domtrans(polaris_smend_t)

# xcopy_script gets called for xcopy RPC data model
polaris_xcopy_script_domtrans(polaris_smand_t)

#
=====================================================================================================================================================================
# "sh ip ports" CLI policies, execute trans_ports_helper.sh script
polaris_utility_domain_template(trans_ports_helper)
# transit into the domain
domtrans_pattern(polaris_smand_t, polaris_trans_ports_helper_exec_t, polaris_trans_ports_helper_t)
# binary tracing fifo_file as standard output
polaris_use_btrace_fifo(polaris_trans_ports_helper_t)
# execute "tail" command
corecmd_exec_bin(polaris_trans_ports_helper_t)
corecmd_exec_shell(polaris_trans_ports_helper_t)
polaris_proc_fd_all_getattr(polaris_trans_ports_helper_t)
# getattr all polaris_domain
domain_getattr_all_domains(polaris_trans_ports_helper_t)
# run mcp_chvrf.sh without transition
polaris_exec_chvrf(polaris_trans_ports_helper_t)
fs_read_nsfs_files(polaris_trans_ports_helper_t)

# ls options tcp reads /proc/net/raw
kernel_read_network_state(polaris_trans_ports_helper_t)
# ls access to /proc/3792/fd/6 triggers sys_ptrace capability
allow polaris_trans_ports_helper_t self:capability { sys_ptrace };

# allow file and directory read and execute permission checks
allow polaris_trans_ports_helper_t self:capability dac_read_search;

# map /etc/passwd
auth_use_nsswitch(polaris_trans_ports_helper_t)

type polaris_trans_ports_tmp_t;
files_tmp_file(polaris_trans_ports_tmp_t)
# create /tmp/trans_ports_tmp and /tmp/trans_ports_result
files_tmp_filetrans(polaris_trans_ports_helper_t, polaris_trans_ports_tmp_t, file, "show_ports_tmp")
files_tmp_filetrans(polaris_trans_ports_helper_t, polaris_trans_ports_tmp_t, file, "show_ports_result")
polaris_trans_ports_tmp_manage(polaris_trans_ports_helper_t)
# smand open and unlinks /tmp/trans_ports_tmp
polaris_trans_ports_tmp_manage(polaris_smand_t)
#
=====================================================================================================================================================================
# "show platform software kernel ... " CLI executes trans_stats_helper.sh. Need domain
# transition
#
polaris_utility_domain_template(trans_stats_helper)
# transit into the domain
domtrans_pattern(polaris_smand_t, polaris_trans_stats_helper_exec_t, polaris_trans_stats_helper_t)
#binary tracing fifo_file as standard output
polaris_use_btrace_fifo(polaris_trans_stats_helper_t)
#execute lsof in helper script
corecmd_exec_bin(polaris_trans_stats_helper_t)
corecmd_exec_shell(polaris_trans_stats_helper_t)
auth_use_nsswitch(polaris_trans_stats_helper_t)
# lsof reads /proc/*/fd/** attributes
polaris_proc_fd_all_gettime(polaris_trans_stats_helper_t)

# lsof options tcp reads /proc/net/raw
kernel_read_network_state(polaris_trans_stats_helper_t)

# lsof reads /proc/locks
kernel_read_system_state(polaris_trans_stats_helper_t)

# lsof readmnt
fs_read_nsfs_files(polaris_trans_stats_helper_t)

# ls access to /proc/3792/fd/6 triggers sys_ptrace capability
# and dac_read_search as well.
allow polaris_trans_stats_helper_t self:capability { sys_ptrace dac_read_search };

type polaris_trans_stats_tmp_t;
files_tmp_file(polaris_trans_stats_tmp_t)
# create /tmp/trans_tmp and /tmp/trans_tmp.1 to store lsof output
files_tmp_filetrans(polaris_trans_stats_helper_t, polaris_trans_stats_tmp_t, file, "trans_tmp")
files_tmp_filetrans(polaris_trans_stats_helper_t, polaris_trans_stats_tmp_t, file, "trans_tmp.1")
polaris_trans_stats_tmp_manage(polaris_trans_stats_helper_t)
# smand open and unlinks /tmp/trans_tmp
polaris_trans_stats_tmp_manage(polaris_smand_t)

# run mcp_chvrf.sh without transition
polaris_exec_chvrf(polaris_trans_stats_helper_t)

#
=================================================================================================
==============
# CLI "request platform hardware filesystem harddisk: offline | online" which runs mcp_disk_oir.sh
polaris_utility_domain_template(disk_oir)
polaris_bexecute_domain(polaris_disk_oir_t, polaris_disk_oir_exec_t)

#execute lsof
corecmd_exec_bin(polaris_disk_oir_t)

# This is a CLI script that access types and /proc/pid/fd/*
polaris_proc_fd_all_gettime(polaris_disk_oir_t)
# access sysctl_rpc_t
kernel_read_rpc_sysctls(polaris_disk_oir_t)

# reads /proc/net/*
kernel_read_network_state(polaris_disk_oir_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_disk_oir_t)

# ls of readmnt
fs_read_netfs_files(polaris_disk_oir_t)

# inherits stdin/stdout of pty opened by telnetd
telnet_use_ptys(polaris_disk_oir_t)

allow polaris_disk_oir_t self:capability { dac_read_search sys_nice sys_rawio }; allow polaris_disk_oir_t self:process { setfscreate setsched };# execute lvm commands
lvm_domtrans(polaris_disk_oir_t)

"ls of -P" read /dev/sda1 (/csl_p_0) and other operations when disk is destroyed.
storage_manage_fixed_disk(polaris_disk_oir_t)

# access /tmp/chassis/cpld/chasfs
polaris_chasfs_read(polaris_disk_oir_t)

# cat /tmp/chassis/cpld/chasfs/platform_type'
polaris_cpld_read(polaris_disk_oir_t)

#/bin/rm -rf /tmp/udev/etc/udev/harddisk'
fs_getattr_tmpfs(polaris_disk_oir_t)

# access /tmp/udev/etc/udev/harddisk'
polaris_udev_tmp_manage(polaris_disk_oir_t)

#/bin/mkdir -p /tmp/udev_cache/harddisk
files_tmp_filetrans(polaris_disk_oir_t, polaris_udev_tmp_files_t, dir, "udev_cache")

# systemctl start handle_mount@vol-harddisk.service, communicate with systemd
systemd_exec_systemctl(polaris_disk_oir_t)

# mount /dev/harddisk1 /vol/harddisk
mount_domtrans(polaris_disk_oir_t)

# read /proc/cmdline
kernel_read_all_proc(polaris_disk_oir_t)
# system service start/stop: /lib/systemd/system/handle_mount@.service
systemd_config_generic_services(polaris_disk_oir_t)

#/sbin/hdparm -S 0 /dev/sdb, execute hdparm in its own domain
fstools_domtrans(polaris_disk_oir_t)

ifdef('crankshaft_family',
    gen_require(
        type device_t;
        type udev_t;
    )
    filetrans_pattern( {udev_t polaris_disk_oir_t}, device_t, fixed_disk_device_t, lnk_file, "harddisk")
    filetrans_pattern( {udev_t polaris_disk_oir_t}, device_t, fixed_disk_device_t, lnk_file, "harddisk1")
    manage_lnk_files_pattern(polaris_disk_oir_t, fixed_disk_device_t, fixed_disk_device_t)
    # /dev/harddisk may be labeled with device_t. The "unlink" AVC denail will be fixed when it is labeled correctly

    # allow /bin/dd to access /dev/nvme in blk_file
dev_nvme_blk_filesManage(polaris_disk_oir_t)

    # allow /bin/cat to access /tmp/nim_xxd_present
    gen_require(
        type polaris_cmrp_nim_xxd_tmp_t;
    )
    read_files_pattern(polaris_disk_oir_t, polaris_cmrp_nim_xxd_tmp_t, polaris_cmrp_nim_xxd_tmp_t)

    # watches of /tmp/[rp|fp|cc]/pvp/process_state directory
    polaris_process_state_watch(polaris_smand_t)

    ifdef('petra_platform',
    # allow access to polaris_cm_rp sem
    polaris_cm_rp_sem_use(polaris_smand_t)
    # allow access to /flash12/moncfg/cfg.dat
    polaris_swipedrive_file_manage(polaris_smand_t)
    # allow access to /flash6/moncfg/cfg.dat
    polaris_nvram_read(polaris_smand_t)
    )
dmesg_domtrans(polaris_smand_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissmand.te
No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
# Copyright (c) 2017-2019 by Cisco Systems, Inc.
# pci rescan shm file
/dev/shm/rescan_shm gen_context(system_u:object_r:polaris_cm_cc_tmpfs_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmcc.fc
No license file was found, but licenses were detected in source scan.

#
# August 2017, Shawn Lu
#
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#

## <summary>Polaris mobilityd Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismobilityd.if
No license file was found, but licenses were detected in source scan.

#
# September 2018, Anubha Balani
#
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#

policy_module(polarismemory, 1.0);

#########################################################################
# Polaris memory: libmaroon and such
#########################################################################

attribute polaris_maroon_data_domain;

type polaris_maroon_base_t;
files_type(polaris_maroon_base_t)

typeattribute polaris_maroon_base_t polaris_maroon_data_domain;

gen_require(
    attribute polaris_extended_domain;
')

files_tmp_filetrans(polaris_extended_domain, polaris_maroon_base_t, dir, "maroon_stats")
type polaris_zram_device_t;
dev_node(polaris_zram_device_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismemory.te
No license file was found, but licenses were detected in source scan.

# # March 2017, Victor Kamensky
# # Copyright (c) 2016-2019 by Cisco Systems, Inc.
# # All rights reserved
#

# polarisemd file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisemd.fc
No license file was found, but licenses were detected in source scan.

# # March 2017, Victor Kamensky
# # Copyright (c) 2017-2020 by Cisco Systems, Inc.
# # All rights reserved
#

## <summary>Polaris nif_mgr Policy Rules.</summary>

####################################
##      Use /tmp/sv directory and files. Currently this acts as a
##      chasfs root for information shared between the nif manager
##      and the fed.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_sv_tmp_use`,
  gen_require(`
    type polaris_sv_tmp_t;
    type tmp_t;
  `)}
manage_dirs_pattern($1, tmp_t, polaris_sv_tmp_t)
manage_files_pattern($1, polaris_sv_tmp_t, polaris_sv_tmp_t)
allow $1 polaris_sv_tmp_t:dir watch;
')

######################################
## <summary>
##    This is to allow creation and write to
##    doppler_sesa file under proc
##
## </summary>
## <param name="domain">
##    <summary>
##    Domain allowed access.
##    </summary>
## </param>
#
interface('polaris_proc_sesa_create_write','
    gen_require(''
        type polaris_proc_sesa_t;
    ')
    setattr_files_pattern($1, polaris_proc_sesa_t, polaris_proc_sesa_t)
    rw_files_pattern($1, polaris_proc_sesa_t, polaris_proc_sesa_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnifmgr.if
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
# # Copyright (c) 2016-2019 by Cisco Systems, Inc.
# # All rights reserved
#
/usr/binos/conf/btdecode -- gen_context(system_u:object_r:polaris_btdecode_exec_t,s0)
/usr/binos/conf/bttail -- gen_context(system_u:object_r:polaris_btdecode_exec_t,s0)
/usr/binos/conf/mcp_trace_filter.sh -- gen_context(system_u:object_r:polaris_trace_filter_exec_t,s0)
/usr/binos/conf/mcp_trace_request.sh -- gen_context(system_u:object_r:polaris_trace_request_exec_t,s0)
/usr/binos/bin/create_luid_file_db -- gen_context(system_u:object_r:polaris_create_ldb_exec_t,s0)
/tmp/btrace_luids_file.cdb.tmp -- gen_context(system_u:object_r:polaris_lldb_tmp_t,s0)
/tmp/btrace_luids_file.cdb -- gen_context(system_u:object_r:polaris_lldb_tmp_t,s0)
/tmp/cc/0/trace(/.*)? -- gen_context(system_u:object_r:polaris_btrace_base_t,s0)
/tmp/cc/0/trace/fifo(/.*)? -- gen_context(system_u:object_r:polaris_fifo_stdout_base_t,s0)
Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtrace.fc
No license file was found, but licenses were detected in source scan.

# September 2017, Victor Kamensky
#
# Copyright (c) 2017-2019 by Cisco Systems, Inc.
# All rights reserved
#
# polarisunconfined file contexts place holder

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisunconfined.fc
No license file was found, but licenses were detected in source scan.

# February 2020, Victor Kamensky
#
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# All rights reserved
#

policy_module(polarisdbgd, 1.0);

gen_require(
  
  type polaris_dbgd_t;
  
)
polaris_chasfs_read(polaris_dbgd_t)
polaris_tdlresolve_read(polaris_dbgd_t)
polaris_cpld_read(polaris_dbgd_t)
logging_send_syslog_msg(polaris_dbgd_t)

# vconfd_load_shared_schemas
polaris_confd_shared_schema_read(polaris_dbgd_t)
# /var/run/dbgd socket and pid
type polaris_dbgd_var_run_t;
files_pid_file(polaris_dbgd_var_run_t)
manage_files_pattern(polaris_dbgd_t, polaris_dbgd_var_run_t, polaris_dbgd_var_run_t)
manage_sock_files_pattern(polaris_dbgd_t, polaris_dbgd_var_run_t, polaris_dbgd_var_run_t)
files_pid_filetrans(polaris_dbgd_t, polaris_dbgd_var_run_t, { file sock_file })
polaris_vdaemon_var_sock_write(polaris_dbgd_t)

# dbgd may create vrf-based netns on demand
polaris_vrf_netns_manage(polaris_dbgd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdbgd.te
No license file was found, but licenses were detected in source scan.

#
# March 2020, Victor Kamensky
#
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#

## <summary>Polaris JVM Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisjvm.if
No license file was found, but licenses were detected in source scan.

#
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Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisinstall.te
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristwstws.te
No license file was found, but licenses were detected in source scan.

#
# December 2018, Victor Kamensky
#
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# All rights reserved
#

policy_module(polarisezmancc, 1.0);

gen_require(`
    type polaris_ezman_cc_t;
`)

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39084
polaris_chasfs_read(polaris_ezman_cc_t)
polaris_cpld_read(polaris_ezman_cc_t)
polaris_tdlresolve_read(polaris_ezman_cc_t)

polaris_ripc_sman_ui_serv_connect(polaris_ezman_cc_t)

allow polaris_ezman_cc_t self:capability dac_override;

polaris_oob_evfc_dev_use(polaris_ezman_cc_t)
# LOOK AT ME by some reason relabeling of /dev/ezlkm
# device files does not work
dev_rw_generic_chr_files(polaris_ezman_cc_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisezmancc.te
No license file was found, but licenses were detected in source scan.

#
# Oct 2020, Xin Xiang
#
# Copyright (c) 2020 by Cisco Systems, Inc.
# All rights reserved
#

policy_module(polarisdoppler, 1.0);

# doppler interrupt device
type polaris_dplr_device_t;
dev_node(polaris_dplr_device_t)

# dma mmap device
type polaris_dmammap_device_t;
dev_node(polaris_dmammap_device_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdoppler.te
No license file was found, but licenses were detected in source scan.

#
# Nov 2020, Swati Kumari
#
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#

### <summary>Polaris PTPD Policy Rules.</summary>

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39085
### <summary>
### Work (read, write, ioctl) with /dev/blzi_fpga
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface(`polaris_blzi_dev_use`,
    gen_require(`
      type device_t;
      type polaris_blzi_device_t;
    `)
    write_chr_files_pattern($1, device_t, polaris_blzi_device_t)
    read_chr_files_pattern($1, device_t, polaris_blzi_device_t)
    allow $1 polaris_blzi_device_t:chr_file map;
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisptpdrp.if
No license file was found, but licenses were detected in source scan.
#
# March 2017, Victor Kamensky
#
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#
### <summary>Polaris cpp_cp Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppcp.if
No license file was found, but licenses were detected in source scan.
#
# March 2017, Victor Kamensky
#
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# All rights reserved
#

policy_module(polariscppdriver, 1.0);

gen_require(`
    type polaris_cpp_driver_t;
polaris_btrace_data_manage(polaris_cpp_driver_t)
polaris_crft_data_manage(polaris_cpp_driver_t)
polaris_chasfs_manage(polaris_cpp_driver_t)
polaris_tdlresolve_read(polaris_cpp_driver_t)
polaris_tdlldb_list_dirs(polaris_cpp_driver_t)
polaris_cppld_read(polaris_cpp_driver_t)
polaris_flashlib_read(polaris_cpp_driver_t)

polaris_ripc_sman_ui_serv_connect(polaris_cpp_driver_t)

polaris_cpp_process(polaris_cpp_driver_t)
polaris_cpp_dev_use(polaris_cpp_driver_t)

# allow read variety of system information from sysfs
# type=AVC msg=audit(1479601620.503:19): avc: denied { open } for pid=22839 comm="cpp_driver" path="/sys/devices/system/node/node0/meminfo" dev="sysfs" ino=805
# scontext=system_u:system_r:polaris_cpp_driver_t:s0 tcontext=system_u:object_r:sysfs_t:s0 tclass=file
# dev_read_sysfs(polaris_cpp_driver_t)

optional_policy(
    # cpp_driver reads qfp executable to look at .stabs sections that
    # contains qfp code fixups, then this fixup data is passed to kernel
    # module to modify qfp code.
    gen_require(
        type bin_t;
        type polaris_qfp_exec_t;
    )
)

read_files_pattern(polaris_cpp_driver_t, bin_t, polaris_qfp_exec_t)

polaris_icc_broken_relocations(polaris_cpp_driver_t)

# work with /dev/i2c devices
polaris_i2c_use(polaris_cpp_driver_t)

polaris_cpp_cavium_sdk_ipc_use(polaris_cpp_driver_t)

logging_send_syslog_msg(polaris_cpp_driver_t)

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvH58515)
ifdef(\crankshaft_family\',
    polaris_dev_mem_use(polaris_cpp_driver_t)
)

# allow access to /tmp/octeon-remote-lock-pci***
# This is required as part of cpp_driver access of octeon chip.
# As part of the init, call is made to octeon_remote_lock()
# which requires access to the /tmp file.
ifdef(`crankshaft_family',
    polaris_cm_fp_tmp_filetrans(polaris_cpp_driver_t)
    polaris_cm_fp_tmp_manage(polaris_cpp_driver_t)
)

# LOOK AT ME on overloard cpp_driver needs access to /dev/cavium_e
# and /dev/pcie0 devices, on lnxg cpp_driver needs access to
# /dev/yoda0_tree2, etc
dev_rw_generic_chr_files(polaris_cpp_driver_t)

# /dev/cpp_il on qwlc
optional_policy(
    polaris_cpp_il_dev_use(polaris_cpp_driver_t)
)

ifdef(`qwlc_platform',
    polaris_cpld_dev_use(polaris_cpp_driver_t)
)

ifdef(`katar_platform',
    polaris_cpld_dev_use(polaris_cpp_driver_t)
)

ifdef(`mcp_family',
    polaris_cpld_dev_use(polaris_cpp_driver_t)
)

optional_policy(
    polaris_cpp_htdp_dev_use(polaris_cpp_driver_t)
    polaris_cbmda_dev_use(polaris_cpp_driver_t)
    polaris_cpp_htdp_dev_use(polaris_cpp_driver_t)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppdriver.te
No license file was found, but licenses were detected in source scan.

#
# August 2017, Shawn Lu
#
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#
## <summary>Polaris odm_proxy Policy Rules.</summary>
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisodmproxy.if

No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

policy_module(polaris_btrace, 1.0);

########################################################################
# Btrace policy
########################################################################
gen_require("
    attribute domain;
    attribute polaris_extended_domain;
    attribute unconfined_domain_type;
"
)

# persistent btrace files stored under btrace_data
type polaris_btrace_data_t;
files_type(polaris_btrace_data_t)

# allow btrace data file reside on persistent storage
polaris_pfile_type(polaris_btrace_data_t)

type polaris_fifo_stdout_t;
files_type(polaris_fifo_stdout_t)

type polaris_fifo_stdout_base_t;
files_type(polaris_fifo_stdout_base_t)

attribute polaris_btrace_data_domain;

type polaris_btrace_base_t;
files_type(polaris_btrace_base_t)

typeattribute polaris_btrace_base_t polaris_btrace_data_domain;
typeattribute polaris_btrace_data_t polaris_btrace_data_domain;

# is "trace" in tmp_t specific enough? Maybe we would need to change it in polaris
files_tmp_filetrans(polaris_extended_domain, polaris_btrace_base_t, dir, "trace")
# udev -> cat9k-ssd.mount -> unifiedfs_rsync_udev.sh -> btrace.sh might also create this dir
files_tmp_filetrans(udev_t, polaris_btrace_base_t, dir, "trace")
gen_require('attribute polaris_extended_domain;
type polaris_pvp_tmp_t;
')
filetrans_pattern(polaris_extended_domain, polaris_pvp_tmp_t, polaris_brace_base_t, dir, "trace")

# filetrans_pattern(polaris_extended_domain, polaris_brace_base_t, polaris_fifo_stdout_base_t, dir, "fifo")
filetrans_pattern(domain, polaris_brace_base_t, polaris_fifo_stdout_base_t, dir, "fifo")
filetrans_pattern(domain, polaris_fifo_stdout_base_t, polaris_fifo_stdout_t, fifo_file)
manage_dirs_pattern(polaris_extended_domain, polaris_brace_base_t, polaris_fifo_stdout_base_t)

polaris_utility_domain_template(btdecode)

# any polaris process except iosd can execve btdecode utility to decode its own traces
gen_require('attribute polaris_domain;
type polaris_iosd_t;
')
domtrans_pattern(polaris_domain - polaris_iosd_t, polaris_btdecode_exec_t, polaris_btdecode_t)
corecmd_check_exec_shell(polaris_domain - polaris_iosd_t)

# btdecode not only reads btrace files, but also creates copy of the file
polaris_btrace_data_manage_all(polaris_btdecode_t)
polaris_btrace_persistent_data_manage(polaris_btdecode_t)
polaris_use_btrace_fifo(polaris_btdecode_t)
polaris_tdlresolve_read(polaris_btdecode_t)
polaris_boot_tmp_read(polaris_btdecode_t)
polaris_lua_read(polaris_btdecode_t)
polaris_chasfs_read(polaris_btdecode_t)
polaris_cpld_read(polaris_btdecode_t)
polaris_bootflash_manage(polaris_btdecode_t)

# lua files need to read executables to retrieve btrace meta informations
files_mmap_all_files(polaris_btdecode_t)

# could be called on trace files on persistent storage
polaris_persistent_read(polaris_btdecode_t)

# need to read executables to retrieve btrace meta informations
polaris_read_exec_domain(polaris_btdecode_t)
corecmd_exec_bin(polaris_btdecode_t)
corecmd_exec_shell(polaris_btdecode_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_btdecode_t)

# executes luajit
allow polaris_btdecode_t self:process execmem;

# tmp files created by /lua/btdecode.lua in /tmp
type polaris_btdecode_tmp_t;
files_tmp_file(polaris_btdecode_tmp_t)
files_tmp_filetrans(polaris_btdecode_t, polaris_btdecode_tmp_t, file)
manage_files_pattern(polaris_btdecode_t, polaris_btdecode_tmp_t, polaris_btdecode_tmp_t)

# /lua/btdecode.lua may call create_luid_file_db on demand
polaris_create_ldb_domtrans(polaris_btdecode_t)

# in some cases it runs with telnet /dev/ptyN as stdin/stdout
# example when executed on other node, or "monitor log profile"
# command
telnet_use_ptys(polaris_btdecode_t)

# Allow btdecode to read/write /dev/pts/*
term_use_generic_ptys(polaris_btdecode_t)

polaris_btrace_ldb_tmp_read(polaris_btdecode_t)

# Allow btdecode to watch over /bootflash/tracelogs, /vol/harddisk/tarcelogs and /flash2/CRASH/tracelogs
polaris_btrace_data_watch(polaris_btdecode_t)

# Allow btdecode to watch over /usr/binos/conf
files_watch_usr_dirs(polaris_btdecode_t)

#Allow btdecode to access UFS mounted directories for other members
optional_policy(''
polaris_ncd_tmp_read(polaris_btdecode_t)
')

# btrace_rotate calls ftw function through create_luid_file_db utility
# that walks whole file tree in order to create btrace_luids_file.cdb
# let's have separate domain for this utility
polaris_utility_domain_template(create_ldb)

files_read_all_files(polaris_create_ldb_t)
files_getattr_all_dirs(polaris_create_ldb_t)
files_read_all_symlinks(polaris_create_ldb_t)
files_list_non_security(polaris_create_ldb_t)
files_dontaudit_list_security_dirs(polaris_create_ldb_t)
files_mmap_all_files(polaris_create_ldb_t)

# allow luid database scripts to read/write /dev/pts/*
term_use_generic_ptys(polaris_create ldb_t)

# creates files like btrace_luids_file.cdb_20170907160108.tmp, btrace_luids_file.cdb
type polaris ldb tmp_t;
files tmp_file(polaris ldb tmp_t)
files tmp filetrans(polaris create ldb_t, polaris ldb tmp t, file)
files tmp filetrans(polaris btdecode_t, polaris ldb tmp_t, file, "btrace_luids_file.cdb")
manage files pattern(polaris create ldb_t, polaris ldb tmp_t, polaris ldb tmp_t)
manmap files pattern(polaris create ldb_t, polaris create ldb_t, polaris create ldb_t)
polaris use btrace fifo(polaris create ldb_t)

# in some cases it runs with telnet /dev/ptyn as stdin/stdout
# example when executed on other node, or "monitor log profile"
# command
telnet use ptys(polaris create ldb_t)

# Allowing permission to read/open/getattr/ on
#   /tmp/sw/mount/*universalk9.*.SSA.pkg/usr/bin/sbin/in.telnetd
gen require(
    type telnetd exec t;
')
allow polaris btdecode t telnetd exec t:file { getattr open read };

# CLI: show platform software trace filter-binary wired
# invokes.../bin/sh /usr/bin/sbin/mcp_trace_filter.sh --binary wired

polaris utility domain template(trace filter)
polaris bexecute domtrans(polaris trace filter t)
polaris bexecute domain(polaris trace filter t, polaris trace filter exec t)
# mcp_trace_filter.sh runs with telnet /dev/ptyn as
# stdin/stdout if on standby
telnet use ptys(polaris trace filter t)

# script starts rsync with mcp_chvrf.sh
polaris chvrf domtrans(polaris trace filter t)

allow polaris trace filter t self:capability { dac_override sys resource };

# access /tmp/sw/boot/pkginfo
# awk -v what=\^BuildPath: $pkginfo_file ~ what { print $2 } /tmp/sw/boot/pkginfo
polaris boot tmp_read(polaris trace filter t)
polaris chasfs read(polaris trace filter t)
polaris disk bootflash read lnk(polaris trace filter t)
polaris disk crashinfo getattr(polaris trace filter t)
polaris_bootflash_manage(polaris_trace_filter_t)
polaris_use_btman_fifo(polaris_trace_filter_t)
polaris_use_btrace_fifo(polaris_trace_filter_t)
polaris_smand_use_fifo(polaris_trace_filter_t)
polaris_cpld_read(polaris_trace_filter_t)
polaris_tdlldb_list_dirs(polaris_trace_filter_t)
polaris_disk_harddisk_read_ink(polaris_trace_filter_t)
kernel_read_system_state(polaris_trace_filter_t)

# read /proc/rmbonbifo files such as env_var.sh
polaris_rmonbifo_tmp_read(polaris_trace_filter_t)

# df on "/" needs fs_t:filesystem getattr
fs_getattr_xattr_fs(polaris_trace_filter_t)

#Allow mcp_trace_request.sh to access UFS mounted directories for other members
optional_policy(
  polaris_ncd_tmp_read(polaris_trace_filter_t)
)

# allow creation/access of temporary files created by bash such as
#/tmp/sh-thd-1499428203 etc
type polaris_trace_filter_tmp_t;
files_tmp_file(polaris_trace_filter_tmp_t)
files_tmp_filetrans(polaris_trace_filter_t, polaris_trace_filter_tmp_t, file)
manage_files_pattern(polaris_trace_filter_t, polaris_trace_filter_tmp_t,
  polaris_trace_filter_tmp_t)

# mcp_trace_filter.sh invokes: "df /tmp/rp/tdldb" and "df /dev/shm"
fs_getattr_tmpfs(polaris_trace_filter_t)

# allow accesses to polaris lua files
polaris_lua_read(polaris_trace_filter_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_trace_filter_t)

corecmd_exec_bin(polaris_trace_filter_t)

# why does btrace show command needs to write into btrace state?
polaris_btrace_data_manage_all(polaris_trace_filter_t)
polaris_btrace_persistent_data_manage(polaris_trace_filter_t)

# Allow mcp_trace_request.sh to access NFS mounted directories for other members
# such as /tmp/ufs/harddisk/10.130.1.0
fs_getattr_nfs(polaris_trace_filter_t)

###############################################################################
# CLI: monitor log profile <iwan | wireless | wired ..>

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39093
# invokes /bin/sh /usr/bin/os/conf/mcp_trace_request.sh --operation monitor

polaris_utility_domain_template(trace_request)

polaris_bexecute_domtrans(polaris_trace_request_t)
polaris_bexecute_domain(polaris_trace_request_t, polaris_trace_request_exec_t)

# Provide sys_resource capability for sys_pipe calls
allow polaris_trace_request_t self:capability sys_resource;

polaris_cpld_read(polaris_trace_request_t)
polaris_disk_crashinfo_getattr(polaris_trace_request_t)
polaris_disk_bootflash_read_link(polaris_trace_request_t)
polaris_disk_harddisk_read_link(polaris_trace_request_t)
polaris_chasfs_manage(polaris_trace_request_t)

fs_getattr_xattr_fs(polaris_trace_request_t)

# can execute hostname
hostname_exec(polaris_trace_request_t)

# can execute dmesg
dmesg_domtrans(polaris_trace_request_t)

# creates archives under /crashinfo
polaris_disk_crashinfo_manage(polaris_trace_request_t)

# can tar logs to persistent all file systems (including removable file systems)
polaris_persistent_manage(polaris_trace_request_t)
polaris_removable_manage(polaris_trace_request_t)

# read and write all btrace fifo file as standard input/output.
polaris_use_btrace_fifo(polaris_trace_request_t)

# read /proc/rmbonbifo files such as env_var.sh
polaris_rmonbifo_tmp_read(polaris_trace_request_t)

# copies /tmp/silent_roll_select.log into /crashinfo so that it can be tar'd into an
# archive
polaris_pvp_read_tmp_files(polaris_trace_request_t)

# read /tmp/sw/boot/base_pkg
polaris_boot_tmp_read(polaris_trace_request_t)

# in some cases mcp_trace_request.sh runs with telnet /dev/ptyN as
# stdin/stdout
telnet_use_ptys(polaris_trace_request_t)
# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_trace_request_t)

# read /proc/cmdline
kernel_read_system_state(polaris_trace_request_t)

corecmd_exec_bin(polaris_trace_request_t)

ifdef(`ngwc_family',`
optional_policy(`
polaris_ncd_tmp_read(polaris_trace_request_t)
')
')

# mcp_trace_request.sh can read all btrace files both in temp storage
# as well as in persistent storage
polaris_btrace_data_manage_all(polaris_trace_request_t)
polaris_btrace_persistent_data_manage(polaris_trace_request_t)

# Allow mcp_trace_request.sh to create and manage temporary files under /tmp
# such as /tmp/mtr_cntrl
type polaris_trace_request_tmp_t;
files_tmp_file(polaris_trace_request_tmp_t)
files_tmp_filetrans(polaris_trace_request_t, polaris_trace_request_tmp_t, file)
manage_files_pattern(polaris_trace_request_t, polaris_trace_request_tmp_t, polaris_trace_request_tmp_t)

# Allow mcp_trace_request.sh to access NFS mounted directories for other members
# such as /tmp/ufs/crashinfo/10.1.1.1
fs_getattr_nfs(polaris_trace_request_t)

# mcp_trace_request.sh invokes dmesg, which runs in dmesg_t domain needs access
# to btrace data store
gen_require(`
    type dmesg_t;
')
polaris_btrace_persistent_data_manage(dmesg_t)
# dmesg invocation in case of disk being full,
# results in writing to area of disk that
# requires the sys_resource capability.
allow dmesg_t self:capability sys_resource;

# Set /tmp/udev_ng4k.vbd.log to be under polaris_udev_tmp_files_t label
gen_require(`
    type udev_t;
    type polaris_udev_tmp_files_t;
    type init_t;
')
files_tmp_filetrans(udev_t, polaris_uudev_tmp_files_t, file, "udev_ng4k.vbd.log")
fs_tmpfs_filetrans(udev_t, polaris_uudev_tmp_files_t, file, "udev_ng4k.vbd.log")
files_tmp_filetrans(init_t, polaris_uudev_tmp_files_t, file, "udev_ng4k.vbd.log")
fs_tmpfs_filetrans(init_t, polaris_uudev_tmp_files_t, file, "udev_ng4k.vbd.log")

# Add permission for mcp_trace_request to access polaris_uudev_tmp_files_t files
polaris_uudev_tmp_manage(polaris_trace_request_t)

# Allow ls /tmp/ufs/harddisk
optional_policy(
    polaris_ncd_tmp_read(polaris_trace_request_t)
)

# Allow mcp_trace_request to get tmpfs attributes
fs_getattr_tmpfs(polaris_trace_request_t)

# allow mcp_trace_request to execute tar
allow polaris_trace_request_t self:capability { chown fowner fsetid };

******************************************************************************
type polaris_btrace_tmpfs_t;
files_tmpfs_file(polaris_btrace_tmpfs_t)

# btrace semaphore created by systemd-tmpfiles needs map permission
gen_require(
    type systemd_tmpfiles_t;
)
mmap_files_pattern(systemd_tmpfiles_t, polaris_btrace_tmpfs_t, polaris_btrace_tmpfs_t)

# Allow polaris processes to manage level config files in tracelogs persistent
# directory like /bootflash/tracelogs/level_config
type polaris_btrace_lvl_config_t;
files_type(polaris_btrace_lvl_config_t)
gen_require(
    attribute polaris_domain;
)
polaris_btrace_lvl_config_manage(polaris_domain)

optional_policy(
    polaris_cedge_tanman_tmp Manage(polaris_btdecode_t)
)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtrace.te
No license file was found, but licenses were detected in source scan.
# March 2017, Victor Kamensky
#
# Copyright (c) 2016-2019 by Cisco Systems, Inc.
# All rights reserved
#

/usr/bin/os/conf/psvp.sh -- gen_context(system_u:object_r:polaris_psvp_exec_t,s0)
/tmp/rp/psvp  -d gen_context(system_u:object_r:polaris_psvp_tmp_t,s0)
/tmp/rp/psvp/inot_fifo -p gen_context(system_u:object_r:polaris_psvp_tmp_t,s0)
/tmp/rp/psvp/pvp.pid -- gen_context(system_u:object_r:polaris_psvp_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.10/selinux-tar/selinux/polarispsvp.fc
No license file was found, but licenses were detected in source scan.
#
# July 2017, Victor Kamensky
#
# Copyright (c) 2017-2021 by Cisco Systems, Inc.
# All rights reserved
#

policy_module(polarisbexecute, 1.0);

polaris_utility_domain_template(bexecute)

polaris_utility_domain_template(chvrf)

polaris_bexecute_domtrans(polaris_chvrf_t)
polaris_chvrf_domtrans(polaris_bexecute_t)
polaris_ngio_module_session_domtrans(polaris_bexecute_t)

polaris_rom_upgrade_use_fifo(polaris_chvrf_t)

############################################################################
# bexecute
############################################################################
corecmd_exec_bin(polaris_bexecute_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_bexecute_t)

dev_setattr_null_dev(polaris_bexecute_t)

polaris_btrace_data_manage(polaris_bexecute_t)
polaris_crft_data_manage(polaris_bexecute_t)
polaris_chasfs_manage(polaris_bexecute_t)
polaris_cpld_read(polaris_bexecute_t)
polaris_boot_tmp_read(polaris_bexecute_t)
polaris_rmonbifo_tmp_read(polaris_bexecute_t)
polaris_proc_rmonbifo_read(polaris_bexecute_t)
polaris_dyncfg_tmp_read(polaris_bexecute_t)
polaris_read_debug_conf(polaris_bexecute_t)
polaris_tdldb_list_dirs(polaris_bexecute_t)
polaris_disk_bootflash_read_lnk(polaris_bexecute_t)
polaris_disk_harddisk_read_lnk(polaris_bexecute_t)

# open/read /tmp/sw/rp/max_elastic_bays
polaris_pvp_read_tmp_files(polaris_bexecute_t)

# search/getattr of /tmp/udev/etc/udev
polaris_udev_tmp_list_dirs(polaris_bexecute_t)

# manage files in /tmp/pman_ports
polaris_pman_manage_tmp_files(polaris_bexecute_t)

# brelay.sh does rm -rf of "/tmp/pman_ports/gdbport/9910"
# This checks tmpfs file system attributes
#
# Denial is observed after "show platform software audit summary"
# which uses brelay to trigger corresponding audit_log.sh script
fs_getattr_tmpfs(polaris_bexecute_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_bexecute_t)

# follow /tftp/inv symlink to /tmp/chassis/local/rp/chasfs/inventory
gen_require(''
    type tftpdir_rw_t;
')
read_link_files_pattern(polaris_bexecute_t, tftpdir_rw_t, tftpdir_rw_t)

# tries to do mkdir -p /tmp/rlc, but it should exist already so
# getattr should be sufficient
polaris_lipc_getattr(polaris_bexecute_t)

# read /proc/cmdline
kernel_read_system_state(polaris_bexecute_t)

# binary tracing fifo_file as standard output
polaris_use_btrace_fifo(polaris_bexecute_t)

# write into pipe that smand created for us with popen
polaris_smmand_use_fifo(polaris_bexecute_t)
allow polaris_bexecute_t self:capability { chown setgid setuid fowner net_admin }
allow polaris_bexecute_t self:process { setgid setcap }

# temporary files created by bexecute like /tmp/get_status_type_pkg_list_rp-1-0-0.20170707094059.out.log
# type polaris_bexecute_tmp_t
files_tmp_file(polaris_bexecute_tmp_t)
files_tmp_filetrans(polaris_bexecute_t, polaris_bexecute_tmp_t, file)
manage_files_pattern(polaris_bexecute_t, polaris_bexecute_tmp_t, polaris_bexecute_tmp_t)

# smand calls many commands through bexec.sh
polaris_smand_domain(polaris_bexecute_t, polaris_bexecute_exec_t)

# hman invokes cpp_shm_mgr_info_show.sh which in turn invokes "mktemp -p /tmp/tmppub..."
polaris_btrace_tmppub_manage(polaris_bexecute_t)

ifdef(`nyquist_platform',`
  term_use_unallocated_ttys(polaris_bexecute_t)
  term_setattr_unallocated_ttys(polaris_bexecute_t)
')

ifdef(`radium_platform',`
polaris_load_usbnet_domtrans(polaris_bexecute_t)

  # allow /usr/binos/conf/bexecute.sh for tcp_socket access
  # due to "/bin/sh /usr/binos/conf/mcp_chvrf.sh eobc
  #   /usr/binos/conf/bexecute.sh -c /usr/binos/conf/module_direct.py
  #   0 bp0 PROMETHIUM-L"
  gen_require(
    type polaris_cm_rp_t;
  )
  allow polaris_chvrf_t polaris_cm_rp_t:tcp_socket ioctl;

  # allow /usr/binos/conf/bexecute.sh for tcp_socket access
  # due to "/bin/sh /usr/binos/conf/mcp_chvrf.sh eobc
  #   /usr/binos/conf/bexecute.sh -c /usr/binos/conf/execute_co"
  gen_require(
    type polaris_dmi_ncsshd_fwd_t;
  )
  allow polaris_chvrf_t polaris_dmi_ncsshd_fwd_t:tcp_socket ioctl;
')

ifdef(`sumatra_platform',`
polaris_load_usbnet_domtrans(polaris_bexecute_t)
')

ifdef(`nanook_platform',`
polaris_load_usbnet_domtrans(polaris_bexecute_t)
')
ifdef(`supernova_platform',
  polaris_load_usbnet_domtrans(polaris_bexecute_t)
)
polaris_issu_tmp_files_manage(polaris_bexecute_t)

# Unlike other platforms, quake platform has runin_exec_proc.sh script,
# which is started by xinetd in inetd_t domain,
# and needs to switch to bexecute domain.
# In turn, runin_exec_proc.sh then starts in.telnetd process which needs
# to run in telnetd_t domain, for the existing policies to do the rest.
ifdef(`quake_platform',
  gen_require(
    type inetd_t;
    type telnetd_t;
    type telnetd_exec_t;
  )
polaris_bexecute_domtrans(inetd_t)
polaris_bexecute_domain(telnetd_t, telnetd_exec_t)
)

/*
 * chvrf
 */
corecmd_exec_bin(polaris_chvrf_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_chvrf_t)

# read polaris vrf net namespace file(s) /var/run/netns/
fs_read_nsfs_files(polaris_chvrf_t)

# write into pipe that various binos processes created for us with popen
polaris_smand_use_fifo(polaris_chvrf_t)
polaris_hman_use_fifo(polaris_chvrf_t)
polaris_dmiauthd_use_fifo(polaris_chvrf_t)
optional_policy(
  polaris_cmrp_use_fifo(polaris_chvrf_t)
')
optional_policy(
  polaris_dmi_ncsshd_fwd_use_fifo(polaris_chvrf_t)
')

# mcp_chvrf.sh may run into files created by bexecute
manage_files_pattern(polaris_chvrf_t, polaris_bexecute_tmp_t, polaris_bexecute_tmp_t)
# init may transition to polaris_chvrf_t - certain systemd units use
# mcp_chvrf.sh to start services
gen_require(`
    type init_t;
')
polaris_chvrf_domtrans(init_t)

# mcp_chvrf.sh used to start xinetd services
gen_require(`
    type inetd_t;
    type inetd_exec_t;
')
domtrans_pattern(polaris_chvrf_t, inetd_exec_t, inetd_t)

# in some cases mcp_chvrf needs to write into someone fifo stdout
# file, i.e when called from ncd.sh script
polaris_use_btrace_fifo(polaris_chvrf_t)

sysnet_domtrans_ifconfig(polaris_chvrf_t)

# during some execve calls chvrf needs list /tmp/etc
polaris_etc_list(polaris_chvrf_t)

ifdef(`ngwc_family',`
# /tmp/rsync_log_dir/rsync_log_XXX is stdout when mcp_chvrf.sh with rsync is called
# also /tmp/etc/installer/inot_fifo file descriptor is leaked from the script
polaris_manage_rsync_tmplog_dir(polaris_chvrf_t)
polaris_autoupgrade_tmp_manage(polaris_chvrf_t)
polaris_autoupgrade_tmp_manage(polaris_bexecute_t)
')

ifdef(`mcp_family',`
# /tmp/rsync_log_dir/rsync_log_XXX is stdout when mcp_chvrf.sh with rsync is called
# also /tmp/etc/installer/inot_fifo file descriptor is leaked from the script
polaris_manage_rsync_tmplog_dir(polaris_chvrf_t)
polaris_autoupgrade_tmp_manage(polaris_chvrf_t)
polaris_autoupgrade_tmp_manage(polaris_bexecute_t)
')

ifdef(`wlc_family',`
# /tmp/rsync_log_dir/rsync_log_XXX is stdout when mcp_chvrf.sh with rsync is called
# also /tmp/etc/installer/inot_fifo file descriptor is leaked from the script
polaris_manage_rsync_tmplog_dir(polaris_chvrf_t)
polaris_autoupgrade_tmp_manage(polaris_chvrf_t)
polaris_autoupgrade_tmp_manage(polaris_bexecute_t)
')

# For "request platform software system shell" CLI, we have:
open source used in connected-pharma 1.7.4 - merck connected pharma

# /bin/sh /usr/binos/conf/mcp_chvrf.sh eobc /usr/binos/conf/bexecute.sh
#                     -c /usr/binos/conf/mcp_record_shell.sh
# mcp_chvrf.sh needs read/write access to /dev/pts/1:
# allow polaris_chvrf_t telnetd_devpts_t:chr_file { read write };
telnet_use_ptys(polaris_chvrf_t)

ifdef(`nyquist_platform',``
term_use_unallocated_ttys(polaris_chvrf_t)
')

# some times run with unix_stream_socket as stdin
init_ioctl_stream_sockets(polaris_chvrf_t)

******************************************************************************
# bexecute and mcp_chvrf.sh called from install_show.sh
******************************************************************************

polaris_install_show_tmp_write(polaris_bexecute_t)
polaris_install_show_tmp_write(polaris_chvrf_t)

******************************************************************************
# install_engine.sh uses brelay to re-launch install_engine in all FRUs.
# So, op_rp_switch_to_remote_loc_in_parallel() outputs to install tmp log file;
# check invocation-point for comms_run_on_remote_fru.
******************************************************************************
polaris_install_tmp_log_write(polaris_bexecute_t)
polaris_install_tmp_log_write(polaris_chvrf_t)

******************************************************************************
# CLI: show platform hardware cpp active infrastructure shared-memory all
# this results in hman invoking following chain of shell scrips.
# /bin/sh /usr/binos/conf/bexec.sh -c /usr/binos/conf/cpp_shm_mgr_info_show.sh
# /bin/bash /usr/binos/conf/bexecute.sh -c /usr/binos/conf/cpp_shm_mgr_info_show.sh
# /bin/sh /usr/binos/conf/cpp_shm_mgr_info_show.sh
#     /bin/bash /usr/binos/conf/bshell.sh -S -c "show platform hardware qfp active 
#                             infrastructure shared-memory process cpp-control-process"
# All these are executed in polaris_bexecute_t domain and write access to following lipc
# is needed: /tmp/rp/lipc/shell_mgr_bshell_serv_socket
******************************************************************************
polaris_sman_bshell_serv_lipc_write(polaris_bexecute_t)
polaris_tdlresolve_read(polaris_bexecute_t)
******************************************************************************
# This block is policies for "sh pla so process memory r0 name iosd maps" CLI

polaris_utility_domain_template(process_maps)

polaris_bexecute_domain(polaris_process_maps_t, polaris_process_maps_exec_t)
# needs to read maps files.
domain_read_all_domains_state(polaris_process_maps_t)

# "ps" needs read access to /sys/devices/system/cpu/online
# "ps" needs read access to /proc/uptime
dev_read_sysfs(polaris_process_maps_t)
kernl_read_system_state(polaris_process_maps_t)

# need write/ioctl/getattr access for pipes like "pipe:[118396]"
polaris_hman_use_fifo(polaris_process_maps_t)

corecmd_exec_bin(polaris_process_maps_t)

# This block is policies for "request platform software system shell" CLI.
# Eventually, mcp_record_shell.sh is invoked. That needs its own domain.
polaris_utility_domain_template(platform_shell)
polaris_bexecute_domain(polaris_platform_shell_t, polaris_platform_shell_exec_t)
corecmd_exec_bin(polaris_platform_shell_t)
auth_use_nsswitch(polaris_platform_shell_t)
polaris_btrace_persistent_data_manage(polaris_platform_shell_t)
polaris_cpld_read(polaris_platform_shell_t)

# cyan libraries access /tmp/sw/boot/rmonbifo/boardsubtype
polaris_rmonbifo_tmp_read(polaris_platform_shell_t)

# pglobals.sh accesses /tmp/ufs//crashinfo on cat9k platforms
optional_policy(
  polaris_ncd_tmp_read(polaris_platform_shell_t)
')

# mcp_record_shell.sh needs read access to chasfs
polaris_chasfs_read(polaris_platform_shell_t)

# mcp_record_shell.sh needs read access to /dev/pts/0 (telnetd_devpts_t)
telnet_use_ptys(polaris_platform_shell_t)

# rsync /tmp/system_shell_access_logs/$system_shell_access_log_file
# rsync://rp0-0/chasfs/etc/system_shell_access_logs/.
gen_require(''
  type rsync_t;
')
rsync_entry_domtrans(polaris_platform_shell_t, rsync_t)
allow rsync_t polaris_platform_shell_t:process sigchld;
telnet_use_ptys(rsync_t)
logging_send_syslog_msg(polaris_platform_shell_t)
init_list_pid_dirs(polaris_platform_shell_t)

# when reload command is issued, needs "kill" capability
allow polaris_platform_shell_t self:capability kill;

# brelay started from telnetd as result it inherits stdin/stdout of pty opened
# by telnetd
telnet_use_ptys(polaris_bexecute_t)
gen_require(‘
type telnetd_devpts_t;
’)
allow polaris_bexecute_t telnetd_devpts_t:chr_file setattr_chr_file_perms;
allow polaris_bexecute_t self:capability fsetid;

# mcp_record_shell.sh invokes:
# /usr/bin/script -q /harddisk/tracelogs/system_shell_R0*
# - needs access to /root/.bash_history
# - performs chmod on /dev/pts/2 (needs fsetid on self)
# - ioctl/open/read/write on /dev/ptmx
# - needs read/search access to /harddisk/tracelogs
type polaris_bash_tmp_t;
files_type(polaris_bash_tmp_t)
filetrans_pattern(domain, user_home_dir_t, polaris_bash_tmp_t, file, ".bash_history")
polaris_bash_tmp_manage(polaris_platform_shell_t)
allow polaris_platform_shell_t self:capability fsetid;
term_use_generic_ptys(polaris_platform_shell_t)
term_setattr_generic_ptys(polaris_platform_shell_t)
term_getattr_pty_fs(polaris_platform_shell_t)
term_use_ptmx(polaris_platform_shell_t)
polaris_disk_bootflash_read_lnk(polaris_platform_shell_t)
polaris_disk_harddisk_read_lnk(polaris_platform_shell_t)

# mcp_record_shell.sh invokes:
# mkdir /tmp/system_shell_access_logs
# create /tmp/system_shell_access_logs/SHELL_ACCESSED_*,
type polaris_platform_shell_tmp_t;
files_tmp_file(polaris_platform_shell_tmp_t)
files_tmp_filetrans(polaris_platform_shell_t, polaris_platform_shell_tmp_t, dir, "system_shell_access_logs")
files_tmp_filetrans(polaris_platform_shell_t, polaris_platform_shell_tmp_t, file)
manage_dirs_pattern(polaris_platform_shell_t, polaris_platform_shell_tmp_t, polaris_platform_shell_tmp_t)
manage_files_pattern(polaris_platform_shell_t, polaris_platform_shell_tmp_t, polaris_platform_shell_tmp_t)

# read /proc/cmdline
kernel_read_system_state(polaris_platform_shell_t)

# read /tmp/sw/boot/base_pkg
polaris_boot_tmp_read(polaris_platform_shell_t)
polaris_disk_crashinfo_getattr(polaris_platform_shell_t)

polaris_utility_domain_template(shell)

term_use_generic_ptys(polaris_shell_t)

dontrans_pattern(polaris_platform_shell_t, polaris_shell_exec_t, polaris_shell_t)

# reload command needs the following policies to send signal
polaris_send_signal_to_bexecute(polaris_platform_shell_t)
polaris_send_signal_to_shell(polaris_platform_shell_t)

## <desc>
## <p>
## Polaris "request platform system shell" drops into unconfined shell
## </p>
## </desc>

gen_tunable(polaris_dev_shell, true)

tunable_policy('polaris_dev_shell',
   polaris_unconfined_domain(polaris_shell_t)
')
polaris_domain_storage_unconfined_type(polaris_shell_t)

# PLEASE LOOK AT ME do we have to many ports open
# btelnet runs under bexecute in case of guest shell console access
# command like app-hosting connect appid guestshell console
allow polaris_bexecute_t self:tcp_socket { connect create setopt ];
corenet_tcp_connect_unreserved_ports(polaris_bexecute_t)
sysnet_read_config(polaris_bexecute_t)

# brelay.sh does ls /tmp/ufs//crashinfo on cat9k
allow polaris_bexecute_t self:capability dac_override;
polaris_disk_crashinfo_getattr(polaris_bexecute_t)
optional_policy('polaris_ncd_tmp_read(polaris_bexecute_t)
')

polaris_utility_domain_template(bconsole)

polaris_boot_tmp_read(polaris_bconsole_t)
polaris_btrace_data_manage(polaris_bconsole_t)
polaris_chasfs_read(polaris_bconsole_t)
polaris_cpld_read(polaris_bconsole_t)
polaris_proc_rmonbifo_read(polaris_bconsole_t)
polaris_rmonbifo_tmp_read(polaris_bconsole_t)
polaris_use_trace_fifo(polaris_bconsole_t)
polaris_show_provision_temp_read(polaris_bconsole_t)

corecmd_exec_bin(polaris_bconsole_t)
polaris_bexecute_domtrans(polaris_bconsole_t)

allow polaris_bconsole_t self:process setrlimit;

# handling /var/run/agetty-iosd.pid
type polaris_bconsole_var_run_t;
files_pid_file(polaris_bconsole_var_run_t)
manage_files_pattern(polaris_bconsole_t, polaris_bconsole_var_run_t, polaris_bconsole_var_run_t)
files_pid_filetrans(polaris_bconsole_t, polaris_bconsole_var_run_t, file, "agetty-iosd.pid")

# access /dev/ttyS0
term_use_unallocated_tty(polaris_bconsole_t)

auth_use_nsswitch(polaris_bconsole_t)

####################################################################
# This block is policies for
# "request platform software console attach switch standby RO" CLI.
# It invokes usr/bin/os/conf/mcp_console_attach.sh, eventually invoking
# ioucon binary, to telnet to standby.

polaris_utility_domain_template(mcp_console_attach)
polaris_bexecute_domain(polaris_mcp_console_attach_t, polaris_mcp_console_attach_exec_t)
corecmd_exec_bin(polaris_mcp_console_attach_t)
polaris_bexecute_domtrans(polaris_mcp_console_attach_t)
allow polaris_mcp_console_attach_t self:process setpgid;
polaris_chasfs_read(polaris_mcp_console_attach_t)
telnet_use_ptys(polaris_mcp_console_attach_t)

# working with ioucon binary, invoked by usr/bin/os/conf/mcp_console_attach.sh
polaris_utility_domain_template(ioucon)
polaris_bexecute_domain(polaris_ioucon_t, polaris_ioucon_exec_t)

allow polaris_ioucon_t self:unix_dgram_socket create_socket_perms;
polaris_iosd_dgram_send(polaris_ioucon_t)
polaris_iosd_tmp_file_use(polaris_ioucon_t)
telnet_use_ptys(polaris_ioucon_t)

# "test platform hardware eobc ping" invokes eobc_ping.sh
# send sigchld when it is done
gen_require(
  type ping_t;
)
allow ping_t polaris_bexecute_t:process sigchld;
polaris_confdomtrans(polaris_bexecute_t)

# app-hosting connect appid <> console/session
# Beluga/Meraki container
ifdef(`ms_platform',`
polaris_iox_container_domtrans(polaris_bexecute_t)
')

# Bottlenose/Meraki container
ifdef(`bottlenose_platform',`
polaris_iox_container_domtrans(polaris_bexecute_t)
')

# IOx downloads the application package using network protocol (e.g http)
gen_require(`
    type fifo_var_run_t;
')
allow polaris_bexecute_t fifo_var_run_t:fifo_file read;

# on vxe platforms with MBRv2/MBRv4/GPTv1/GPTv3 partition layouts
# /config is file system and export_mcp_environment tries to create it anyway
polaris_getattr_disk_config(polaris_bexecute_t)

##############################################################################
# This block is policies for
# "hw-module session <x/y>" CLI.
# It invokes usr/bin/os/conf/ngio_module_session.sh, eventually invoking
# open64.

polaris_utility_domain_template(ngio_module_session)
polaris_bexecute_domain(ngio_module_session_t, ngio_module_session_exec_t)
corecmd_exec_bin(ngio_module_session_t)
polaris_bexecute_domaintrans(ngio_module_session_t)
term_use_unallocated_ttys(ngio_module_session_t)
dev_read_sysfs(ngio_module_session_t)
allow ngio_module_session_t self:process setsched;
auth_map_passwd(ngio_module_session_t)
polaris_cpld_read(ngio_module_session_t)
telnet_use_ptys(ngio_module_session_t)

# work with /tmp files
type ngio_module_session_tmp_t;
files_tmp_file(ngio_module_session_tmp_t)
manage_dirs_pattern(ngio_module_session_tmp_t, tmp_t, ngio_module_session_tmp_t)
manage_files_pattern(ngio_module_session_tmp_t, ngio_module_session_tmp_t,
manage_fifo_files_pattern(polaris_ngio_module_session_t, polaris_ngio_module_session_tmp_t, polaris_ngio_module_session_tmp_t)
files_tmp_filetrans(polaris_ngio_module_session_t, polaris_ngio_module_session_tmp_t, { file dir })

# CLI: show platform software tech-support
# requires bshell execution
# /bin/bash /usr/binos/conf/bshell.sh -S -P ---- __CMD__ ---- -f
/usr/binos/conf/mcp_tech_support_command_file.txt
gen_require('  
    type polaris_bshell_t;
    type polaris_bshell_exec_t;
')
domtrans_pattern(polaris_bexecute_t, polaris_bshell_exec_t, polaris_bshell_t)
# scripts stdin is set by hman and needs write/append access to pipes like pipe:[80159]
polaris_hman_use_fifo(polaris_bshell_t)
# in case of ISR4k show tech input for bshell dynamically created
polaris_tech_support_tmp_read(polaris_bshell_t)

# CLI: show software authenticity running
# this results in hman invoking below command:
# /bin/sh /usr/binos/conf/bexec.sh -c "/usr/bin/code_sign_verify show3 abcd 
polaris_code_verify_domtrans(polaris_bexecute_t)

# stdin is inherited when bexecute calls fts_client
polaris_fts_client_tmp_manage(polaris_bexecute_t)

# disk space full issue
allow polaris_platform_shell_t self:capability sys_resource;

# CLI: request platform software sdwan admin-tech
# executes: /bin/sh vconfd_script_show_installerfs.sh
polaris_confd_unix_stream_stdio_use(polaris_bexecute_t)

# executes: bash bshell.sh -S -P ---- __CMD__ ---- -f /tmp/sdwan_tech_support_command_file_out.txt
polaris_confd_unix_stream_stdio_use(polaris_bshell_t)

# write to /tmp/out_$(date "+%Y%m%d%H%M%S%N") for base version verification on smu install
polaris_install_tmp_write(polaris_bexecute_t)

# Nutella-XE install image
# /bin/bash /usr/binos/conf/brelay.sh -E -f rp 0 16023 -c /usr/binos/conf/install_engine.sh --operation install_commit --isremote
polaris_confd_tmp_use_fifo(polaris_bexecute_t)

#awk -v what=^.BuildPath: $pkginfo_file ~ what { print $2 } /tmp/sw/rp/0/0/rp_security/mount/.pkginfo
polaris_read_packages_conf(polaris_bexecute_t)
dev_read_rand(polaris_bexecute_t)

# /usr/bin/python3 /usr/binos/conf/issu_client_comp.py compare -b /usr/binos/conf/base_clients.txt -n
/bootflash/installer/current_clients.txt
polaris_disk_install_read(polaris_bexecute_t)

# allow "/usr/binos/conf/module_direct.py" (bexecute_t) to execute
# "/usr/sbin/ethtool" (ifconfig_exec_t) when invoking CLI
# "show platform1 hardware subslot <slot/card> backplane statistics"
sysnet_domtrans_ifconfig(polaris_bexecute_t)
# Write into pipe created by stack_mgr
# Parent Child Relation - stack_mgr -> mcp_trace_request -> brelay (to relay output to active)
optional_policy(
    polaris_use_stack_mgr_fifo(polaris_bexecute_t)
)

polaris_etc_list(polaris_bexecute_t)
#manage /tmp/existing_rommon_info file
polaris_manage_rommon_info(polaris_capsule_upgrade_t)

#Policies for "upgrade rom-monitor capsule primary switch 1 R0" CLI
#/usr/binos/conf/bexecute.sh -c /usr/binos/conf/cat9k-primary-capsule-upgrade.sh
#cat9k-primary-capsule-upgrade.sh have to run in its own domain
polaris_utility_domain_template(capsule_upgrade)
polaris_bootflash_manage(polaris_capsule_upgrade_t)

type polaris_capsule_upgrade_log_t;
polaris_pfile_type(polaris_capsule_upgrade_log_t)
polaris_capsule_upgrade_log_use(polaris_capsule_upgrade_log_t)
polaris_bexecute_domain(polaris_capsule_upgrade_t, polaris_capsule_upgrade_exec_t)
polaris_bexecute_domtrans(polaris_capsule_upgrade_t)
corecmd_exec_bin(polaris_capsule_upgrade_t)
auth_use_nsswitch(polaris_capsule_upgrade_t)
polaris_chasfs_manage(polaris_capsule_upgrade_t)
polaris_cpld_read(polaris_capsule_upgrade_t)
telnet_use_ptys(polaris_capsule_upgrade_t)
polaris_rommon_device_read(polaris_capsule_upgrade_t)

# For "/bin/sh /usr/binos/conf/mcp_chvrf.sh eobc
# /usr/binos/conf/bexecute.sh -c /usr/binos/conf/install_engine.sh
# --operation install_c",
# uses unix stream socket created by confd as standard I/O.
polaris_confd_unix_stream_stdio_use(polaris_chvrf_t)

# mcp_dmesg_service
polaris_utility_domain_template(mcp_dmesg)
polaris_bexecute_domain(polaris_mcp_dmesg_t, polaris_mcp_dmesg_exec_t)
dmesg_domtrans(polaris_mcp_dmesg_t)
corecmd_exec_bin(polaris_mcp_dmesg_t)
polaris_smand_use_fifo(polaris_mcp_dmesg_t)
auth_use_nsswitch(polaris_mcp_dmesg_t)
telnet_use_ptys(polaris_mcp_dmesg_t)

# allow creation/access of temporary files like /tmp/sh-thd-1608024622
type polaris_mcp_dmesg_tmp_t;
files_type(polaris_mcp_dmesg_tmp_t)
files_tmp_file(polaris_mcp_dmesg_tmp_t)
files_tmp_filetrans(polaris_mcp_dmesg_t, polaris_mcp_dmesg_tmp_t, file)
manage_files_pattern(polaris_mcp_dmesg_t, polaris_mcp_dmesg_tmp_t, file)
fs_getattr_tmpfs(polaris_mcp_dmesg_tmp_t)

# allowing reload_fru.sh for doing systemctl list-jobs
systemd_config_generic_services(polaris_bexecute_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbexecute.te
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#
# July 2017, Victor Kamensky
#
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#
/dev/quack -c gen_context(system_u:object_r:polaris_quack_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisquack.fc
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#
# March 2017, Victor Kamensky
#
policy_module(polarisdbm, 1.0);

gen_require(
    type polaris_dbm_t;
')

ifdef(`nyquist_platform',`
    type polaris_bt_logger_dbm_mqipc_t;
')

polaris_mqipc_create_name(polaris_dbm_t, polaris_bt_logger_dbm_mqipc_t, bt_logger_dbm)

polaris_btrace_data_manage(polaris_dbm_t)
polaris_crft_data_manage(polaris_dbm_t)
polaris_chasfs_manage(polaris_dbm_t)
polaris_tldresolve_read(polaris_dbm_t)
polaris_tldldb_list_dirs(polaris_dbm_t)
polaris_cpld_read(polaris_dbm_t)
polaris_flashlib_read(polaris_dbm_t)
polaris_ripc_sman_ui_serv_connect(polaris_dbm_t)
polaris_db_tldldb_dir_use(polaris_dbm_t)
polaris_libeiutil_build_config_directory(polaris_dbm_t)
polaris_cfg_data_manage(polaris_dbm_t)

allow polaris_dbm_t self:capability { sys_resource };
allow polaris_dbm_t self:process setrlimit;

# dbm listen on 9090 port; in case of ultra only in tcp6
corenet_tcp_bind_websm_port(polaris_dbm_t)
polaris_dyncfg_tmp_read(polaris_dbm_t)

allow polaris_dbm_t self:capability dac_override;
# port 9090, is it exclusively wnc_mgd port?
corenet_tcp_bind_polaris_wnc_mgd_port(polaris_dbm_t)
allow polaris_dbm_t self:tcp_socket [shutdown];

# working dbm persistent files in /bootflash/.dbpersist
type polaris_disk_dbm_t;
polaris_disk_type(polaris_disk_dbm_t)

corenet_tcp_bind_polaris_wnc_mgd_port(polaris_dbm_t)

# dbm on active syncs with /bootflash/.dbpersist on standby
# related call dbm_persist_binary_cfg_sync_to_standby()
gen_require(' type rsync_t; ')
rsync_entry_domtrans(polaris_dbm_t, rsync_t)

polaris_tmp_tdldb_persist_setup(polaris_dbm_t)
logging_send_syslog_msg(polaris_dbm_t)
corecmd_exec_bin(polaris_dbm_t)
corecmd_exec_shell(polaris_dbm_t)

# dbm needs access to "/flash1/user/.installer/install_issu_state"
polaris_disk_install_read(polaris_dbm_t)

# runs over /usr/bin/rsync
corenet_tcp_connect_rsync_port(polaris_dbm_t)

# tar invocation in dbm code necessitates this permission
auth_map_passwd(polaris_dbm_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdbm.te
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# Sep 2020, Sridhar C
#
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#
# /tmp/tlscd(/.*)? gen_context(system_u:object_r:polaris_tlscd_uds_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristlscd.fc

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#

/tmp/fp/lipc  -d gen_context(system_u:object_r:polaris_lipc_t,s0)
/tmp/rp/lipc  -d gen_context(system_u:object_r:polaris_lipc_t,s0)
/tmp/cc/lipc  -d gen_context(system_u:object_r:polaris_lipc_t,s0)

Found in path(s):  
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislipc.fc

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#
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#

policy_module(polarisdmincsshdfwd, 1.0);

gen_require('  
    type polaris_dmi_ncsshd_fwd_t;
  ')

polaris_btrace_data_manage(polaris_dmi_ncsshd_fwd_t)
polaris_chasfs_manage(polaris_dmi_ncsshd_fwd_t)
polaris_tdlresolve_read(polaris_dmi_ncsshd_fwd_t)
polaris_tldb_list_dirs(polaris_dmi_ncsshd_fwd_t)
polaris_cpld_read(polaris_dmi_ncsshd_fwd_t)
polaris_flashlib_read(polaris_dmi_ncsshd_fwd_t)
polaris_ripc_sman_ui_serv_connect(polaris_dmi_ncsshd_fwd_t)

allow polaris_dmi_ncsshd_fwd_t self:unix_stream_socket create_stream_socket_perms;

type polaris_dmi_ncsshd_log_t;
files_tmp_file(polaris_dmi_ncsshd_log_t)
manage_files_pattern(polaris_dmi_ncsshd_fwd_t, polaris_dmi_ncsshd_log_t, polaris_dmi_ncsshd_log_t)
manage_sock_files_pattern(polaris_dmi_ncsshd_fwd_t, polaris_dmi_ncsshd_log_t, polaris_dmi_ncsshd_log_t)
files_tmp_filetrans(polaris_dmi_ncsshd_fwd_t, polaris_dmi_ncsshd_log_t, [ file sock_file ])

logging_send_syslog_msg(polaris_dmi_ncsshd_fwd_t)
polaris_cpld_read(polaris_dmi_ncsshd_fwd_t)

# allow to execute execute_confd_cli.sh under confd domain
polaris_confdomtrans(polaris_dmi_ncsshd_fwd_t)

# starts bexec.sh
polaris_bexecute_domtrans(polaris_dmi_ncsshd_fwd_t)
polaris_send_signal_to_bexecute(polaris_dmi_ncsshd_fwd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmincsshdfwd.te
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#

/usr/binos/conf/cyan_init\sh -- gen_context(system_u:object_r:polaris_dyncfg_exec_t,s0)
/usr/binos/conf/dyncfg_setup\sh -- gen_context(system_u:object_r:polaris_dyncfg_exec_t,s0)

# temp files created by cyan_init.sh
/tmp/cyan/cyan.log gen_context(system_u:object_r:polaris_dyncfg_log_t,s0)
/tmp/cyan/cyan_runtime.log gen_context(system_u:object_r:polaris_dyncfg_log_t,s0)

/tmp/cyan(/.*)? gen_context(system_u:object_r:polaris_dyncfg_tmp_t,s0)
/tmp/cyan\lock gen_context(system_u:object_r:polaris_dyncfg_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscyan.fc
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#

### <summary>Polaris bexecute Policy Rules.</summary>

_HTTP://COMMENTS_: PDP
+++++++++++++++++++ _____________________________
## <summary>
##Execute bexecute in the polaris_bexecute domain.
## </summary>
## <param name="domain">
## <summary>
## Domain allowed to transition.
## </summary>
## </param>
#
interface('polaris_bexecute_domtrans',
gen_require(''
type polaris_bexecute_t, polaris_bexecute_exec_t;
')
)
corecmd_search_bin($1)
domtrans_pattern($1, polaris_bexecute_exec_t, polaris_bexecute_t)
')

########################################
## <summary>
## Allow domain to be started by bexecute with transition into specific service domain.
## </summary>
## <param name="domain">
## <summary>
## Type to be used to run utility.
## </summary>
## </param>
## <param name="entry_point">
## <summary>
## Type of the program to be used as an entry point to this domain.
## </summary>
## </param>
interface('polaris_bexecute_domain',
gen_require(''
type polaris_bexecute_t;
')
domtrans_pattern(polaris_bexecute_t, $2, $1)
')

########################################
## <summary>
## Execute mcp_chvrf.sh in the polaris_chvrf domain.
## </summary>
## <param name="domain">
## <summary>
## Domain allowed to transition.
## </summary>
## </param>
interface(`polaris_chvrf_domtrans',``
gen_require(`
type polaris_chvrf_t, polaris_chvrf_exec_t;
')

corecmd_search_bin($1)
domtrans_pattern($1, polaris_chvrf_exec_t, polaris_chvrf_t)
')

#######################################
## <summary>
##      Execute mcp_chvrf.sh in the caller domain.
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_exec_chvrf`,
  gen_require(`
    type polaris_chvrf_exec_t;
  ')

corecmd_search_bin($1)
can_exec($1, polaris_chvrf_exec_t)
')

########################################
## <summary>
## Execute ngio_module_session.sh in the polaris_ngio_module_session domain
## </summary>
## <param name="domain">
## <summary>
## Domain allowed to transition.
## </summary>
## </param>
#
interface(`polaris_ngio_module_session_domtrans`,
  gen_require(`
    type polaris_ngio_module_session_t, polaris_ngio_module_session_exec_t;
  ')

corecmd_search_bin($1)
domtrans_pattern($1, polaris_ngio_module_session_exec_t, polaris_ngio_module_session_t)
')
### <summary>
### Allow the specified domain to send signals to any
### polaris process.
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_send_signal_to_bexecute',
    gen_require(
        type polaris_bexecute_t;
    ')
    allow $1 polaris_bexecute_t:process signal_perms;
')

### <summary>
### Allow manage of polaris_bash_tmp_t.
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_bash_tmp_manage',
    gen_require(
        type user_home_dir_t;
        type polaris_bash_tmp_t;
    ')
    manage_dirs_pattern($1, user_home_dir_t, polaris_bash_tmp_t)
    manage_files_pattern($1, polaris_bash_tmp_t, polaris_bash_tmp_t)
')

### <summary>
### Execute bexecute in the polaris_bexecute domain.
### </summary>
### <param name="domain">
### <summary>
### Domain allowed to transition.
### </summary>
### </param>
## </param>
#
interface('polaris_bconsole_domtrans',
  gen_require('  
    type polaris_bconsole_t, polaris_bconsole_exec_t;
  ')
)
corecmd_search_bin($1)
domtrans_pattern($1, polaris_bconsole_exec_t, polaris_bconsole_t)
')

########################################
## <summary>
##      Send messages to ioucon unix datagram sockets.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_ioucon_dgram_send',
  gen_require('  
    type polaris_ioucon_t;
  ')
  allow $1 polaris_ioucon_t:unix_dgram_socket sendto;
')

########################################
## <summary>
##     Execute cat9k-primary-capsule-upgrade.sh , cat9k-capsule-upgrade.sh in its own domain.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface('polaris_capsule_upgrade_domtrans',
  gen_require('  
    type polaris_capsule_upgrade_t, polaris_capsule_upgrade_exec_t;
  ')
  corecmd_search_bin($1)
domtrans_pattern($1, polaris_capsule_upgrade_exec_t, polaris_capsule_upgrade_t)
')
### <summary>
### Work(open,create,append,getattr) with /capsule-upgrade.log file
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>

interface('polaris_capsule_upgrade_log_use',
  gen_require(
    type polaris_disk_bootflash_t;
    type polaris_capsule_upgrade_log_t;
  )
) allow $1 polaris_capsule_upgrade_log_t:filesystem getattr;

filetrans_pattern($1, polaris_disk_bootflash_t, polaris_capsule_upgrade_log_t, file, "capsule-upgrade.log")
manage_files_pattern($1, polaris_capsule_upgrade_log_t, polaris_capsule_upgrade_log_t)
create_files_pattern($1, polaris_capsule_upgrade_log_t, polaris_capsule_upgrade_log_t)
getattr_files_pattern($1, polaris_capsule_upgrade_log_t, polaris_capsule_upgrade_log_t)
append_files_pattern($1, polaris_capsule_upgrade_log_t, polaris_capsule_upgrade_log_t)
allow $1 polaris_capsule_upgrade_log_t:file map;


Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbexecute.if
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#
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#

policy_module(polarisobfl, 1.0);

Obfl policy

```{lang:C}
type polaris_obfl_data_t;
files_type(polaris_obfl_data_t)
gen_require(
  type init_t;
  type default_t;
```
type tmp_t;
    attribute domain;
    
filetrans_pattern(domain, default_t, polaris_obfl_data_t, lnk_file, "obfl")
# edison uses obfl0 name
filetrans_pattern(domain, default_t, polaris_obfl_data_t, lnk_file, "obfl0")
# /tmp/obfl
files_tmp_filetrans(domain, polaris_obfl_data_t, dir, "obfl")

# allow obfl data file reside on persistent storage
polaris_pfile_type(polaris_obfl_data_t)

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisobfl.te
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#

policy_module(polarisbtlogger, 1.0);

gen_require(
    type polaris_bt_logger_t;
    
)  
polaris_btrace_data_manage(polaris_bt_logger_t)
polaris_crft_data_manage(polaris_bt_logger_t)
polaris_chasfs_manage(polaris_bt_logger_t)
polaris_tdlresolve_read(polaris_bt_logger_t)
polaris_tdlldb_list_dirs(polaris_bt_logger_t)
polaris_cpld_read(polaris_bt_logger_t)
polaris_flashlib_read(polaris_bt_logger_t)

polaris_ripc_sman_ui_serv_connect(polaris_bt_logger_t)
polaris_db_tdlldb_dir_use(polaris_bt_logger_t)

##########################################################################
# mqipc manual, one that missing in platform tdl file
##########################################################################

##########################################################################
# mq.-bt_logger_dbm
type polaris_bt_logger_dbm_mqipc_t;
polaris_mqipc_type(polaris_bt_logger_dbm_mqipc_t)

# mq.-bt_logger_fman-rp
type polaris_bt_logger_fman_rp_mqipc_t;
polaris_mqipc_type(polaris_bt_logger_fman_rp_mqipc_t)

# mq.-bt_logger_iosd
type polaris_bt_logger_iosd_mqipc_t;
polaris_mqipc_type(polaris_bt_logger_iosd_mqipc_t)

# mq.-bt_logger_smd
type polaris_bt_logger_smd_mqipc_t;
polaris_mqipc_type(polaris bt_logger_smd_mqipc_t)

polaris_mqipc_create_name(polaris bt_logger_t, polaris bt_logger_dbm_mqipc_t, bt_logger_dbm)
polaris_mqipc_create_name(polaris bt_logger_t, polaris bt_logger_fman rp_mqipc_t, bt_logger_fman rp)
polaris_mqipc_create_name(polaris bt_logger_t, polaris bt_logger_iosd_mqipc_t, bt_logger_iosd)
polaris_mqipc_create_name(polaris bt_logger_t, polaris bt_logger_smd_mqipc_t, bt_logger_smd)

allow polaris bt_logger_t self:capability { dac_override }

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtlogger.te
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#

## <summary>Polaris gnmib Policy Rules.</summary>

########################################
## <summary>
## Create rule for ndbutils file ".l.schema_use.gnmib" under /var/lock/ndbutil
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_gnmib_ndbutil_lock`,
gen_require(
    type polaris_confd_ndbutil_lock_t;
    type polaris_gnmib_ndbutil_t;
filetrans_pattern($1, polaris_confd_ndbutil_lock_t, polaris_gnmib_ndbutil_t, file, $2)
manage_files_pattern($1, polaris_confd_ndbutil_lock_t, polaris_gnmib_ndbutil_t)

allow $1 polaris_gnmib_ndbutil_t:file { watch watch_reads };
')

### <summary>
## Allow reading gnoi image files
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_gnmib_gnoi_images_read',
    gen_require(
        type polaris_gnmib_gnoi_images_t;
    ')
read_files_pattern($1, polaris_gnmib_gnoi_images_t, polaris_gnmib_gnoi_images_t)
mmap_files_pattern($1, polaris_gnmib_gnoi_images_t, polaris_gnmib_gnoi_images_t)
')

### <summary>
## Allow manage gnoi image files
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_gnmib_gnoi_images_manage',
    gen_require(
        type polaris_gnmib_gnoi_images_t;
    ')
manage_files_pattern($1, polaris_gnmib_gnoi_images_t, polaris_gnmib_gnoi_images_t)
mmap_files_pattern($1, polaris_gnmib_gnoi_images_t, polaris_gnmib_gnoi_images_t)
')

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisgnmib.if
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#

policy_module(polaristdldb, 1.0);

#########################################
# Polaris tdlmb (infra/tdllib)
#########################################
type polaris_tdlmb_t;
polaris_tdlmb_type(polaris_tdlmb_t)

attribute polaris_tdlmb;

# any process creating tdlmb in /tmp/rp/tdlib should transition into its domain
gen_require(
    attribute domain;
)
files_tmp_filetrans(domain, polaris_tdlmb_t, dir, "tdlmb")

# DB_DIR database is not described in TDL
type polaris_dir_dir_db_tdlmb_t;
polaris_tdlmb_type(polaris_dir_dir_db_tdlmb_t)

type polaris_tdlmb Persist_t;
polaris_tdlmb_type(polaris_tdlmb Persist_t)

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristdldb.te
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#
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#

policy_module(polarislfts, 1.0);

#########################################
# Polaris lfts
#########################################
type polaris_lfts_device_t;
dev_node(polaris_lfts_device_t)

# "ip netns add foo" commands mounts "foo" under "/var/run/netns"
gen_require('  
type ifconfig_t;
  type var_run_t;
')
allow ifconfig_t var_run_t:dir mounton;

# "ip netns exec 16 sysctl -w net.core.vrfid=16" commands mounts "16" to "/sys"
gen_require('  
type ifconfig_t;
  type unlabeled_t;
')
allow ifconfig_t unlabeled_t:dir mounton;

Found in path(s):
  */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislfts.te
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#

/var/tmp/trace/nginx.access.log  gen_context(system_u:object_r:httpd_log_t, s0)
/var/tmp/trace/nginx.error.log   gen_context(system_u:object_r:httpd_log_t, s0)
/var/tmp/trace/nginx.pid        gen_context(system_u:object_r:httpd_log_t, s0)
/var/tmp/trace/nginx.lock.accept gen_context(system_u:object_r:httpd_log_t, s0)
/var/tmp/trace/nginx.lock.cookie_tbl gen_context(system_u:object_r:httpd_log_t, s0)
/var/tmp/trace/nginx.lock.login_count gen_context(system_u:object_r:httpd_log_t, s0)
/tmp/nginx.aaa                 gen_context(system_u:object_r:polaris/nginx_tmp_t, s0)
/tmp/nginx.master             gen_context(system_u:object_r:polaris/nginx_tmp_t, s0)
/tmp/nginx.session            gen_context(system_u:object_r:polaris/nginx_tmp_t, s0)

/#tmp base folder for nginx apps to create temporary files.
/tmp/nginx_webui_temp -d     gen_context(system_u:object_r:polaris/nginx_tmp_t, s0)
/tmp/nginx -d                gen_context(system_u:object_r:polaris/nginx_tmp_t, s0)

# Polaris WebUI Aireos translator files
/usr/binos/conf/aireos_translate_helper.sh
gen_context(system_u:object_r:polaris_webui_aireos_translate_exec_t, s0)
/var/scripts/python/aireosConfigTranslator(/.*)? --
gen_context(system_u:object_r:polaris_aireos_translator_scripts_t,s0)
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#
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#

policy_module(polarismdtpubd, 1.0);

    gen_require(`
        type polaris_mdt_pubd_t;
    `)

    polaris_btrace_data_manage(polaris_mdt_pubd_t)
polaris_chasfs_manage(polaris_mdt_pubd_t)
polaris_tdlresolve_read(polaris_mdt_pubd_t)
polaris_tdlldb_list_dirs(polaris_mdt_pubd_t)
polaris_cpld_read(polaris_mdt_pubd_t)
polaris_lua_read(polaris_mdt_pubd_t)
polaris_flashlib_read(polaris_mdt_pubd_t)
polaris_ripc_sman_ui_serv_connect(polaris_mdt_pubd_t)
polaris_db_tdlldb_dir_use(polaris_mdt_pubd_t)

    #For initializing capabilities DB cfg file
    polaris_libeiutil_build_config_directory(polaris_mdt_pubd_t)
polaris_cfg_data_manage(polaris_mdt_pubd_t)

    optional_policy(`
        # deals with /dev/shm/confd setup (schema and pid)
polaris_confd_shm_setup(polaris_mdt_pubd_t)
# and allow read shared schema
polaris_conf_shared_schema_read(polaris_mdt_pubd_t)
# read /proc/confd_pid/exe file
polaris_conf_read(polaris_mdt_pubd_t)
)

# pubd could be configured to connect any port on DNAC
# please see cndp_setup_tcp_socket function
polaris_lfts_dev_use(polaris_mdt_pubd_t)
corenct_tcp_connect_all_ports(polaris_mdt_pubd_t)

polaris_ndbload_lock_use(polaris_mdt_pubd_t)
corenct_tcp_connect_polaris_pttcd_port(polaris_mdt_pubd_t)
corenct_tcp_bind_polaris_netconf_interceptor_port(polaris_mdt_pubd_t)
corenct_tcp_bind_all_unreserved_ports(polaris_mdt_pubd_t)

allow polaris_mdt_pubd_t self:capability { dac_override dac_read_search };

# create ndbutil directory under /var/lock
polaris_confndbutil_create(polaris_mdt_pubd_t)

polaris_ndbutil_lock_template(polaris_mdt_pubd_t, pubd, ".l.schema_use.pubd")

# grpc library through sysconf accesses /sys/devices/system/cpu
# to get number of CPUs
dev_read_sysfs(polaris_mdt_pubd_t)

# handling /tmp/rp/.telemetry and /tmp/rp/telemetry
type polaris_mdt_pubd_tmp_t;
files_tmp_file(polaris_mdt_pubd_tmp_t)
files_tmp_filetrans(polaris_mdt_pubd_t, polaris_mdt_pubd_tmp_t, dir, "telemetry")
files_tmp_filetrans(polaris_mdt_pubd_t, polaris_mdt_pubd_tmp_t, dir, ".telemetry")
gen_require(
    type tmp_t;
    )
manage_dirs_pattern(polaris_mdt_pubd_t, { tmp_t polaris_mdt_pubd_tmp_t }, polaris_mdt_pubd_tmp_t)
manage_files_pattern(polaris_mdt_pubd_t, polaris_mdt_pubd_tmp_t, polaris_mdt_pubd_tmp_t)

# from evconfd_dynamic_load
polaris_conf_shared_schema_watch(polaris_mdt_pubd_t)

# allow grpc library to shutdown socket
allow polaris_mdt_pubd_t self:tcp_socket create_socket_perms;

# allow pubd to access logging facility
logging_send Syslog_msg(polaris_mdt_pubd_t)
# enabling access to /etc/netns and /etc/hosts
polaris_namespace_set_netns_with_etc(polaris_mdt_pubd_t)
gen_require(''
    type net_conf_t;
')
files_etc_filetrans(polaris_mdt_pubd_t, net_conf_t, file, "hosts")
files_etc_filetrans(polaris_mdt_pubd_t, net_conf_t, file, "resolv.conf")
files_etc_filetrans(polaris_mdt_pubd_t, net_conf_t, dir, "netns")

# allow pubd to create, modify, delete system network config files/dir
sysnet_manage_config(polaris_mdt_pubd_t)
sysnet_manage_config_dirs(polaris_mdt_pubd_t)

# allow pubd to connect socket
allow polaris_mdt_pubd_t self:udp_socket connect;

# allow pubd (object net_conf_t) to watch /etc/netns/1/resolv.conf
allow polaris_mdt_pubd_t net_conf_t:{file dir} watch;

# read access to /dev/random
dev_read_rand(polaris_mdt_pubd_t)

#DB persistence
polaris_tlddbpersist_setup(polaris_mdt_pubd_t)
polaris_temp_tlddb_persist_setup(polaris_mdt_pubd_t)

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  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismdtpubd.te
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# polarisstackmgr file contexts place holder

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dnl
dnl Mar 2020, Manu Roy
dnl
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dnl
dnl Hellcat Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/hellcatmaps.m4
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policy_module(polarisperiodic, 1.0);

gen_require('type polaris_periodic_t;
')
corecmd_exec_bin(polaris_periodic_t) corecmd_exec_shell(polaris_periodic_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_periodic_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_periodic_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_periodic_t)

# read /etc/init.d/common-utility-functions
init_read_script_files(polaris_periodic_t)

fs_getattr_all_fs(polaris_periodic_t)

# work with /tmp files
type polaris_periodic_tmp_t;
files_tmp_file(polaris_periodic_tmp_t)
manage_files_pattern(polaris_periodic_t, tmp_t, polaris_periodic_tmp_t)
files_tmp_filetrans(polaris_periodic_t, polaris_periodic_tmp_t, file)

allow polaris_periodic_t self:capability sys_resource;
polaris_btrace_data_manage(polaris_periodic_t)
polaris_chasfs_manage(polaris_periodic_t)
polaris_cpld_read(polaris_periodic_t)
polaris_proc_rmonbifo_read(polaris_periodic_t)
polaris_rmonbifo_tmp_read(polaris_periodic_t)
polaris_boot_tmp_read(polaris_periodic_t)
polaris_read_debug_conf(polaris_periodic_t)
polaris_persistent_manage(polaris_periodic_t)

# reads /tmp/issu_proc
polaris_install_tmp_read(polaris_periodic_t)

optional_policy(
polaris_ncd_tmp_read(polaris_periodic_t)
)

# "install add file" CLI triggers logger sending syslog messages
logging_send_syslog_msg(polaris_periodic_t)
# "install add file" CLI triggers logger executing "pidof linux_iosd-image" which
# read "/sys/devices/system/cpu/online"
dev_read_sysfs(polaris_periodic_t)
#
#/usr/binos/conf/cleanup.sh do_cleanup does packages and other umount calls
mount_domtrans(polaris_periodic_t)
polaris_sw_data_manage(polaris_periodic_t)

# determine if the installer is executing
domain_read_all_domains_state(polaris_periodic_t)

# access to /cdrom0/ when *ova image is booted during
# first instance of vwlc on ucs server
polaris_removable_read(polaris_periodic_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisperiodic.te
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
/tmp/pm_post_result -- gen_context(system_u:object_r:polaris_ngwc_plfm_mgr_tmp_t:s0)
/tmp/microcode_update(/.*)? gen_context(system_u:object_r:polaris_ngwc_plfm_mgr_tmp_t:s0)

Found in path(s):
No license file was found, but licenses were detected in source scan.

# February 2020, Victor Kamensky
#
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#

policy_module(polarisfpm, 1.0);

gen_require(
    type polaris_fpm_t;
)
polaris_chasfs_manage(polaris_fpm_t)
polaris_cpld_read(polaris_fpm_t)
polaris_flashlib_read(polaris_fpm_t)
polaris_tdlresolve_read(polaris_fpm_t)
polaris_ripc_sman_ui_serv_connect(polaris_fpm_t)
polaris_db_tltdb_dir_use(polaris_fpm_t)
logging_send_syslog_msg(polaris_fpm_t)

# vconfd_load_shared_schemas
polaris_confd_shared_schema_read(polaris_fpm_t)

# /var/run/fpmd socket and pid
type polaris_fpm_var_run_t;
files_pid_file(polaris_fpm_var_run_t)
manage_files_pattern(polaris_fpm_t, polaris_fpm_var_run_t, polaris_fpm_var_run_t)
manage_sock_files_pattern(polaris_fpm_t, polaris_fpm_var_run_t, polaris_fpm_var_run_t)
files_pid_filetrans(polaris_fpm_t, polaris_fpm_var_run_t, { file sock_file })
polaris_ttm_var_sock_write(polaris_fpm_t)

# fp_scaling_init calls posix_sysconf
dev_read_sysfs(polaris_fpm_t)

# PLEASE LOOK AT ME: write access to /boot/hugepage.conf
# which on ultra translates into /varied/hugepage.conf access
# But no code in polaris uses it
polaris_disk_varied_manage(polaris_fpm_t)
files_manage_boot_files(polaris_fpm_t)
polaris_cedge_tmpfs_manage(polaris_fpm_t)
polaris_fmrp2fpm_mqipc_use(polaris_fpm_t)

# manually create mqipc channel: missing in TDL
type polaris_fpm2fmrp_mqipc_t;
polaris_mqipc_type(polaris_fpm2fmrp_mqipc_t);
polaris_mqipc_create_name(polaris_fpm_t, polaris_fpm2fmrp_mqipc_t, fpm2fmrp_vulcan_mqipc)

# fp_scaling_read_core_count accesses cgroups file at
# /sys/fs/cgroup/cpu/iosxe_control_processes/cpu.0/cpus
fs_read_cgroup_files(polaris_fpm_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfpm.te
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl All rights reserved
dnl
divert(-1)

include(`polaris_process.m4')
include(`polaris_process_te.m4')

include(`polaris_ipc_mqipc.m4')
include(`polaris_ipc_mqipc_te.m4')

include(`polaris_ipc_ripc.m4')
include(`polaris_ipc_ripc_te.m4')

include(`polaris_ipc_lipc.m4')
include(`polaris_ipc_lipc_te.m4')

dnl Stub out non existent one
define(`polaris_websocket_service_server',``)
define(`polaris_cipc_service_server',``)

include(`polaris_max_scope.m4')

divert(0)dnl

#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#
policy_module(polarisplatformipcauto, 1.0);
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_te.m4
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## <summary>Polaris polarisbhytoolsd Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbhytoolsd.if
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/tmp/tdlresolve_tmp(/.*)?                  gen_context(system_u:object_r:polaris_tdlresolve_t,s0)
/tmp/tdlresolve(/.*)?                      gen_context(system_u:object_r:polaris_tdlresolve_t,s0)
/usr/binos/conf/global.service.conf -- gen_context(system_u:object_r:polaris_global_service_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdtlresolve.fc
No license file was found, but licenses were detected in source scan.

#  # February 2020, Victor Kamensky  #  # Copyright (c) 2020 by Cisco Systems, Inc.  #  # All rights reserved  #

## <summary>Polaris ttm Policy Rules.</summary>
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_ttm_var_sock_write',
    gen_require(' 
        type polaris_ttm_t;
        type polaris_ttm_var_run_t;
        type var_run_t;
    ')
    write_sock_files_pattern($1, var_run_t, polaris_ttm_var_run_t)
    allow $1 polaris_ttm_t:unix_stream_socket { connectto ;
    ')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristtm.if
No license file was found, but licenses were detected in source scan.

#
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#
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#

## <summary>Polaris CYAN Policy Rules.</summary>

#######################################
## <summary>
## Execute dyncfg in the dyncfg domain.
## </summary>
## <param name="domain">
## <summary>
## Domain allowed to transition.
## </summary>
## </param>
#
interface('polaris_dyncfg_domtrans',
    gen_require(' 
        type polaris_dyncfg_t, polaris_dyncfg_exec_t;
    ')
    corecmd_search_bin($1)
    domtrans_pattern($1, polaris_dyncfg_exec_t, polaris_dyncfg_t)
    ')

---
# Summary

Make the specified domain able to read tmp file created by cyan_init.sh like /tmp/cyan/mono.cdb.

## Parameters

- **Type**: Domain allowed access.

## Interface

```c
interface(`polaris_dyncfg_tmp_read',`
  gen_require(`
    type polaris_dyncfg_tmp_t;
    type tmp_t;
  `)
  read_files_pattern($1, { tmp_t polaris_dyncfg_tmp_t }, polaris_dyncfg_tmp_t)
  read_lnk_files_pattern($1, { tmp_t polaris_dyncfg_tmp_t }, polaris_dyncfg_tmp_t)
  allow $1 polaris_dyncfg_tmp_t:file map;
`)
```

# Need by shell that is called from luajit script

```c
auth_read_passwd($1)
```

# Summary

Make the specified domain able to manage tmp file created by cyan_init.sh like /tmp/cyan.lock.

## Parameters

- **Type**: Domain allowed access.

## Interface

```c
interface(`polaris_dyncfg_tmp_manage',`
  gen_require(`
    type polaris_dyncfg_tmp_t;
    type tmp_t;
  `)
  manage_files_pattern($1, { tmp_t polaris_dyncfg_tmp_t }, polaris_dyncfg_tmp_t)
  manage_lnk_files_pattern($1, { tmp_t polaris_dyncfg_tmp_t }, polaris_dyncfg_tmp_t)
  allow $1 polaris_dyncfg_tmp_t:file map;
`)
```
## <summary>
## Execute /tmp/dyncfg/N initialization within given domain.
##
## Effectively one need this if it needs to run dyncfg_db_run_init_script,
## dyncfg_db_init functions within domain context.
##
## Note it involves lua execution that leads to execmem. Also lua script
## may execve shell and some other simple bin processes like mkdir or ln.
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
#
interface(`polaris_dyncfg_setup',`
  gen_require(
    type polaris_dyncfg_tmp_t;
    type tmp_t;
  )
  files_tmp_filetrans($1, polaris_dyncfg_tmp_t, dir, "cyan")
  manage_dirs_pattern($1, polaris_dyncfg_tmp_t, polaris_dyncfg_tmp_t)
  manage_files_pattern($1, { tmp_t polaris_dyncfg_tmp_t }, polaris_dyncfg_tmp_t)
  manage_lnk_files_pattern($1, { tmp_t polaris_dyncfg_tmp_t }, polaris_dyncfg_tmp_t)
  allow $1 polaris_dyncfg_tmp_t:file map;
#
  # dyncfg_setup calls luajit and luajit needs execute JIT generated code
  allow $1 self:process execmem;
#
  # LOOK AT ME lua initialization code still uses system function call do some
  # trivial things like mkdir. But because of that we need to grant shell and
  # bin access to all callers of
  corecmd_exec_shell($1)
  corecmd_exec_bin($1)
#
  # In chassis_attrs.lua method THIS.WIRELESS checks whether wireless package is installed
  # by opening (why open, not stat) wncmgrd binary.
  optional_policy(`
    gen_require(`
      type polaris_wncmgrd_exec_t;
      type bin_t;
    )
    read_files_pattern($1, bin_t, polaris_wncmgrd_exec_t)
  ')
#
  # lua code reads /tmp/sw/boot/rmonbifo/boardtype
  polaris_rmonbifo_tmp_read($1)
')
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscyan.if
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#
# March 2017, Victor Kamensky
#
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#

policy_module(polariscppcp, 1.0);

gen_require(
  type polaris_cpp_cp_t;
)

polaris_btrace_data_manage(polaris_cpp_cp_t)
polaris_crft_data_manage(polaris_cpp_cp_t)
polaris_chasfs_manage(polaris_cpp_cp_t)
polaris_tdlresolve_read(polaris_cpp_cp_t)
polaris_tlddb_list_dirs(polaris_cpp_cp_t)
polaris_cpld_read(polaris_cpp_cp_t)
polaris_flashlib_read(polaris_cpp_cp_t)
polaris_ripc_sman_ui_serv_connect(polaris_cpp_cp_t)
polaris_db_tlddb_dir_use(polaris_cpp_cp_t)
polaris_cpp_process(polaris_cpp_cp_t)
polaris_cpp_dev_use(polaris_cpp_cp_t)
polaris_icc_broken_relocations(polaris_cpp_cp_t)
logging_send_syslog_msg(polaris_cpp_cp_t)
polaris_cpp_cavium_sdk_ipc_use(polaris_cpp_cp_t)

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvh58515)
ifdef(`crankshaft_family',
  polaris_dev_mem_use(polaris_cpp_cp_t)
)

# cpp_palci_wallclock_time_ticks function reads /var/lock/subsys/ntp.offset
files_read_all_locks(polaris_cpp_cp_t)
# allow objstore access
polaris_disk_objstore_read(polaris_cpp_cp_t)

optional_policy(
polaris_spa_dev_use(polaris_cpp_cp_t)
')

# handle geodb file access
polaris_geodb_files_manage(polaris_cpp_cp_t)

optional_policy(
polaris_cbdma_dev_use(polaris_cpp_cp_t)

polaris_hkp_dev_use(polaris_cpp_cp_t)
  # Access /dev/astro
polaris_astro_dev_use(polaris_cpp_cp_t)
polaris_vega_dev_use(polaris_cpp_cp_t)
')
polaris_cpp_tmpfs_manage(polaris_cpp_cp_t)
polaris_cpld_dev_use(polaris_cpp_cp_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppcp.te
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#
# July 2017, Victor Kamensky
#
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#

policy_module(polariscppstats, 1.0);

gen_require(
  type polaris_cpp_stats_t;
')

polaris_btrace_data_manage(polaris_cpp_stats_t)
polaris_crft_data_manage(polaris_cpp_stats_t)
polaris_chasfs_manage(polaris_cpp_stats_t)
polaris_tdlresolve_read(polaris_cpp_stats_t)
polaris_tdlldb_list_dirs(polaris_cpp_stats_t)
polaris_cpld_read(polaris_cpp_stats_t)
polaris_flashlib_read(polaris_cpp_stats_t)
polaris_ripc_sman_ui_serv_connect(polaris_cpp_stats_t)
polaris_cpp_tmp_files_use(polaris_cpp_stats_t)
# works with /dev/cpp_dev_info, /dev/cpp and /dev/cpp_kipc
polaris_cpp_dev_use(polaris_cpp_stats_t)
polaris_cpp_tmpfs_ifdev_rw(polaris_cpp_stats_t)

polaris_icc_broken_relocations(polaris_cpp_stats_t)

# get attributes of /dev/shm from glibc where_is_shmfs function
fs_getattr_tmpfs(polaris_cpp_stats_t)

optional_policy('polaris_cbdma_dev_use(polaris_cpp_stats_t)
')
polaris_cpp_tmpfs_manage(polaris_cpp_stats_t)
polaris_cpld_dev_use(polaris_cpp_stats_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppstats.te
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#
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#
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#

policy_module(polarislm, 1.0);

gen_require('type polaris_lm_t;
')
polaris_btrace_data_manage(polaris_lm_t)
polaris_crft_data_manage(polaris_lm_t)
polaris_chasfs Manage(polaris_lm_t)
polaris_tdlresolve_read(polaris_lm_t)
polaris_tdlldb_list_dirs(polaris_lm_t)
polaris_cpld_read(polaris_lm_t)
polaris_flashlib_read(polaris_lm_t)
polaris_ripc_sman_ui_serv_connect(polaris_lm_t)

allow polaris_lm_t self:capability { dac_override };

# allow to read /proc/mtd
kernel_read_system_state(polaris_lm_t)
# work with /tmp files (/tmp/iosd_level)
type polaris_lm_tmp_t;
files_tmp_file(polaris_lm_tmp_t)
files_tmp_filetrans(polaris_lm_t, polaris_lm_tmp_t, file, "iosd_level")
files_tmp_filetrans(polaris_lm_t, polaris_lm_tmp_t, file, "stack_apcount")
manage_files_pattern(polaris_lm_t, tmp_t, polaris_lm_tmp_t)

polaris_dyncfg_tmp_read(polaris_lm_t)

polaris_disk_license_manage(polaris_lm_t)

polaris_disk_csl_manage(polaris_lm_t)

logging_send_syslog_msg(polaris_lm_t)

polaris_lua_read(polaris_lm_t)
# permission to access /tmp/rp/lipc/lmanrtu_stackrtu_socket
# polaris_lm_t policy
allow polaris_lm_t self:unix_stream_socket connectto;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislm.te
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#
# August 2017, Victor Kamensky
#
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#

/usr/binos/conf/flash_check.sh -- gen_context(system_u:object_r:polaris_flashcheck_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisflashcheck.fc
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#
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#
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#

policy_module(polarislipc, 1.0);

##########################################################################

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39139
# LIPC policy

```c
gen_require('  
  type polaris_pvp_t; 
  attribute polaris_extended_domain; 
')

type polaris_lipc_t; 
files_type(polaris_lipc_t)

files_tmp_filetrans(polaris_extended_domain, polaris_lipc_t, dir, "lipc") 
init_script_tmp_filetrans(polaris_extended_domain, polaris_lipc_t, dir, "lipc")

# in some cases pvp.sh creates lipc tmp directory it needs permissions for that 
manage_dirs_pattern(polaris_pvp_t, tmp_t, polaris_lipc_t)

gen_require('  
  attribute polaris_extended_domain; 
  type polaris_pvp_tmp_t; 
')
filetrans_pattern(polaris_extended_domain, polaris_pvp_tmp_t, polaris_lipc_t, dir, "lipc")
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislipc.te

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#  
# September 2018, Anubha Balani
#  
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#

```c
## <summary>Polaris Memory Service Policy Rules.</summary>

```c
# Polaris memory: libmaroon and such
```

# ##############

```c
## <summary>
## Allow the specified domain to check existence of 
## /lib/systemd/system/ksm.service file. Effectively checking 
## whether KSM kernel feature is enabled on device or not. 
## </summary>
```c

```c
## <param name="domain">
## <summary>
## Domain allowed access.
```
interface('polaris_ksm_run_check',
    gen_require(
        type systemd_unit_file_t;
    ')
)

getattr_files_pattern($1, systemd_unit_file_t, systemd_unit_file_t)


interface('polaris_maroon_data_manage_all',
    gen_require(
        attribute polaris_maroon_data_domain;
        type polaris_maroon_base_t;
    ')
)

manage_files_pattern($1, polaris_maroon_base_t, polaris_maroon_data_domain)
allow $1 polaris_maroon_data_domain:file map;

manage_files_pattern($1, polaris_maroon_base_t, polaris_maroon_base_t)


interface('polaris_maroon_data_type',
    files_type($1)
gen_require(
    attribute polaris_maroon_data_domain;
')
typeattribute $1 polaris_maroon_data_domain;
')

########################################################################################
## <summary>
##      Process to manage its own maroon files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
## </summary>
## </param>
## <param name="file_type">
##      <summary>
##      File type of maroon that corresponds to given domain.
## </summary>
## </param>
## <rolebase/>
#
interface(`polaris_maroon_data_client',`
gen_require(`
type polaris_maroon_base_t;
'

    manage_files_pattern($1, polaris_maroon_base_t, $2)
    allow $1 $2:file map;
    filetrans_pattern($1, polaris_maroon_base_t, $2, file)
')

########################################################################################
## <summary>
##      Process to manage its own maroon files
## </summary>
## <param name="domain_stem">
##      <summary>
##      Domain allowed access.
## </summary>
## </param>
## <rolebase/>
#
interface(`polaris_maroon_data_client_template',`
gen_require(`
type polaris_maroon_base_t;
')
type polaris_$1_maroon_t;
polaris_maroon_data_type(polaris_$1_maroon_t)

polaris_maroon_data_client(polaris_$1_t, polaris_$1_maroon_t)
')

#########################################################
## <summary>
##      Getattr of polaris_zram_device_t files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface('polaris_zram_getattr',
    gen_require(
        type device_t;
        type polaris_zram_device_t;
    )
    getattr_blk_files_pattern($1, device_t, polaris_zram_device_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismemory.if
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

/bootflash/dbpersist(/.*)?       gen_context(system_u:object_r:polaris_disk_dbm_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdbm.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
policy_module(polarisreflector, 1.0);

polaris_process_domain_template(reflector)

corecmd_exec_bin(polaris_reflector_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_reflector_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_reflector_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_reflector_t)

# read /etc/hosts file
sysnet_read_config(polaris_reflector_t)

# work with /tmp files

type polaris_reflector_tmp_t;
files_tmp_file(polaris_reflector_tmp_t)
manage_dirs_pattern(polaris_reflector_t, tmp_t, polaris_reflector_tmp_t)
manage_files_pattern(polaris_reflector_t, polaris_reflector_tmp_t, polaris_reflector_tmp_t)
manage_fifo_files_pattern(polaris_reflector_t, polaris_reflector_tmp_t, polaris_reflector_tmp_t)
files_tmp_filetrans(polaris_reflector_t, polaris_reflector_tmp_t, { file dir })

# reflector can work with droputil tmp files
polaris_droputil_manage_tmp_files(polaris_reflector_t)

#rsync_exec(polaris_reflector_t)
gen_require('  
    type rsync_t;
  ')
rsync_entry_domtrans(polaris_reflector_t, rsync_t)
allow rsync_t polaris_reflector_t:process sigchld;
# upon exec rsync inherits reflector.sh stdout/stderr which are
# polaris_reflector_t fifo_files
allow rsync_t polaris_reflector_t:fifo_file write;

allow polaris_reflector_t self:capability { sys_resource dac_override };
allow polaris_reflector_t self:process setpgid;

polaris_btrace_data_manage(polaris_reflector_t)
polaris_cpld_read(polaris_reflector_t)
polaris_chasfs_manage(polaris_reflector_t)
polaris_boot_tmp_read(polaris_reflector_t)
polaris_read_debug_conf(polaris_reflector_t)
polaris_disk_crashinfo_getattr(polaris_reflector_t)
polaris_rmonbifo_tmp_read(polaris_reflector_t)

# watch over /tmp/rp/dropbox
polaris_droputil_tmp_watch(polaris_reflector_t)

# Allow /tmp/ufs/bootflash & /tmp/ufs/harddisk read access
optional_policy(
    polaris_ncd_tmp_read(polaris_reflector_t)
)

# 'rm -rf /tmp/rp/reflector'
fs_getattr_tmpfs(polaris_reflector_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisreflector.te
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#
# March 2017, Victor Kamensky
#
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#

policy_module(polarispman, 1.0);

polaris_process_domain_template(pman)

#reassess all permissions granted here for new pman
# - do we clone this domain to pmane, or replace it?

gen_require(
    type polaris_psvp_t;
    type polaris_pvp_t;
)

corecmd_exec_bin(polaris_pman_t)
corecmd_exec_shell(polaris_pman_t)
# can execute process in polaris domain
polaris_exec(polaris_pman_t)

# LOOK AT ME start-stop-daemon from busy box iterates all
# /proc/<pid> directories and reads /proc/<pid>/cmdline
# /proc/<pid>/exe. Le it need quite a bit of priviledges
domain_read_all_domains_state(polaris_pman_t)

# pman wants to write to /proc/<pid>/oom_adj of each process
# it started. Now oom_adj is under label of process that owns
# it, so for now let pman to be able to write into any file
# in polaris_domain. Latter try to clean it up by transitioning
# oom_adj into separate domain?
gen_require(
    attribute polaris_domain;
)
manage_files_pattern(polaris_pman_t, polaris_domain, polaris_domain)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_pman_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_pman_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_pman_t)

# read /proc/sys/vm/nr_hugepages
kernel_read_vm_sysctls(polaris_pman_t)

# read/write cgroups files
fs_rw_cgroup_files(polaris_pman_t)

dmidecode_domtrans(polaris_pman_t)

allow polaris_pman_t self:capability { sys_nice sys_resource dac_override sys_rawio sys_admin };

polaris_btrace_data_manage(polaris_pman_t)
polaris_chasfs_manage(polaris_pman_t)
polaris_cpld_read(polaris_pman_t)
ifdef(`ngwc_family',`
polaris_cpld_write(polaris_pman_t)
')
polaris_proc_rmonbifo_read(polaris_pman_t)
polaris_rmonbifo_tmp_read(polaris_pman_t)
polaris_boot_tmp_read(polaris_pman_t)
polaris_read_debug_conf(polaris_pman_t)
polaris_disk_crashinfo_getattr(polaris_pman_t)

# work with /tmp files
type polaris_pman_tmp_t;
files_tmp_file(polaris_pman_tmp_t)
manage_dirs_pattern(polaris_pman_t, tmp_t, polaris_pman_tmp_t)
manage_files_pattern(polaris_pman_t, polaris_pman_tmp_t, polaris_pman_tmp_t)
manage_fifo_pattern(polaris_pman_t, polaris_pman_tmp_t, polaris_pman_tmp_t)
files_tmp_filetrans(polaris_pman_t, polaris_pman_tmp_t, { file dir })
filetrans_pattern(domain, tmp_t, polaris_pman_tmp_t, dir, "process")
filetrans_pattern(domain, tmp_t, polaris_pman_tmp_t, dir, "pman_ports")

# pcohort reads files in /tmp/rp/process directory
gen_require(
    attribute polaris_extended_domain;
')
read_files_pattern(polaris_extended_domain, polaris_pman_tmp_t, polaris_pman_tmp_t)
list_dirs_pattern(polaris_extended_domain, polaris_pman_tmp_t, polaris_pman_tmp_t)

# bash needs setpgid in its make_child function
allow polaris_pman_t self:process { setpgid }

# pmanlite uses getsid
allow polaris_pman_t self:process { getsession }

# pman call renice utility to change process nice level
allow polaris_pman_t self:process { setsched }

# pman needs to work with pvp tmp files
polaris_pvp_manage_tmp_files(polaris_pman_t)

# on ultra pman waits for /tmp/cpp_ifdev_rep pipes appearence before
# proceeding further before it starts iosd
optional_policy(
    polaris_cpp_tmp_ifdev_getattr(polaris_pman_t)
)

# /tmp/vxe_ucode_image created by some systemd units and accessed
# by pman, lets transition it into polaris_pman_tmp_t domain
gen_require(
    type initrc_t;
    type init_t;
')
files_tmp_filetrans({ initrc_t init_t }, polaris_pman_tmp_t, file, "vxe_ucode_image")
files_tmp_filetrans({ initrc_t init_t }, polaris_pman_tmp_t, file, "wlc_ucode_image")
files_tmp_filetrans({ initrc_t init_t }, polaris_pman_tmp_t, file, "utah_ucode_image")
files_tmp_filetrans({ initrc_t init_t }, polaris_pman_tmp_t, file, "fugazi_ucode_image")

# pman needs to manage cgroups membership of dofferent processes
# See move_to_cgroup pman function. It needs setsched permission
domain_setpriority_all_domains(polaris_pman_t)

# pman.sh can call logger command
logging_send_syslog_msg(polaris_pman_t)

# pman can receive signals from any polaris domain process
polaris_receive_signal_from_domain(polaris_pman_t)

# pman.sh calls pidof command (similar to ps)
# pidof needs access to /sys/devices/system/cpu/online
dev_read_sysfs(polaris_pman_t)
# pidof commands wants sys_ptrace
allow polaris_pman_t self:capability sys_ptrace;

# pman can send signal to anything
domain_signal_all_domains(polaris_pman_t)

# pmanlite can getpgid to its child group processes
domain_getpgid_all_domains(polaris_pman_t)

# pmanlite uses killpg(<child pid>,SIGNULL) to test its child processes
domain_signull_all_domains(polaris_pman_t)

term_use_unallocated_ttys(polaris_pman_t)

optional_policy(
  polaris_repm_tmp_manage(polaris_pman_t)
  )

optional_policy(
  # pman on nyquist ls /tmp/ufs/crashinfo
  polaris_ncd_tmp_read(polaris_pman_t)
  )

# runs find over /proc
kernel_getattr_proc(polaris_pman_t)

# PLEASE LOOK AT ME: pman removes /tmp/subpkg directory after CSCvm14562 commit
# back out and change properly after CSCvm51181 is fixed
polaris_install_tmp_manage(polaris_pman_t)

# rm from coreutils-8.30 wants to know filesystem type
fs_getattr_tmpfs(polaris_pman_t)
fs_getattr_xattr_fs(polaris_pman_t)

# domain for gdbserver started by pman
polaris_utility_domain_template(gdb)

domtrans_pattern(polaris_pman_t, polaris_gdb_exec_t, polaris_gdb_t)

# pman starts gdbserver with stdout pointing to btrace fifo
polaris_use_btrace_fifo(polaris_gdb_t)

# gdbserver reads /proc/$pid/exe of a process it gets attached to.
# Allow to read state of all processes for now.
domain_read_all_domains_state(polaris_gdb_t)
# allow gdbserver to bind to all unreserved ports for now
corenet_tcp_bind_unreserved_ports(polaris_gdb_t)
corenet_tcp_bind_generic_node(polaris_gdb_t)

allow polaris_gdb_t self:process { ptrace setpgid };
allow polaris_gdb_t self:tcp_socket { accept bind create getattr listen setopt };

# pman update iosxe_control_processes/iosxe_mgmt_processes/tasks
fs_manage_cgroup_dirs(polaris_pman_t)
fs_manage_cgroup_files(polaris_pman_t)

optional_policy(
  container_runtime_domtrans(polaris_pman_t)
  )

# pman calls show_version for dockerd executable
optional_policy(
  polaris_container_runtime_show_version(polaris_pman_t)
  )

# needs to access nsfs file during killall invocation
fs_read_nsfs_files(polaris_pman_t)

# runs over /proc/<pid>/net/arp
kernel_read_network_state(polaris_pman_t)

# runs over /proc/<pid>/net/stat
kernel_read_network_state_symlinks(polaris_pman_t)

# runs over /proc/<pid>/net/rpc
kernel_read_rpc_sysctls(polaris_pman_t)

# LOOK AT ME: why pman doing it
# from mgmt/confd/confd/src/confd_startup_sh_post_exit.sh archive_errlog function
polaris_btrace_persistent_data_manage(polaris_pman_t)
polaris_conf_log_manage(polaris_pman_t)
allow polaris_pman_t self:process setfscreate;

# access /bootflash/installer/install_issu_state
polaris_disk_install_read(polaris_pman_t)

# /usr/binos/conf/umbrella_init.sh that runs under pman
# copies into /bootflash/ios_core.p7b
polaris_bootflash_manage(polaris_pman_t)

optional_policy(
  # we may write bits to the exiting_bays file in /proc
polaris_rw_exiting_bays(polaris_pman_t)
')

ifdef('ngwc_family',
    # linux_iosd_image_post_exit.sh restores the slot-based address
    # for the management ethernet should be restored on dual RP system.
    polaris_chvrf_domtrans(polaris_pman_t)
    sysnet_domtrans_ifconfig(polaris_pman_t)

    # For use of flashutil preparing for reload
    polaris_flashlib_read(polaris_pman_t)
    polaris_flashlib_write(polaris_pman_t)
')

    # File description leaks for TDL db lock files as processes are managed by
    # pman.
    # TODO Eventually these fd leaks should be fixed in the calling processes
    #
    # Note that TDL db lock file interfaces are typically generated by TDL and
    # are not found in our local .if files
    polaris_tdlresolve_read(polaris_pman_t)
    polaris_db_tdl_db_ios_oper_use(polaris_pman_t)

    ifdef('nyquist_platform',
        polaris_db_tdl_db_ewlc_operational_use(polaris_pman_t)
        polaris_db_tdl_db_rogued_use(polaris_pman_t)
        polaris_db_tdl_db_ewlc_config_use(polaris_pman_t)
        polaris_db_tdl_db_wstatsd_use(polaris_pman_t)
        polaris_db_tdl_db_client_global_use(polaris_pman_t)
    )

    # delete /tmp/booted from linux_iosd_image_post_exit.sh when iosd goes down.
    # For example: preparing for reload.
    gen_require('type polaris_iosd_tmp_files_t;
    )
    allow polaris_pman_t polaris_iosd_tmp_files_t:file { delete_file_perms open };

    # Upon exit of a process, pman needs to remove sai directory and files
    # associated with the process
    polaris_pvp_delete_sai_files(polaris_pman_t)
    # rsync port want to establish Tcp connection
    # runs over /usr/bin/rsync
    corenet_tcp_connect_rsync_port(polaris_pman_t)
    rsync_entry_type(polaris_pman_t)

    ifdef('crankshaft_family',
        # Provide process signal perms to pman.
polaris_caf_proc_signal_perms(polaris_pman_t)
')

# open connections from processes managed by pman can leak. The selinux
# errors associated with these typically come from a forked and renamed
# elastic process like wncd_0. During process forking/startup, node
# binds may cause denials as they are brought up by pman
ifdef(`ngwc_family',`
corenets_tcp_bind_generic_node(polaris_pman_t)
corenets_udp_bind_generic_node(polaris_pman_t)
corenets_tcp_connect_lisp_conss_control_port(polaris_pman_t)
')

# pman can stop itself on reload
allow polaris_pman_t self:capability kill;

# For pmanlite, allow pman's grand-children rsync to be able to operate on pipe created by pman.
gen_require`
    type rsync_t;
')
polaris_use_pman_fifo(rsync_t)

ifdef(`sumatra_platform',`
# Allow pman to execute cman_fp in the polaris_cm_fp_t domain
polaris_cm_fp_domtrans(polaris_pman_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispman.te
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl Nyquist Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)
max_bay_map_set(`rp', `elastic', BPROC_ODM, 0)
max_bay_map_set(`cc', `elastic', BPROC_ODM, 0)
max_bay_map_set(`fp', `elastic', BPROC_ODM, 0)
max_bay_map_set(`rp', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(\"cc\", \"elastic\", BPROC_WNCD, 0)
max_elastic_map_set(\"fp\", \"elastic\", BPROC_WNCD, 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/nyquistmaps.m4
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# Aug 2020, Sridhar
#
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#

## <summary>Polaris xcopy Policy Rules.</summary>

#######################################
## <summary>
##      Execute xcopy related scripts in its own domain.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface(\`polaris_xcopy_script_domtrans\`,
  gen_require(
      type polaris_xcopy_script_t, polaris_xcopy_script_exec_t;
  )
  domtrans_pattern($1, polaris_xcopy_script_exec_t, polaris_xcopy_script_t)
')
#
#######################################
## <summary>
##      xcopy progress temp file access
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface(\`polaris_xcopy_tmp_manage\`,
  gen_require(
      type polaris_xcopy_tmp_t;
  )

manage_dirs_pattern($1,polaris_xcopy_tmp_t, polaris_xcopy_tmp_t)
manage_files_pattern($1,polaris_xcopy_tmp_t, polaris_xcopy_tmp_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisxcopy.if
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#
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#

## <summary>Polaris dmi_ncsshd_mgmt Policy Rules.</summary>

########################################
## <summary>
##      Read polaris_ncsshd_keys_t files, effectively access
##  /tmp/.ncsshd_authorized_keys created by psd and read by ncsshd
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_ncsshd_authorized_keys_read',`
gen_require(`
    type polaris_ncsshd_keys_t;
')
read_files_pattern($1, polaris_ncsshd_keys_t, polaris_ncsshd_keys_t)
list_dirs_pattern($1, polaris_ncsshd_keys_t, polaris_ncsshd_keys_t)
')

########################################
## <summary>
##      Watch /var/run/netns and list contents
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_watch_netns',`
gen_require(
    type ifconfig_var_run_t;
)
list_dirs_pattern($1, ifconfig_var_run_t, ifconfig_var_run_t)
allow $1 ifconfig_var_run_t:dir watch;
)

########################################
## <summary>
##      Manage polaris_pttcd_tmp_t files, effectively files
## under /tmp/tmppub/interceptor
## </summary>
## <param name="domain">
##      Domain allowed access.
## </param>
#
interface(`polaris_interceptor_manage',`
    gen_require(
      type polaris_pttcd_tmp_t;
    )
    manage_files_pattern($1, polaris_pttcd_tmp_t, polaris_pttcd_tmp_t)
    manage_dirs_pattern($1, polaris_pttcd_tmp_t, polaris_pttcd_tmp_t)
    allow $1 polaris_pttcd_tmp_t:{ dir file } watch;
  )
)

########################################
## <summary>
##      Execute a domain transition to run ncsshd polaris process.
## </summary>
## <param name="domain">
##      Domain allowed to transition.
## </param>
#
interface(`polaris_ncsshdmgmt_domtrans',`
    gen_require(
      type polaris_dmi_ncsshdmgmt_t, polaris_dmi_ncsshdmgmt_exec_t;
    )
    domtrans_pattern($1, polaris_dmi_ncsshdmgmt_exec_t, polaris_dmi_ncsshdmgmt_t)
  )
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmincsshdmgmt.if
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#  
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#  
### <summary>Polaris cm_rp Policy Rules.</summary>

++++++++++++++++++
### <summary>
### Execute cmand_fp in the polaris_cm_fp_t domain.
### </summary>
### <param name="domain">
### Domain allowed to transition.
### </param>
#
# interface('polaris_cm_rp_domtrans',
gen_require(
	type polaris_cm_rp_t, polaris_cm_rp_exec_t;
')
corecmd_search_bin($1)
domtrans_pattern($1, polaris_cm_rp_exec_t, polaris_cm_rp_t)
')

++++++++++++++++++
### <summary>
### Write into fifo file created by cmrp, typical case when
### cmrp starts script under popen.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### <rolecap/>
#
# interface('polaris_cmrp_use_fifo',
gen_require(
	type polaris_cm_rp_t;
')
write_fifo_files_pattern($1, polaris_cm_rp_t, polaris_cm_rp_t)
interface('polaris_cm_rp_tmp_manage',`
  gen_require(`
    type polaris_cm_rp_tmp_t;
    type tmp_t;
  `)
  manage_dirs_pattern($1, { tmp_t polaris_cm_rp_tmp_t }, polaris_cm_rp_tmp_t)
  manage_files_pattern($1, { tmp_t polaris_cm_rp_tmp_t }, polaris_cm_rp_tmp_t)
`)

interface('polaris_cm_rp_inv_log_setup',`
  gen_require(`
    type polaris_cm_rp_inv_log_file_t;
    type polaris_disk_harddisk_t;
    type polaris_disk_bootflash_t;
  `)
  filetrans_pattern($1, {polaris_disk_harddisk_t polaris_disk_bootflash_t}, polaris_cm_rp_inv_log_file_t, dir, ".inv")
    # allow access to /vol/harddisk/inv
    manage_dirs_pattern($1, {polaris_disk_harddisk_t polaris_disk_bootflash_t}, polaris_cm_rp_inv_log_file_t)
    # allow access to /vol/harddisk/inv/inv_log_file
    manage_files_pattern($1, {polaris_cm_rp_inv_log_file_t}, polaris_cm_rp_inv_log_file_t)
`)

`)
# Write into /tmp/codesign.txt file created by cm_rp

## <summary>
## Domain allowed to transition.
## </summary>

```c
interface('polaris_cm_rp_tmp_write',

  gen_require(
    type polaris_cm_rp_tmp_t;
  )
  write_files_pattern($1, [ tmp_t polaris_cm_rp_tmp_t ], polaris_cm_rp_tmp_t)
)
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmrp.if

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# February 2020, Victor Kamensky

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policy_module(polarisvdaemon, 1.0);

```c
  gen_require(
    type polaris_vdaemon_t;
  )
  polaris_chasfs_manage(polaris_vdaemon_t)
# read and write /bootflash/sdwan/etc/vdaemon_gen_id
  polaris_bootflash_manage(polaris_vdaemon_t)
  polaris_tdlresolve_read(polaris_vdaemon_t)
  polaris_cpld_read(polaris_vdaemon_t)
  polaris_flashlib_read(polaris_vdaemon_t)
  polaris_ripc_sman_ui_serv_connect(polaris_vdaemon_t)
  polaris_db_tdlmdb_dir_use(polaris_vdaemon_t)
  logging_send_syslog_msg(polaris_vdaemon_t)

  # vconfd_load_shared_schemas
  polaris_confd_shared_schema_read(polaris_vdaemon_t)

  # manage /etc/viptela
```
polaris_cedge_etc_manage(polaris_vdaemon_t)

polaris_cedge_reset_ns(polaris_vdaemon_t)

# calls ifconfig for tun_0_0 interface
sysnet_domtrans_ifconfig(polaris_vdaemon_t)

# calls dmidecode get system serial number
dmidecode_domtrans(polaris_vdaemon_t)

#/var/run/vdaemon socket and pid
type polaris_vdaemon_var_run_t;
files_pid_file(polaris_vdaemon_var_run_t)
manage_files_pattern(polaris_vdaemon_t, polaris_vdaemon_var_run_t, polaris_vdaemon_var_run_t)
manage_sock_files_pattern(polaris_vdaemon_t, polaris_vdaemon_var_run_t, polaris_vdaemon_var_run_t)
files_pid_filetrans(polaris_vdaemon_t, polaris_vdaemon_var_run_t, { file sock_file })

polaris_ttm_var_sock_write(polaris_vdaemon_t)

# generate_instance_uuid reads /sys/devices/virtual/dmi/id/product_uuid
dev_read_sysfs(polaris_vdaemon_t)

# vip_util_set_fd_limits calls setrlimit
allow polaris_vdaemon_t self:process { setrlimit setpgid }

allow polaris_vdaemon_t self:capability { dac_override fowner sys_resource }

# vdaemon_init_tunn_intf initilize tun_0_0 in vrf 1
allow polaris_vdaemon_t self:tun_socket create;
corenet_rw_tun_tap_dev(polaris_vdaemon_t)

polaris_persistent_watch(polaris_vdaemon_t)
# from vdaemon_misc.c vdaemon_init_inotify function
polaris_cedge_etc_watch(polaris_vdaemon_t)

# set_netns_with_etc mounts on / and /sys
# set_netns_with_etc opens /etc/netns/1 dir
polaris_namespace_set_netns_with_etc(polaris_vdaemon_t)
# DNS thread complains about tmp_t mounton
# on /sys when switching namespace
gen_require(
  type tmp_t;
)
allow polaris_vdaemon_t tmp_t:dir mounton;

# vip_util_set_ns opens /var/run/netns/*
polaris_cedge_set_ns(polaris_vdaemon_t)
# vip_dns_process_request switches namespace from linux n/w namespace to
# original mount namespace
allow polaris_vdaemon_t self:capability { net_admin sys_chroot };
allow polaris_vdaemon_t self:udp_socket { bind connect create getattr getsockopt shutdown };

# control linux routes vip_route_delete and vdaemon_setup_system_ip_route
allow polaris_vdaemon_t self:netlink_route_socket { bind create getattr nlmsg_read nlmsg_write };

# binds to vbond udp ports
corenet_udp_bind_generic_node(polaris_vdaemon_t)
corenet_udp_bind_vbond_port(polaris_vdaemon_t)

# though default ports exist, users can configure the tcp ports in vManage and vSmart
corenet_tcp_connect_all_ports(polaris_vdaemon_t)

# vbond_proc_hello executes VIP_CDB_BACKUP_SCRIPT
polaris_confdomtrans(polaris_vdaemon_t)
# VIP_CDB_BACKUP_SCRIPT makes use of /etc/confd/confd_ipc_secret
auth_map_passwd(polaris_vdaemon_t)

# vdaemon_write_authorized_keys_to_ncsshd opens VDAEMON_NCSSHD_AUTH_KEY_FILE file
polaris_ncsshd_keys_manage(polaris_vdaemon_t)
# vbond_encode_version opens /etc/version
polaris_confdometc_read(polaris_vdaemon_t)

# generate_or_parse_uuid() invokes uuid_generate that needs read on
# random-number generator devices (e.g., /dev/random).
dev_read_rand(polaris_vdaemon_t)

# vdaemon_exec_iptables() is invoked by vdaemon all over the place
iptables_domtrans(polaris_vdaemon_t)

allow polaris_vdaemon_t self:capability net_raw;
allow polaris_vdaemon_t self:rawip_socket create_socket_perms;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.10/selinux-tar/selinux/polarisvdaemon.te
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
#
## <summary>Polaris fman_rp Policy Rules.</summary>

******************************************************************************
## <summary>
## Manage mqipc fmrp2fpm shared memory file in /dev/shm directory
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_fmrp2fpm_mqipc_use',`
  gen_require(`
    type polaris_fmrp2fpm_mqipc_t;
    polaris_mqipc_use($1, polaris_fmrp2fpm_mqipc_t)
  ') )

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmanrp.if
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dnl
May 2019
dnl
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dnl
dnl confined and permissive domain maps
divert(-1)
define('permissive_domain', ``defn(format(``permissive_domain[%s]", `$1'))')
define('permissive_domain_set', `define(format(``permissive_domain[%s]", `$1''), `$2'))')
define('confined_domain', ``defn(format(``confined_domain[%s]", `$1'))')
define('confined_domain_set', `define(format(``confined_domain[%s]", `$1''), `$2'))')

dnl
list of all subjects that should be in confined mode
dnl
confined_domain_set(`polaris_iosd_t', `polaris_iosd_t')

dnl
list of all subjects that should be placed in permissive mode
dnl
permissive_domain_set(`polaris_nginx_t', `polaris_nginx_t')
permissive_domain_set(`polaris_nginx_webui_t', `polaris_nginx_webui_t')
permissive_domain_set(`polaris_nginx_webui_install_t', `polaris_nginx_webui_install_t')
divert(0) dnl

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/domainmaps.m4
No license file was found, but licenses were detected in source scan.

#  
# March 2017, Victor Kamensky  
#  
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#  
/tmp/dbgmn_log_svr  gen_context(system_u:object_r:polaris_fed_sock_t,s0)
/tmp/fed_post_result -- gen_context(system_u:object_r:polaris_fed_tmp_t,s0)
/flash/shfwd_params.txt  gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcfed.fc
No license file was found, but licenses were detected in source scan.

#  
# March 2017, Victor Kamensky  
#  
# Copyright (c) 2016-2021 by Cisco Systems, Inc.  
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#  
policy_module(polarisrollbacktimer, 1.0);

polaris_process_domain_template(rbtimer)

corecmd_exec_bin(polaris_rbtimer_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_rbtimer_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_rbtimer_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_rbtimer_t)

# work with /tmp files
type polaris_rbtimer_tmp_t;
files_tmp_file(polaris_rbtimer_tmp_t)
manage_dirs_pattern(polaris_rbtimer_t, tmp_t, polaris_rbtimer_tmp_t)
manage_files_pattern(polaris_rbtimer_t, polaris_rbtimer_tmp_t, polaris_rbtimer_tmp_t)
manage_fifo_files_pattern(polaris_rbtimer_t, polaris_rbtimer_tmp_t, polaris_rbtimer_tmp_t)
files_tmp_filetrans(polaris_rbtimer_t, polaris_rbtimer_tmp_t, { file dir })

# work with /bootflash/.rollback_timer (RBT_CONTROL_DIR) file
type polaris_rbtimer_bootflash_t;
polaris_disk_type(polaris_rbtimer_bootflash_t)
polaris_rbtimer_bootflash_manage(polaris_rbtimer_t)

allow polaris_rbtimer_t self:capability sys_resource;
allow polaris_rbtimer_t self:capability dac_override;
allow polaris_rbtimer_t self:process setpgid;

polaris_btrace_data_manage(polaris_rbtimer_t)
polaris_chasfs_manage(polaris_rbtimer_t)
polaris_cpld_read(polaris_rbtimer_t)
polaris_boot_tmp_read(polaris_rbtimer_t)
polaris_read_debug_conf(polaris_rbtimer_t)
polaris_rmonbifo TMP_READ(polaris_rbtimer_t)
polaris_disk_crashinfo_getattr(polaris_rbtimer_t)
polaris_disk_harddisk_read_lnk(polaris_rbtimer_t)
polaris_bootflash_manage(polaris_rbtimer_t)

logging_send_syslog_msg(polaris_rbtimer_t)

# uses pidof
domain_read_all_domains_state(polaris_rbtimer_t)
dev_read_sysfs(polaris_rbtimer_t)

# rollback timer runs install_engine.sh
polaris_install_engine_domtrans(polaris_rbtimer_t)

polaris_script_errmsg_use(polaris_rbtimer_t)

# watch over /bootflash/.rollback_timer
allow polaris_rbtimer_t polaris_rbtimer_bootflash_t:dir watch;

# watch over /tmp/rp/rollback_timer
allow polaris_rbtimer_t polaris_rbtimer_tmp_t:dir watch;

# access to /tmp/ufs//crashinfo
optional_policy(`
polaris_ncd_tmp_read(polaris_rbtimer_t)
`)

# access to read packages.conf
polaris_read_packages_conf(polaris_rbtimer_t)
# access to /cdrom0/ when *ova image is booted during
# first instance of vwlc on ucs server
polaris_removable_read(polaris_rbtimer_t)

# access to "/bootflash/.installer/install_abort_timer_val"
polaris_disk_install_read(polaris_rbtimer_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrollbacktimer.te
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#
# March 2017, Victor Kamensky
#
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#

policy_module(polarishytoolsd, 1.0);

polaris_process_domain_template(hytoolsd)

polaris_btrace_data_manage(polaris_hytoolsd_t)
polaris_chasfs_manage(polaris_hytoolsd_t)
polaris_cpld_read(polaris_hytoolsd_t)

# vmtoolsd transtions from polaris_hytoolsd_t to vmtools_t -
# hytoolsd is small wrapper that calls vmtoolsd
vmtools_domtrans(polaris_hytoolsd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarishytoolsd.te
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#
# August 2017, Shawn Lu
#
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#

policy_module(polarismobilityd, 1.0);

gen_require(
`  type polaris_mobilityd_t;
`)
polaris_btrace_data_manage(polaris_mobilityd_t)
polaris_crft_data_manage(polaris_mobilityd_t)
polaris_chasfs_manage(polaris_mobilityd_t)
polaris_tdlresolve_read(polaris_mobilityd_t)
polaris_tdlldb_list_dirs(polaris_mobilityd_t)
polaris_cpld_read(polaris_mobilityd_t)
polaris_lua_read(polaris_mobilityd_t)
polaris_flashlib_read(polaris_mobilityd_t)

polaris_ripc_sman_ui_serv_connect(polaris_mobilityd_t)

polaris_db_tdlldb_dir_use(polaris_mobilityd_t)

# allow to use setrlimit
allow polaris_mobilityd_t self:capability sys_resource;
allow polaris_mobilityd_t self:process setrlimit;
allow polaris_mobilityd_t self:capability dac_override;
allow polaris_mobilityd_t self:udp_socket { create_socket_perms recv_msg send_msg };

logging_send_syslog_msg(polaris_mobilityd_t)

polaris_lfts_dev_use(polaris_mobilityd_t)

polaris_cpld_read(polaris_mobilityd_t)

polaris_odm_clnt2svr_mqipc_create(polaris_mobilityd_t)

polaris_tmp_tdlldb_persist_setup(polaris_mobilityd_t)

polaris_tdlldbPersist_setup(polaris_mobilityd_t)

corenet_udp_bind_generic_node(polaris_mobilityd_t)
corenet_udp_bind_polaris_mobility_ctl_port(polaris_mobilityd_t)
corenet_udp_bind_polaris_mobility_data_port(polaris_mobilityd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismobilityd.te
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#
# June 2017, Victor Kamensky
#
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#
/usr/binos/conf/wui-lighttpd-launch.sh -- gen_context(system_u:object_r:polaris_webui_lighttpd_exec_t,s0)

/usr/binos/conf/wui-app-launch.sh -- gen_context(system_u:object_r:polaris_webui_exec_t,s0)
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No license file was found, but licenses were detected in source scan.

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No license file was found, but licenses were detected in source scan.

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No license file was found, but licenses were detected in source scan.

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No license file was found, but licenses were detected in source scan.

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No license file was found, but licenses were detected in source scan.
No license file was found, but licenses were detected in source scan.

#  
# March 2017, Victor Kamensky  
#  
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#  
/usr/bin/os/conf/oom.sh -- gen_context(system_u:object_r:polaris_oom_exec_t,s0)  

Found in path(s):  
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisoom.fc  
No license file was found, but licenses were detected in source scan.

#  
# July 2020, Swati Kumari  
#  
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#  

policy_module(polarisptpdrp, 1.0);  

    gen_require(  
            type polaris_ptpd_rp_t;  
    )  
polaris_chasfs_read(polaris_ptpd_rp_t)  
polaris_cpld_read(polaris_ptpd_rp_t)  
polaris_tdlresolve_read(polaris_ptpd_rp_t)  
polaris_lsmpi_dev_use(polaris_ptpd_rp_t)

    # ptpd needs to have open,read,write access with /dev/ds31408  
polaris_ds31408_dev_use(polaris_ptpd_rp_t)

    # blzi device  
polaris_blzi_dev_use(polaris_ptpd_rp_t)

            allow polaris_ptpd_rp_t self:capability sys_nice;  
            allow polaris_ptpd_rp_t self:process setsched;

Found in path(s):  
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisptpdrp.te  
No license file was found, but licenses were detected in source scan.

#  
# March 2017, Victor Kamensky  
#
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#
/tmp/lsn.log -- gen_context(system_u:object_r:polaris_epc_ws_liaison_tmp_t,s0)
/tmp/epc_ws(\.*)? gen_context(system_u:object_r:polaris_epc_ws_liaison_tmp_t,s0)

# CLI: show platform software wireshark
/usr/bin/os/conf/wireshark_show.sh -- gen_context(system_u:object_r:polaris_wireshark_show_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisepcwsliaison.fc
No license file was found, but licenses were detected in source scan.

# July 2017, Victor Kamensky
#
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#

policy_module(polarisgsdrp, 1.0);

gen_require(
   type polaris_gsd_rp_t;
)

#allow to run readlink /dev/loop0 & /bin/date
corecmd_exec_bin(polaris_gsd_rp_t)

#run ldd, which in turn exec "ld.so --verify"
libs_exec_ld_so(polaris_gsd_rp_t)

# allow to run mount in its own domain
mount_domtrans(polaris_gsd_rp_t)
#
awk -v what=~.BuildPath: $pkginfo_file ~ what { print $2 } /tmp/sw/boot/pkginfo
polaris_boot_tmp_read(polaris_gsd_rp_t)
polaris_brtrace_data_manage(polaris_gsd_rp_t)
polaris_chasfs_manage(polaris_gsd_rp_t)
polaris_read_debug_conf(polaris_gsd_rp_t)
polaris_disk_crashinfo_getattr(polaris_gsd_rp_t)
polaris_guestshell_exec_files_exec(polaris_gsd_rp_t)
polaris_guestshell_files_read(polaris_gsd_rp_t)
polaris_ncl_tmp_read(polaris_gsd_rp_t)
polaris_proc_rmonbifo_read(polaris_gsd_rp_t)
polaris_cpld_read(polaris_gsd_rp_t)
polaris_bootflash_read(polaris_gsd_rp_t)
polaris_harddisk_read(polaris_gsd_rp_t)

# read /proc/cmdline
kernel_read_system_state(polaris_gsd_rp_t)

auth_use_nsswitch(polaris_gsd_rp_t)
polaris_rmonbifo_tmp_read(polaris_gsd_rp_t)

allow polaris_gsd_rp_t self:capability { dac_override sys_resource };
allow polaris_gsd_rp_t self:process setpgid;

type polaris_gsd_rp_tmp_t;
files_tmp_file(polaris_gsd_rp_tmp_t)
manage_dirs_pattern(polaris_gsd_rp_tmp_t, tmp_t, polaris_gsd_rp_tmp_t)
manage_files_pattern(polaris_gsd_rp_tmp_t, tmp_t, polaris_gsd_rp_tmp_t)
manage_fifo_files_pattern(polaris_gsd_rp_tmp_t, polaris_gsd_rp_tmp_t, polaris_gsd_rp_tmp_t)

# work with /tmp/guestshell_stk directory
files_tmp_filetrans(polaris_gsd_rp_tmp_t, polaris_gsd_rp_tmp_t, dir, "guestshell_stk")

gen_require(
    type rsync_t;
')
rsync_entry_domtrans(polaris_gsd_rp_t, rsync_t)
allow rsync_t polaris_gsd_rp_t:process sigchld;

# read /opt/cisco/caf directory
polaris_caf_files_read(polaris_gsd_rp_t)

gen_require(
    type polaris_caf_api_port_t;
    type polaris_caf_exec_t;
')
allow polaris_gsd_rp_t polaris_caf_api_port_t:tcp_socket name_connect;
allow polaris_gsd_rp_t polaris_caf_exec_t:file { getattr open read };
allow polaris_gsd_rp_t tmp_t:dir { create rmdir };

polaris_flashlib_read(polaris_gsd_rp_t)
polaris_flashlib_write(polaris_gsd_rp_t)

# watch over /tmp/udev/etc/udev
polaris_udev_tmp_read(polaris_gsd_rp_t)
polaris_udev_tmp_watch(polaris_gsd_rp_t)

# watch over /bootflash/gs_script
polaris_persistent_watch(polaris_gsd_rp_t)
# allow iox_ha_utils.sh to read /etc/docker/daemon.json.
gen_require(
    type container_config_t;
')
read_files_pattern(polaris_gsd_rp_t, container_config_t, container_config_t)

# allow guestshell_ha.sh to log messages
logging_send_syslog_msg(polaris_gsd_rp_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisgsdrp.te
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#
# March 2017, Victor Kamensky
#
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#

### <summary>Polaris Rmonbifo Policy Rules.</summary>

# Polaris Rmonbifo Driver policy

### <summary>
##      Read /proc/rmbonbifo files.
## </summary>
## <param name="domain">
##      Domain allowed access.
## </param>
#
interface(`polaris_proc_rmonbifo_read`,
gen_require(`
type polaris_proc_rmonbifo_t;
`)
   read_files_pattern($1, polaris_proc_rmonbifo_t, polaris_proc_rmonbifo_t)
   list_dirs_pattern($1, polaris_proc_rmonbifo_t, polaris_proc_rmonbifo_t)
`)

### <summary>
## Getattr of /proc/rmbonbifo files.
## </summary>
## <param name="domain">
##      Domain allowed access.
## </param>
interface(`polaris_proc_rmonbifo_getattr',
    gen_require(
        type polaris_proc_rmonbifo_t;
       getattr_files_pattern($1, polaris_proc_rmonbifo_t, polaris_proc_rmonbifo_t)
    )
)

interface(`polaris_rmonbifo_tmp_read',
    gen_require(
        type polaris_rmonbifo_tmp_t;
        type polaris_boot_tmp_t;
        read_files_pattern($1, polaris_rmonbifo_tmp_t, polaris_rmonbifo_tmp_t)
        # /tmp/sw/boot/rmonbifo dir is inside of polaris_boot_tmp_t dir
        search_dirs_pattern($1, polaris_boot_tmp_t, polaris_rmonbifo_tmp_t)
    )
)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrmonbifo.if
No license file was found, but licenses were detected in source scan.

# March 2017, Victor Kamensky
#
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# All rights reserved
#
/usr/binos/conf/ncd.sh -- gen_context(system_u:object_r:polaris_ncd_exec_t,s0)
/etc/conf/unifiedfs/mount_data  gen_context(system_u:object_r:polaris_ufs_helper_exec_t,s0)
/usr/binos/conf/iosd_console_attach.sh -- gen_context(system_u:object_r:polaris_ufs_helper_exec_t,s0)
No license file was found, but licenses were detected in source scan.

# March 2017, Victor Kamensky
#
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#
## <summary>Polaris iosd Policy Rules.</summary>
#
## Make the specified domain able to work with /tmp/restconf
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
interface('polaris_restconf_tmp_use',
    gen_require(
        type polaris_restconf_tmp_t;
    ')
    manage_files_pattern($1, polaris_restconf_tmp_t, polaris_restconf_tmp_t)
    manage_dirs_pattern($1, polaris_restconf_tmp_t, polaris_restconf_tmp_t)
')

## Create domain for IOSD Polaris processes. Note
## depending on policy build setting it could be confined or
## not confined
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <summary>
## Type of the program to be used as an entry point to this domain.
## </summary>
interface('polaris_iosd_domain',
    polaris_process_domain_confined($1, $2)
    polaris_iosd_maybe_unconfined($1)
')

########################################
## <summary>
## Make the specified domain able to work with iosd2iox files
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
#
interface('polaris_iosd2iox_tmp_manage',
    gen_require(
        type polaris_iosd2iox_tmp_t;
    )
    manage_files_pattern($1, polaris_iosd2iox_tmp_t, polaris_iosd2iox_tmp_t)
')

########################################
## <summary>
## Make the specified domain able to read iosd2iox files
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
#
interface('polaris_iosd2iox_tmp_read',
    gen_require(
        type polaris_iosd2iox_tmp_t;
    )
    read_files_pattern($1, polaris_iosd2iox_tmp_t, polaris_iosd2iox_tmp_t)
')

########################################
##	Send messages to iosd unix datagram sockets.
##

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## <param name="domain">
##	<summary>
##	Domain allowed access.
##	</summary>
## </param>
#
interface(`polaris_iosd_dgram_send`,
gen_require(`

type polaris_iosd_t;
`)
allow $1 polaris_iosd_t:unix_dgram_socket sendto;
`)

########################################
## <summary>
##      Make the specified domain to read /tmp/rp/.iosp_dmiauthd
## </summary>
## <param name="type">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_dmiauthd_token_read`,
gen_require(`

type polaris_dmiauthd_token_t;
`)
read_files_pattern($1, polaris_dmiauthd_token_t, polaris_dmiauthd_token_t)
`)

########################################
## <summary>
##      Make the specified domain to read /tmp/rp/.iosp_gnmib
## </summary>
## <param name="type">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_gnmib_token_read`,
gen Require(`

type polaris_gnmib_token_t;
`)
manage_files_pattern($1, polaris_gnmib_token_t, polaris_gnmib_token_t)
## <summary>
## Make the specified domain able to work with files
## with polaris_iosd_tmp_files_t
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
#
interface('polaris_iosd_tmp_file_use',
        gen_require('type polaris_iosd_tmp_files_t;
        )

manage_files_pattern($1, polaris_iosd_tmp_files_t, polaris_iosd_tmp_files_t)
allow $1 polaris_iosd_tmp_files_t:sock_file { manage_sock_file_perms};
')

## <summary>
## Manage /bootflash/geodb/ files
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolebase/>
#
interface('polaris_geodb_files_manage',
        gen_require('type polaris_geodb_files_t;
        )

manage_files_pattern($1, polaris_geodb_files_t, polaris_geodb_files_t)
manage_dirs_pattern($1, polaris_geodb_files_t, polaris_geodb_files_t)
manage_lnk_files_pattern($1, polaris_geodb_files_t, polaris_geodb_files_t)
')

## <summary>
## Allow the specified domain to read /boot/vcpu_template.txt
## or /csl_p_0/vcpu_template.txt
## </summary>
## <param name="type">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_iosd_vcpu_read','
   gen_require(
      type polaris_iosd_vcpu_t;
      type polaris_disk_varied_t;
      type polaris_disk_csl_p_t;
   )
)

read_files_pattern($1, { polaris_disk_varied_t polaris_disk_csl_p_t }, polaris_iosd_vcpu_t)
')

########################################
## <summary>
##      Allow the specified domain to read /tmp/usb-disable
## </summary>
## <param name="type">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_iosd_usb_disable_tmp_manage','
   gen_require(
      type polaris_iosd_usb_disable_tmp_t;
   )
)

manage_files_pattern($1, polaris_iosd_usb_disable_tmp_t, polaris_iosd_usb_disable_tmp_t)
files_tmp_filetrans($1, polaris_iosd_usb_disable_tmp_t, file, "usb-disable")
')

########################################
## <summary>
##      Allow the specified domain to access /bootflash/EFI
## </summary>
## <param name="type">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_efi_files_list_dirs','
   gen_require(
      type polaris_efi_files_t;
   )
)
list_dirs_pattern($1, polaris_efi_files_t, polaris_efi_files_t)

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#
# polarissmd file contexts place holder
#
# dc_profile_dir
/mnt/sd3/user/dc_profile_dir(/.*)?  gen_context(system_u:object_r:polaris_smd_disk_t,s0)
/flash1/user/dc_profile_dir(/.*)?  gen_context(system_u:object_r:polaris_smd_disk_t,s0)
/bootflash/dc_profile_dir(/.*)?   gen_context(system_u:object_r:polaris_smd_disk_t,s0)

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#
# polarismqipc file contexts place holder

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#
### <summary>Polaris iomd Policy Rules.</summary>
## <summary>
## Work (read, write, ioctl) with /dev/ngio[0-9+] devices
## </summary>

## <param name="domain">
## Domain allowed access.
## </param>

interface('polaris_ngio_dev_use',
gen_require(''
    type device_t;
    type polaris_ngio_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_ngio_device_t)
    read_chr_files_pattern($1, device_t, polaris_ngio_device_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiomd.if

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#
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#
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#

policy_module(polarisrepm, 1.0);

gen_require(''
    type polaris_repm_t;
')

polaris_btrace_data_manage(polaris_repm_t)
polaris_crft_data_manage(polaris_repm_t)
polaris_chasfs_manage(polaris_repm_t)
polaris_tdlresolve_read(polaris_repm_t)
polaris_tdlldb_list_dirs(polaris_repm_t)
polaris_cpld_read(polaris_repm_t)
polaris_lua_read(polaris_repm_t)
polaris_flashlib_read(polaris_repm_t)
polaris_ripc_sman_ui_serv_connect(polaris_repm_t)
polaris_db_tlldb_dir_use(polaris_repm_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_repm_t)

allow polaris_repm_t self:capability { sys_resource dac_override }
allow polaris_repm_t self:process setrlimit;

# temporary files created for repm in /tmp/replication
type polaris_repm_tmp_t;
files_tmp_file(polaris_repm_tmp_t)
polaris_systemd_tmpfiles_tmfiletrans(polaris_repm_tmp_t, dir, "replication")
manage_files_pattern(polaris_repm_t, polaris_repm_tmp_t, polaris_repm_tmp_t)
polaris_dyncfg_tmp_read(polaris_repm_t)
polaris_tlldbpersist_setup(polaris_repm_t)
polaris_tmp_tlldb_persist_setup(polaris_repm_t)

# send syslog
logging_send_syslog_msg(polaris_repm_t)

# mq.-local_rp_1_0
type polaris_repm_local_rp_mqipc_t;
polaris_mqipc_type(polaris_repm_local_rp_mqipc_t)
polaris_mqipc_create_name(polaris_repm_t, polaris_repm_local_rp_mqipc_t, local_rp_1_0)
polaris_mqipc_create_name(polaris_repm_t, polaris_repm_local_rp_mqipc_t, local_rp_0_0)

# repm peer mqipc queues under /dev/shm/repm_peer_mq folder
type polaris_repm_peer_mqipc_t;
polaris_mqipc_type(polaris_repm_peer_mqipc_t)
polaris_mqipc_create_name_dir(polaris_repm_t, polaris_repm_peer_mqipc_t, repm_peer_mq)

# repm invokes installer_api_* api's which need access to /bootflash/installer/install_issu_state
polaris_install_disk_read(polaris_repm_t)

ifdef(`petra_platform',
#allow access to polaris_cm_rp sem for chasfs
polaris_cm_rp_sem_use(polaris_repm_t)
#allow access to /flash12/monconfig/cfg.dat for config
polaris_swipedrive_file_manage(polaris_repm_t)

')

# execute /bin/tar
corecmd_exec_bin(polaris_repm_t)
# tar reads /etc/passwd
auth_use_nsswitch(polaris_repm_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrepm.te

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#
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#

## <summary>Polaris NGWC Platform Policy Rules.</summary>

#########################################################
## <summary>
##     Manage ngwc shared memory /dev/shm/ngwc_shm.
## </summary>
## <param name="domain">
##     <summary>
##     Domain allowed access.
##     </summary>
## </param>
#
interface('polaris_ngwc_shm_manage',
    gen_require(
        type tmpfs_t;
        type polaris_ngwc_shm_t;
    )
    fs_getattr_tmpfs($1)
    manage_files_pattern($1, tmpfs_t, polaris_ngwc_shm_t)
    allow $1 polaris_ngwc_shm_t:file map;
    filetrans_pattern($1, tmpfs_t, polaris_ngwc_shm_t, file, "ngwc_shm")
)

#########################################################
## <summary>
##     Manage ngwc shared memory /dev/shm/ngwc_scc_shm.
## </summary>
## <param name="domain">
##     <summary>
##     Domain allowed access.
##     </summary>
## </param>
#
interface('polaris_ngwc_scc_shm_manage',

gen_require(
    type tmpfs_t;
    type polaris_ngwc_scc_shm_t;
')
fs_getattr_tmpfs($1)
manage_files_pattern($1, tmpfs_t, polaris_ngwc_scc_shm_t)
allow $1 polaris_ngwc_scc_shm_t:file map;
filetrans_pattern($1, tmpfs_t, polaris_ngwc_scc_shm_t, file, "ngwc_scc_shm")
'

#######################################
## <summary>
##      Manage ngwc shared memory /dev/shm/iomd_to_fed_ptp_offload.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_ngwc_itfpo_manage',`
    gen_require(
        type tmpfs_t;
        type polaris_ngwc_itfpo_t;
    ')
    fs_getattr_tmpfs($1)
    manage_files_pattern($1, tmpfs_t, polaris_ngwc_itfpo_t)
    allow $1 polaris_ngwc_itfpo_t:file map;
    filetrans_pattern($1, tmpfs_t, polaris_ngwc_itfpo_t, file, "iomd_to_fed_ptp_offload")
')

#######################################
## <summary>
##      Manage ngwc sdm shared memory /dev/shm/sdm.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_sdm_shm_manage',`
    gen_require(
        type tmpfs_t;
        type polaris_sdm_shm_t;
    ')

#
fs_getattr_tmpfs($1)
manage_files_pattern($1, tmpfs_t, polaris_sdm_shm_t)
filetrans_pattern($1, tmpfs_t, polaris_sdm_shm_t, file, "sdm")
allow $1 polaris_sdm_shm_t:file map;
)

******************************************************************************
# MMAP Driver for mapping ASIC Memory space
******************************************************************************
******************************************************************************
## <summary>
## Work (read, write, ioctl) with /dev/chdrvmmap
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_chdrvmmap_dev_use',
gen_require('type device_t;
type polaris_chdrvmmap_device_t;
')
read_chr_files_pattern($1, device_t, polaris_chdrvmmap_device_t)
write_chr_files_pattern($1, device_t, polaris_chdrvmmap_device_t)
allow $1 polaris_chdrvmmap_device_t:chr_file map;
')

******************************************************************************
## <summary>
## Work (read, write, ioctl) with /dev/gettysburg_dev1
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_gettysburg_fpga_dev_use',
gen_require('type device_t;
type polaris_gettysburg_fpga_device_t;
')
write_chr_files_pattern($1, device_t, polaris_gettysburg_fpga_device_t)
read_chr_files_pattern($1, device_t, polaris_gettysburg_fpga_device_t)
mmap_chr_files_pattern($1, device_t, polaris_gettysburg_fpga_device_t)
')
<summary>
Work (read, write, ioctl) with /dev/cisco/dplriomem
</summary>

<param name="domain">
Domain allowed access.
</param>

interface('polaris_dplr_iomem_mmapdrv_dev_use',
generate_device_prototypes('polaris_dplr_iomem_mmapdrv_device_t';
    type device_t;
    type polaris_dplr_iomem_mmapdrv_device_t;
')
write_chr_files_pattern($1, device_t, polaris_dplr_iomem_mmapdrv_device_t)
read_chr_files_pattern($1, device_t, polaris_dplr_iomem_mmapdrv_device_t)
allow $1 polaris_dplr_iomem_mmapdrv_device_t:chr_file map;
')

<summary>
Allow access to semaphore of quake flashlib. Pure hack
semaphore got created by dyncfg accidently, need to change to
POSIX semaphore code ASAP.
</summary>

<param name="domain">
Domain allowed access.
</param>

interface('polaris_quake_flashlib_sem_use',
generate_device_prototypes('polaris_dyncfg_t';
    type polaris_dyncfg_t;
')
allow $1 polaris_dyncfg_t:sem rw_sem_perms;
')

<summary>
Manage quake i2c semaphores /dev/shm/sem.i2c_sem00N
and work with corresponding i2c devices (/dev/i2c-XXX)
</summary>

<param name="domain">
</param>
interface('polaris_quota_i2c_manage',
    gen_require('type tmpfs_t;
type polaris_quota_i2c_t;
')
)  
manage_files_pattern($1, tmpfs_t, polaris_quota_i2c_t)
polaris_i2c_use($1)
')

########################################
## <summary>
## Allow caller to read or write the exiting_bays file
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
##
# interface('polaris_rw_exiting_bays',
# gen_require('type polaris_proc_exiting_bays_t;
type proc_t;
')
#
# FIXME/TODO:
# The kernel does not reliably create /proc/exiting_bays on all platforms
# The following lines should be removed when CSCvv27097 is addressed
# The following lines should be removed when CSCvv27097 is addressed
# allow $1 polaris_proc_exiting_bays_t:file create;
# allow $1 proc_t:file create;
# allow $1 proc_t:dir { add_name write };
#
# rw_files_pattern($1, polaris_proc_exiting_bays_t, polaris_proc_exiting_bays_t)  
# # The kernel does not reliably create /proc/exiting_bays on all platforms
#
# The following lines should be removed when CSCvv27097 is addressed
# allow $1 polaris_proc_exiting_bays_t:file create;
# allow $1 proc_t:file create;
# allow $1 proc_t:dir { add_name write };
#
#')

########################################
## <summary>
## Allow caller to create open write /tmp/fpga_upgrade
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_fpga_upgrade_tmp_use',

gen_require(
    type polaris_fpga_upgrade_tmp_t;
)
allow $1 polaris_fpga_upgrade_tmp_t:file { create open write };
)

#########################################################################
## <summary>
## Execute a domain transition to run cat9k_ssd_unmount.sh
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_ssd_unmount_domtrans',
    gen_require(
        type polaris_ssd_unmount_t, polaris_ssd_unmount_exec_t;
    ')
domtrans_pattern($1, polaris_ssd_unmount_exec_t, polaris_ssd_unmount_t)
')

#########################################################################
## <summary>
## Read lnk_file /ucode0, polaris_disk_ucode0_t.
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_disk_ucode0_read_lnk',
    gen_require(
        type polaris_disk_ucode0_t;
    ')
read_lnk_files_pattern($1, polaris_disk_ucode0_exec_t, polaris_disk_ucode0_t)
')

#########################################################################
## <summary>
## Work (read, write, ioctl) with /dev/cisco/fpgaiomem
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>

interface('polaris_fpga_iomem_mmapfpga_dev_use',
    gen_require(
        type device_t;
        type polaris_fpga_iomem_mmapfpga_device_t;
    )
) allow $1 polaris_fpga_iomem_mmapfpga_device_t::chr_file map;
write_chr_files_pattern($1, device_t, polaris_fpga_iomem_mmapfpga_device_t)
read_chr_files_pattern($1, device_t, polaris_fpga_iomem_mmapfpga_device_t)
')

########################################
## <summary>
## Read Write access to /bootflash/nplusm-power
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_nplusm_power_manage',
    gen_require(
        type polaris_nplusm_power_file_t;
        type polaris_disk_bootflash_t;
    )
    filetrans_pattern($1, polaris_disk_bootflash_t, polaris_nplusm_power_file_t, file, "nplusm-power")
    allow $1 polaris_nplusm_power_file_t::file { write create read open getattr unlink };
)
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# December 2018, Victor Kamensky
#
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#
## <summary>Polaris ezman_cc Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisezmancc.if
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
define('polaris_lipc_service_server','')
define('polaris_lipc_service_client','')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_lipc_fc.m4
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#

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisgrmgr.fc
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#

/usr/binos/conf/install_issu_monitor.sh -- gen_context(system_u:object_r:polaris_issu_monitor_exec_t:s0)
/tmp/rp/issu_mon_dir -d gen_context(system_u:object_r:polaris_issu_monitor_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisissumonitor.fc
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# # March 2019, Shikhar Dogra
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#

## <summary>Polaris fman_cc Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmancc.if
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#

## <summary>Polaris smand Policy Rules.</summary>

******************************************************************************
## <summary>
## Allow domain to be started by smand with
## transition into specific service domain.
## </summary>
## <param name="domain">
## Type to be used to run utility.
## </param>
## <param name="entry_point">
## Type of the program to be used as an entry point to this domain.
## </param>
interface('polaris_smand_domain',``
gen_require(`
type polaris_smand_t;
`)
# Write into fifo file created by smand, typical case when smand starts script under popen.

```c
# Write into fifo file created by smand, typical case when smand starts script under popen.

domtrans_pattern(polaris_smand_t, $2, $1)

########################################
## <summary>
## Write into fifo file created by smand, typical case when
## smand starts script under popen.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## </summary>
## <rolecap/>

interface(`polaris_smand_use_fifo',

gen_require(`

type polaris_smand_t;
')

write_fifo_files_pattern($1, polaris_smand_t, polaris_smand_t)
')

########################################
## Read access to CRDU fifo file created by smand
## Domain allowed access.
## </summary>
## <rolecap/>

interface(`polaris_smand_crdu_pipe_read',

gen_require(`

type polaris_crdu_pipe_tmp_t;
')

read_fifo_files_pattern($1, polaris_crdu_pipe_tmp_t, polaris_crdu_pipe_tmp_t)
')

########################################
## Manage CRDU fifo file created by smand
## Domain allowed access.
## </summary>
## <rolecap/>

interface(`polaris_smand_crdu_pipe_read',

gen_require(`

type polaris_crdu_pipe_tmp_t;
')

read_fifo_files_pattern($1, polaris_crdu_pipe_tmp_t, polaris_crdu_pipe_tmp_t)
')

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39188
## Domain allowed access.

```c
interface('polaris_smamd_crdru_pipe_manage',`
    gen_require(`
        type polaris_crdru_pipe_tmp_t;
    `)
)

manage_fifo_files_pattern($1, polaris_crdru_pipe_tmp_t, polaris_crdru_pipe_tmp_t)
```

## Write to polaris_sman_bshell_serv_lipc_t

```c
interface('polaris_sman_bshell_serv_lipc_write',`
    gen_require(`
        type polaris_sman_bshell_serv_lipc_t;
        type polaris_smamd_t;
    `)
)
polaris_lipc_write($1, polaris_sman_bshell_serv_lipc_t, polaris_smamd_t)
```

## Manage /tmp/show_ports_tmp

```c
interface('polaris_trans_ports_tmp_manage',`
    gen_require(`
        type polaris_trans_stats_tmp_t;
    `)
)
manage_files_pattern($1, polaris_trans_ports_tmp_t, polaris_trans_ports_tmp_t)
```

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39189
## <summary>
## create /tmp/trans_tmp and /tmp/trans_tmp.1 to store lsof output
## </summary>
## <param name="domain">
## Domain allowed to manage tmp files.
## </param>
## <rolecap/>
interface(`polaris_trans_stats_tmp_manage',`
gen_require(`
    type polaris_trans_stats_tmp_t;
')
manage_files_pattern($1, polaris_trans_stats_tmp_t, polaris_trans_stats_tmp_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissmand.if
No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
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#
/usr/cpp/bin/cpp_cdm_svr -- gen_context(system_u:object_r:polaris_cpp_cdm_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppcdm.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
## <summary>Polaris Flashlib Policy Rules.</summary>

# Polaris Flashlib Policy Rules.

# Flashlib policy (infra/flashlib)

# Flashlib policy (infra/flashlib)
## Read Polaris /tmp/.flashlock file
## <summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
#
interface( `polaris_flashlib_lock` ,`
        gen_require(
            type tmp_t;
            type polaris_flashlib_lock_t;
        )
    )

manage_files_pattern($1, tmp_t, polaris_flashlib_lock_t)
allow $1 self:capability dac_overide;

ifdef( `quake_platform` ,`
    polaris_quake_flashlib_sem_use($1)
')
# access of .flashlock on ultra
ifdef(`vxe_family',`
    allow $1 self:capability dac_overide;
    )
')

########################################
## Write Polaris /tmp/flashdev.log file
## <summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_flashlib_log',`
        gen_require(`
            type tmp_t;
            type polaris_flashlib_log_t;
        )
    )

manage_files_pattern($1, tmp_t, polaris_flashlib_log_t)
')

########################################
## Read partition disk device that contains rommon variables.
## C8KV reads object store and reads grub files in BIOS and EFI partitions.

### <summary>
### <param name="domain">
### Domain allowed access.
### </summary>
### </param>

```c
# interface('polaris_flashlib_read',
    gen_require(''
        type device_t;
        type polaris_flashlib_device_t;
    ')
    polaris_flashlib_lock($1)
polaris_flashlib_log($1)
read_blk_files_pattern($1, device_t, polaris_flashlib_device_t)
read_chr_files_pattern($1, device_t, polaris_flashlib_device_t)
ifdef('vxe_family','
polaris_vxeinstall_info_read($1)
polaris_grub_info_read($1)
')
ifdef('vwlc_platform','
polaris_vwlcinstall_info_read($1)
polaris_vwlc_grub_info_read($1)
')

# processes that use tdllib/DB will access romvar
# via flashlib mcp_getmonvar API which read /objstore.
optional_policy(''
    polaris_disk_objstore_read($1)
')
polaris_flash_shm_manage($1)
')
```

```c
######################################################################
### <summary>
### Write partition disk device that contains rommon variables.
### </summary>
### </summary>
### <param name="domain">
### Domain allowed access.
### </summary>
### </param>
# interface('polaris_flashlib_write',
    gen_require(''
        type device_t;
        type polaris_flashlib_device_t;
```
polaris_flashlib_lock($1)
write_blk_files_pattern($1, device_t, polaris_flashlib_device_t)
polaris_flash shm manage($1)

########################
## <summary>
## Manage ngwc shared memory /dev/shm/flash shm.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
# interface(`polaris flash shm manage',`
  gen_require(`
      type tmpfs_t;
      type polaris flash shm_t;
  `)
  fs_getattr_tmpfs($1)
  manage_files_pattern($1, tmpfs_t, polaris flash shm_t)
  allow $1 polaris flash shm_t:file map;
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisflashlib.if
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

## <summary>Polaris LUA Policy Rules.</summary>

########################################################################
# Lua policy
########################################################################

########################################################################
## <summary>
## # Read Polaris lua files (/lua)
## </summary>
<param name="domain">

Domain allowed access.

</param>

interface('polaris_lua_read',
  gen_require(''
    type polaris_lua_file_t;

allow $1 polaris_lua_file_t:file read_file_perms;
allow $1 polaris_lua_file_t:dir { read_file_perms search_dir_perms };

')

#
# July 2017, Victor Kamensky
#
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#

## <summary>Polaris tamd_rp Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristamdrp.if
No license file was found, but licenses were detected in source scan.

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# March 2017, Victor Kamensky
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#

## <summary>Polaris polarisiptbl Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiptbl.if
No license file was found, but licenses were detected in source scan.

#
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#
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#

# autopolarisplatformipcbase file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/autopolarisplatformipcbase.fc
No license file was found, but licenses were detected in source scan.

# # February 2020, Victor Kamensky 
# # Copyright (c) 2020 by Cisco Systems, Inc.
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#

policy_module(polarisdmisportsfetch, 1.0);

gen_require('
    type polaris_dmi_ports_fetch_t;
')
polaris_chasfs_manage(polaris_dmi_ports_fetch_t)
polaris_tdlresolve_read(polaris_dmi_ports_fetch_t)
polaris_cpld_read(polaris_dmi_ports_fetch_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmisportsfetch.te
No license file was found, but licenses were detected in source scan.

# # July 2018, Victor Kamensky 
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#

policy_module(polarisngwcfeddebug, 1.0);

gen_require('
    type polaris_ngwc_fed_debug_mgr_t;
')
polaris_bootflash_manage(polaris_ngwc_fed_debug_mgr_t)
polaris_btrace_data_manage(polaris_ngwc_fed_debug_mgr_t)
polaris_cpld_read(polaris_ngwc_fed_debug_mgr_t)
polaris_flashlib_read(polaris_ngwc_fed_debug_mgr_t)
polaris_chasfs_read(polaris_ngwc_fed_debug_mgr_t)
polaris_tdlresolve_read(polaris_ngwc_fed_debug_mgr_t)

polaris_disk_bootflash_read_lnk(polaris_ngwc_fed_debug_mgr_t)
polaris_dmammap_dev_use(polaris_ngwc_fed_debug_mgr_t)
polaris_chdrvmmap_dev_use(polaris_ngwc_fed_debug_mgr_t)
polaris_dplr_iomem_mmapdrv_dev_use(polaris_ngwc_fed_debug_mgr_t)

# opens /proc/pid/net/dev
kernel_read_network_state(polaris_ngwc_fed_debug_mgr_t)

# calls tcpdump, let it run in its own domain
netutils_domtrans(polaris_ngwc_fed_debug_mgr_t)

# calls system function
corecmd_exec_shell(polaris_ngwc_fed_debug_mgr_t)

# calls lspci and other utilities
corecmd_exec_bin(polaris_ngwc_fed_debug_mgr_t)

auth_use_nsswitch(polaris_ngwc_fed_debug_mgr_t)

# lspci needs sysfs access
dev_list_sysfs(polaris_ngwc_fed_debug_mgr_t)
dev_read_sysfs(polaris_ngwc_fed_debug_mgr_t)

# dope.py /tmp/idope_svr,/tmp/shfwd_svr  socket files
type polaris_fed_debug_sock_t;
files_tmp_file(polaris_fed_debug_sock_t)
files_tmp_filetrans(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_sock_t, sock_file, "idope_svr")
files_tmp_filetrans(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_sock_t, sock_file, "shfwd_svr")

gen_require('
    type tmp_t;
')
manage_sock_files_pattern(polaris_ngwc_fed_debug_mgr_t, tmp_t, polaris_fed_debug_sock_t)

# allow show-forward to use following temp files in /tmp dir
type polaris_fed_debug_tmp_t;
files_tmp_file(polaris_fed_debug_tmp_t)
files_tmp_filetrans(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_tmp_t, file, "pktgen.txt")
files_tmp_filetrans(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_tmp_t, file, "DopeElam.sh")
files_tmp_filetrans(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_tmp_t, file, "MemDumpElam.sh")
gen_require('
    type tmp_t;
')
manage_files_pattern(polaris_ngwc_fed_debug_mgr_t, { tmp_t polaris_fed_debug_tmp_t}, polaris_fed_debug_tmp_t)
# talk to fed over unix sockets
polaris_fed_sock_write(polaris_ngwc_fed_debug_mgr_t)

# /dcmlog.txt
type polaris_fed_debug_dcmlog_t;
files_type(polaris_fed_debug_dcmlog_t)
gen_require(
    type root_t;
)
filetrans_pattern(polaris_ngwc_fed_debug_mgr_t, root_t, polaris_fed_debug_dcmlog_t, file, "dcmlog.txt")
manage_files_pattern(polaris_ngwc_fed_debug_mgr_t, root_t, polaris_fed_debug_dcmlog_t)

# dope.py listens on port 12255
corenctcp_bind_generic_node(polaris_ngwc_fed_debug_mgr_t)
allow polaris_ngwc_fed_debug_mgr_t self:tcp_socket { getattr setopt ioctl getopt bind create listen accept connect read write };
corenctcp_bind_polaris_fed_debug_trace_rpc_port(polaris_ngwc_fed_debug_mgr_t)
corenctcp_connect_polaris_fed_debug_trace_rpc_port(polaris_ngwc_fed_debug_mgr_t)

# dope.py listens on port 5389 for shfwd commands
corenctcp_bind_polaris_fed_debug_shfwd_command_port(polaris_ngwc_fed_debug_mgr_t)

# LOOK AT ME: /dev/mem access restriction remove after fix for CSCvm07702 is committed.
 ifdef(`nyquist_platform',`
polaris_dev_mem_use(polaris_ngwc_fed_debug_mgr_t)
')
 ifdef(`starfleet_platform',`
polaris_dev_mem_use(polaris_ngwc_fed_debug_mgr_t)
')
 ifdef(`quake_platform',`
polaris_dev_mem_use(polaris_ngwc_fed_debug_mgr_t)
')

# /tmp/asic_config.pickle file access
type polaris_fed_debug_asic_config_t;
files_tmp_file(polaris_fed_debug_asic_config_t);
files_tmp_filetrans(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_asic_config_t, file, "asic_config.pickle")
gen_require(
    type tmp_t;
)
manage_files_pattern(polaris_ngwc_fed_debug_mgr_t, tmp_t, polaris_fed_debug_asic_config_t)

# dope.py invokes scapy.py for DP trace which needs to create socket to seek
# interface info via ioctl ifreq
allow polaris_ngwc_fed_debug_mgr_t self:udp_socket { ioctl };

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39197
# /tmp/rdope_ffi handle directory where libffi will create file with execute
# mapping. Files system should be executable and /tmp so far is. Note TMPDIR
# environment variable is the first choice where to create libffi executable
# mapped files.

type polaris_fed_debug_ffi_t;
files_tmp_file(polaris_fed_debug_ffi_t);
files_tmp_filetrans(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_ffi_t, dir, "rdope_ffi")
gen_require(
    type tmp_t;
')
manage_dirs_pattern(polaris_ngwc_fed_debug_mgr_t, tmp_t, polaris_fed_debug_ffi_t)
manage_files_pattern(polaris_ngwc_fed_debug_mgr_t, polaris_fed_debug_ffi_t, polaris_fed_debug_ffi_t)
allow polaris_ngwc_fed_debug_mgr_t polaris_fed_debug_ffi_t:file { execute map };

# allow to read /proc/mtd called from mcp_getmonvar
kernel_read_system_state(polaris_ngwc_fed_debug_mgr_t)

polaris_remap_mem_dev_use(polaris_ngwc_fed_debug_mgr_t)

allow polaris_ngwc_fed_debug_mgr_t self:capability sys_resource;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcfeddebug.te
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
dnl Process Names Map
define(`process_map', `defn(format(``process_map[%s]', `$1'))')
define(`process_map_set', `define(format(``process_map[%s]', `$1'), `$2'))')

dnl Process Names and Labels
define(`process_short_name', `patsubst($1, `^BPROC_\$', `')
define(`process_default_stem', `translit(process_short_name($1), `A-Z', `a-z')')
define(`process_stem', `ifelse(process_map(process_short_name($1)), `, process_default_stem($1), process_map(process_short_name($1)))')
define(`process_label', `format(`polaris_%s_t', process_stem($1)))
define(`process_exec_label', `format(`polaris_%s_exec_t', process_stem($1)))

dnl Process Type Map: track that type declations unique
define(`process_type_map', `defn(format(``process_type_map[%s]', `$1'))')
define(`process_type_map_set', `define(format(``process_type_map[%s]', `$1'), `$2'))')

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39198
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_process.m4
No license file was found, but licenses were detected in source scan.

dnl

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dnl

process_map_set(AUTO_UPGRADE_CLIENT_RP, autoupgrade)
process_map_set(BSM_RP, bsm)
process_map_set(BTM_CC, btman)
process_map_set(BTM_FP, btman)
process_map_set(BTM_RP, btman)
process_map_set(BTM_BP, btman)
process_map_set(CCD_RP, caf)
process_map_set(DMI_CONFDF, confd)
process_map_set(DMI_PTTCD, pttcd)
process_map_set(SDWAN_CONFDF, confd)
process_map_set(EMD_CC, emd)
process_map_set(EMD_FP, emd)
process_map_set(EMD_RP, emd)
process_map_set(FCD_RP, flashcheck)
process_map_set(FM_FP, fman_fp)
process_map_set(FM_CC, fman_cc)
process_map_set(FM_RP, fman_rp)
process_map_set(HM_CC, hm)
process_map_set(HM_FP, hm)
process_map_set(HM_RP, hm)
process_map_set(IOMD_CC, iomd)
process_map_set(IOSD_CC, iosd)
process_map_set(IOSD_RP, iosd)
process_map_set(IOSD_BP, iosd)
process_map_set(IOXM_RP, ioxman)
process_map_set(ISSU_STK, issu_stack)
process_map_set(LM_RP, lm)
process_map_set(MAINT_RP, periodic)
process_map_set(PLOGD_CC, plogd)
process_map_set(PLOGD_FP, plogd)
process_map_set(PLOGD_RP, plogd)
process_map_set(REPM_RP, repm)
process_map_set(SERVICE_MGR_RP, service_mgr)
process_map_set(SERVICE_MGR_FP, service_mgr)
process_map_set(SM, smand)
process_map_set(SORT_RP, sort_files)
process_map_set(VMAN_RP, vman)
process_map_set(POLJVM, jvm)
process_map_set(CLUSTERMGR, clustermgr)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/processmap.m4
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
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dnl All rights reserved
dnl
divert(-1)

include(`polaris_process.m4')

include(`polaris_database_db.m4')
include(`polaris_database_db_if.m4')

include(`polaris_max_scope.m4')

divert(0)dnl
#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#
## <summary>Polaris Platform DB Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_database_if.m4
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
dnl VXE Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/vxemaps.m4
No license file was found, but licenses were detected in source scan.

#
# January 2021, Gabriel Lee, Shawn Liu
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#

/ezManage_v1/ezManage_sms_handler.py -- gen_context(system_u:object_r:polaris_ezmanage_exec_t,s0)

/ezManage_v1(\.*?)[a-zA-Z0-9_]*) gen_context(system_u:object_r:polaris_ezmanage_file_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisezmanage.fc
No license file was found, but licenses were detected in source scan.

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#

## <summary>Polaris dmi_vtyserverutild Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmivtyserverutild.if
No license file was found, but licenses were detected in source scan.

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#

# polarisbsm file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbsm.fc
No license file was found, but licenses were detected in source scan.

# # February 2020, Victor Kamensky  
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#

## <summary>Polaris dmi_ports_fetch Policy Rules.</summary>
# Work with /bootflash/sdavc

## Domain allowed access.

```c
interface('polaris_sdavc_proxy_manage',
  gen_require(
    type polaris_sdavc_proxy_files_t;
  )
  manage_files_pattern($1, polaris_sdavc_proxy_files_t, polaris_sdavc_proxy_files_t)
  manage_dirs_pattern($1, polaris_sdavc_proxy_files_t, polaris_sdavc_proxy_files_t)
)
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissdavcproxy.if

No license file was found, but licenses were detected in source scan.

---

# March 2017, Victor Kamensky

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---

```c
/usr/binos/bin/cman_fp_ledp -- gen_context(system_u:object_r:polaris_cm_fp_exec_t,s0)
/usr/binos/bin/cman_fp_us_ledp -- gen_context(system_u:object_r:polaris_cm_fp_exec_t,s0)
/usr/binos/bin/cman_fp_vwlc -- gen_context(system_u:object_r:polaris_cm_fp_exec_t,s0)
/usr/binos/bin/cman_fp_vwlcd Ledp -- gen_context(system_u:object_r:polaris_cm_fp_exec_t,s0)
/usr/binos/bin/cman_fp_sumatra_ledp -- gen_context(system_u:object_r:polaris_cm_fp_exec_t,s0)
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmfp.fc

No license file was found, but licenses were detected in source scan.

---

# June 2020, Manu Roy

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#

# /bootflash labels
/bootflash(/.*)? gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/bootflash/ssh(/.*)? gen_context(system_u:object_r:ssh_home_t,s0)
/bootflash/ssh/ssh_host.*_key\pub gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/ssh/ssh_host.*_key gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)

# /flash is symbolic link /flash10/USER
/flash gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# /flash1
/flash1(/.*)? gen_context(system_u:object_r:polaris_disk_crashinfo_t,s0)
/flash1/CRASH(/.*)? gen_context(system_u:object_r:polaris_disk_crashinfo_t,s0)
/flash1/CRASH/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/flash7(/.*)? gen_context(system_u:object_r:polaris_disk_license_t,s0)
/flash8(/.*)? gen_context(system_u:object_r:polaris_disk_license_t,s0)
/flash9(/.*)? gen_context(system_u:object_r:polaris_obfl_data_t,s0)

# /sdflash
/dev/mmcblk1p1 -b gen_context(system_u:object_r:polaris_iots_swipedrive_device_t,s0)
/dev/sdflash gen_context(system_u:object_r:polaris_iots_swipedrive_file_t,s0)
#usb device
/dev/sda1 -b gen_context(system_u:object_r:polaris_iots_swipedrive_device_t,s0)

#DMA ASIC driver
/dev/mvDmaDrv gen_context(system_u:object_r:polaris_iots_mvDmaDrv_device_t,s0)
/dev/mvIntDrv gen_context(system_u:object_r:polaris_iots_mvIntDrv_device_t,s0)

#/crashinfo is symbolic link to /mnt/sd1 created by systemd-tmpfiles
/crashinfo gen_context(system_u:object_r:polaris_disk_crashinfo_t,s0)

#/dev
/dev/petra-fpga -c gen_context(system_u:object_r:polaris_iots_fpga_device_t,s0)
/dev/petra-zyq-ps-gpio -c gen_context(system_u:object_r:polaris_iots_fpga_device_t,s0)
/dev/petra-gpio-pc3 -c gen_context(system_u:object_r:polaris_iots_fpga_device_t,s0)
#Line card fpga driver for mmap
/dev/petra-lc-fpga -c gen_context(system_u:object_r:polaris_iots_fpga_device_t,s0)
#memory devices
/dev/tm -c gen_context(system_u:object_r:polaris_iots_tm_device_t,s0)
/dev/hcam -c gen_context(system_u:object_r:polaris_iots_tm_device_t,s0)

#vlan-virtual ethernet
/dev/petra-krport -c gen_context(system_u:object_r:polaris_iots_tm_device_t,s0)
/tmp/udev/etc/udev/sdflash/udev-info gen_context(system_u:object_r:polaris_udev_tmp_files_t,s0)

# hellcat
/dev/spidev0.0 -c gen_context(system_u:object_r:polaris_iots_led_device_t,s0)
/dev/spidev0.1 -c gen_context(system_u:object_r:polaris_iots_led_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiotswitch.fc
No license file was found, but licenses were detected in source scan.

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#

policy_module(polarisngwcfed, 1.0);

generate(require("type polaris_ngwcFed_t;")

polaris_btrace_data_manage(polaris_ngwcFed_t)
polaris_chasfs_manage(polaris_ngwcFed_t)
polaris_tdlresolve_read(polaris_ngwcFed_t)
polaris_tdldb_list_dirs(polaris_ngwcFed_t)
polaris_lua_read(polaris_ngwcFed_t)
polaris_flashlib_read(polaris_ngwcFed_t)
polaris_chasync_files_manage(polaris_ngwcFed_t)

# LOOK AT ME: system() call restriction remove after
# CSCvn19282 is fixed using CSCvn19287.
# fed executes cp_trace_request.sh when a sv stack split occurs.
# cp_trace_request.sh does source of pglbals.sh which requires the
# access of /crashinfo.
polaris_disk_crashinfo_getattr(polaris_ngwcFed_t)
polaris_ripc_sman_ui_serv_connect(polaris_ngwcFed_t)
# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_ngwc_fed_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_ngwc_fed_t)

# allow read/write to /proc/irq/N/irq files
kernel_rw_irq_sysctls(polaris_ngwc_fed_t)

polaris_obfl_data_manager(polaris_ngwc_fed_t)
polaris_lsmpi_dev_use(polaris_ngwc_fed_t)

allow polaris_ngwc_fed_t self:capability { sys_rawio dac_override ipc_owner sys_nice ipc_lock };
allow polaris_ngwc_fed_t self:capability2 block_suspend;

polaris_dyncfg_tmp_read(polaris_ngwc_fed_t)

optional_policy(
  polaris_ngwc_shm_manager(polaris_ngwc_fed_t)
')

optional_policy(
  polaris_ngwc_scc_shm_manager(polaris_ngwc_fed_t)
')

# cpp bleeds into switching platforms through fman_fp and fed
# apparently even on nyquist fed creates /tmp/cpp_anon_db
polaris_cpp_process(polaris_ngwc_fed_t)
polaris_cpp_tmp_files_use(polaris_ngwc_fed_t)

optional_policy(
  # /dev/dplr_intrpt usage
  polaris_dplr_dev_use(polaris_ngwc_fed_t)
)

optional_policy(
  # /dev/dmammap usage
  polaris_dmammap_dev_use(polaris_ngwc_fed_t)
)

optional_policy(
  # /dev/remap_mem0 usage
  polaris_remap_mem_dev_use(polaris_ngwc_fed_t)
')

# /dev/cli2xcvr_pipe and /dev/xcvr2cli_pipe
type polaris_fed_xcvr_pipe_t;

polaris_db_tdldb_dir_use(polaris_ngwc_fed_t)
corecmd_exec_bin(polaris_ngwc_fed_t)
corecmd_exec_shell(polaris_ngwc_fed_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_ngwc_fed_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_ngwc_fed_t)

# allow read/write to /proc/irq/N/irq files
kernel_rw_irq_sysctls(polaris_ngwc_fed_t)

polaris_obfl_data_manage(polaris_ngwc_fed_t)
polaris_lsmpi_dev_use(polaris_ngwc_fed_t)

allow polaris_ngwc_fed_t self:capability { sys_rawio dac_override ipc_owner sys_nice ipc_lock };
allow polaris_ngwc_fed_t self:capability2 block_suspend;

polaris_dyncfg_tmp_read(polaris_ngwc_fed_t)

optional_policy(
  polaris_ngwc_shm_manage(polaris_ngwc_fed_t)
')

optional_policy(
  polaris_ngwc_scc_shm_manage(polaris_ngwc_fed_t)
')

# cpp bleeds into switching platforms through fman_fp and fed
# apparently even on nyquist fed creates /tmp/cpp_anon_db
polaris_cpp_process(polaris_ngwc_fed_t)
polaris_cpp_tmp_files_use(polaris_ngwc_fed_t)

optional_policy(
  # /dev/dplr_intrpt usage
  polaris_dplr_dev_use(polaris_ngwc_fed_t)
)

optional_policy(
  # /dev/dmammap usage
  polaris_dmammap_dev_use(polaris_ngwc_fed_t)
)

optional_policy(
  # /dev/remap_mem0 usage
  polaris_remap_mem_dev_use(polaris_ngwc_fed_t)
')

# /dev/cli2xcvr_pipe and /dev/xcvr2cli_pipe
type polaris_fed_xcvr_pipe_t;
files_type(polaris_fed_xcvr_pipe_t)
dev_associate(polaris_fed_xcvr_pipe_t)
gen_require(
    type device_t;
)
filetrans_pattern(polaris_ngwc_fed_t, device_t, polaris_fed_xcvr_pipe_t, fifo_file, "cli2xcvr_pipe")
filetrans_pattern(polaris_ngwc_fed_t, device_t, polaris_fed_xcvr_pipe_t, fifo_file, "xcvr2cli_pipe")
manage_fifo_files_pattern(polaris_ngwc_fed_t, device_t, polaris_fed_xcvr_pipe_t)
polaris_disk_bootflash_search(polaris_ngwc_fed_t)

allow polaris_ngwc_fed_t self:process setsched;

# work with /dev/msi/Slot0/Doppler0/GroupN files
dev_rw_generic_chr_files(polaris_ngwc_fed_t)

# read /sys/devices/system/cpu/online
dev_read_sysfs(polaris_ngwc_fed_t)

# bind to shfwd port
corenent_udp_bind_polaris_ngwc_fed_shfwd_port(polaris_ngwc_fed_t)

# connect to shfwd port
corenent_tcp_connect_polaris_fed_debug_shfwd_command_port(polaris_ngwc_fed_t)

# creates and write /flash/shfwd_params.txt file
polaris_bootflash_manage(polaris_ngwc_fed_t)

# use polaris_ngwc_fed_t as syslog_client_type
logging_send_syslog_msg(polaris_ngwc_fed_t)

# bind to dbgmn port
corenent_udp_bind_polaris_ngwc_fed_dbgmn_port(polaris_ngwc_fed_t)

corenent_udp_bind_generic_node(polaris_ngwc_fed_t)
allow polaris_ngwc_fed_t self:udp_socket { bind create getopt };

optional_policy(''
# on macallan cman_fp needs access to /dev/cisco/dplriomem
# for mapping dplr io memory to application space.
polaris_dplr_iomem_mmapdrv_dev_use(polaris_ngwc_fed_t);
')

# On Macallan as part of doppler sdk_asic_init(), a
# rw call is made to /dev/cpld
polaris_cpld_dev_use(polaris_ngwc_fed_t)
polaris_cpld_read(polaris_ngwc_fed_t)
#ptp_init_systemclock() called during fed process init writes
# /sys/devices/platform/cpld/reg_doppe_1588_sync
polaris_cpld_write(polaris_ngwc_fed_t)

optional_policy(
  # In Macallan cards which use Doppler ASIC,
  # ngmod_doppler_mmap() api is called to get hold of
  # MMapped Asic address. As part of the operation it uses
  # /dev/chdrvmmmap device.
polaris_chdrvmmmap_dev_use(polaris_ngwc_fed_t)
')

# LOOK AT ME: /dev/mem access restriction remove after
# CSCvk00737 is fixed using CSCvk00741
ifdef(`nyquist_platform',
polaris_dev_mem_use(polaris_ngwc_fed_t)
')

# LOOK AT ME: /dev/mem access restriction remove after
# CSCvm34589 is fixed using CSCvm34617
ifdef(`starfleet_platform',
polaris_dev_mem_use(polaris_ngwc_fed_t)
')

# LOOK AT ME: /dev/mem access restriction remove after
# CSCvn64182 is fixed using CSCvn64184
ifdef(`quake_platform',
polaris_dev_mem_use(polaris_ngwc_fed_t)
')

ifdef(`sumatra_platform',
  # LOOK AT ME: After direct usage of /dev/mem is removed (CSCvw80796)
polaris_dev_mem_use(polaris_ngwc_fed_t)
polaris_sumatra_doppler_dev_use(polaris_ngwc_fed_t)
')

# LOOK AT ME: /dev/mem access restriction remove after
# CSCvn08008 is fixed using CSCvn08019.
# FED accesses raw memory (/dev/mem) for sending/receiving OOB
# traffic on an FSS interface.
ifdef(`passport_platform',
polaris_dev_mem_use(polaris_ngwc_fed_t)
')

#Entropy number is read from ACT2 and stored in /tmp/hw_entropy
#Allow sesa library read from /tmp/hw_entropy to update random
#number seed.
polaris.hw_entropy_read(polaris_ngwc_fed_t)

# fed is server for /tmp/dbgmn_log_svr socket file
type polaris_fed_sock_t;
files_tmp_file(polaris_fed_sock_t)

files_tmp_filetrans(polaris_ngwc_fed_t, polaris_fed_sock_t, sock_file, "dbgmn_log_svr")

gen_require('  
        type tmp_t;  
')
manage_sock_files_pattern(polaris_ngwc_fed_t, tmp_t, polaris_fed_sock_t)

optional_policy('  
# talk to rdope.sh over unix sockets
polaris_fed_debug_sock_write(polaris_ngwc_fed_t)  
')

#/dev/shm/sdm access
optional_policy('  
polaris_sdm_shm_manage(polaris_ngwc_fed_t)  
')

# creates few files under /tmp/installer (e.g like
# /tmp/installer/phy_shannon_ver_1) to indicate current h/w conditions
polaris_install_tmp_manage(polaris_ngwc_fed_t)

# communication between the nif manager and fed use directories under /tmp/sv
polaris_sv_tmp_use(polaris_ngwc_fed_t)

optional_policy('  
polaris_quake_i2c_manage(polaris_ngwc_fed_t)  
')

# work with /tmp files (/tmp/fed_post_results)
type polaris_fed_tmp_t;
files_tmp_file(polaris_fed_tmp_t)
files_tmp_filetrans(polaris_ngwc_fed_t, polaris_fed_tmp_t, file, "fed_post_result")
files_tmp_filetrans(polaris_ngwc_fed_t, polaris_fed_tmp_t, dir, "test_mrvlphy")
manage_files_pattern(polaris_ngwc_fed_t, polaris_fed_tmp_t, polaris_fed_tmp_t)
manage_dirs_pattern(polaris_ngwc_fed_t, polaris_fed_tmp_t, polaris_fed_tmp_t)
manage_fifo_files_pattern(polaris_ngwc_fed_t, polaris_fed_tmp_t, polaris_fed_tmp_t)
polaris_cm_rp_tmp_manage(polaris_ngwc_fed_t)

# Allow write to flash. Needed for template support.
polaris_flashlib_write(polaris_ngwc_fed_t)

# CSCvo78054 will be used to fix fed policies on crankshaft properly.
# Below policy is just to unblock Nightwatch boot issue on ISR in
# enforcing mode.
ifdef(‘crankshaft_family’,
# ISR Nightwatch module accesses libraries compiled with icc
polaris_icc_broken_relocations(polaris_ngwc_fed_t)

#ISR Nightwatch module creates softlink /flash -> /bootflash
gen_require(‘
    type root_t;
’)
filetrans_pattern(polaris_ngwc_fed_t, root_t, polaris_disk_bootflash_t, lnk_file, "flash")

)

optional_policy(‘
polaris_epc_ws_liaison_tmp_read(polaris_ngwc_fed_t)
’)

# ngwc-fed manage /tmp/epc_ws/fed_to_wif_pipe file fifo_file.
optional_policy(‘
polaris_epc_ws_liaison_fifo_manage(polaris_ngwc_fed_t)
’)

optional_policy(‘
polaris_ngwc_itfpo_manage(polaris_ngwc_fed_t)
’)

# access SERDES /tmp/serdes_asic_key_dir/*
optional_policy(‘
polaris_serdes_asic_key_tmp_manage(polaris_ngwc_fed_t)
’)

# ngwc-fed creates /tmp/epc_ws dir
optional_policy(‘
polaris_epc_ws_liaison_tmp_file(polaris_ngwc_fed_t)
’)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcfed.te
No license file was found, but licenses were detected in source scan.

#
# April 2017, Victor Kamensky
#
# Copyright (c) 2017-2019 by Cisco Systems, Inc.
# All rights reserved
#
/usr/binos/sbin/ncsshd -- gen_context(system_u:object_r:polaris_dmi_ncsshd_mgmt_exec_t,s0)
/var/run/ncsshd_mgmt.pid -- gen_context(system_u:object_r:polaris_dmi_ncsshd_mgmt_var_run_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmincsshdmgmt.fc
No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
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# All rights reserved
#
/usr/binos/conf/mcp_smartctl_cmds.sh -- gen_context(system_u:object_r:polaris_smartctl_exec_t,s0)
/tmp/smart.pid -- gen_context(system_u:object_r:polaris_smartctl_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngiolite.fc
No license file was found, but licenses were detected in source scan.

#
# May 2017, Victor Kamensky
#
# Copyright (c) 2017-2019 by Cisco Systems, Inc.
# All rights reserved
#
/tmp/tmppub/interceptor(/.*)? gen_context(system_u:object_r:polaris_pttcd_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispttcd.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
### <summary>Polaris Cfg Policy Rules.</summary>

########################################################################
# Cfg files policy
########################################################################
### <summary>
### Manage cfg files (under /tmp/sw/cfg)
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### </param>
### <rolebase/>
#
interface(`polaris_cfg_data_manage',`
  gen_require(`
  type polaris_cfg_data_t;
  `)

  manage_dirs_pattern($1, polaris_cfg_data_t, polaris_cfg_data_t)
  manage_files_pattern($1, polaris_cfg_data_t, polaris_cfg_data_t)
  manage_lnk_files_pattern($1, polaris_cfg_data_t, polaris_cfg_data_t)
`)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscfg.if

No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
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# All rights reserved
#
# policy_module(polarisngiolite, 1.0);

gen_require(`
  type polaris_ngiolite_t;
  `)

  polaris_btrace_data_manage(polaris_ngiolite_t)
  polaris_crft_data_manage(polaris_ngiolite_t)
  polaris_chasfs_manage(polaris_ngiolite_t)
  polaris_tdlresolve_read(polaris_ngiolite_t)
  polaris_tlddb_list_dirs(polaris_ngiolite_t)
  polaris_cpld_read(polaris_ngiolite_t)
  polaris_flashlib_read(polaris_ngiolite_t)

  optional_policy(`
  polaris_cpp_tmp_ifdev_use(polaris_ngiolite_t)
# In the file of radium_xcvr.c allow access to create and bind
# the socket using the API bnxt_impl_init_netlink.
allow polaris_ngiolite_t self:netlink_GENERIC_socket { bind create getattr setopt }; 

# in iot platforms, ngiolite needs access to /proc/sys/net/ipv6/conf/mvsw/disable_ipv6
optional_policy(
  kernel_rw_net_sysctls(polaris_ngiolite_t)
kernel_search_network_sysctl(polaris_ngiolite_t)
')

# PLEASE LOOK AT code should not use sysv IPC ARIs,
# instead POSIX variants must be used. Remove after
# code changed in proper way
# allow access sysv semaphor created by qfp process
ifdef(`crankshaft_family',`
polaris_qfp_sem_use(polaris_ngiolite_t)
polaris_ggpio_dev_read_write(polaris_ngiolite_t)
polaris_dplr_dev_use(polaris_ngiolite_t)
')

ifdef(`fugazi_platform',`
polaris_qfp_sem_use(polaris_ngiolite_t)
')

# write access to /sys/bus/pci/rescan
dev_rw_sysfs(polaris_ngiolite_t)
# LOOK AT ME ngiolite does it through "echo 1 > /sys/bus/pci/rescan" seems to much
# to grunt shell and bin access just to write "1" string into the file
corecmd_exec_bin(polaris_ngiolite_t)
corecmd_exec_shell(polaris_ngiolite_t)
# allow read of /etc/passwd
auth_use_nsswitch(polaris_ngiolite_t)

polaris_firmware_read(polaris_ngiolite_t)

polaris_udev_tmp_list_dirs(polaris_ngiolite_t)

# allow access to read the file cman rommon file.
polaris_proc_rmonbifo_getattr(polaris_ngiolite_t)
polaris_proc_rmonbifo_read(polaris_ngiolite_t)

allow polaris_ngiolite_t self:capability { net_admin sys_rawio }; 

# allow system time capability to check for system timeout
# while checking the state using API cwan_modem_check_ready_state
allow polaris_ngiolite_t self:capability sys_time;
# allow access to nim_xxd file created by cmcc
polaris_nim_xxd_tmp_open_unlink(polaris_ngiolite_t);

# ngiolite needs to work with /dev/sd /dev/sg devices to figure out disk driver
# parametrs. drivers/userspace/nim_xxd library
storage_raw_read_fixed_disk(polaris_ngiolite_t)
storage_read_scsi_generic(polaris_ngiolite_t)
storage_write_scsi_generic(polaris_ngiolite_t)

polaris_sysfs_platform_dev_use(polaris_ngiolite_t)

# LOOK AT ME: ngiolite needs to work with /dev/ds31408, which is generic device_t now
gen_require('type device_t;
')
rw_chr_files_pattern(polaris_ngiolite_t, device_t, device_t)

# modprobe nim_dm dm_drv_log_level=0x01
ifdef('crankshaft_family',
modutils_domtrans_insmod(polaris_ngiolite_t)
')
polaris_smartctl_domtrans(polaris_ngiolite_t)

# utah_fpge_driver.c needs socket to configure interface parameters
allow polaris_ngiolite_t self:udp_socket create_socket_perms;

polaris_utility_domain_template(smartctl)
corecmd_exec_bin(polaris_smartctl_t)
corecmd_exec_shell(polaris_smartctl_t)

# allow access to polaris_cpp_tmpfs_t file
# Example is ifdev shared memory /dev/shm/cpp_ifdev_shmem
# The ngiolite init function calls the api ifdev_init
# to initialize shared memory control info.
fs_getattr_tmpfs(polaris_ngiolite_t)
polaris_cpp_tmpfs_ifdev_rw(polaris_ngiolite_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_smartctl_t)
logging_send_syslog_msg(polaris_smartctl_t)
fstools_domtrans(polaris_smartctl_t)

# runs tar /bin/tar -xvzf /firmware/MicronP400m-MTFDDAK200MAN.pkg -C /firmware
polaris_firmware_manage(polaris_smartctl_t)
files_getattr_all_dirs(polaris_smartctl_t)
files_read_all_symlinks(polaris_smartctl_t)

# work with /dev/sgX
storage_read_scsi_generic(polaris_smartctl_t)
storage_write_scsi_generic(polaris_smartctl_t)

allow polaris_smartctl_t self:capability { chown dac_override fowner fsetid }

type polaris_smartctl_tmp_t;
files_tmp_file(polaris_smartctl_tmp_t)
files_tmp_filetrans(polaris_smartctl_tmp_t, polaris_smartctl_tmp_t, file, "smart.pid")
manage_files_pattern(polaris_smartctl_tmp_t, polaris_smartctl_tmp_t, polaris_smartctl_tmp_t)

# script inherits stdout from ngiolite, needs permission to append to it
polaris_use_btrace_fifo(polaris_smartctl_t)

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvh55517)
ifdef(`crankshaft_family',`
polaris_dev_mem_use(polaris_ngiolite_t)
')

ifdef(`sparrow_platform',`
polaris_cm_cc_tmpfs_manage(polaris_ngiolite_t)
polaris_tty_NMEA_dev_use(polaris_ngiolite_t)
')

ifdef(`blackheart_platform',`
polaris_cm_cc_tmpfs_manage(polaris_ngiolite_t)
')

ifdef(`cabo_platform',`
polaris_cm_cc_tmpfs_manage(polaris_ngiolite_t)
')

ifdef(`aventus_platform',`
polaris_cm_cc_tmpfs_manage(polaris_ngiolite_t)
polaris_tty_NMEA_dev_use(polaris_ngiolite_t)
')

ifdef(`crankshaft_family',`
# allow scan pci/devices proc dir
# The ngiolite init function makes call to o2_cvmx_remote_open to
# open the remote library connection to cavium chip in FFP.
# The octeon library call invokes pci_get_device, which needs to
# access /proc.
kernel_getattr_proc_files(polaris_ngiolite_t)
kernel_write_proc_files(polaris_ngiolite_t)
kernel_read_system_state(polaris_ngiolite_t)

# allow access to /tmp/octeon-remote-lock-pci***
# This is required as part of ngiolite access of octeon chip.
# As part of the init, call is made to octeon_remote_lock()
# which requires access to the /tmp file.
polaris_cm_fp_tmp_filetrans(polaris_ngiolite_t)
polaris_cm_fp_tmp_manage(polaris_ngiolite_t)

#################################################
## CWAN NGIOLITE process policies start##########
#################################################
#cwan running as a ngiolite process needs to be able to RW/IOCTL to qcqmiX files
polaris_qcqmi_dev_use(polaris_ngiolite_t)

#RDM thread in CWAN running as ngiolite process needs access to ttyUSB0 for DM logging
term_use_usb_trys(polaris_ngiolite_t)

#RDM/Event thread needs to add a newly generated DM log file/ Crash dump file to/from bootflash directory
polaris_bootflash_manage(polaris_ngiolite_t)

#Modem Monitor thread uses sendto over a Datagram socket to send datato Turing Thread
allow polaris_ngiolite_t self:unix_dgram_socket sendto;

#Modem Monitor thread opens a socket to UDEV to process Modem USB addition/disconnection events
allow polaris_ngiolite_t self:netlink_kobject_uevent_socket create_socket_perms;

#Modem Monitor thread needs to be able to open/Read and GetAttributes to differentiate between Telit/SWI vendor
udev_rw_db(polaris_ngiolite_t)

#Turing thread needs to gather stats as well as set the IP address to /proc/net/cwan_modem0/cwan0/src_ip
kernel_search_network_state(polaris_ngiolite_t)
polaris_kernel_rw_network_state_files(polaris_ngiolite_t)

#################################################
## CWAN NGIOLITE process policies end############
#################################################
')

# on tsn need access to /sys/devices/platform/moka_fpga
# /sys/devices/platform/moka_fpga/external_int_pending dev
optional_policy(
  polaris_mokafpga_rw(polaris_ngiolite_t)
  )
# on radium need to get model info
optional_policy('polaris_dash_dev_use(polaris_ngiolite_t)
')

# work with contdev sysfs files
polaris_contdev_dev_read(polaris_ngiolite_t)

sysnet_domtrans_ifconfig(polaris_ngiolite_t)

logging_send_syslog_msg(polaris_ngiolite_t)

ifdef('neptune_platform',
polaris_cpp_cavium_sdk_ipc_use(polaris_ngiolite_t)
')

optional_policy('polaris_nim_dm_dev_use(polaris_ngiolite_t)
')

ifdef('radium_platform',
#allow ngiolite to access nim_phy_device
polaris_nim_phy_dev_use(polaris_ngiolite_t)
')

# TODO/FIXME, Need to review this permission, this is related to
# the call "echo 1 > /sys/bus/pci/rescan"
dev_manage_sysfs_dirs(polaris_ngiolite_t)
allow polaris_ngiolite_t sysfs_t:file create;

# allow ngiolite to access sfp over i2c bus
polaris_i2c_use(polaris_ngiolite_t)

# on neptune, cavium library in o2_cavm_mem_map wants access to
# /sys/devices/pci0000:00/0000:00:01.0/0000:01:00.0/resource0
optional_policy('polaris_cpp_cavium_dma_map(polaris_ngiolite_t)
')

# /dev/sfp-ktr & qfp sem access on Katar
ifdef('katar_platform',
polaris_sfp_katar_dev_use(polaris_ngiolite_t)
polaris_qfp_sem_use(polaris_ngiolite_t)
fs_getattr_tmpfs(polaris_ngiolite_t)
polaris_cpp_tmpfs_ifdev_rw(polaris_ngiolite_t)
')

# allow /usr/binos/bin/ngiolite to access /tmp/nim_xxd_present
gen_require(
    type polaris_cmrp_nim_xxd_tmp_t;
)
files_tmp_file(polaris_cmrp_nim_xxd_tmp_t)
files_tmp_filetrans(polaris_ngiolite_t, polaris_cmrp_nim_xxd_tmp_t, file, "nim_xxd_present")
manage_files_pattern(polaris_ngiolite_t, polaris_cmrp_nim_xxd_tmp_t, polaris_cmrp_nim_xxd_tmp_t)

# allow /usr/binos/bin/ngiolite to access /tmp/hd_sz
gen_require(
    type udev_tmp_t;
)
read_files_pattern(polaris_ngiolite_t, udev_tmp_t, udev_tmp_t)

# allow /usr/sbin/lvm to be executed and to be operated
lvm_domtrans(polaris_ngiolite_t)

# allow /usr/binos/bin/ngiolite to manage /tmp
type polaris_ngiolite_tmp_t;
files_tmp_file(polaris_ngiolite_tmp_t)
# allow /usr/binos/bin/ngiolite to manage /tmp/smartctl.out and
# /tmp/xxdisplay.out
files_tmp_filetrans(polaris_ngiolite_t, polaris_ngiolite_tmp_t, file)
manage_files_pattern(polaris_ngiolite_t, polaris_ngiolite_tmp_t, polaris_ngiolite_tmp_t)

# allow /usr/sbin/smartctl to operate on fsadm_exec_t
fstools_domtrans(polaris_ngiolite_t)

# allow /usr/sbin/smartctl to access nvme device in chr and blk
dev_nvme_chr_files_manage(polaris_ngiolite_t)
dev_nvme_blk_files_manage(polaris_ngiolite_t)

ifdef(`sumatra_platform',
    # dev/cpld
    polaris_cpld_dev_use(polaris_ngiolite_t)

    # manage "sysctl_i2c.lck"
    gen_require(
        type polaris_cm_rp_tmp_t;
    )
    files_tmp_filetrans(polaris_ngiolite_t, polaris_cm_rp_tmp_t, file, "sysctl_i2c.lck")
polaris_cm_rp_tmp_manage(polaris_ngiolite_t)

    # access /dev/huron_fpga
    polaris_huron_dev_use(polaris_ngiolite_t)

)"
ifdef(`crankshaft_family',

# /var/run/cwan socket and pid

gen_require(
    type polaris_cwan_svr_var_run_t;
)

files_pid_filetrans(polaris_ngiolite_t, polaris_cwan_svr_var_run_t, sock_file, "cwan_ezmanage_cwan_server")
create_sock_files_pattern(polaris_ngiolite_t, polaris_cwan_svr_var_run_t, polaris_cwan_svr_var_run_t)
delete_sock_files_pattern(polaris_ngiolite_t, polaris_cwan_svr_var_run_t, polaris_cwan_svr_var_run_t)
)

# allow /usr/binos/bin/ngiolite to access the the following interface
fs_unmount_xattr_fs(polaris_ngiolite_t)
devee_managerneric_sylmlinks(polaris_ngiolite_t)
polaris_udev_tmp_managenge(polaris_ngiolite_t)

# ngiolite/ezManage access rules - currently only applies to TSN
optional_policy(
    # Allow ngiolite to access ezManage dgram socket
    gen_require(
        type polaris_ezmanage_t;
    )
    allow polaris_ngiolite_t polaris_ezmanage_t:unix_dgram_socket sendto;

    # Allow ngiolite to access ezManage socket file in /var/run
    polaris_manage_ezmanage_var_run_files(polaris_ngiolite_t)
    )

# allow ngiolite to access /dev/nim_phy
ifdef("crankshaft_family,";
polaris_nim_phy_dev_use(polaris_ngiolite_t)
)

# allow ioctl, read, wr permission for ds31408 device
optional_policy(
polaris_ds31408_dev_use(polaris_ngiolite_t)
)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngiolite.te
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#
# April 2017, Victor Kamensky
#
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#

/tmp/.ncsshd_bp\.sock -s gen_context(system_u:object_r:polaris_dmi_ncsshd_log_t,s0)
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## <summary>Polaris vdaemon Policy Rules.</summary>

### <summary>Write vdaemon /var/run socket file</summary>

### <param name="domain">Domain allowed access.</param>

interface(`polaris_vdaemon_var_sock_write', `gen_require(`
  type polaris_vdaemon_t;
  type polaris_vdaemon_var_run_t;
  type var_run_t;
')
  write_sock_files_pattern($1, var_run_t, polaris_vdaemon_var_run_t)
  allow $1 polaris_vdaemon_t:unix_stream_socket { connectto ];
')

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# # March 2017, Victor Kamensky # # Copyright (c) 2016-2020 by Cisco Systems, Inc. # All rights reserved #

policy_module(polarisboothelper, 1.0);
polaris_process_domain_template(boothelper_evt)
corecmd_exec_bin(polaris_boothelper_evt_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_boothelper_evt_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_boothelper_evt_t)

polaris_cpld_read(polaris_boothelper_evt_t)

# work with /tmp/udev/

type polaris_udev_tmp_files_t;
files_tmp_file(polaris_udev_tmp_files_t)

polaris_systemd_tmpfiles_tmp_filetrans(polaris_udev_tmp_files_t, dir, "udev")

polaris_bootflash_manage(polaris_boothelper_evt_t)

type polaris_boothelper_tmp_t;
files_tmp_file(polaris_boothelper_tmp_t)

files_tmp_filetrans(polaris_boothelper_evt_t, polaris_boothelper_tmp_t, dir, "rommon_upgrade_ngwc")
manage_files_pattern(polaris_boothelper_evt_t, polaris_boothelper_tmp_t, polaris_boothelper_tmp_t)
manage_dirs_pattern(polaris_boothelper_evt_t, polaris_boothelper_tmp_t, polaris_boothelper_tmp_t)

# watch over /tmp/rommon_upgrade_ngwc
allow polaris_boothelper_evt_t polaris_boothelper_tmp_t:dir watch;

# nyquist creates /tmp/udev_ssd.log

gen_require(
    type udev_t;
)

files_tmp_filetrans(udev_t, polaris_udev_tmp_files_t, file, "udev_ssd.log")
fs_tmpfs_filetrans(udev_t, polaris_udev_tmp_files_t, file, "udev_ssd.log")

# create /dev/hardisk1 softlink during bootup
ifdef("crankshaft_family");
gen_require(
    type device_t;
    type initrc_t;
    type fixed_disk_device_t;
)
filetrans_pattern(initrc_t, device_t, fixed_disk_device_t, lnk_file, "harddisk1")

# restorecon under setfiles_t appends to /tmp/udev_ssd.log

gen_require(
    type setfiles_t;
)
polaris_udev_tmp_manage(setfiles_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisboothelper.te
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#
# August 2017, Shawn Lu
#
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#

policy_module(polarismnspd, 1.0);

gen_require(
    type polaris_nmspd_t;
')

polaris_btrace_data_manage(polaris_nmspd_t)
polaris_crft_data_manage(polaris_nmspd_t)
polaris_chasfs_manage(polaris_nmspd_t)
polaris_tdlresolve_read(polaris_nmspd_t)
polaris_tdlldb_list_dirs(polaris_nmspd_t)
polaris_cpld_read(polaris_nmspd_t)
polaris_lua_read(polaris_nmspd_t)
polaris_flashlib_read(polaris_nmspd_t)
polaris_ripc_sman_ui_serv_connect(polaris_nmspd_t)
polaris_db_tdlldb_dir_use(polaris_nmspd_t)

################################################################################
# mqipc manual, one that missing in platform tdl file\n################################################################################
type polaris_nmspd_testclient1_mqipc_t;
polaris_mqipc_type(polaris_nmspd_testclient1_mqipc_t)
type polaris_nmspd_testclient2_mqipc_t;
polaris_mqipc_type(polaris_nmspd_testclient2_mqipc_t)
type polaris_testclient1_nmspd_mqipc_t;
polaris_mqipc_type(polaris_testclient1_nmspd_mqipc_t)
type polaris_testclient2_nmspd_mqipc_t;
polaris_mqipc_type(polaris_testclient2_nmspd_mqipc_t);
polaris_mqipc_create_name(polaris_nmspd_t, polaris_nmspd_testclient1_mqipc_t, nmspd-testclient1)
polaris_mqipc_use(polaris_nmspd_t, polaris_testclient1_nmspd_mqipc_t)

polaris_mqipc_create_name(polaris_nmspd_t, polaris_nmspd_testclient2_mqipc_t, nmspd-testclient2)
polaris_mqipc_use(polaris_nmspd_t, polaris_testclient2_nmspd_mqipc_t)

#stuff related to vrf support of the socket
polaris_lfts_dev_use(polaris_nmspd_t)
polaris_socketat_nsfs_read(polaris_nmspd_t)
# enable listen on tcp port 16113
corenets_tcp_bind_polaris_nmspd_port(polaris_nmspd_t)

allow polaris_nmspd_t self:capability dac.override;

# Allow IPC messages to Btrace Process from NMSPD Process
logging_send_syslog_msg(polaris_nmspd_t)
# Allow NMSPD to read DNS file for nameresolution
sysnet_read_config(polaris_nmspd_t)

# NMSPD uses cURL to open HTTP connections and SSL to open TLS Connections
# to DNAspaces and CMX respectively
gen_require(
    type node_t;
')
allow polaris_nmspd_t node_t:udp_socket node_bind;
allow polaris_nmspd_t self:udp_socket { bind connect getattribute };
corenets_tcp_connect_http_port(polaris_nmspd_t)
polaris_odm_clnt2svr_mqipc_create(polaris_nmspd_t)

#DB persistence
polaris_tddbpersist_setup(polaris_nmspd_t)
polaris_tmp_tddb_persist_setup(polaris_nmspd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnmspd.te
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#
# February 2020, Victor Kamensky
#
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#

policy_module(polarisftm, 1.0);

gen_require(
    type polaris_ftm_t;
polaris_chasfs_manage(polaris_ftm_t)
polaris_cpld_read(polaris_ftm_t)
polaris_flashlib_read(polaris_ftm_t)
polaris_tdlresolve_read(polaris_ftm_t)
polaris_ripc_sman_ui_serv_connect(polaris_ftm_t)
polaris_db_tdlldb_dir_use(polaris_ftm_t)
logging_send_syslog_msg(polaris_ftm_t)
corecmd_exec_bin(polaris_ftm_t)
corecmd_exec_shell(polaris_ftm_t)
auth_use_nsswitch(polaris_ftm_t)

# vconfd_load_shared_schemas
polaris_confd_shared_schema_read(polaris_ftm_t)

# work with /tmp/xml
polaris_cedge_xml_tmp_manage(polaris_ftm_t)

# work with /tmp/tmp
polaris_cedge_tmp_manage(polaris_ftm_t)

polaris_cedge_reset_ns(polaris_ftm_t)

# /var/run/ftmd-xxx sockets and pid
type polaris_ftm_var_run_t;
files_pid_file(polaris_ftm_var_run_t)
manage_files_pattern(polaris_ftm_t, polaris_ftm_var_run_t, polaris_ftm_var_run_t)
manage_sock_files_pattern(polaris_ftm_t, polaris_ftm_var_run_t, polaris_ftm_var_run_t)
files_pid_filetrans(polaris_ftm_t, polaris_ftm_var_run_t, { file sock_file })
polaris_cfgmgr_var_sock_write(polaris_ftm_t)
polaris_dbgdd_var_sock_write(polaris_ftm_t)
polaris_fpm_var_sock_write(polaris_ftm_t)
polaris_ttm_var_sock_write(polaris_ftm_t)
polaris_vdaemon_var_sock_write(polaris_ftm_t)

# PLEASE LOOK AT ME: write access to /boot/hugepage.conf
# which on ultra translates into /varied/hugepage.conf access
# But no code in polaris uses it
files_manage_boot_files(polaris_ftm_t)

# fp_scaling_init calls posix_sysconf
dev_read_sysfs(polaris_ftm_t)
# vip_execute_nowait uses setpgid
allow polaris_ftm_t self:process setpgid;

polaris_cedge_tmpfs_manage(polaris_ftm_t)

# raw socket access from trace_tunnel_socket_icmp_init ftm_binos_trace.c
allow polaris_ftm_t self:rawip_socket create_socket_perms;
allow polaris_ftm_t self:capability net_raw;

# bind to ftm fnf port
corenert_udp_bind_polaris_ftm_fnf_port(polaris_ftm_t)
corenert_udp_bind_generic_node(polaris_ftm_t)

# ftm may create vrf-based netns on demand, vrf.65528
polaris_vrf_netns_manage(polaris_ftm_t)

# creates /tmp/HTX-IOX/sw-htx-service
optional_policy(
    polaris_htx_iox_tmp_manage(polaris_ftm_t)
')

# fp_scaling_read_core_count accesses cgroups file at
#/sys/fs/cgroup/cpu/sets/osxe_control_processes/cpuset.cpus
fs_read_cgroup_files(polaris_ftm_t)

# ftm_change_default_gw_src_ip calls ip utility
sysnet_domtrans_ifconfig(polaris_ftm_t)

# ftm process periodically call nice utility to gzip some xml file
allow polaris_ftm_t self:process setsched;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisftm.te
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#
# March 2017, Victor Kamensky
# #
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#
## <summary>Polaris fman_fp Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmanfp.if
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# March 2017, Victor Kamensky
#
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#
	/tmp/replication(/.*)? gen_context(system_u:object_r:polaris_repm_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrepm.fc

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# March 2017, Victor Kamensky
#
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#
## <summary>Polaris Btrace Policy Rules.</summary>

########################################################################
# Polaris cpp (ultra)
########################################################################

########################################################################
## <summary>
## Work (read, write, ioctl) with /dev/cpp_dev_info and /dev/cpp_vxe_rsrc
##
## devices.
##</summary>
## <param name="domain">
## Domain allowed access.
##</param>
## <rolebase/>
#
interface("polaris_cpp_dev_use",
gen_require(

type device_t;

type polaris_cpp_device_t;

write_chr_files_pattern($1, device_t, polaris_cpp_device_t)
read_chr_files_pattern($1, device_t, polaris_cpp_device_t)
allow $1 polaris_cpp_device_t:chr_file map;
polaris_i95_dev_use($1)
'

#########################################################
## <summary>
## Make the specified domain as polaris cpp process.
## </summary>
## <param name="type">
## <summary>
## Type to be used as a cpp process.
## </summary>
## </param>
#
interface('polaris_cpp_process',
    gen_require(
        attribute polaris_cpp_domain;
    ')

typeattribute $1 polaris_cpp_domain:
')

#########################################################
## <summary>
## Make the specified domain able to use cpp /tmp files.
## </summary>
## <param name="type">
## <summary>
## Domain allowed access.
## </summary>
## </param>
## <param name="object">
## <summary>
## File name in /tmp that domains creates and other cpp process
## access.
## </summary>
## </param>
#
interface('polaris_cpp_tmp_files_use',
    gen_require(
        type polaris_cpp_tmp_t;
    ')

    files_tmp_filetrans($1, polaris_cpp_tmp_t, file, $2)
    manage_files_pattern($1, tmp_t, polaris_cpp_tmp_t)
    allow $1 polaris_cpp_tmp_t:file map;
')

#########################################################
## <summary>
## Specified domain can execute polaris_cpp_tmpfs_t code
## which resides in /dev/shm/cpp_ucode_dram
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_cpp_tmpfs_exec',

   gen_require(
      type polaris_cpp_tmpfs_t;
   ')

   allow $1 polaris_cpp_tmpfs_t:file execute;
'}

################################
## <summary>
## Read write from polaris_cpp_tmpfs_t file
## Example is ifdev shared memory /dev/shm/cpp_ifdev_shmem
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_cpp_tmpfs_ifdev_rw',

   gen_require(
      type tmpfs_t;
      type polaris_cpp_tmpfs_t;
   ')

   rw_files_pattern($1, tmpfs_t, polaris_cpp_tmpfs_t)
   allow $1 polaris_cpp_tmpfs_t:file map;
'}

################################
## <summary>
## Make the specified domain able to work with cpp /tmp/cpp_ifdev_rep and
## /tmp/cpp_ifdev_req pipe files.
## </summary>
## <param name="type">
## <summary>
## Domain allowed access.
## </summary>
## </param>
interface('polaris_cpp_tmp_ifdev_use',
    gen_require('type polaris_cpp_tmp_t;
    ')
    
manage_fifo_files_pattern($1, tmp_t, polaris_cpp_tmp_t)
    allow $1 polaris_cpp_tmp_t:file map;
    ')

########################################
## <summary>
##      Make the specified domain able to getattr of /tmp/cpp_ifdev_rep and
## /tmp/cpp_ifdev_req pipe files.
## </summary>
## <param name="type">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cpp_tmp_ifdev_getattr',
    gen_require('type polaris_cpp_tmp_t;
    ')
    
getattr_fifo_files_pattern($1, tmp_t, polaris_cpp_tmp_t)
    ')

########################################
## <summary>
##      Allow process to use Cavium SDK sysv IPC primitives
## created by octeon_pci_dmap.c. Those could be created either
## by cpp_driver (usually) or by cpp_cdm on utah and overlord,
## and by cm_fp on neptune.
## </summary>
## <param name="type">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_cpp_cavium_sdk_ipc_use',
    ifdef('crankshaft_family',
        polaris_cpp_driver_sem_use($1)
    ')

ifdef('crankshaft_family',
    polaris_cpp_driver_sem_use($1)
polaris_cpp_driver_shm_use($1)
optional_policy(
    polaris_cpp_cdm_sem_use($1)
polaris_cpp_cdm_shm_use($1)
)
optional_policy(
    polaris_cm_fp_sem_use($1)
polaris_cm_fp_shm_use($1)
)

# allow scan pci/devices proc dir
kernel_getattr_proc_files($1)
kernell_write_proc_files($1)
kernell_read_system_state($1)

######################################
## <summary>
## Work (read, write, ioctl) with /dev/i95 devices
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_i95_dev_use',`
    gen_require(`
        type device_t;
        type polaris_i95_device_t;
    `)
    write_chr_files_pattern($1, device_t, polaris_i95_device_t)
    read_chr_files_pattern($1, device_t, polaris_i95_device_t)
    allow $1 polaris_i95_device_t:chr_file map;
')

######################################
## <summary>
## Work (read, write, map) with sysfs files required
## by cavium library in o2_cavm_mem_map.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_cpp_cavium_dma_map',`
gen_require('  
    type sysfs_t;
  ')

mmap_files_pattern($1, sysfs_t, sysfs_t)
dev_rw_sysfs($1)
')

******************************************************************************
## <summary>
##    Manage /dev/shm files
## </summary>
## <param name="domain">
##    Domain allowed access.
## </param>
## <rolebase/>
#
interface('polaris_cpp_tmpfs_manage',
    gen_require('  
    type polaris_cpp_tmpfs_t;
    type tmpfs_t;
  ')

    fs_tmpfs_filetrans($1, polaris_cpp_tmpfs_t, file)
    manage_files_pattern($1, tmpfs_t, polaris_cpp_tmpfs_t)
    allow $1 polaris_cpp_tmpfs_t:file map;
  ')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscpp.if
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#
# March 2017, Victor Kamensky
#
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#

## <summary>Polaris bt_logger Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtlogger.if
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#
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma  39231

# August 2017, Shawn Lu
#
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#
# /bootflash labels
/bootflash(/.*)?    gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/bootflash/ssh(/.*)?    gen_context(system_u:object_r:ssh_home_t,s0)
/bootflash/ssh/ssh_host.*_key\.*pub    gen_context(system_u:object_r:sshhd_key_t,s0)
/bootflash/ssh/ssh_host.*_key    gen_context(system_u:object_r:sshhd_key_t,s0)
/bootflash/tracelogs(/.*)?    gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/tan(/.*)?    gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/core(/.*)?    gen_context(system_u:object_r:polaris_core_file_t,s0)
/bootflash/debug.conf    gen_context(system_u:object_r:polaris_debug_conf_t,s0)
/bootflash/packages.conf    gen_context(system_u:object_r:polaris_packages_conf_t,s0)

# /csl_p_0
/csl_p_0(/.*)?    gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)

# /csl_p_1.context
/csl_p_1(/.*)?    gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)

# /csl_s_0.context
/csl_s_0(/.*)?    gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)

# /csl_s_1.context
/csl_s_1(/.*)?    gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)

# /obfl is separate on qwlc
/obfl(/.*)?    gen_context(system_u:object_r:polaris_obfl_data_t,s0)

# /varied
/varied(/.*)?    gen_context(system_u:object_r:polaris_disk_varied_t,s0)
/varied/install_info    gen_context(system_u:object_r:vwlcinstall_info_t,s0)
/varied/obfl.*    gen_context(system_u:object_r:polaris_obfl_data_t,s0)
/varied/grub_cisco_version    gen_context(system_u:object_r:polaris_grubver_t,s0)
/varied/grub(/.*)?    gen_context(system_u:object_r:boot_t,s0)
/varied/grub2(/.*)?    gen_context(system_u:object_r:polaris_grub_bios_t,s0)
/varied/grub/menu.*    gen_context(system_u:object_r:bootloader_etc_t,s0)
/sbin/grub*    gen_context(system_u:object_r:bootloader_exec_t,s0)

# /grubenv
/bootefi(/.*)?    gen_context(system_u:object_r:polaris_grub_efi_t,s0)

# hanet driver used by vwlc and ultra, is there better place for it?
/dev/hanet -c gen_context(system_u:object_r:polaris_hanet_device_t,s0)
# from /lib/tmpfiles.d/binos-vxe.conf
/lic0 -l gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/lic1 -l gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)

# /harddisk labels (qwc)
/vol/harddisk(/.*)? gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)
/vol/harddisk/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/vol/harddisk/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
/vol/harddisk/debug.conf gen_context(system_u:object_r:polaris_debug_conf_t,s0)

# /init is symbolic link to /lib/systemd/systemd
/init -l gen_context(system_u:object_r:init_exec_t,s0)

# /disk0 is symbolic link to /vol/disk0
/disk0 -l gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# /dev/epa device on qwc
/dev/epa[0-9]* -c gen_context(system_u:object_r:polaris_epa_device_t,s0)
/dev/epactrl[0-9]* -c gen_context(system_u:object_r:polaris_epa_device_t,s0)

# /dev/luna_fpga on qwc
/dev/luna_mbfpga -c gen_context(system_u:object_r:polaris_luna_mbfpga_device_t,s0)

# /dev/astro on qwc
/dev/astro -c gen_context(system_u:object_r:polaris_astro_device_t,s0)

# /dev/cpp_il on qwc
/dev/cpp_il -c gen_context(system_u:object_r:polaris_cpp_il_device_t,s0)

# /flash is symbolic link to /bootflash on qwc
/flash gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# /dev/oob_evfc on qwc
/dev/oob_evfc -c gen_context(system_u:object_r:polaris_oob_evfc_device_t,s0)

# /dev/sfp-ktr on katar
/dev/sfp-ktr -c gen_context(system_u:object_r:polaris_sfp_katar_device_t,s0)

# To store tcpdump output in file haIntCaptureLo.pcap
/bootflash/haIntCaptureLo.pcap gen_context(system_u:object_r:polaris_netutils_data_t,s0)
/objstore(/.*)? gen_context(system_u:object_r:polaris_disk_objstore_t,s0)

# /config labels
/config(/.*)? gen_context(system_u:object_r:polaris_disk_config_t,s0)
/config/ssh(/.*)? gen_context(system_u:object_r:ssh_home_t,s0)
/config/ssh/ssh_host.*_key\.* gen_context(system_u:object_r:ssh_key_t,s0)
/config/ssh/ssh_host.*_key gen_context(system_u:object_r:ssh_key_t,s0)
No license file was found, but licenses were detected in source scan.

dnl

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dnl WLC Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)

max_elastic_map_set(`rp', `elastic', BPROC_ODM, 1)
max_elastic_map_set(`cc', `elastic', BPROC_ODM, 1)
max_elastic_map_set(`fp', `elastic', BPROC_ODM, 1)

max_elastic_map_set(`rp', `elastic', BPROC_WNCD, 7)
max_elastic_map_set(`cc', `elastic', BPROC_WNCD, 7)
max_elastic_map_set(`fp', `elastic', BPROC_WNCD, 7)

max_elastic_ripc_map_set(`rp', `elastic', BPROC_ODM, 1)
max_elastic_ripc_map_set(`cc', `elastic', BPROC_ODM, 1)
max_elastic_ripc_map_set(`fp', `elastic', BPROC_ODM, 1)

max_elastic_ripc_map_set(`rp', `elastic', BPROC_WNCD, 7)
max_elastic_ripc_map_set(`cc', `elastic', BPROC_WNCD, 7)
max_elastic_ripc_map_set(`fp', `elastic', BPROC_WNCD, 7)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswlcf.fc
No license file was found, but licenses were detected in source scan.

#
# June 2017, Victor Kamensky
#
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#

policy_module(polariswebui, 1.0);

type polaris_webui_file_t;
files_type(polaris_webui_file_t)
polaris_pfile_type(polaris_webui_file_t)
polaris_process_domain_template(webui_lighttpd)
polaris_process_domain_template(webui)

gen_require(
    type initrc_t;
')
manage_dirs_pattern(initrc_t, polaris_webui_file_t, polaris_webui_file_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswebui.te
No license file was found, but licenses were detected in source scan.

# # March 2017, Victor Kamensky
# # Copyright (c) 2016-2021 by Cisco Systems, Inc.
# # All rights reserved
#

policy_module(polariscmrp, 1.0);

gen_require(
    type polaris_cm_rp_t;
')

polaris_btrace_data_manage(polaris_cm_rp_t)
polaris_crft_data_manage(polaris_cm_rp_t)
polaris_chasfs_manage(polaris_cm_rp_t)
polaris_tdlresolve_read(polaris_cm_rp_t)
polaris_tdlldb_list_dirs(polaris_cm_rp_t)
polaris_cpld_read(polaris_cm_rp_t)
polaris_lua_read(polaris_cm_rp_t)
polaris_flashlib_read(polaris_cm_rp_t)
polaris_flashlib_write(polaris_cm_rp_t)

# # cm_rp opens log file to collect required RP, CC, FP and rommon details
# and write into /vol/harddisk/.inv/inv_log_file
# This file is accessed by crashinfo collecting script and others

type polaris_cm_rp_inv_log_file_t;
polaris_disk_type(polaris_cm_rp_inv_log_file_t)
polaris_cm_rp_inv_log_setup(polaris_cm_rp_t)

polaris_ripc_sman.ui_serv_connect(polaris_cm_rp_t)

polaris_cpld_dev.use(polaris_cm_rp_t)
polaris_lfts_dev.use(polaris_cm_rp_t)
polaris_proc.rmonbifo_read(polaris_cm_rp_t)
polaris_obfl_data_read(polaris_cm_rp_t)
polaris_db_t_tldb_dir_use(polaris_cm_rp_t)
# cman_rp needs read access to cpu identity
# /dev/cpu/0/msr
dev_read_cpuid(polaris_cm_rp_t)
allow polaris_cm_rp_t self:capability { sys_rawio dac_override chown sys_resource};

allow polaris_cm_rp_t self:process setsched;

# on ultra read eeprom through i2c
# type=AVC msg=audit(1479569571.044:3): avc: denied { getattr } for pid=5283 comm="cmand"
path="/sys/devices/i2c-0/i2c-1/1-0056/eeprom" dev="sysfs" ino=25556
scontext=system_u:system_r:polaris_cm_rp_t:s0 tcontext=system_u:object_r:sysfs_t:s0 tclass=file
# type=AVC msg=audit(1479569571.045:4): avc: denied { read write } for pid=5283 comm="cmand"
name="eeprom" dev="sysfs" ino=25556 scontext=system_u:system_r:polaris_cm_rp_t:s0
# tcontext=system_u:object_r:sysfs_t:s0 tclass=file
dev_rw_sysfs(polaris_cm_rp_t)

dpolaris_gpio_dev_read_write(polaris_cm_rp_t)

# accessing obfl files like /obfl/obfl_uptime_v2.log
polaris_bootflash_read(polaris_cm_rp_t)
polaris_obfl_data_manage(polaris_cm_rp_t)

corecmd_exec_shell(polaris_cm_rp_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_cm_rp_t)

# cman_data_chasfs_mgmt_eth_override (cman/rp/src/cman_data.c:1096) tries to do
# ioctl(sk, SIOCGIFHWADDR, &ifr) for "eth2", which is not present on ultra, but
# such ioctl in kernel triggers dev_load attempt in kernel. Since interface
# and module does exist anyway, it is OK to deny it
kernel_dontaudit_request_load_module(polaris_cm_rp_t)

# cmand creates udp socket to get interface hw address clmib_if_config_addr
allow polaris_cm_rp_t self:udp_socket create_socket_perms;

# dyncfg_setup.sh is started by cmand
polaris_dyncfg_domtrans(polaris_cm_rp_t)
polaris_dyncfg_tmp_read(polaris_cm_rp_t)
# on crankshaft cm_rp does init directly
polaris_dyncfg_setup(polaris_cm_rp_t)

# denied { search read open } subject: polaris_cm_rp_t; object: polaris_disk_varied_t
# name="/" dev="sda5"; path="/varied"
polaris_disk_varied_manage(polaris_cm_rp_t)
#allow polaris_cm_rp_t polaris_udev_tmp_files_t:dir { read search };
#allow polaris_udev_tmp_list_dirs(polaris_cm_rp_t)

# LOOK AT ME: /tmp/rp/chasfs/inventory has symbolic links back to
# /bootflash/core/modules and /bootflash/tracelogs/modules cman_inv_restart_init
# calls chasfs_properties_internal over this node and as result it tries to
# access those directories
polaris_core_file_search(polaris_cm_rp_t)
polaris_disk_bootflash_search(polaris_cm_rp_t)
polaris_btrace_persistent_data_search(polaris_cm_rp_t)
polaris_dyncfg_tmp_manage(polaris_cm_rp_t)

ifdef(`mcp_family',
polaris_scooby_dev_use(polaris_cm_rp_t)
# read/write /dev/ds3100 chr device
dev_rw_generic_chr_files(polaris_cm_rp_t)
polaris_spa_dev_use(polaris_cm_rp_t)')

# temporary files created for repm in /tmp/replication
type polaris_cm_rp_tmp_t;
files_tmp_file(polaris_cm_rp_tmp_t)
gen_require(
    type tmp_t;
)
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "sysctrl_i2c.lck")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "pfu_oirtime.lock")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "golden_boot")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "sr_message_debug.txt")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "ngwc_sudi_auth_done")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "codesign.txt")
polaris_cm_rp_tmp_manage(polaris_cm_rp_t)

logging_send_syslog_msg(polaris_cm_rp_t)

# work with /dev/i2c devices
polaris_i2c_use(polaris_cm_rp_t)
dev_getattr_sysfs_fs(polaris_cm_rp_t)

#/var files
gen_require(
    type var_log_t;
) type polaris_cm_rp_var_log_t;
logging_log_file(polaris_cm_rp_var_log_t)
logging_log_filetrans(polaris_cm_rp_t, polaris_cm_rp_var_log_t, file, "obfl_uptime_v2.log")
manage_files_pattern(polaris_cm_rp_t, var_log_t, polaris_cm_rp_var_log_t)

# needed for "show platform hardware slot R0 eobc interface primary status"
kernel_read_network_state(polaris_cm_rp_t)

########################################################################
# show platform hardware slot R0 pcie status
# mcp_pcie_status_cmd.sh
#/bin/sh /usr/bin/os/conf/bexec.sh -c /usr/bin/os/conf/mcp_pcie_status_cmd.sh
########################################################################

polaris_utility_domain_template(pcie_status_cmd)
polaris_bexecute_domtrans(polaris_cm_rp_t)
polaris_bexecute_domain(polaris_pcie_status_cmd_t, polaris_pcie_status_cmd_exec_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_pcie_status_cmd_t)

# "lspci" needs access to files like /sys/devices/pci0000:00/0000:00:00.0/resource
dev_read_sysfs(polaris_pcie_status_cmd_t)
polaris_send_signal_to_bexecute(polaris_cm_rp_t)

# need write/getattr access for pipes like "pipe:[118396]"
polaris_cmrp_use_fifo(polaris_pcie_status_cmd_t)
corecmd_exec_bin(polaris_pcie_status_cmd_t)

# on utah need to get model info
optional_policy(`
    polaris_dash_dev_use(polaris_cm_rp_t)
    polaris_nios_dev_use(polaris_cm_rp_t)
`)

#access to /dev/dash_fpga device on fugazi platform
ifdef(`fugazi_platform`,
    polaris_dash_dev_mcp_use(polaris_cm_rp_t)
`)

ifdef(`crankshaft_family`,
polaris_quack_dev_use(polaris_cm_rp_t)
`)

ifdef(`sparrow_platform`,
polaris_cm_cc_tmpfs_manage(polaris_cm_rp_t)
`)
ifdef(`blackheart_platform',
  polaris_cm_cc_tmpfs_manage(polaris_cm_rp_t)
')

ifdef(`cabo_platform',
  polaris_cm_cc_tmpfs_manage(polaris_cm_rp_t)
')

ifdef(`aventus_platform',
  polaris_cm_cc_tmpfs_manage(polaris_cm_rp_t)
  polaris_dio_dev_use(polaris_cm_rp_t)
')

ifdef(`qwlc_platform',
  polaris_quack_dev_use(polaris_cm_rp_t)
')

ifdef(`katar_platform',
  polaris_quack_dev_use(polaris_cm_rp_t)
')

ifdef(`wlc_family',
  netutils_domtrans_ping(polaris_cm_rp_t)
')

ifdef(`ngwc_family',
  # In cman_rp module fips/entropy component
  # calls cman_ngwc_tam_platform_get_act2_entropy() to
  # retrieve entropy from ACT2 chip.
  polaris_act2_dev_use(polaris_cm_rp_t)

  # cman-rp init needs access to quack chip
  polaris_quack_dev_use(polaris_cm_rp_t)

  # read /proc/cmdline
  kernel_read_system_state(polaris_cm_rp_t)

  #on macallan and nyquist cman_rp needs to access /flash<#/lic0/sudi_cert_data_v3
  polaris_disk_license_read(polaris_cm_rp_t)

  #on macallan and starfleet cli "show firmware version lan_spi" triggers ethtool usage
  sysnet_domtrans_ifconfig(polaris_cm_rp_t)
')

# cman-rp needs to read /tmp/fed_post_result and /tmp/sm_post_result
# on ngwc platforms
optional_policy(“}
polaris_fed_tmp_files_read(polaris_cm_rp_t)
')
optional_policy('polaris_sif_mgr_tmp_files_read(polaris_cm_rp_t)
')

ifdef('starfleet_platform',
polaris_dmammap_dev_use(polaris_cm_rp_t)
')

ifdef('nyquist_platform',
polaris_ngwc_shm_manage(polaris_cm_rp_t)
# /dev/dmammap usage
polaris_dmammap_dev_use(polaris_cm_rp_t)

# /dev/remap_mem0 usage
polaris_remap_mem_dev_use(polaris_cm_rp_t)

files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "pm_post_result")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, dir, "microcode_update")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "mcu_upgrading")

# executes tar for microcode
allow polaris_cm_rp_t self:capability { fowner fsetid };')

ifdef('radium_platform',
# /dev/remap_mem0 usage
polaris_remap_mem_dev_use(polaris_cm_rp_t)
')

ifdef('sumatra_platform',
# /dev/remap_mem0 usage
polaris_remap_mem_dev_use(polaris_cm_rp_t)
# LOOK AT ME: After direct usage of /dev/mem is removed (CSCvw80796)
polaris_dev_mem_use(polaris_cm_rp_t)
# access huron FPGA
polaris_huron_dev_use(polaris_cm_rp_t)
')

ifdef('quake_platform',
polaris_ngwc_shm_manage(polaris_cm_rp_t)
# /dev/dmammap usage
polaris_dmammap_dev_use(polaris_cm_rp_t)

files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "pm_post_result")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, dir, "microcode_update")
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_tmp_t, file, "mcu_upgrading")
)

# LOOK AT ME: /dev/mem access restriction remove after
# CSCvm48950 is fixed using CSCvm48953
ifdef(`nyquist_platform',`
  polaris_dev_mem_use(polaris_cm_rp_t)
')

# LOOK AT ME: /dev/mem access restriction remove after
# CSCvn64182 is fixed using CSCvn64184
ifdef(`quake_platform',`
  polaris_dev_mem_use(polaris_cm_rp_t)
')

################################################################################
# CLI: "show platform hardware slot R0 xaui statistics"
# this results in cman (/usr/binos/bin/cman) invoking
# "/bin/sh /usr/binos/conf/bexec.sh -c /usr/binos/conf/dash_fpga_xaui.py show".
# The python script dash_fpga_xaui.py runs in polaris_bexecute_t domain
# and as part of its functionality it needs to create an UDP socket and make an ioctl call.
################################################################################

polaris_utility_domain_template(dash_fpga_xaui)
polaris_bexecute_domain(polaris_dash_fpga_xaui_t, polaris_dash_fpga_xaui_exec_t)
polaris_cmrp_use_fifo(polaris_dash_fpga_xaui_t)
allow polaris_dash_fpga_xaui_t self:udp_socket { create ioctl };

################################################################################
# CLI: show plat soft cpu share
# - invokes functions in binos/tools/bin/cgroup_reports.sh
# - also cmancli_show_cpu_share_cb in binos/cman/rp/src/cman-cli.c
# allow open/read/search cgroup files like
# /sys/fs/cgroup/cpu,cpuacct/iosxe_control_processes/cpu.shares

fs_read_cgroup_files(polaris_cm_rp_t)
fs_list_cgroup_dirs(polaris_cm_rp_t)

# on tsn need access to /dev/moka_fpga
optional_policy(`
polaris_mokafpga_dev_use(polaris_cm_rp_t)
')
optional_policy(
    # betelgeuse need access to /dev/sirius_fpga
    polaris_sirius_fpga_dev_use(polaris_cm_rp_t)
)

# on tsn read access to /sys/devices/platform/moka_fpga
optional_policy(
    polaris_mokafpga_read(polaris_cm_rp_t)
)

optional_policy(
    polaris_tam_getattrs_tmp_dirs(polaris_cm_rp_t)
)

# on vwlc/macallan, cmand creates /tmp/hw_entropy
polaris_hw_entropy_create(polaris_cm_rp_t)

# on tsn need write access to
# sys/devices/platform/cpld/reg_rp_sku_register
# on starfleet need write access to
# sys/devices/platform/cpld/reg_fan_fault_shutdown
optional_policy(
    polaris_cpld_write(polaris_cm_rp_t)
)

# LOOK AT ME: /dev/mem access restriction
ifdef(`tsn_platform',`
    polaris_dev_mem_use(polaris_cm_rp_t)
)

# reads from, populates chasfs with values and deletes /tmp/package_biv_sums
polaris_kgv_data_manage(polaris_cm_rp_t)

optional_policy(
    polaris_quake_i2c_manage(polaris_cm_rp_t)
)

ifdef(`qwlc_platform',`
# read/write /dev/ds3100 chr device
dev_rw_generic_chr_files(polaris_cm_rp_t)
`
)

ifdef(`katar_platform',`
# read/write /dev/ds3100 chr device
dev_rw_generic_chr_files(polaris_cm_rp_t)
# Read access to /tmp/ldwm_envelope file
polaris_ldwm_envelope_read(polaris_cm_rp_t)
`
ifdef(`mcp_family',
# Read access to /tmp/ldwm_envelope file
polaris_ldwm_envelope_read(polaris_cm_rp_t)
')

# /dev/luna_fpga on qwlc
optional_policy(
polaris_luna_mbfpga_dev_use(polaris_cm_rp_t)
')

# open /dev/ttyS0
term_use_unallocated_ttys(polaris_cm_rp_t)

optional_policy(
polaris_ngwc_scc_shm_manage(polaris_cm_rp_t)
')

ifdef(`ngwc_family',
# on nyquist in ngwc_update_member_config nvram_config is
# copied from /tmp/chassis/local/rp/tam/00001.nvram_config
polaris_nvram_manage(polaris_cm_rp_t)
# CMAN needs to create nvram_config with the right label instead of bootflash_t
gen_require(
    type polaris_nvram_file_t;
    type polaris_disk_bootflash_t;
')
filetrans_pattern(polaris_cm_rp_t, polaris_disk_bootflash_t, polaris_nvram_file_t, file, "nvram_config")
')

# CMANRP needs to create right label instead of bootflash_t
type polaris_user_file_t;
files_type(polaris_user_file_t);
polaris_bootflash_filetrans(polaris_cm_rp_t, polaris_user_file_t, file);
manage_files_pattern(polaris_cm_rp_t, polaris_disk_bootflash_t, polaris_user_file_t)

# on virtual platforms cman reads virtual sudi file /csl_p_0/vudi.pri
ifdef(`vxe_family',
polaris_disk_csl_read(polaris_cm_rp_t)
')
ifdef(`wlc_family',
polaris_disk_csl_read(polaris_cm_rp_t)
')

# from cman_util_chasfs_watch_stby_harddisk
polaris_udev_tmp_watch(polaris_cm_rp_t)
# watch read over /tmp/chassis/local/rp/tam by cman_nyq_board_auth_init
polaris_chasfs_watch_read(polaris_cm_rp_t)

# /dev/aikido access
polaris_aikido_dev_use(polaris_cm_rp_t)

# access SERDES /tmp/serdes_asic_key_dir/*
optional_policy('polaris_serdes_asic_key_tmp_manage(polaris_cm_rp_t)
')

# run /sbin/hwclock in its own domain
clock_domtrans(polaris_cm_rp_t)

ifdef('crankshaft_family',
# modprobe sm_nim_adpt.ko for Switzer-CC
modutils_domtrans_insmod(polaris_cm_rp_t)
# /dev/sm_nim_adpt device files for Switzer-CC
polaris_sm_nim_adpt_dev_use(polaris_cm_rp_t)

# "show platform hardware subslot <slot/card> backplane statistics"
# triggers ethtool with ifconfig_t using fifo_file (pipe) on polaris_cm_rp_t.
gen_require('type ifconfig_t;
')
polaris_cmrp_use_fifo(ifconfig_t)
')
polaris_iosd_vcpu_read(polaris_cm_rp_t)

########################################################################################################################
# show platform hardware slot R0 fpga
# mcp_fpga_status_cmd.sh
# /bin/sh /usr/binos/conf/bexec.sh -c /usr/binos/conf/mcp_fpga_status_cmd.sh
########################################################################################################################
polaris_utility_domain_template(fpga_status_cmd)
polaris_bexecute_domtrans(polaris_cm_rp_t)
polaris_bexecute_domain(polaris_fpga_status_cmd_t, polaris_fpga_status_cmd_exec_t)
polaris_cmrp_use_fifo(polaris_fpga_status_cmd_t)
auth_use_nsswitch(polaris_fpga_status_cmd_t)
coremdev_exec_bin(polaris_fpga_status_cmd_t)

# PLEASE LOOK AT ME: /sys/devices/platform/nios should have Cisco specific label
# read content under /sys/devices/platform/nios
dev_read_sysfs(polaris_fpga_status_cmd_t)

ifdef(`sparrow_platform',
polaris_dio_dev_use(polaris_cm_rp_t)
')

ifdef(`cabo_platform',
polaris_dio_dev_use(polaris_cm_rp_t)
')

ifdef(`starfleet_platform',
polaris_fpga_upgrade_tmp_use(polaris_cm_rp_t)
')

type polaris_fpga_upgrade_tmp_t;
files_tmp_file(polaris_fpga_upgrade_tmp_t)
files_tmp_filetrans(polaris_cm_rp_t, polaris_fpga_upgrade_tmp_t, file, "fpga_upgrade")
# cman_rp needs read access to cpu identity
# /dev/cpu/0/msr
dev_read_cpuuid(polaris_cm_rp_t)

# cman_rp needs read/write access to cpu msr
# /dev/cpu/0/msr
# following definition provides that
dev_rw_cpu_microcode(polaris_cm_rp_t)

type polaris_cmos_nim_xxd_tmp_t;
files_tmp_file(polaris_cmos_nim_xxd_tmp_t)
files_tmp_filetrans(polaris_cm_rp_t, polaris_cmos_nim_xxd_tmp_t, file, "nim_xxd_present")
manage_files_pattern(polaris_cm_rp_t, polaris_cmos_nim_xxd_tmp_t, polaris_cmos_nim_xxd_tmp_t)

ifdef(`2kp_platform',
# blzi device
polaris_blzi_dev_use(polaris_cm_rp_t)
')

# tamlib debug file access
polaris_tamlib_dbg_file_manage(polaris_cm_rp_t)

ifdef(`wlc_family',
# tcpdump access for RP
# packet dump is stored in file /bootflash/haIntCaptureLo.pcap
  type polaris_netutils_data_t;
polaris_pfile_type(polaris_netutils_data_t)
gen_require(
  type polaris_disk_bootflash_t;
type netutils_t;
')
# tcdev access
netutils_run(polaris_cm_rp_t, system_r)

# pidof access
   dev_read_sysfs(polaris_cm_rp_t)
   kernel_read_system_state(polaris_cm_rp_t)
   domain_read_all_domains_state(polaris_cm_rp_t)

# /usr/bin/ethtool access for show platform hardware slot x ha_port interface stats command
   sysnet_domtrans_ifconfig(polaris_cm_rp_t)

')

optional_policy('polaris_ds31408_dev_use(polaris_cm_rp_t)

')

polaris_ddr_dev_use(polaris_cm_rp_t)

# allow /usr/sbin/smartctl to be operated on fsadm_exec_t
fstools_exec(polaris_cm_rp_t)

# allow access to /tmp/cmlib_eeprom_sim_smartctl.out
files_tmp_filetrans(polaris_cm_rp_t, polaris_cm_rp_t, file, "cmli_eeprom_sim_smartctl.out")

# allow access to /dev/nvme*
dev_nvme_chr_files_manage(polaris_cm_rp_t)
dev_nvme_blk_files_manage(polaris_cm_rp_t)

# DB persistence
polaris_tlldbp persist_setup(polaris_cm_rp_t)
polaris_tmp_tlldbp persist_setup(polaris_cm_rp_t)

# code_sign_verify is started by cmmand
polaris_code_verify domtrans(polaris_cm_rp_t)

ifdef(`ngwc_family',`
   # SELINUX Mismatch warning when doing power redundancy configuration commands
   # Allow access /bootflash/nplusm-power
   polaris_nplusm_power manage(polaris_cm_rp_t)

')

ifdef(`crankshaft_family',`
   # For USB disable feature, /sys/bus/usb/drivers/usb/*/authorized is accessed
   gen_require(`
type sysfs_t;
allow polaris_cm_rp_t sysfs_t:file create;
dev_manage_sysfs_dirs(polaris_cm_rp_t)
)

ifdef(`petra_platform',
#allow access to /dev/petra-fpga
polaris_iots_fpga_dev_use(polaris_cm_rp_t)
#allow access to /flash6/monefg/cfg.dat
polaris_nvram_read(polaris_cm_rp_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarscmrp.te
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dnl
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dnl
divert(-1)

include(`polaris_process.m4')
dnl Stub out plaris process
define(`polaris_process',"")

dnl Stub out mqipc
define(`polaris_mqipc_service_server',"")
define(`polaris_mqipc_service_client',"")
define(`polaris_mqipc_service_server_elastic_client',"")

dnl Stub out lipc
define(`polaris_lipc_service_server',"")
define(`polaris_lipc_service_client',"")

include(`polaris_ipc_ripc.m4')
include(`polaris_ipc_base_ripc_if.m4')

dnl Stub out non existent one
define(`polaris_websocket_service_server',"")
define(`polaris_cipc_service_server',"")

include(`polaris_max_scope.m4')
divert(0)dnl

#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#
## <summary>Polaris Platform Base IPC Policy Rules.</summary>
## <required val="true">## Needed for each polaris platform
## </required>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_base_if.m4
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#
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#
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#

policy_module(polarisployg, 1.0);

gen_require(`
    type polaris_plogd_t;
')

polaris_btrace_data_manage(polaris_plogd_t)
polaris_crf_data_manage(polaris_plogd_t)
polaris_chasfs_manage(polaris_plogd_t)
polaris_tdlresolve_read(polaris_plogd_t)
polaris_tdlldb_list_dirs(polaris_plogd_t)
polaris_cpld_read(polaris_plogd_t)
polaris_flashlib_read(polaris_plogd_t)

polaris_ripc_sman_ui_serv_connect(polaris_plogd_t)

# originally when box starts /dev/log is symbolic link to /run/systemd/journal/dev-log
# but latter plogd reset links to its own socket: make sure that we have proper
# transition
gen_require(`
    type devlog_t;
        type syslogd_t;
')

allow polaris_plogd_t devlog_t:sock_file manage_sock_file_perms;
allow polaris_plogd_t devlog_t:lnk_file manage_lnk_file_perms;
dev_filetrans(polaris_plogd_t, devlog_t, sock_file, "log")

# make sure that unix_dgram_socket got transitioned into syslogd_t

type_transition polaris_plogd_t polaris_plogd_t:unix_dgram_socket syslogd_t;
allow polaris_plogd_t syslogd_t:unix_dgram_socket { bind create read };
# autogen script misses connection between plogd
polaris_ripc_plog_serv_connect(polaris_plogd_t)

# why plogd needs dac_override capability?
allow polaris_plogd_t self:capability { dac_override };
allow polaris_plogd_t self:capability2 block_suspend;

polaris_dyncfg_tmp_read(polaris_plogd_t)

# plogd calls journalctl -f to get system logs including our AVC messages
# plogd also signals running journalctl to manage the buffer queues
gen_require('type journalctl_t;  )
journalctl_domtrans(polaris_plogd_t)
allow polaris_plogd_t journalctl_t:process signal;

# should be moved into contrib journalctl.te? journalctl tries to read
# /proc/1/environ
gen_require('type journalctl_t;  )
init_read_state(journalctl_t)
allow journalctl_t self:capability sys_resource;
allow journalctl_t self:process setrlimit;

# plogd calls stdbuf to set up journalctl buffering
corecmd_exec_bin(polaris_plogd_t)

# writes into pman fifo stdout
polaris_use_btrace_fifo(journalctl_t)

# /dev/log is symbolic link to /run/systemd/journal/dev-log
# need ability to search in init_var_run_t /run/systemd
# some of subjects that use syslog may not have it
gen_require('  
  
')
init_search_pid_dirs(syslog_client_type)
#plog_d calls journalctl to get system log including AVC message.
allow polaris_plogd_t journalctl_t:process signal;

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisplogd.te
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#
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#

# polaristamsrp file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristamsrp.fc
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#
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#

## <summary>Polaris ftm Policy Rules.</summary>

#######################################
## <summary>
##      Write ttm /var/run socket file
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_ftm_var_sock_write',
    gen_require(
        type polaris_ftm_t;
        type polaris_ftm_var_run_t;
        type var_run_t;
    )
    write_sock_files_pattern($1, var_run_t, polaris_ftm_var_run_t)
    allow $1 polaris_ftm_t:unix_stream_socket { connectto };
    )

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisftm.if
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# March 2017, Victor Kamensky
#

---

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/usr/bin/os/conf/iptbl.sh -- gen_context(system_u:object_r:polaris_iptbl_exec_t,s0)

/tmp/rp/iptbl -d gen_context(system_u:object_r:polaris_iptbl_tmp_t,s0)
/tmp/rp/iptbl/inot_fifo -p gen_context(system_u:object_r:polaris_iptbl_tmp_t,s0)

# in polaris we have xtables-multi at wrong location  
/usr/bin/xtables-multi -- gen_context(system_u:object_r:iptables_exec_t,s0)

#fman (rp/fp) acl mgmt and iptbl modules dependency  
/tmp/iptbl.v4         gen_context(system_u:object_r:polaris_iptbl_tmp_t,s0)
/tmp/iptbl.v6         gen_context(system_u:object_r:polaris_iptbl_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisiptbl.fc
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## <summary>Polaris cpp_sp Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppsp.if
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#  

# polarisngwctblmgr file contexts place holder

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#  
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#
/tmp/sysctrl_i2c.lck gen_context(system_u:object_r:polaris_cm_rp_tmp_t,s0)
/tmp/pfu_oirtime.lock gen_context(system_u:object_r:polaris_cm_rp_tmp_t,s0)
/tmp/golden_boot gen_context(system_u:object_r:polaris_cm_rp_tmp_t,s0)

# dash_fpga_xaui.py is the backend python code for
# the cli "show platform hardware slot R0 xaui statistics"
/usr/bin/os/conf/dash_fpga_xaui.py -- gen_context(system_u:object_r:polaris_dash_fpga_xaui_exec_t,s0)

/usr/bin/os/bin/cmand_us -- gen_context(system_u:object_r:polaris_cm_rp_exec_t,s0)
# relabel /vol/harddisk/.inv
/vol/harddisk/.inv(/.*)? gen_context(system_u:object_r:polaris_cm_rp_inv_log_file_t,s0)
/vol/harddisk_internal/.inv(/.*)? gen_context(system_u:object_r:polaris_cm_rp_inv_log_file_t,s0)

#.inv dir is in /bootflash in Katar eWLC
/bootflash/.inv(/.*)? gen_context(system_u:object_r:polaris_cm_rp_inv_log_file_t,s0)

/usr/bin/os/conf/mcp_fpga_status_cmd.sh -- gen_context(system_u:object_r:polaris_fpga_status_cmd_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmrp.fc
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# # August 2017, Shawn Lu
#
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#
## <summary>Polaris rrm_mgr Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrrmmgr.if
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# # March 2017, Victor Kamensky
#
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#
## <summary>Polaris LIPC Policy Rules.</summary>
# LIPC policy

## <summary>
## Manage lipc files
## </summary>

## <param name="domain">
## Domain allowed access.
## </param>

interface('polaris_lipc_manage',
gen_require(

type polaris_lipc_t;
')

manage_dirs_pattern($1, polaris_lipc_t, polaris_lipc_t)
manage_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
manage_lnk_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
manage_fifo_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
manage_sock_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
')

## <summary>
## Getattr of lipc files directories
## </summary>

## <param name="domain">
## Domain allowed access.
## </param>

interface('polaris_lipc_getattr',
gen_require(

type polaris_lipc_t;
')

getattr_dirs_pattern($1, polaris_lipc_t, polaris_lipc_t)
getattr_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
getattr_lnk_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
getattr_fifo_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
getattr_sock_files_pattern($1, polaris_lipc_t, polaris_lipc_t)
')
## <summary>
##      Create lipc file
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed creating lipc channel.
##      </summary>
## </param>
## <param name="channel_domain">
##      <summary>
##      Domain assigned to lipc channel.
##      </summary>
## </param>
## <param name="channel_name">
##      <summary>
##      File name of lipc channel.
##      </summary>
## </param>
#
interface('polaris_lipc_create_name',
gen_require(''
type polaris_lipc_t;
')
   type_transition $1 polaris_lipc_t : sock_file $2 $3;
   manage_sock_files_pattern($1, polaris_lipc_t, $2)
   polaris_socketat_nsfs_read($1)
#
   not specific enough
#   type_transition $1 $1 : unix_stream_socket $2;
#   allow $1 $2:unix_stream_socket { listen accept bind create write read };
')

## <summary>
##      Write lipc file
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to connect and write into lipc file.
##      </summary>
## </param>
## <param name="channel_domain">
##      <summary>
##      Domain assigned to lipc channel.
##      </summary>
## </param>
## <summary>
## <param name="server">
## Domain of owner of lipc channel.
## </summary>
## </param>

#

interface('polaris_lipc_write',
  gen_require('type polaris_lipc_t;
 )

  write_sock_files_pattern($1, polaris_lipc_t, $2)
  allow $1 $3:unix_stream_socket { connectto };

  polaris_socketat_nsfs_read($1)
)

Found in path(s):
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dnl
define('polaris_lipc_service_server_aux',
  dnl type $1;
  files_type($1)
  polaris_lipc_$2_create_name($3'))

define('polaris_lipc_service_server_full',
  polaris_lipc_service_server_aux(lipc_label($1), lipc_stem($1), process_label($2)))

define('polaris_lipc_service_server',
  ifelse(lipc_type_map($1), `', `polaris_lipc_service_server_full($1, $2))
  lipc_type_map_set(lipc_label($1), process_label($2))
 )

define('polaris_lipc_service_client',
  dnl polaris_lipc_service_client_aux(lipc_label($1), lipc_stem($1), process_label($2), lipc_type_map(lipc_label($1)))
  dnl polaris_lipc_service_client_aux(lipc_label($1), lipc_stem($1), process_label($2), lipc_type_map(lipc_label($1)))
)

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39254
policy_module(polarisbtman, 1.0);

gen_require(
    type polaris_btman_t;
)

polaris_crft_data_manage(polaris_btman_t)
polaris_chasfs_manage(polaris_btman_t)
polaris_tdlresolve_read(polaris_btman_t)
polaris_tdlldb_list_dirs(polaris_btman_t)
polaris_cpld_read(polaris_btman_t)
polaris_flashlib_read(polaris_btman_t)
polaris_ripc_sman_ui_serv_connect(polaris_btman_t)
polaris_db_tdlldb_dir_use(polaris_btman_t)
polaris_bexecute_domtrans(polaris_btman_t)

# script starts rsync with mcp_chvrf.sh
polaris_chvrf_domtrans(polaris_btman_t)
polaris_send_signal_to_bexecute(polaris_btman_t)
corecmd_exec_bin(polaris_btman_t)
corecmd_exec_shell(polaris_btman_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_btman_t)

allow polaris_btman_t self:capability { dac_overide fsetid };
polaris_cpld_read(polaris_btman_t)

# operate on all btrace files
polaris_btrace_data_manage_all(polaris_btman_t)
# btman operated on /tmp/tmppub files

type polaris_btrace_tmppub_t;
files_tmp_file(polaris_btrace_tmppub_t)

polaris_systemd_tmppfiles tmp_filetrans(polaris_btrace_tmppub_t, dir, "tmppub")
filetrans_pattern(polaris_btrace_tmppub_t, polaris_btrace_tmppub_t, { file dir })
manage_files_pattern(polaris_btrace_tmppub_t, polaris_btrace_tmppub_t, polaris_btrace_tmppub_t)
manage_dirs_pattern(polaris_btrace_tmppub_t, polaris_btrace_tmppub_t, polaris_btrace_tmppub_t)

polaris_persistent_read(polaris_btman_t)

# in purge_old_core_files_from_harndisk function of btrace_rotate_util.c
# script removes outdated core files, so it needs read/write permission
# to polaris_core_file_t files.
polaris_core_file_manage(polaris_btman_t)

fs_getattr_xattr_fs(polaris_btman_t)

# btman checks for presence of /tmp/udev/etc/udev/harndisk
# through hwutil_is_harndisk_present function of hwutil-common.sh
polaris_udev_tmp_list_dirs(polaris_btman_t)

# when /bootflash or /harndisk are 100% full
allow polaris_btman_t self:capability sys_resource;

# access to /tmp/sw/boot/dmesg
polaris_boot_tmp_read(polaris_btman_t)

polaris_create_ldb_domintrans(polaris_btman_t)

# btman calls update_resolver_luid_paths which eventually calls open_brand function for
# given polaris executable (build_crdu_luid_file_paths, bcrdu_get_proc_path_internal,
# brand_type_string)
polaris_read_exec_domain(polaris_btman_t)

# btman create transitional files in /tmp directory

type polaris_btman_tmp_t;
files_tmp_file(polaris_btman_tmp_t)
files_tmp_filetrans(polaris_btman_tmp_t, polaris_btman_tmp_t, file)
manage_files_pattern(polaris_btman_tmp_t, polaris_btman_tmp_t, polaris_btman_tmp_t)

# use syslog
logging_send_syslog_msg(polaris_btman_t)

# btman unlink /tmp/rp/pvp/work/btman_first_inst
polaris_pvp_manage_tmp_files(polaris_btman_t)
# operate on btrace file in /bootflash
polaris_btrace_persistent_data_manage(polaris_btman_t)

gen_require(
    type polaris_btrace_data_t;
)
polaris_bootflash_filetrans(polaris_btman_t, polaris_btrace_data_t, dir, "tracelogs")
polaris_harddisk_filetrans(polaris_btman_t, polaris_btrace_data_t, dir, "tracelogs")
polaris_crashinfo_filetrans(polaris_btman_t, polaris_btrace_data_t, dir, "tracelogs")
polaris_bootflash_filetrans(polaris_btman_t, polaris_btrace_data_t, dir, "tan")
polaris_harddisk_filetrans(polaris_btman_t, polaris_btrace_data_t, dir, "tan")

# btman creates /tmp/rp/pvp/work/btman_first_inst directory in is_first_incarnation
# function called by btrace_rotate_init
polaris_pvp_manage_tmp_files(polaris_btman_t)

#########################################################################
# This block is policies for "request platform software system shell" CLI

# /tmp/sw/rp/0/0/0/rp_security/mount/usr/binos/bin/btman -f rp
# -s /tmp/rp/trace/stage -w /tmp/rp/trace
# - needs to read/getattr on
#       /tmp/sw/mount/*universalk9.*.SSA.pkg/usr/binos/sbin/in.telnetd
gen_require(
    type telnetd_exec_t;
)
allow polaris_btman_t telnetd_exec_t:file { getattr open read };

# btman establishes leases for trace files
allow polaris_btman_t self:capability lease;

# dump_btrace_meta walks all files with nftw
files_getattr_all_files(polaris_btman_t)
files_getattr_all_dirs(polaris_btman_t)
files_read_all_symlinks(polaris_btman_t)
files_list_non_security(polaris_btman_t)
files_read_all_files(polaris_btman_t)
files_mmap_all_files(polaris_btman_t)

# btman exports data through http protocol btm_trigger_export and schedule_newfile_export
corenet_tcp_connect_http_port(polaris_btman_t)

# LOOK AT ME: incorrect iosd-tps service_def. It should be renamed
# iosd_tps_socket-b0 in all platform.tdl files. Remove the following
# policy when CSCvp89498 is fixed.
gen_require(
    type polaris_lipc_t;
    type polaris_pman_t;
олжنشط١ •

polaris_lipc_write(polaris_btman_t, polaris_lipc_t, polaris_pman_t)

# btman manages some persistent crashinfo files
polaris_disk_crashinfo_manage(polaris_btman_t)

#DB persistence
polaris_tlddbpersist_setup(polaris_btman_t)

polaris_tmp_tlddb_persist_setup(polaris_btman_t)

polaris_btrace_data_watch(polaris_btman_t)

# dump_btrace_meta writes to /tmp/binary_trace.1605747053/.pkginfo
polaris_install_tmp_manage(polaris_btman_t)

#allow polaris_btman_t access to polaris_cm_rp semaphore
polaris_cm_rp_sem_use(polaris_btman_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtman.te
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#
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#

policy_module(polarisfmanrp, 1.0);

gen_require(`
   type polaris_fman_rp_t;
```

########################################################################################################
# mqipc manual, one that missing in platform tdl file
########################################################################################################

# mq.-fman-log-bay0-peer0
type polaris_fman_log_bay0_peer0_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0_peer0_mqipc_t)

# mq.-fman-log-bay0-peer1
type polaris_fman_log_bay0_peer1_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0_peer1_mqipc_t)
# mq.-fman-log-bay0-peer2
type polaris_fman_log_bay0_peer2_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0_peer2_mqipc_t)

# mq.-fman-log-bay0-peer3
type polaris_fman_log_bay0_peer3_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0_peer3_mqipc_t)

# mq.-fman-log-bay0-peer4
type polaris_fman_log_bay0_peer4_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0_peer4_mqipc_t)

# mq.-fman-log-bay0-peer5
type polaris_fman_log_bay0_peer5_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0_peer5_mqipc_t)

# mq.-fman-log-bay0-peer6
type polaris_fman_log_bay0_peer6_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0.peer6_mqipc_t)

# mq.-fman-log-bay0-peer7
type polaris_fman_log_bay0_peer7_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0.peer7_mqipc_t)

# mq.-fman-log-bay0-peer8
type polaris_fman_log_bay0_peer8_mqipc_t;
polaris_mqipc_type(polaris_fman_log_bay0.peer8_mqipc_t)

polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0_peer0_mqipc_t, fman-log-bay0-peer0)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0_peer1_mqipc_t, fman-log-bay0-peer1)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0_peer2_mqipc_t, fman-log-bay0-peer2)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0.peer3_mqipc_t, fman-log-bay0-peer3)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0.peer4_mqipc_t, fman-log-bay0-peer4)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0.peer5_mqipc_t, fman-log-bay0-peer5)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0.peer6_mqipc_t, fman-log-bay0-peer6)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0.peer7_mqipc_t, fman-log-bay0-peer7)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fman_log_bay0.peer8_mqipc_t, fman-log-bay0-peer8)

polaris_btrace_data_manage(polaris_fman_rp_t)
polaris_crft_data_manage(polaris_fman_rp_t)
polaris_chasfs_manage(polaris_fman_rp_t)
polaris_tdlresolve_read(polaris_fman_rp_t)
polaris_tlddb_list_dirs(polaris_fman_rp_t)
polaris_cpld_read(polaris_fman_rp_t)
polaris_flashlib_read(polaris_fman_rp_t)
polaris_lua_read(polaris_fman_rp_t)

polaris_ripc_sman_ui_serv_connect(polaris_fman_rp_t)
polaris_db_tdlx_db_dir_use(polaris_fman_rp_t)

ifdef(’nyquist_platform’,
    gen_require(’
        type polaris_bt_logger_fman_rp_mqipc_t;
    ’)
    # fman_rp may start first and create this mqipc channel
    polaris_mqipc_create_name(polaris_fman_rp_t, polaris_bt_logger_fman_rp_mqipc_t, bt_logger_fman-rp)
    ’
)

allow polaris_fman_rp_t self:udp_socket { create ioctl };

allow polaris_fman_rp_t self:capability { dac_override };
allow polaris_fman_rp_t self:capability2 block_suspend;

# not clear why fman_rp tries to load netdev-mgmtbr kernel module
# it does not exist on ultra anyway
# type=AVC msg=audit(1478126742.967:98): avc: denied { module_request } for pid=18020 comm="fman_rp"
kmod="netdev-mgmtbr" scontext=system_u:system_r:polaris_fman_rp_t:s0
tcontext=system_u:system_r:kernel_t:s0 tclass=system
kernel_request_load_module(polaris_fman_rp_t)

polaris_socketat_nsfs_read(polaris_fman_rp_t)

polaris_dyncfg_tmp_read(polaris_fman_rp_t)

# socketat usage from fman_punt_port_mapping_init for AF_NETLINK, SOCK_DGRAM
polaris_lfts_dev_use(polaris_fman_rp_t)
allow polaris_fman_rp_t self:netlink_tcpdiag_socket {create nlmsg_read };

# fman_rp tries to write to systemd journal when a peer is stuck
# introduced by CSCvt19772
logging_send_syslog_msg(polaris_fman_rp_t)

optional_policy(’
    #fman-rp creates tmp files in acl-mgmt workflow.
polaris_fman_acl_iptbl_tmp_file(polaris_fman_rp_t)
    ’)

# manually create mqipc channel: missing in TDL
    type polaris_fmrp2fpm_mqipc_t;
polaris_mqipc_type(polaris_fmrp2fpm_mqipc_t)
polaris_mqipc_create_name(polaris_fman_rp_t, polaris_fmrp2fpm_mqipc_t, fmrp2fpm_vulcan_mqipc)

optional_policy(’
polaris_fpm2fmrp_mqipc_use(polaris_fman_rp_t)
    ’)
polaris_issu_tmp_files_read(polaris_fman_rp_t)

polaris_install_tmp_read(polaris_fman_rp_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmanrp.te
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#
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#

policy_module(polarisrifmgr, 1.0);

gen_require(`
    type polaris_rif_mgr_t;
`)

polaris_btrace_data_manage(polaris_rif_mgr_t)
polaris_crft_data_manage(polaris_rif_mgr_t)
polaris_chasfs_manage(polaris_rif_mgr_t)
polaris_tdlresolve_read(polaris_rif_mgr_t)
polaris_tdlldb_list_dirs(polaris_rif_mgr_t)
polaris_cpld_read(polaris_rif_mgr_t)
polaris_lua_read(polaris_rif_mgr_t)
polaris_flashlib_read(polaris_rif_mgr_t)
polaris_lfts_dev_use(polaris_rif_mgr_t)
logging_send_syslog_msg(polaris_rif_mgr_t)

polaris_ripc_sman_ui_serv_connect(polaris_rif_mgr_t)

allow polaris_rif_mgr_t self:capability { sys_nice dac_override };
allow polaris_rif_mgr_t self:process { setsched };
# open /dev/ttyS0 console in sco_sys_init_sw_params
term_use_unallocated_ttys(polaris_rif_mgr_t)

# work with /dev/hanet device
polaris_hanet_dev_use(polaris_rif_mgr_t)

# update/read chassis serial numer /csl_p_0/vudi.pri
polaris_disk_csl_manage(polaris_rif_mgr_t)

# monitors native interfaces flap over /proc and netlink
kernel_read_network_state(polaris_rif_mgr_t)
allow polaris_rif_mgr_t self:netlink_route_socket rw_netlink_socket_perms;
allow polaris_rif_mgr_t self:unix_dgram_socket create_socket_perms;

# pidof and /proc usage
dev_read_sysfs(polaris_rif_mgr_t)
kernell_read_system_state(polaris_rif_mgr_t)
domain_read_all_domains_state(polaris_rif_mgr_t)
corecmd_exec_bin(polaris_rif_mgr_t)

kernel_dontaudit_request_load_module(polaris_rif_mgr_t)
# rifmgr creates udp socket to get interface flags in rif_rp_init
allow polaris_rif_mgr_t self:udp_socket create_socket_perms;

corenet_tcp_bind_polaris_rif_mgr_port(polaris_rif_mgr_t)
corenet_tcp_connect_polaris_rif_mgr_port(polaris_rif_mgr_t)
corenet_udp_bind_polaris_rif_mgr_port(polaris_rif_mgr_t)
corenet_udp_bind_generic_node(polaris_rif_mgr_t)

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#

## <summary>Polaris stack_mgr Policy Rules.</summary>
### <summary>
### Read and write all stack mgr's fifo file, used as
### standard input/output.
### </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolecap/>
#
interface('polaris_use_stack_mgr_fifo',
gen_require('
type polaris_stack_mgr_t;
')
write_fifo_files_pattern($1, polaris_stack_mgr_t, polaris_stack_mgr_t)

')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisstackmgr.if
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#

/tmp/.DMI_FIFO                      gen_context(system_u:object_r:polaris_dmi_vtyserverutild_tmp_t,s0)

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmivtyserverutild.fc
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#

## <summary>Polaris cm_cc Policy Rules.</summary>

#######################################
## <summary>
##      Execute cmand_fp in the polaris_cm_fp_t domain.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface(`polaris_cm_cc_domtrans',
    gen_require(`
        type polaris_cm_cc_t, polaris_cm_cc_exec_t;
    ')
    
corecmd_search_bin($1)
    domtrans_pattern($1, polaris_cm_cc_exec_t, polaris_cm_cc_t)
')
### <summary>
### Manage cm_cc_tmpfs files.
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>

interface('polaris_cm_cc_tmpfs_manage',
    gen_require(
        type polaris_cm_cc_tmpfs_t;
    ')
    manage_files_pattern($1, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
    mmap_files_pattern($1, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
')

### <summary>
### Check presence and unlink /tmp/nim_xxd_present file created by cman cc.
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
### <rolecap/>

interface('polaris_nim_xxd_tmp_open_unlink',
    gen_require(
        type polaris_nim_xxd_tmp_t;
    ')
    allow $1 polaris_nim_xxd_tmp_t:file { open unlink }
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmcc.if
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## <summary>Polaris LUA Policy Rules.</summary>

# Polaris lfts

### <summary>
### Work (read, write, ioctl) with /dev/dev_lfts device.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>

```
interface(`polaris_lfts_dev_use',
gen_require(`
    type device_t;
    type polaris_lfts_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_lfts_device_t)
    read_chr_files_pattern($1, device_t, polaris_lfts_device_t)
')
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislfts.if
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#

### <summary>Polaris ofa Policy Rules.</summary>

Found in path(s):
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#

/var/virtual-instance(/.*)?  gen_context(system_u:object_r:polaris_var_vman_t,s0)

/bootflash/virtual-instance(/.*)?  gen_context(system_u:object_r:polaris_disk_vman_t,s0)
/bootflash/virtual-instance.conf --  gen_context(system_u:object_r:polaris_disk_vman_t,s0)
/bootflash/vman_fdb(/.*)?  gen_context(system_u:object_r:polaris_disk_vman_t,s0)

/vol/harddisk/virtual-instance(/.*)?  gen_context(system_u:object_r:polaris_disk_vman_t,s0)
/vol/harddisk/virtual-instance.conf --  gen_context(system_u:object_r:polaris_disk_vman_t,s0)
/vol/harddisk/vman_fdb(/.*)?  gen_context(system_u:object_r:polaris_disk_vman_t,s0)

#sparrow, blackheart
/flash1/virtual-instance(/.*)?  gen_context(system_u:object_r:polaris_disk_vman_t,s0)
/flash1/virtual-instance.conf --  gen_context(system_u:object_r:polaris_disk_vman_t,s0)
/flash1/vman_fdb(/.*)?  gen_context(system_u:object_r:polaris_disk_vman_t,s0)

/tmp/vman(/.*)?  gen_context(system_u:object_r:polaris_vman_tmp_t,s0)
/tmp/cgroup.log  gen_context(system_u:object_r:polaris_vman_tmp_t,s0)
/tmp/vman_lxc_wdt_[0-9]*  gen_context(system_u:object_r:polaris_vman_tmp_t,s0)
/tmp/trace(/.*)?  gen_context(system_u:object_r:polaris_vman_tmp_t,s0)

/usr/binos/conf/vman_exec.sh --  gen_context(system_u:object_r:polaris_vman_shell_exec_t,s0)
/usr/binos/conf/cgroup_reports.sh --  gen_context(system_u:object_r:polaris_vman_cgroup_reports_exec_t,s0)
/usr/binos/conf/vman_techsupport.sh --  gen_context(system_u:object_r:polaris_vman_tech_exec_t,s0)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisvman.fc
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#

policy_module(polarisodmproxy, 1.0);

general_policy(polaris_odm_proxy_t);
polaris_chasfs_manage(polaris_odm_proxy_t)
polaris_tdlresolve_read(polaris_odm_proxy_t)
polaris_tdlldb_list_dirs(polaris_odm_proxy_t)
polaris_cpld_read(polaris_odm_proxy_t)
polaris_lua_read(polaris_odm_proxy_t)
polaris_flashlib_read(polaris_odm_proxy_t)
polaris_ripc_sman_ui_serv_connect(polaris_odm_proxy_t)
polaris_db_tdlldb_dir_use(polaris_odm_proxy_t)

#allow to setrlimit
allow polaris_odm_proxy_t self:capability sys_resource;
allow polaris_odm_proxy_t self:process setrlimit;
allow polaris_odm_proxy_t self:capability dac_override;

polaris_odm_clnt2svr_mqipc_create(polaris_odm_proxy_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisodmproxy.te
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#

## <summary>Polaris issu_monitor Policy Rules.</summary>

## <summary>
##   Execute issumonitor in the polaris_issu_monitor domain.
## </summary>

## <param name="domain">##
## Domain allowed to transition.
## </param>

#

interface('polaris_issu_monitor_domtrans',
    gen_require(''
        type polaris_issu_monitor_t, polaris_issu_monitor_exec_t;
    ')
)

domtrans_pattern($1, polaris_issu_monitor_exec_t, polaris_issu_monitor_t)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisissumonitor.if
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dnl
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dnl
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dnl
dnl Place holder to let selinux-policy makefile know that this module
dnl is autogenerated, but we have different rules for it

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisplatformipcauto.fc.in
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisplatformdbauto.te.in
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisplatformdbauto.if.in
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/autopolarisplatformipcbase.te.in
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/autopolarisplatformipcbase.fc.in
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/autopolarisplatformipcbase.if.in
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#

policy_module(polariskeyman, 1.0);

gen_require(
   type polaris_keyman_t;
)

polaris_btrace_data_manage(polaris_keyman_t)
polaris_crtft_data_manage(polaris_keyman_t)
polaris_chasfs_manage(polaris_keyman_t)
polaris_tdlresolve_read(polaris_keyman_t)
polaris_tdlldb_list_dirs(polaris_keyman_t)
polaris_flashlib_read(polaris_keyman_t)
polaris_ripe_sman_ui_serv_connect(polaris_keyman_t)

allow polaris_keyman_t self:capability net_admin;
# keyman utilizes secure memory via ciscoss1 libcrypto.so (mlock)
allow polaris_keyman_t self:capability ipc_lock;
polaris_cpld_read(polaris_keyman_t)

#pragma get_nprocs opens /sys/devices/system/cpu/online
ifdef('quake_platform',"
  dev_read_sysfs(polaris_keyman_t)
"
)

#pragma get_nprocs opens /sys/devices/system/cpu/online
ifdef('supernova_platform',"
  dev_read_sysfs(polaris_keyman_t)
"
)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariskeyman.te
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# polaristamdrp file contexts place holder

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#

# /bootflash labels
/bootflash(/.*)? gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/bootflash/ssh(/.*)? gen_context(system_u:object_r:ssh_home_t,s0)
/bootflash/ssh/ssh_host.*_key\pub gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/ssh/ssh_host.*_key gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/tan(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
/bootflash/debug.conf gen_context(system_u:object_r:polaris_debug_conf_t,s0)
/bootflash/packages.conf gen_context(system_u:object_r:polaris_packages_conf_t,s0)
# /vol/bootflash4 labels
/vol/bootflash4(/.*)? gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/vol/bootflash4/csl_p_0(/.*)? gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/vol/bootflash4/csl_p_1(/.*)? gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/vol/bootflash4/csl_s_0(/.*)? gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)
/vol/bootflash4/csl_s_1(/.*)? gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)
/vol/bootflash4/obfl_.* gen_context(system_u:object_r:polaris_obfl_data_t,s0)

# /harddisk labels
/vol/harddisk(/.*)? gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)
/vol/harddisk_internal(/.*)? gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)
/vol/harddisk/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/vol/harddisk/tan(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/vol/harddisk/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
/vol/harddisk/debug.conf gen_context(system_u:object_r:polaris_debug_conf_t,s0)
/vol/harddisk_internal/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/vol/harddisk_internal/tan(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/vol/harddisk_internal/core(/.*)? gen_context(system_u:object_r:polaris_core_file_t,s0)
/vol/harddisk/packages.conf gen_context(system_u:object_r:polaris_packages_conf_t,s0)

# on 1ng persistent storage arranged differently
/csl_p_0(/.*)? gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/csl_p_1(/.*)? gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/csl_s_0(/.*)? gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)
/csl_s_1(/.*)? gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)
/obfl(/.*)? gen_context(system_u:object_r:polaris_obfl_data_t,s0)

/vol/disk0(/.*)? gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

# init is symbolic link to /lib/systemd/systemd
/init -l gen_context(system_u:object_r:init_exec_t,s0)
# /disk0 is symbolic link to /vol/disk0
/disk0 -l gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
define('max_scope_map', `ifelse($2, `elastic', `max_elastic_map($1, $2, $3)', `max_bay_map($1, $2))')

dnl RICP scope handling
define('min_bay_ricp_map', `defn(format(`min_bay_ricp_map[%s-%s]', `$1', `$2'))')
define('min_bay_ricp_map_set', `define(format(`min_bay_ricp_map[%s-%s]', `$1', `$2'), `$3')')
define('min_elastic_ricp_map', `defn(format(`min_elastic_ricp_map[%s-%s-%s]', `$1', `$2', `$3'))')
define('min_elastic_ricp_map_set', `define(format(`min_elastic_ricp_map[%s-%s-%s]', `$1', `$2', `$3'), `$4')')
define('min_scope_ricp_map_aux', `ifelse($2, `elastic', `min_elastic_ricp_map($1, $2, $3)', `min_bay_ricp_map($1, $2)')')
define('min_scope_ricp_map', `ifelse(min_scope_ricp_map_aux($1, $2, $3), `', 0, min_scope_ricp_map_aux($1, $2, $3))')

define('max_bay_ricp_map', `defn(format(`max_bay_ricp_map[%s-%s]', `$1', `$2'))')
define('max_bay_ricp_map_set', `define(format(`max_bay_ricp_map[%s-%s]', `$1', `$2'), `$3')')
define('max_elastic_ricp_map', `defn(format(`max_elastic_ricp_map[%s-%s-%s]', `$1', `$2', `$3'))')
define('max_elastic_ricp_map_set', `define(format(`max_elastic_ricp_map[%s-%s-%s]', `$1', `$2', `$3'), `$4')')
define('max_scope_ricp_map_aux', `ifelse($2, `elastic', `max_elastic_ricp_map($1, $2, $3)', `max_bay_ricp_map($1, $2)')')
define('max_scope_ricp_map', `ifelse(max_scope_ricp_map_aux($1, $2, $3), `', 0, max_scope_ricp_map_aux($1, $2, $3))')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_max_scope.m4
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
## <summary>Polaris periodic Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polarisperiodic.if
No license file was found, but licenses were detected in source scan.

#
# December 2019, Victor Kamensky
#
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policy_module(polariscommon, 1.0);

########################################
# Polaris common
########################################

# domain that holds all polaris processes
attribute polaris_domain;

# domain that holds all polaris processes executables
attribute polaris_exec_domain;

# domain that holds all polaris processes plus few base types that operates on
# during system start, like initrc_t and unconfined_service_t. Please remove
# unconfined types latter.
attribute polaris_extended_domain;

gen_require(
    type unconfined_t;
    type unconfined_service_t;
    type initrc_t;
    type init_t;
)
typeattribute unconfined_t polaris_extended_domain;
typeattribute unconfined_service_t polaris_extended_domain;
typeattribute initrc_t polaris_extended_domain;
typeattribute init_t polaris_extended_domain;

# common permissions that are safe to grant and hard to root cause.
# these permissions may need to be turned off during development or tightened
# in future releases

gen_require(
    attribute domain;
# sys_resource denial is seen due to disk full issue
# and possibly FD exceeding limit
allow domain self:capability sys_resource;

# When management interface is enabled for development Polaris device can be
# access by telnet, which directly drops into shell. It would be desirerably
# to remove telnet functionality att all. But for now we need transition
# rule to get shell running in unconfined domain.
gen_require(
    type telnetd_t;
)

unconfined_shell_domtrans(telnetd_t)

########################################################################
# This block is policies for "request platform software system shell" CLI.
# Execute bexecute in polaris_bexecute domain.
polaris_bexecute_domtrans(telnetd_t)

# /tmp/sw/rp/0/0/rp_security/mount/usr/binos/shbin/in.telnetd
#    -L /usr/binos/conf/brelay.sh
# - this needs read/write/create access to /tmp/rp/trace/in_telnetd_*.bin.tmp
# which later gets renamed to /tmp/rp/trace/telnetd_service_sh_*.bin
polaris_btrace_data_manage(telnetd_t)

# mcp_telnetd_init through btrace_application_start calls get_chassis_number
# so it needs chasfs access
polaris_chasfs_read(telnetd_t)
polaris_cpld_read(telnetd_t)
polaris_btrace_lvl_config_manage(telnetd_t)
########################################################################

# LOOK AT ME: rsync needs sys_admin capability
# only seen when we boot in enforcing mode, localtime glibc library call
# needs time zone information and through __tz_convert function it eventually
# calls syspage function and that in turns calls Cisco syspage related
# prctl that is protected by CAP_ADMIN now
gen_require(
    type rsync_t;
)
allow rsync_t self:capability sys_admin;

# mount_packages.sh systemd unit runs under init_t and it leaks unix socket
gen_require(
    type rsync_t;
    type init_t;
)
allow rsync_t init_t:unix_stream_socket getattr;
# LOOK AT ME: auditd needs sys_admin capability
# only seen when we boot in enforcing mode, denials happens upon exec of
# auditdsp why is not entirely clear
    gen_require(
        type auditd_t;
    )
    allow auditd_t self:capability sys_admin;

# LOOK AT ME:
# Because Cisco kernel features check for capability sys_admin
# before granting access to it. It turns out to be mistake because
# in SELinux universe beeing root does not mean one have sys_admin
# capability. For now grant sys_admin capability to everyone :(
    gen_require(
        attribute domain;
    )
    allow domain self:capability sys_admin;

# LOOK AT ME:
# all polaris SMU system is based on LD_LIBRARY_PATH passing from
# parent to child, but if auxv AT_SECURE would be set to 1, glibc
# will clean LD_LIBRARY_PATH and other environment variables when
# it execve another process. We need to grant noatsecure to all
# processes
    gen_require(
        attribute domain;
    )
    allow domain domain:process { noatsecure rlimitinh }; 

# nfs server exporting some directories like /harddisk
    gen_require(
        type nfsd_t;
    )
    polaris_disk_bootflash_read_lnk(nfspd_t)
    polaris_harddisk_read(nfspd_t)

# nfs server check hugetlbfs files system
    gen_require(
        type hugetlbsfs_t;
    )
    list_dirs_pattern(nfspd_t, hugetlbsfs_t, hugetlbsfs_t)

# temporarily addressing denial,
# preferable to turn on nfs_export_all_rw/ro boolean
    gen_require(
        type removable_t;
    )
list_dirs_pattern(nfsd_t, removable_t, removable_t)

# firmware type
type polaris_firmware_t;
files_type(polaris_firmware_t)

# some systemd unit creates /firmware directory in initramfs
gen_require(
    attribute domain;
    type root_t;
)
filetrans_pattern(domain, root_t, polaris_firmware_t, dir, "firmware")

# handling /tmp/debug.conf, created by systemd unit
gen_require(
    type polaris_debug_conf_t;
    type unconfined_service_t;
)
files_tmp_filetrans(unconfined_service_t, polaris_debug_conf_t, {file lnk_file}, "debug.conf")

# /tmp/etc files; serving as /etc like but sitting in mutable storage
# (assuming that real /etc would become read-only eventaully)
type polaris_etc_t;
files_type(polaris_etc_t);

# /tmp/sv files
type polaris_sv_tmp_t;
files_tmp_file(polaris_sv_tmp_t)

# /dev/i2c-N
type polaris_i2c_device_t;
dev_node(polaris_i2c_device_t)

# remap_mem0 device
type polaris_remap_mem_device_t;
dev_node(polaris_remap_mem_device_t)

type polaris_ebf_t;
files_type(polaris_ebf_t)

# allow all domains map/read ebf files
gen_require(
    attribute domain;
)
polaris_ebf_map(domain)

# btrace files for telnetd, since telnetd is open source label
# and it does not use our domain creation template
gen_require('    type telnetd_t;
    type polaris_telnetd_bt_t;
    polaris_btrace_data_type(polaris_telnetd_bt_t)
    polaris_btrace_data_client(telnetd_t, polaris_telnetd_bt_t)
    type polaris_telnetd_maroon_t;
    polaris_maroon_data_type(polaris_telnetd_maroon_t)
    polaris_maroon_data_client(telnetd_t, polaris_telnetd_maroon_t)
    
    # "install add file" on ULTRA invokes:
    #    /tmp/sw/rp/0/0/rp_security/mount/usr/binos/sbin/in.telnetd -L /usr/binos/conf/brelay.sh
    # That needs getattr on /lib/systemd/system/ksm.service
    polaris_ksm_run_check(telnetd_t)
    
    # restorecon needs sys_resource capability
    gen_require('    type setfiles_t;
    ')    allow setfiles_t self:capability sys_resource;
    
    # accessing /sys/firmware/dmi/tables/DMI
    gen_require('    type dmidecode_t;
    type sysfs_t;
    ')    mmap_files_pattern(dmidecode_t, sysfs_t, sysfs_t)
    gen_require('    type dmidecode_t;
    type memory_device_t;
    ')    allow dmidecode_t memory_device_t:chr_file map;
    # called by confd_t label with it is file as stdin
    polaris_confd_tmp_use_fifo(dmidecode_t)
    
    # rpcbind binds to port
    gen_require('    type rpcbind_t;
    ')    corenet_udp_bind_generic_port(rpcbind_t)
    
    # when polaris_unconfined we need to mark all subject labels except
    # iosd label to run as unconfined
    ifndef('polaris_unconfined','
    gen_require('    type auditd_t;
    ')
    gen_require('    type setfiles_t;
    ')
type dhcpc_t;
type getty_t;
type inetd_t;
type initrc_t;
type init_t;
type journalctl_t;
type nfis_d_t;
type ntpd_t;
type rpcbind_t;
type rpsd_t;
type rsync_t;
type setfiles_t;
type sshd_t;
type syslogd_t;
type system_dbusd_t;
type udev_t;
type virtd_t;
type virtlogd_t;
type ldconfig_t;
type hostname_t;

)
unconfined_domain(auditd_t)
unconfined_domain(dhcpc_t)
unconfined_domain(getty_t)
unconfined_domain(inetd_t)
unconfined_domain(initrc_t)
unconfined_domain(init_t)
unconfined_domain(journalctl_t)
unconfined_domain(nfis_d_t)
unconfined_domain(ntpd_t)
unconfined_domain(rpcbind_t)
unconfined_domain(rpsd_t)
unconfined_domain(rsync_t)
unconfined_domain(setfiles_t)
unconfined_domain(sshd_t)
unconfined_domain(syslogd_t)
unconfined_domain(system_dbusd_t)
unconfined_domain(udev_t)
unconfined_domain(virtd_t)
unconfined_domain(virtlogd_t)
unconfined_domain(ldconfig_t)
unconfined_domain(hostname_t)

)

ifdef(`polaris_unconfined`,
optional_policy(`
  gen_require(  
    type container_runtime_t;
unconfined_domain(container_runtime_t)

# /tmp/rsync_log_dir files
type polaris_rsync_tmp_t;
files_tmp_file(polaris_rsync_tmp_t)

# activate correct named transition for basic directories
# when code runs under unconfined_service_t, i.e calls ip
# command that runs under ifconfig_t and creates /run/netns
gen_require(
  type unconfined_service_t;
)
domain_named_filetrans(unconfined_service_t)
gen_require(
  type ifconfig_t;
  type ifconfig_var_run_t;
)
allow ifconfig_t ifconfig_var_run_t:dir mounton;

# earlier invocation of ifconfig complains about tmp_t mounton
# on /sys directory
gen_require(
  type tmp_t;
)
allow ifconfig_t tmp_t:dir mounton;

#SERDES library stores info in /tmp/serdes_asic_key_dir/*
type polaris_serdes_asic_key_tmp_t;
files_tmp_file(polaris_serdes_asic_key_tmp_t)

# /dev/shm/vrf_shm access
type polaris_vrf_shm_t;
files_type(polaris_vrf_shm_t)

# /dev/shm/cerrno_dll access
type polaris_cerr_shm_t;
files_tmpfs_file(polaris_cerr_shm_t)

# for /sbin/ip: /dev/shm/vrf_shm access in netns creation
gen_require(
  type ifconfig_t;
)
polaris_vrf_shm_manage(ifconfig_t)

# for /sbin/ip: adds lfts device in netns creation
polaris_lfts_dev_use(ifconfig_t)

# new systemd-tmpfiles needs this permissions
gen_require(' type systemd_tmpfiles_t;
')
allow systemd_tmpfiles_t self:capability sys_resource;
allow systemd_tmpfiles_t self:process setrlimit;

gen_require(' type unconfined_service_t;
')
ssh_initrc_domtrans(unconfined_service_t)

#wlc awips
type polaris_awips_signature_file_t;
polaris_pfile_type(polaris_awips_signature_file_t)

#/usr/bin/curl
type polaris_curl_t;
type polaris_curl_exec_t;
init_system_domain(polaris_curl_t, polaris_curl_exec_t)
corenet_udp_bind_generic_node(polaris_curl_t)
auth_use_nsswitch(polaris_curl_t)
polaris_crft_data_read(polaris_curl_t)

# for ip netns exec X curl
optional_policy(' polaris_curl_domtrans(ifconfig_t)
')

#/etc/init.d/sshd that runs under initrc_t through ssh-keygen
# creates /config/.ssh directory if does not exist; /config
# directory is typically symlink to /bootflash
gen_require(' type initrc_t;
type ssh_home_t;
')
polaris_bootflash_filetrans(initrc_t, ssh_home_t, dir, ".ssh")

#/tmp/ldwm_envelope file
type polaris_ldwm_envelope_tmp_t;
files_tmp_file(polaris_ldwm_envelope_tmp_t)
gen_require(' type initrc_t;
type init_t;
')
files_tmp_filetrans({ initrc_t init_t }, polaris_ldwm_envelope_tmp_t, file, "ldwm_envelope")
# CLI: show platform software tech-support

```c
polaris_utility_domain_template(tech_support)
polaris_bexecute_domain(polaris_tech_support_t, polaris_tech_support_exec_t)
polaris_bexecute_domtrans(polaris_tech_support_t)
```

# allow to run `readlink -f /usr/binos/conf/psimple.sh`

```c
corecmd_exec_bin(polaris_tech_support_t)
```

# Additional policies needed for workflow

```c
auth_use_nsswitch(polaris_tech_support_t)
dev_list_sysfs(polaris_tech_support_t)
polaris_chasfs_read(polaris_tech_support_t)
polaris_cpld_read(polaris_tech_support_t)
```

# scripts stdin is set by hman and needs access to pipes like pipe:[271524]

```c
polaris_hman_use_fifo(polaris_tech_support_t)
```

# Allow ls to /tmp/ufs/crashinfo

```c
optional_policy('polaris_ncd_tmp_read(polaris_tech_support_t)')
```

# Allow readlink to /usb0 and /usb1

```c
optional_policy('fs_read_removable_symlinks(polaris_tech_support_t)')
```

```c
gen_require('type polaris_btrace_tmppub_t;
type polaris_disk_bootflash_t;
type polaris_disk_crashinfo_t;')
```

# platform_tech_support.sh creates misc files/dirs under /tmp/tmppub

```c
type polaris_tech_support_tmp_t;
files_tmp_file(polaris_tech_support_tmp_t)
filetrans_pattern(polaris_tech_support_tmp_t, polaris_btrace_tmppub_t, polaris_tech_support_tmp_t, { file dir })
```

# misc file directly in /tmp like /tmp/esg_tech_support_command_file_out.txt

```c
files_tmp_filetrans(polaris_tech_support_t, polaris_tech_support_tmp_t, file, "esg_tech_support_command_file_out.txt")
```

```c
files_tmp_filetrans(polaris_tech_support_t, polaris_tech_support_tmp_t, file, "sdwan_tech_support_command_file_out.txt")
```

# /bootflash/certs

```c
type polaris_ap_cert_file_t;
```
# Additional policies needed for workflow when file option is used
# Show platform software tech-support file bootflash:show_tech_file
polaris_bootflash_manage(polaris_tech_support_t)
polaris_disk_crashinfo_manage(polaris_tech_support_t)
fs_getattr_tmpfs(polaris_tech_support_t)
polaris_btrace_persistent_data_read(polaris_tech_support_t)

type polaris_rommon_info_tmp_t;
files_tmp_filetrans(initrc_t, polaris_rommon_info_tmp_t, file, "existing_rommon_info")
manage_files_pattern(initrc_t, polaris_rommon_info_tmp_t, polaris_rommon_info_tmp_t)
fs_associate_tmpfs(polaris_rommon_info_tmp_t)

# tamlib debug file
type polaris_tamlib_dbg_file_t;
polaris_pfile_type(polaris_tamlib_dbg_file_t)

# read /proc/cmdline
kernel_read_system_state(polaris_tech_support_t)
# read rmmonbifo files such as env_var.sh
polaris_rmonbifo_tmp_read(polaris_tech_support_t)
# read /tmp/sw/boot/base_pkg
polaris_boot_tmp_read(polaris_tech_support_t)

#/dev/ddr
type polaris_ddr_device_t;
dev_node(polaris_ddr_device_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscommon.te
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dnl
dnl April 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2019 by Cisco Systems, Inc.
dnl All rights reserved
dnl
dnl Ripc Base Interface Map: track that type declarations unique
define('ripc_base_type_map', `defn(format(``ripc_base_type_map[%s]'', `$1'))')
define('ripc_base_type_map_set', `define(format(``ripc_base_type_map[%s]'', `$1'), `$2')')

define('ripc_base_port_map', `defn(format(``ripc_base_port_map[%s]'', `$1'))')
define('ripc_base_port_map_set', `define(format(``ripc_base_port_map[%s]'', `$1'), `$2')')

define('polaris_ripc_portcon', `portcon tcp $1 gen_context(system_u:object_r:$2,s0)')
define(`polaris_ripc_portcon_aux',`dnl
    ifelse(ripc_base_port_map($1), `', `polaris_ripc_portcon($1, $2))
    ripe_base_port_map_set($1, $2)
)

define(`polaris_ripc_portcon_many',
    `polaris_ripc_portcon_aux(eval($2 + $3), $1)
    ifelse($4, $3, `', `polaris_ripc_portcon_many($1, $2, eval($3 + 1), $4)'))
)

define(`polaris_ripc_service_server_aux',`dnl
    type $1, port_type, defined_port_type;
    $4
)

#define(`polaris_ripc_service_server_full',`dnl
    polaris_ripc_service_server_aux(ripc_label($1), ripc_stem($1), process_label($2),
    polaris_ripc_portcon_many(ripc_label($1), $5, min_scope_ripc_map($3, $4, $2),
    max_scope_ripc_map($3, $4, $2))
    )
)

#define(`polaris_ripc_service_server',`dnl
    ifelse(ripc_base_type_map($1), `', `polaris_ripc_service_server_full($1, $2, $3, $4, $5)')
    ripe_base_type_map_set($1, 1)
)

#define(`polaris_ripc_service_client',`dnl
    ifelse(ripc_base_type_map($1), `', `polaris_ripc_service_server_full($1, $2, $3, $4, $5)')
    ripe_base_type_map_set($1, 1)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_base_ripc_te.m4
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#
# March 2017, Victor Kamensky
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#
#
## <summary>Polaris ngwc_plfm_mgr Policy Rules.</summary>

###########################################################################
## <summary>
## Read /tmp/installer files and directories
## <summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>

interface('polaris_ngwc_plfm_mgt_tmp_manage',
    gen_require(
        type polaris_ngwc_plfm_mgt_tmp_t;
    )
    manage_dirs_pattern($1, polaris_ngwc_plfm_mgt_tmp_t, polaris_ngwc_plfm_mgt_tmp_t)
    manage_files_pattern($1, polaris_ngwc_plfm_mgt_tmp_t, polaris_ngwc_plfm_mgt_tmp_t)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcplfmmgr.if
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## <summary>Polaris dmi_dmiauthd Policy Rules.</summary>

##########################################################################
## Connect to and send messages to dmiauthd.
## tmp/.DmiAuth.sock unix datagram sockets.
## <summary>
## Domain allowed access.
## </summary>
## </param>

interface('polaris_dmi_dmiauthd_dgram_send',
    gen_require(
        type polaris_dmi_dmiauthd_tmp_t;
        type polaris_dmi_dmiauthd_t;
    )
    allow $1 self:unix_stream_socket { create_socket_perms};
    allow $1 polaris_dmi_dmiauthd_t:unix_stream_socket { connectto };
    write_sock_files_pattern($1, polaris_dmi_dmiauthd_tmp_t,polaris_dmi_dmiauthd_tmp_t)
interface(`polaris_dmiauthd_tmp_manage',`
gen_require(`
    type polaris_dmii_dmiauthd_tmp_t;
    type tmp_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_dmii_dmiauthd_tmp_t)
`)

interface(`polaris_dmiauthd_use_fifo',`
gen_require(`
    type polaris_dmii_dmiauthd_t;
`)
    write_fifo_files_pattern($1, polaris_dmii_dmiauthd_t, polaris_dmii_dmiauthd_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_dmii_dmiauthd_tmp_manage',`
gen_require(`
    type polaris_dmii_dmiauthd_tmp_t;
    type tmp_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_dmii_dmiauthd_tmp_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)

interface(`polaris_netconfyangdiag',`
gen_require(`
    type polaris_netconfyangdiag_t;
`)
    manage_fifo_files_pattern($1, tmp_t, polaris_netconfyangdiag_t)
`)}
interface(`polaris_dmiauthd_tmp_diags_manage',``
gen_require(`
    type polaris_dmi_dmiauthd_tmp_diags_t;
`)
manage_files_pattern($1, polaris_dmi_dmiauthd_tmp_diags_t, polaris_dmi_dmiauthd_tmp_diags_t)
manage_dirs_pattern($1, polaris_dmi_dmiauthd_tmp_diags_t, polaris_dmi_dmiauthd_tmp_diags_t)
manage_lnk_files_pattern($1, polaris_dmi_dmiauthd_tmp_diags_t, polaris_dmi_dmiauthd_tmp_diags_t)
`)

#######################################
## <summary>
## Read /tmp/netconf-yang-diag/ files
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
## <rolebase/>
#
interface(`polaris_dmiauthd_tmp_diags_read',``
gen_require(`
    type polaris_dmi_dmiauthd_tmp_diags_t;
`)
read_files_pattern($1, polaris_dmi_dmiauthd_tmp_diags_t, polaris_dmi_dmiauthd_tmp_diags_t)
list_dirs_pattern($1, polaris_dmi_dmiauthd_tmp_diags_t, polaris_dmi_dmiauthd_tmp_diags_t)
read_lnk_files_pattern($1, polaris_dmi_dmiauthd_tmp_diags_t, polaris_dmi_dmiauthd_tmp_diags_t)
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmidmiauthd.if
No license file was found, but licenses were detected in source scan.

#
# March 2019, Shikhar Dogra
#
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#
#
# polarisfmancc file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmancc.fc
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dnl
dnl April 2018, Victor Kamensky

dnl

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dnl

define(`lipc_stem', `translit(patsubst($1, `-lipc$', `'), `-', `_'))
define(`lipc_label', `format(`polaris_%s_lipc_t', lipc_stem($1)))

dnl Lipc Type Map: track that type declations unique

define(`lipc_type_map', `defn(format(``lipc_type_map[%s]'', `$1')))
define(`lipc_type_map_set', `define(format(``lipc_type_map[%s]'', `$1'), `$2'))

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_lipc.m4
No license file was found, but licenses were detected in source scan.

#
# February 2020, Victor Kamensky
#
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#

policy_module(polariscfgmgr, 1.0);

gen_require(`
    type polaris_cfgmgr_t;
    )
polaris_chasfs_manage(polaris_cfgmgr_t)
# read day0_oper.xml and write local.data.tmp
polaris_bootflash_manage(polaris_cfgmgr_t)
polaris_boot_tmp_read(polaris_cfgmgr_t)
polaris_cpld_read(polaris_cfgmgr_t)
polaris_tdlresolve_read(polaris_cfgmgr_t)
polaris_flashlib_read(polaris_cfgmgr_t)
polaris_ripc_sman_ui_serv_connect(polaris_cfgmgr_t)
polaris_db_tldldb_dir_use(polaris_cfgmgr_t)
logging_send_syslog_msg(polaris_cfgmgr_t)

# vconfd_load_shared_schemas
polaris_confld_shared_schema_read(polaris_cfgmgr_t)
polaris_cedge_reset_ns(polaris_cfgmgr_t)
polaris_cedge_etc_manage(polaris_cfgmgr_t)
# /etc/version is opened via "show sdwan version"
polaris_confif_etc_read(polaris_cfgmgr_t)

# /var/run/cfgmgr socket and pid
type polaris_cfgmgr_var_run_t;
files_pid_file(polaris_cfgmgr_var_run_t)
manage_files_pattern(polaris_cfgmgr_t, polaris_cfgmgr_var_run_t, polaris_cfgmgr_var_run_t)
manage_sock_files_pattern(polaris_cfgmgr_t, polaris_cfgmgr_var_run_t, polaris_cfgmgr_var_run_t)
files_pid_filetrans(polaris_cfgmgr_t, polaris_cfgmgr_var_run_t, { file sock_file })

# sets up symbloc link /var/run/netns/default to pid 1 netns
sysnet_manage_ifconfig_run(polaris_cfgmgr_t)

# PLEASE LOOK AT ME create_syslog_conf_file function in
# viptela/cfgmgr/cfgmgr_logging.c creates /etc/syslog.conf.sysklogd file
# that nobody uses in polaris
files_manage_etc_files(polaris_cfgmgr_t)

# in cfgmgr_vpn_namespace_add creates udp socket
allow polaris_cfgmgr_t self:udp_socket create_socket_perms;

# watch /bootflash/sdwan/day0_oper.xml
polaris_persistent_watch(polaris_cfgmgr_t)

# compute_available_memory executes '/bin/df /dev/shm'
corecmd_exec_bin(polaris_cfgmgr_t)
# vip_binos_cpuinfo calls sysconf
dev_read_sysfs(polaris_cfgmgr_t)
# cfgmgr_show_system_get_elem collects SDWAN_DISK_MOUNT (/bootflash) fs info
fs_getattr_xattr_fs(polaris_cfgmgr_t)
# crashlist_refresh collects info about corefiles
polaris_core_file_read(polaris_cfgmgr_t)
# cfgmgr_show_system_get_elem collects info about /bootflash/.installer fs
polaris_disk_install_read(polaris_cfgmgr_t)
# cfgmgr_show_system_get_elem() collects available mem info by executing
# '/bin/df /tmp/rp/tldb'
polaris_tldlb_list_dirs(polaris_cfgmgr_t)

#vip_binos_cpuinfo() performs file operations on PROC_CPUESTAT_FILE (/proc/stat)
polaris_disk_install_fs_getattr(polaris_cfgmgr_t)
#vip_binos_meminfo() reads PROC_MEMINFO_PATH (/proc/meminfo)
kernal_read_system_state(polaris_cfgmgr_t)

# configure ip address on system interface on vrf 1
sysnet_domtrans_ifconfig(polaris_cfgmgr_t)

# create tunnel interface in cfgmgr_tun_alloc function
corenet_rw_tun_tap_dev(polaris_cfgmgr_t)
allow polaris_cfgmgr_t self:tun_socket create;

# works if /proc accept_source_route file of system interface
kernel_rw_net_sysctls(polaris_cfgmgr_t)

# work with /tmp/xml/geostats
polaris_cedge_xml_tmp_manage(polaris_cfgmgr_t)

# work with /tmp/tmp/geostats
polaris_cedge_tmp_manage(polaris_cfgmgr_t)
allow polaris_cfgmgr_t self:process setpgid;

# map on /etc/passwd
auth_map_passwd(polaris_cfgmgr_t)

# give read permissions for /tmp/GPS_supported file created by iosd
polaris_iosd2iox_tmp_read(polaris_cfgmgr_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscfgmgr.te
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dnl

dnl May 2018, Manohar Hungund

dnl

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dnl

dnl Starfleet Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`bp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 1)
max_bay_map_set(`fp', `per_bay', 1)

min_bay_ripc_map_set(`rp', `per_bay', 0)
min_bay_ripc_map_set(`bp', `per_bay', 0)
min_bay_ripc_map_set(`cc', `per_bay', 1)
min_bay_ripc_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `per_bay', 1)
max_bay_ripc_map_set(`bp', `per_bay', 1)
max_bay_ripc_map_set(`cc', `per_bay', 1)
max_bay_ripc_map_set(`fp', `per_bay', 1)

min_bay_ripc_map_set(`rp', `global', 0)
min_bay_ripc_map_set(`bp', `global', 0)
min_bay_ripc_map_set(`cc', `global', 1)
min_bay_ripc_map_set('fp', 'global', 0)
max_bay_ripc_map_set('rp', 'global', 1)
max_bay_ripc_map_set('BP', 'global', 1)
max_bay_ripc_map_set('cc', 'global', 1)
max_bay_ripc_map_set('fp', 'global', 1)

\texttt{dnl in elastic scope each process has its own value}
max_elastic_map_set('rp', 'elastic', BPROC_ODM, 0)
max_elastic_map_set('cc', 'elastic', BPROC_ODM, 0)
max_elastic_map_set('fp', 'elastic', BPROC_ODM, 0)

max_elastic_map_set('rp', 'elastic', BPROC_WNCD, 0)
max_elastic_map_set('cc', 'elastic', BPROC_WNCD, 0)
max_elastic_map_set('fp', 'elastic', BPROC_WNCD, 0)

\texttt{Found in path(s):}
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/bigbangmaps.m4
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\texttt{dnl Copyright (c) 2020 by Cisco Systems, Inc.}
\texttt{dnl All rights reserved}
\texttt{dnl}
\texttt{dnl Nyquist Platform Max Bay Limits}
max_bay_map_set('rp', 'per_bay', 0)
max_bay_map_set('cc', 'per_bay', 0)
max_bay_map_set('fp', 'per_bay', 0)

\texttt{dnl in elastic scope each process has its own value}
max_elastic_map_set('rp', 'elastic', BPROC_ODM, 0)
max_elastic_map_set('cc', 'elastic', BPROC_ODM, 0)
max_elastic_map_set('fp', 'elastic', BPROC_ODM, 0)

max_elastic_map_set('rp', 'elastic', BPROC_WNCD, 0)
max_elastic_map_set('cc', 'elastic', BPROC_WNCD, 0)
max_elastic_map_set('fp', 'elastic', BPROC_WNCD, 0)

\texttt{Found in path(s):}
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/quake2maps.m4
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\#
\# August 2017, Shawn Lu
\#
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\#
# polarisodmproxy file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisodmproxy.fc

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#
# August 2017, Shawn Lu
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## <summary>Polaris rif_mgr Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrifmgr.if

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#

#
# August 2018 Man-Yee Hau
#
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/usr/cpp/bin/qfp-ucode-csr -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-csr-us -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-csx -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-c8kv -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-wlc -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-utah -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-tsn -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-tsn-le -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-supernova -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-blackheart -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-sparrow -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-aventus -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-cabo -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-goldbeach -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
/usr/cpp/bin/qfp-ucode-radium -- gen_context(system_u:object_r:polaris_qfp_exec_t,s0)
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma

# qfp memif interfaces
/bootflash/SHARED-IOX/memif(/.*)? -- gen_context(system_u:object_r:polaris_qfp_memif_t,s0)
/tmp/memif(/.*)? -- gen_context(system_u:object_r:polaris_qfp_memif_t,s0)

# CSR & C8KV infiniband devices for Azure
/dev/infiniband/uverbs[0-9]* -- gen_context(system_u:object_r:polaris_infiniband_device_t,s0)

# For Intel quickassist (qat) v1.5 - Note that mcp_family also includes this.
# fugazi uses polarismcp.fc and polasrisqfp.fc so need to exclude it here.
ifndef(`mcp_family',`
/dev/icp_adf_ctl -- gen_context(system_u:object_r:polaris_icp_device_t,s0)
/dev/icp_dev_processes -- gen_context(system_u:object_r:polaris_icp_device_t,s0)
')

# For platforms which use Intel quickassist (qat) v1.7
/dev/usdm_drv -- gen_context(system_u:object_r:polaris_icp_device_t,s0)
/dev/qat_adf_ctl -- gen_context(system_u:object_r:polaris_icp_device_t,s0)
/dev/qat_dev_processes -- gen_context(system_u:object_r:polaris_icp_device_t,s0)

# For platforms which use the musdk from the Marvell 10.3.x.x SDK
/dev/musdk-cma -- gen_context(system_u:object_r:polaris_icp_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisqfp.fc
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#
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#
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#
/usr/bin/os/conf/telnetd_service.sh -- gen_context(system_u:object_r:polaris_tservice_telnet_exec_t,s0)
/usr/bin/os/conf/sshd_service.sh -- gen_context(system_u:object_r:polaris_tservice_ssh_exec_t,s0)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristservice.fc
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#
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#
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#

/usr/binos/conf/rollback_timer.sh -- gen_context(system_u:object_r:polaris_rbtimer_exec_t,s0)

/bootflash/rollback_timer(/.*)? gen_context(system_u:object_r:polaris_rbtimer_bootflash_t,s0)
/tmp/rp/rollback_timer(/.*)? gen_context(system_u:object_r:polaris_rbtimer_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrollbacktimer.fc
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dnl

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dnl
dnl Katar WLC Platform Max Bay Limits
dnl
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 3)
max_bay_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `per_bay', 0)
max_bay_ripc_map_set(`cc', `per_bay', 3)
max_bay_ripc_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `global', 0)
max_bay_ripc_map_set(`cc', `global', 3)
max_bay_ripc_map_set(`fp', `global', 0)

max_elastic_ripc_map_set
dnl in elastic scope each process has its own value
max_elastic_map_set(`rp', `elastic', BPROC_ODM, 1)
max_elastic_map_set(`cc', `elastic', BPROC_ODM, 1)
max_elastic_map_set(`fp', `elastic', BPROC_ODM, 1)

max_elastic_map_set(`rp', `elastic', BPROC_WNCD, 7)
max_elastic_map_set(`cc', `elastic', BPROC_WNCD, 7)
max_elastic_map_set(`fp', `elastic', BPROC_WNCD, 7)

max_elastic_ripc_map_set
max_elastic_rpc_map_set('fp', 'elastic', BPROC_ODM, 1)

max_elastic_rpc_map_set('rp', 'elastic', BPROC_WNCD, 7)
max_elastic_rpc_map_set('cc', 'elastic', BPROC_WNCD, 7)
max_elastic_rpc_map_set('fp', 'elastic', BPROC_WNCD, 7)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/katarmaps.m4
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#
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#
#
# polariscontainer file contexts place holder

# All the possible IOX flash_dir/harddisk_dir from iox_polaris.conf for docker
# Expected labels for docker as per container.fc
/bootflash/docker/(.*)? gen_context(system_u:object_r:container_var_lib_t,s0)
/bootflash/docker/.*config\.env gen_context(system_u:object_r:container_share_t,s0)
/bootflash/docker/.*containers/.*\.*\.*log gen_context(system_u:object_r:container_log_t,s0)
/bootflash/docker/.*containers/.*hostname gen_context(system_u:object_r:container_share_t,s0)
/bootflash/docker/.*containers/.*hosts gen_context(system_u:object_r:container_share_t,s0)
/bootflash/docker/.*init(\.*).? gen_context(system_u:object_r:container_share_t,s0)
/bootflash/docker/.*overlay(\.*).? gen_context(system_u:object_r:container_share_t,s0)
/bootflash/docker/.*overlay2(\.*).? gen_context(system_u:object_r:container_share_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/(.*)? gen_context(system_u:object_r:container_var_lib_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/.*config\.env gen_context(system_u:object_r:container_share_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/.*containers/.*\.*\.*log gen_context(system_u:object_r:container_log_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/.*containers/.*hostname gen_context(system_u:object_r:container_share_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/.*containers/.*hosts gen_context(system_u:object_r:container_share_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/.*init(\.*).? gen_context(system_u:object_r:container_share_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/.*overlay(\.*).? gen_context(system_u:object_r:container_share_t,s0)
/bootflash/iox_alt_hdd_mount_dir/docker/.*overlay2(\.*).? gen_context(system_u:object_r:container_share_t,s0)

/mnt/sd3/docker/(.*)? gen_context(system_u:object_r:container_var_lib_t,s0)
policy_module(polarissortfiles, 1.0);

gen_require(' 
    type polaris_sort_files_t;
')

corecmd_exec_bin(polaris_sort_files_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_sort_files_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_sort_files_t)

polaris_btrace_data_manage(polaris_sort_files_t)
polaris_chasfs_manage(polaris_sort_files_t)
polaris_rmonbifo_tmp_read(polaris_sort_files_t)
polaris_persistent_getattr(polaris_sort_files_t)
polaris_persistent_list_dirs(polaris_sort_files_t)
polaris_read_debug_conf(polaris_sort_files_t)
polaris_rmonbifo_tmp_read(polaris_sort_files_t)
polaris_capsule_upgrade_log_use(polaris_sort_files_t)
optional_policy(' 
polaris_gnmib_gnoi_images_read(polaris_sort_files_t)
')

# Dontaudit /bootflash/#lost+found avc denials
dontaudit polaris_sort_files_t polaris_disk:chr_file { getattr }
dontaudit polaris_sort_files_t polaris_disk:blk_file { getattr }

#allow polaris_sort_files_t polaris_udev_tmp_files_t:dir { getattr search }
polaris_udev_tmp_list_dirs(polaris_sort_files_t)

optional_policy('}
polaris_iox_dir_list(polaris_sort_files_t)
)

polaris_sandbox_file_dir_list(polaris_sort_files_t)

polaris_disk_bootflash_read_lnk(polaris_sort_files_t)

polaris_disk_bootflash_fifo_file_getattr(polaris_sort_files_t)
polaris_disk_bootflash_sock_file_getattr(polaris_sort_files_t)

# allow search and read under /tmp/boot directory
polaris_boot_tmp_read(polaris_sort_files_t)

# allow manage the files under /tmp/sort

# for pluggable FS, allow sort to access files on them.
polaris_getattr_removable(polaris_sort_files_t)
polaris_removable_manage(polaris_sort_files_t)
fs_read_removable_symlinks(polaris_sort_files_t)

# to look at files sort_file sometime needs to violate DAC permissions
allow polaris_sort_files_t self:capability dac_read_search;

optional_policy(
# LOOK AT ME memif sock_file interface present in /bootflash as
# /bootflash/SHARED-IOX/memif/memif-dp-svr, since class of the
# object is sock_file adding it to polaris_disk does not make much
# sense
gen_require(
    type polaris_qfp_memif_t;
')
getattr_sock_files_pattern(polaris_sort_files_t, polaris_qfp_memif_t, polaris_qfp_memif_t)
')

# find runs fstatfs
fs_getattr_xattr_fs(polaris_sort_files_t)

# allow polaris_sort_files_t fs_t:filesystemgetattr
fs_getattr_all_fs(polaris_sort_files_t)

# with "/bootflash"...this needs attr to access for logfile
polaris_user_file_getattr(polaris_sort_files_t)

optional_policy(}
gen_require('  
    type polaris EFI_files_t;
');
#find /bootflash/ -printf %i %p
allow polaris_sort_files_t polaris EFI_files_t:dir { getattr open read search };

#stat -c %i %f %s %n /bootflash/EFI/UpdateCapsule/UpdateCapsuleFile.bin
allow polaris_sort_files_t polaris EFI_files_t:file getattr;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissortfiles.te
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#

policy_module(polarisioxman, 1.0);

gen_require('  
    type polaris ioxman_t;
');

polaris_btrace_data_manage(polaris ioxman_t)
polaris_chasfs_manage(polaris ioxman_t)
polaris_tdlresolve_read(polaris ioxman_t)
polaris_tdllb_list_dirs(polaris ioxman_t)
polaris_cpld_read(polaris ioxman_t)
polaris_lua_read(polaris ioxman_t)
polaris_flashlib_read(polaris ioxman_t)
polaris激起_sman_ui_serv_connect(polaris ioxman_t)
polaris_db_tdllb_dir_use(polaris ioxman_t)

#allow access to /bootflash/iox/ files
polaris_iox_dir_search(polaris ioxman_t)

corenet_tcp_connect_polaris_caf_api_port(polaris ioxman_t)

# allow read permissions for /etc/hosts file
sysnet_read_config(polaris ioxman_t)

# ioxman interacting with caf through api http interface and
# is uses curl library to send requests to caf. curl wants
# to do getsockopt with SOL_SOCKET,
allow polaris_ioxman_t self:tcp_socket getopt;

# allow to get getattr of /proc file system
domain_read_all_domains_state(polaris_ioxman_t)

corecmd_exec_bin(polaris_ioxman_t)
corecmd_exec_shell(polaris_ioxman_t)

# allow to run mount in its own domain; guestshell_set_netns.sh
# needs it; also, read and exec the set_netns script.
# ioxman_setup_guestshell_namespace invokes the script
# using NAMESPACE_COMMAND
mount_domtrans(polaris_ioxman_t)
polaris_guestshell_files_read(polaris_ioxman_t)
polaris_guestshell_exec_files_exec(polaris_ioxman_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_ioxman_t)

# guestshell_set_netns.sh calls ps command
# ps needs access to /sys/devices/system/cpu/online
dev_read_sysfs(polaris_ioxman_t)
# ps needs access to proc_t
kernel_read_system_state(polaris_ioxman_t)

# modifies /bootflash/iox/iox_app/guestshell_iox.json
polaris_iox_files_manage(polaris_ioxman_t)

# guestshell_set_netns.sh touches /var/run/netns/guestshell
files_pid_filetrans(polaris_ioxman_t, polaris_guestshell_var_run_t, file, "guestshell")
polaris_guestshell_var_run_files_manage(polaris_ioxman_t)

# Read and write the all pty
term_use_generic_ptys(polaris_ioxman_t)

# allow ioxman_syslib.sh to set uid/gid for screen
allow polaris_ioxman_t self:capability { dac_override setgid setuid }

# ioxman execve virsh
gen_require(
    type virsh_t;
    type virsh_exec_t;
')
domtrans_pattern(polaris_ioxman_t, virsh_exec_t, virsh_t)
# virsh needs to write into /tmp/rp/trace/iox_guestshell.log
polaris_btrace_data_manage(virsh_t)
# ioxman is vman client over @vman_domain_socket socket
optional_policy(
  polaris_vman_use_client_socket(polaris_ioxman_t)
)

# ioxman uses VS_OPER_DB from virtual_services_tbl_init
polaris_tlddbpersist_setup(polaris_ioxman_t)

polaris_tmp_tlddb_persist_setup(polaris_ioxman_t)

# ioxman through libcurl library hit c-ares DNS code needs
# udp sockets access
allow polaris_ioxman_t self:udp_socket connect;

logging_send_syslog_msg(polaris_ioxman_t)

# read /opt/cisco/caf/config/system-config.ini
polaris_caf_files_read(polaris_ioxman_t)

virt_manage_sandbox_files(polaris_ioxman_t)

# handle ioxman /tmp files like /tmp/iox_xml.dat
type polaris_iox_tmp_t;
files_tmp_file(polaris_iox_tmp_t)
polaris_iox_manage_tmp_files(polaris_ioxman_t)

# by some strange reason ioxman munges files in /bootflash/tracelogs
# please see iox_tracefile_restore in ioxman/src/im_serial.c
polaris_btrace_persistent_data_manage(polaris_ioxman_t)

# virsh execved from ioxman inherits stdout from ioxman
gen_require(
  type polaris_ioxman_bt_t;
type virsh_t;
)
allow virsh_t polaris_ioxman_bt_t:file write;

optional_policy(
gen_require(
  attribute polaris_domain;
  attribute polaris_extended_domain;
  type container_runtime_t;
)
typeattribute container_runtime_t polaris_domain;
typeattribute container_runtime_t polaris_extended_domain;
)
# /usr/binos/conf/shell_exec.sh policy

polaris_utility_domain_template(iox_shell)

polaris_bexecute_domain(polaris_iox_shell_t, polaris_iox_shell_exec_t)
# shell_exec call bexec.sh
polaris_bexecute_domain(polaris_iox_shell_t)
corecmd_exec_bin(polaris_iox_shell_t)
polaris_chasfs_read(polaris_iox_shell_t)
auth_use_nsswitch(polaris_iox_shell_t)
fs_getattr_tmpfs(polaris_iox_shell_t)

mount_domtrans(polaris_iox_shell_t)

# inherit stdin from telnetd
telnet_use_ptys(polaris_iox_shell_t)

# create files under /bootflash/iox
polaris_iox_files_manage(polaris_iox_shell_t)

# executing guestshell.sh
polaris_guestshell_exec_files_exec(polaris_iox_shell_t)
polaris_guestshell_files_read(polaris_iox_shell_t)

# executing "ip netns exec guestshell /usr/bin/ssh ..."
sysnet_exec_ifconfig(polaris_iox_shell_t)
fs_read_nsfs_files(polaris_iox_shell_t)
files_mouton_rootsfs(polaris_iox_shell_t)
dev_mouton_sysfs(polaris_iox_shell_t)
allow polaris_iox_shell_t self:netlink_route_socket rw_netlink_socket_perms;
dev_mouton_sysfs_fs(polaris_iox_shell_t)
dev_unmount_sysfs_fs(polaris_iox_shell_t)

# executing ssh
corenet_tcp_connect_ssh_port(polaris_iox_shell_t)
ssh_exec(polaris_iox_shell_t)
allow polaris_iox_shell_t self:tcp_socket { connect create getattr getsockopt setsockopt shutdown };

# ssh creates /root/.ssh directory
userdom_create_user_home_dirs(polaris_iox_shell_t)

# read /etc/guestshell_rsa_key
polaris_guestshell_key_read(polaris_iox_shell_t)

# work with sendbox files
polaris_sandbox_file_dir_list(polaris_iox_shell_t)

polaris_caf_var_run_files_manage(polaris_iox_shell_t)
# shell_exec.sh invokes:
#   mkdir /tmp/shell_exec
#   create /tmp/shell_exec/*
type polaris_iox2iosd_tmp_t;
files_tmp_file(polaris_iox2iosd_tmp_t)
files_tmp_filertrans(polaris_iox_shell_t, polaris_iox2iosd_tmp_t, dir, ".shell_exec")
files_tmp_filertrans(polaris_iox_shell_t, polaris_iox2iosd_tmp_t, file)
#allow shell_exec to manage /tmp/ncsshd Authorized Keys
polaris_ncsshd_keys_manage(polaris_iox_shell_t)
# allow shell_exec to manage /tmp/shell_exec/* files
polaris_iox2iosd_tmp_manage(polaris_iox_shell_t)
# allow shell_exec to work with files created by iosd
polaris_iosd2iox_tmp_manage(polaris_iox_shell_t)
ifdef(`nyquist_platform',
# Manage alternate hdd files
polaris_iox_alt_hdd_manage(polaris_iox_shell_t)
')
ifdef(`passport_platform',
# Manage alternate hdd files
polaris_iox_alt_hdd_manage(polaris_iox_shell_t)
')
allow polaris_iox_shell_t self:capability { chown dac_override fowner fsetid setgid setuid dac_read_search }; allow polaris_iox_shell_t self:cap_users sys_admin; allow polaris_iox_shell_t self:process setfscreate;

# LOOK AT ME very fishy iox_shell executes
#/bootflash/iox/repo-lxc/guestshell/rootfs_mnt/cisco/shell_exec.sh that
# actually can be modified from container itself. File is recreated
# each guestshell activation and it seems not executed afterwards.
# Grant access for now. Need to look closely whether it could be exploited
# in some way
virt_exec_sandbox_files(polaris_iox_shell_t)

# ip command called from iox_shell, running it under
# iox_shell domain, add required mounton on unlabled_t
files_mounton_isid(polaris_iox_shell_t)

# read guestshell net namespace file
fs_read_nsfs_files(polaris_ioxman_t)

# need to create /bootflash/gs_script/db.ini file
polaris_bootflash_manage(polaris_ioxman_t)
polaris_harddisk_manage(polaris_ioxman_t)

# run_ioxn_secure_dir.sh policy
gen_require("


type polaris_iox_secure_dir_t;
"
corecmd_exec_bin(polaris_iox_secure_dir_t)
auth_use_nsswitch(polaris_iox_secure_dir_t)
polaris_caf_files_read(polaris_iox_secure_dir_t)
polaris_chasfs_manage(polaris_iox_secure_dir_t)
polaris_bootflash_manage(polaris_iox_secure_dir_t)
polaris_harddisk_manage(polaris_iox_secure_dir_t)
polaris_iox_files_manage(polaris_iox_secure_dir_t)

# /bin/cat9k_ssd_auth_cmds.sh

polaris_utility_domain_template(ssd_auth)

corecmd_exec_bin(polaris_ssd_auth_t)
storage_getattr_fixed_disk_dev(polaris_ssd_auth_t)

# allow to read /etc/passwd
auth_use_nsswitch(polaris_ssd_auth_t)

fs_getattr_tmpfs(polaris_ssd_auth_t)

# execute hdparam in its own domain
fstools_domtrans(polaris_ssd_auth_t)

polaris_use_btrace_fifo(polaris_ssd_auth_t)

type polaris_ssd_auth_tmp_t;
files_tmp_file(polaris_ssd_auth_tmp_t)
# bash tmp files like /tmp/sh-thd.kxX3sc
files_tmp_filetrans(polaris_ssd_auth_t, polaris_ssd_auth_tmp_t, file)
manage_files_pattern(polaris_ssd_auth_t, polaris_ssd_auth_tmp_t, polaris_ssd_auth_tmp_t)
# /tmp/ssd_blk_device created by udev

gen_require(`
    type udev_t;
    type tmpfs_t;
    type tmp_t;
`)
filetrans_pattern(udev_t, {tmpfs_t tmp_t}, polaris_ssd_auth_tmp_t, file, "ssd_blk_device")
polaris_getattr_harddisk(polaris_ssd_auth_t)

fs_read_cgroup_files(polaris_ioxman_t)

# Allow ioxman to download package files using url
polaris_caf_tmp_files_manage(polaris_ioxman_t)
polarisCli_fs_cmds_domtrans(polaris_ioxman_t)
# ufs information captured by the chasfs utils
optional_policy(`
polaris_ncd_tmp_read(polaris_ioxman_t)
')
gen_require('
    type polaris_fts_client_tmp_t;
')

manage_files_pattern(polaris_ioxman_t, polaris_fts_client_tmp_t, polaris_fts_client_tmp_t)
manage_dirs_pattern(polaris_ioxman_t, polaris_fts_client_tmp_t, polaris_fts_client_tmp_t)
allow polaris_ioxman_t tmp_t:file { create open unlink write };

# get_orchestration_template in cgroup_init_common.sh reads
# ovf-env.xml file from removable and varied
fs_read_removable_files(polaris_ioxman_t)
polaris_disk_varied_read(polaris_ioxman_t)

# writes into /tmp/trace/resource.log
optional_policy('
polaris_vman_tmp_manage(polaris_ioxman_t)
')

# watch over /tmp/udev/etc/udev/usbflash1 in iox_media_chasfs_watch
polaris_udev_tmp_read(polaris_ioxman_t)
polaris_udev_tmp_watch(polaris_ioxman_t)

ifdef('nyquist_platform',
    # Manage alternate hdd files
    polaris_iox_alt_hdd_manage(polaris_ioxman_t)
')

dev_getattr_fs(polaris_iox_shell_t)
kernle_read_system_state(polaris_iox_shell_t)

gen_require('
    type virt_lxc_var_run_t;
')
read_files_pattern(polaris_ioxman_t, virt_lxc_var_run_t, virt_lxc_var_run_t)

# sys_resource denial is seen even on factory reset
allow polaris_ioxman_t self:capability sys_resource;

ifdef('passport_platform',
    # Manage alternate hdd files
    polaris_iox_alt_hdd_manage(polaris_ioxman_t)
')
polaris_iosd_vcpu_read(polaris_ioxman_t)

# work with files like /tmp/guestinfo_status.txt
polaris_i OSD2iox.tmp.manage(polaris_i oxman_t)

gen_require(' 
    type screen_var.run_t;
    type screen_exec_t;
')

# allow ioxman to set up ttys for screen
polaris_caf tty_lnk_manage(polaris_i oxman_t)

# allow ioxman_s yslib.sh to invoke screen
screen_exec(polaris_i oxman_t)

# add entrypoint to screen_exec/can_exec permissions
allow polaris_i oxman_t screen_exec_t:file entrypoint;

# make sure /tmp/screens is labeled correctly
files_tmp_filetrans(polaris_i oxman_t, screen_var.run_t, dir, "screens")

# allow ioxman to manage /tmp/screens/<appname>_con/aux.sid
manage_files_pattern(polaris_i oxman_t, screen_var.run_t, screen_var.run_t)

# allow ioxman to manage sock_files and unix_stream_socket on screen
allow polaris_i oxman_t self:unix_stream_socket { create_socket_perms connectto };
manage_dirs_pattern(polaris_i oxman_t, screen_var.run_t, screen_var.run_t)
manage_sock_files_pattern(polaris_i oxman_t, screen_var.run_t, screen_var.run_t, screen_var.run_t)

# allow ioxman to transition into bexecute domain
polaris_bexecute.domtrans(polaris_i oxman_t)
polaris_bexecute_domain(polaris_i oxman_t, screen_exec_t)
# allow bexecute to access the /tmp/screens/*.sid files
gen_require(' 
    type polaris_bexecute_t;
')
manage_files_pattern(polaris_bexecute_t, screen_var.run_t, screen_var.run_t)

# allow shell_exec to manage /tmp/n cssh d_authorized_keys
polaris_n cssh d_keys_manage(polaris_i ox_shell_t)
polaris_i ox2iosd.tmp.manage(polaris_i ox_shell_t)

# allow shell_exec to manage guestshell files
gen_require(' 
    type container_file_t;
')
manage_files_pattern(polaris_i ox_shell_t, container_file_t, container_file_t)

# allow ioxman to setattr for /dev/pts relating to screen
gen_require('
type telnetd_devpts_t;
')
allow polaris_ioxman_t telnetd_devpts_t:chr_file setattr_chr_file_perms;

# allow ioxman to access the /tmp/ttyF*. files
gen_require(')
    type fifo_var_run_t;
')
files_tmp_filetrans(polaris_ioxman_t, fifo_var_run_t, fifo_file)
manage_fifo_files_pattern(polaris_ioxman_t, fifo_var_run_t, fifo_var_run_t)

# allow ioxman to access rootfs and sysfs
# The same is needed when guestshell uses a passwordless SSH, when users do
# like "guestshell run bash" from IOS and it provides a bash shell screen
# in IOS.

gen_require(')
    type ssh_home_t;
')

ssh_filetrans_admin_home_content(polaris_iox_shell_t)
allow polaris_iox_shell_t ssh_home_t:dir {create search getattr};
dev_getattr_sysfs_fs(polaris_iox_shell_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisioxman.te
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#
# March 2017, Victor Kamensky
#
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#

policy_module(polarismqipc, 1.0);

attribute polaris_mqipc;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismqipc.te
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#
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policy_module(polarisvxe, 1.0);

# hanet driver used by vpcgw platform of VX family
ifdef(`vpcgw_platform',`
    type polaris_hanet_device_t;
    dev_node(polaris_hanet_device_t)
')

# on ultra in some cloud configuration runs dhclient utility
# receive meta information from cloud provider, /var/lib/dhcp
# directory is created by initrc_t
gen_require(`
    type dhcpc_t;
    type initrc_t;
    type dhcp_state_t;
')
files_var_lib_filetrans({ dhcpc_t initrc_t }, dhcp_state_t, dir, "dhcp")

# during boot on misc cloud environment ultra image creates directory
# in /tmp to keep information received from cloud provider. Since latter
# it is copied into /varied directory let's assigned polaris_disk_varied_t
# to them
gen_require(`
    type initrc_t;
    type polaris_disk_varied_t;
    type unconfined_service_t;
')
files_tmp_filetrans({ unconfined_service_t initrc_t }, polaris_disk_varied_t, dir, "ami")
files_tmp_filetrans({ unconfined_service_t initrc_t }, polaris_disk_varied_t, dir, "azure")
files_tmp_filetrans({ unconfined_service_t initrc_t }, polaris_disk_varied_t, dir, "gcp")

# park policy for small polaris process umbrella_init.sh here
gen_require(`
type polaris_umbrella_init_t;
')
polaris_bootflash_manage(polaris_umbrella_init_t)
corecmd_exec_bin(polaris_umbrella_init_t)
auth_use_nsswitch(polaris_umbrella_init_t)

# define added to address issues related to dependency
# on mcp-platform-tdl for db defines
# Skip for vpcgw platform
ifndef(`vpcgw_platform',`

')

type polaris_gnmib_t;

files_tmpfs_file(polaris_objstore_sem_t)

# semaphore created by systemd-tmpfiles needs map permission
gen_require(')

    type systemd_tmpfiles_t;
    )

mmap_files_pattern(systemd_tmpfiles_t, polaris_objstore_sem_t, polaris_objstore_sem_t)

# on vxe all processes read grub_cisco_version in polaris_disk_varied_t
gen_require(')

    attribute polaris_domain;
    )
polaris_disk_varied_search(polaris_domain)

type polaris_grub_bios_t;
polaris_pfile_type(polaris_grub_bios_t)

type polaris_grubver_t;
polaris_pfile_type(polaris_grubver_t)

type polaris_vxeinstall_info_t;
polaris_pfile_type(polaris_vxeinstall_info_t)
gen_require(')

    type unconfined_service_t;
    type polaris_disk_varied_t;
    )

# unconfined service create /boot/.install_info if does not exist yet
filetrans_pattern(unconfined_service_t, polaris_disk_varied_t, polaris_vxeinstall_info_t, file, ",.install_info")

# on C8KV all processes read grubenv in EFI disk partition
gen_require(')

    attribute polaris_domain;
    )
polaris_grub_efi_search(polaris_domain)
gen_require(
  type unconfined_service_t;
  type polaris_disk_varied_t;
  type polaris_obfl_data_t;
  )

# unconfined service create /boot/obfl_temp_k1/2/3 if does not exist yet
filetrans_pattern(unconfined_service_t, polaris_disk_varied_t, polaris_obfl_data_t, file, "obfl_temp_k1")
filetrans_pattern(unconfined_service_t, polaris_disk_varied_t, polaris_obfl_data_t, file, "obfl_temp_k2")
filetrans_pattern(unconfined_service_t, polaris_disk_varied_t, polaris_obfl_data_t, file, "obfl_temp_k3")

# handle /tmp/vxe_disk_XXX_YYY files

gen_require(
  type unconfined_service_t;
  )
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v1")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v2")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v3")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v4")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_gpt_v1")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_gpt_v2")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_gpt_v3")
polaris_boot_tmp_manage(unconfined_service_t)

# /etc/init.d/sshd that runs under initrc_t through ssh-keygen
# creates /config/.ssh directory if does not exist; /config
# directory is typically bootflash, but on MBRv2/MBRv4/GPTv1/GPTv3
# partition layouts it could be separate /config partition that is
# under polaris_disk_config_t label

gen_require(
  type initrc_t;
  type ssh_home_t;
  )
polaris_disk_config_filetrans(initrc_t, ssh_home_t, dir, ".ssh")

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisvxe.te
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#
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#
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#
policy_module(polarisisssumonitor, 1.0);
polaris_process_domain_template(issu_monitor)

corecmd_exec_bin(polaris_issu_monitor_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_issu_monitor_t)

polaris_btrace_data_manage(polaris_issu_monitor_t)
polaris_chasfs_manage(polaris_issu_monitor_t)
polaris_cpld_read(polaris_issu_monitor_t)
polaris_proc_mmonbifo_read(polaris_issu_monitor_t)
polaris_boot_tmp_read(polaris_issu_monitor_t)
polaris_read_debug_conf(polaris_issu_monitor_t)

# read and possibly create /bootflash/.installer/issu_crash dir
polaris_bootflash_manage(polaris_issu_monitor_t)

allow polaris_issu_monitor_t self:capability sys_resource;
allow polaris_issu_monitor_t self:process setpgid;

type polaris_issu_monitor_tmp_t;
files_tmp_file(polaris_issu_monitor_tmp_t)
files_tmp_filetrans(polaris_issu_monitor_t, polaris_issu_monitor_tmp_t, dir, "issu_mon_dir")
manage_files_pattern(polaris_issu_monitor_t, polaris_issu_monitor_tmp_t, polaris_issu_monitor_tmp_t)
manage_dirs_pattern(polaris_issu_monitor_t, polaris_issu_monitor_tmp_t, polaris_issu_monitor_tmp_t)
manage_fifo_files_pattern(polaris_issu_monitor_t, polaris_issu_monitor_tmp_t, polaris_issu_monitor_tmp_t, polaris_issu_monitor_tmp_t)

# access to /tmp/ufs/harddisk
optional_policy('polaris_nbd_tmp_read(polaris_issu_monitor_t)')

# access to /bootflash/installer/issu_crash
polaris_disk_install_read(polaris_issu_monitor_t)

# access to /tmp/sw/boot/mmonbifo/env_var.sh
polaris_mmonbifo_tmp_read(polaris_issu_monitor_t)

# read /proc/cmdline
kernel_read_system_state(polaris_issu_monitor_t)

# rm -rf /tmp/rp/issu_mon_dir
fs_getattr_tmpfs(polaris_issu_monitor_t)
policy_module(polarisact2, 1.0);

# ACT2 Chip Driver policy

type polaris_act2_device_t;
dev_node(polaris_act2_device_t)

# /tmp/hw_entropy file.
# Certain platforms save entropy from main board ACT-2 chip in this file.

type polaris_hw_entropy_t;
files_tmp_file(polaris_hw_entropy_t)

policy_module(polariscppha, 1.0);

gen_require(
    type polaris_cpp_ha_t;
')
polaris_btrace_data_manage(polaris_cpp_ha_t)
polaris_crft_data_manage(polaris_cpp_ha_t)
polaris_chasfs_manage(polaris_cpp_ha_t)
polaris_tdlresolve_read(polaris_cpp_ha_t)
polaris_tdlldb_list_dirs(polaris_cpp_ha_t)
polaris_cpld_read(polaris_cpp_ha_t)
polaris_flashlib_read(polaris_cpp_ha_t)
polaris_rpic_sman_ui_serv_connect(polaris_cpp_ha_t)
polaris_db_tdlldb_dir_use(polaris_cpp_ha_t)
polaris_cpp_process(polaris_cpp_ha_t)
polaris_cpp_dev_use(polaris_cpp_ha_t)
polaris.icc_broken_relocations(polaris_cpp_ha_t)
polaris_cpp.cavium_sdk_ipc_use(polaris_cpp_ha_t)

# allow objstore access
polaris_disk.objstore_read(polaris_cpp_ha_t)

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvh58515)
ifdef(`crankshaft_family',`
polaris_dev_mem_use(polaris_cpp_ha_t)
')

# allow syslogging
logging_send_syslog_msg(polaris_cpp_ha_t)

optional_policy(`
polaris.cbdma_dev_use(polaris_cpp_ha_t)
')
polaris.cpld_dev_use(polaris_cpp_ha_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppha.te
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

policy_module(polariscppsp, 1.0);

gen_require(`
    type polaris_cpp_sp_t;
polaris_btrace_data_manage(polaris_cpp_sp_t)
polaris_crft_data_manage(polaris_cpp_sp_t)
polaris_chasfs_manage(polaris_cpp_sp_t)
polaris_tdlresolve_read(polaris_cpp_sp_t)
polaris_tdlldb_list_dirs(polaris_cpp_sp_t)
polaris_cpld_read(polaris_cpp_sp_t)
polaris_flashlib_read(polaris_cpp_sp_t)

polaris_ripc_sman_ui_serv_connect(polaris_cpp_sp_t)

polaris_db_tdlldb_dir_use(polaris_cpp_sp_t)

polaris_cpp_process(polaris_cpp_sp_t)
polaris_cpp_dev_use(polaris_cpp_sp_t)

polaris_icc_broken_relocations(polaris_cpp_sp_t)

polaris_cpp_cavium_sdk_ipc_use(polaris_cpp_sp_t)

# LOOK AT ME: raw memory access in cavium vendor SDK
# related to octeon driver (BUG CSCvh58515)
ifdef(`crankshaft_family',`
  polaris_dev_mem_use(polaris_cpp_sp_t)
')

# allow syslogging
logging_send_syslog_msg(polaris_cpp_sp_t)

optional_policy(`
polaris_cbdma_dev_use(polaris_cpp_sp_t)
')
polaris_cpld_dev_use(polaris_cpp_sp_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppsp.te
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#
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#

/usr/binos/conf/reflector.sh -- gen_context(system_u:object_r:polaris_reflector_exec_t,s0)
policy_module(polarissifmgr, 1.0);

gen_require('type polaris_sif_mgr_t;
')
polaris_btrace_data_manage(polaris_sif_mgr_t)
polaris_crft_data_manage(polaris_sif_mgr_t)
polaris_chasfs_manage(polaris_sif_mgr_t)
polaris_tdlresolve_read(polaris_sif_mgr_t)
polaris_tdlldb_list_dirs(polaris_sif_mgr_t)
polaris_cpld_read(polaris_sif_mgr_t)
polaris_lua_read(polaris_sif_mgr_t)
polaris_flashlib_read(polaris_sif_mgr_t)

#If romvar is not set, Set Rommon env varaible needs write permission
polaris_flashlib_write(polaris_sif_mgr_t)

polaris_ripc_sman_ui_serv_connect(polaris_sif_mgr_t)

corecmd_exec_bin(polaris_sif_mgr_t)
corecmd_exec_shell(polaris_sif_mgr_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_sif_mgr_t)

# allow to read /proc/mtd
kernel_read_system_state(polaris_sif_mgr_t)

#allow write /proc/dplr_sesa
optional_policy('polaris_proc_sesa_create_write(polaris_sif_mgr_t)
')
# access SERDES /tmp/serdes_asic_key_dir/*
polaris_serdes_asic_key_tmp_manager(polaris_sif_mgr_t)

# allow read/write to /proc/irq/N/irq files
kernel_rw_irq_sysctl(polaris_sif_mgr_t)

# work with /tmp files (/tmp/sm_post_result)
type polaris_sif_mgr_tmp_t;
files_tmp_file(polaris_sif_mgr_tmp_t)
files_tmp_filetrans(polaris_sif_mgr_t, polaris_sif_mgr_tmp_t, file, "sm_post_result")
files_tmp_filetrans(polaris_sif_mgr_t, polaris_sif_mgr_tmp_t, file, "fips_status")
files_tmp_filetrans(polaris_sif_mgr_t, polaris_sif_mgr_tmp_t, file, "sif_regdump_0")
files_tmp_filetrans(polaris_sif_mgr_t, polaris_sif_mgr_tmp_t, file, "sif_regdump_1")
manage_files_pattern(polaris_sif_mgr_t, tmp_t, polaris_sif_mgr_tmp_t)
polaris_cm_rp_tmp_manager(polaris_sif_mgr_t)

# allow ipc_lock when mmap64(..) a shared memory with MAP_LOCKED in dplr_pkt_drv_oob.c
allow polaris_sif_mgr_t self:capability { ipc_owner dac_override ipc_lock }:

# allow read from /tmp/hw_entropy
polaris_hw_entropy_read(polaris_sif_mgr_t)

polaris_obfl_data_manager(polaris_sif_mgr_t)

# /dev/dplr_intrpt usage
polaris_dplr_dev_use(polaris_sif_mgr_t)

# /dev/dmammap usage
polaris_dmammap_dev_use(polaris_sif_mgr_t)

# /dev/remap_mem0 usage
polaris_remap_mem_dev_use(polaris_sif_mgr_t)

polaris_lsmpi_dev_use(polaris_sif_mgr_t)

# open /dev/ttyS0 console in sco_sys_init_sw_params
term_use_unallocated_tty(polaris_sif_mgr_t)

polaris_socketat_nsfs_read(polaris_sif_mgr_t)

allow polaris_sif_mgr_t self:process setsched;

# work with /dev/lsi/Slot0/Doppler0/GroupN files
dev_rw_generic_chr_files(polaris_sif_mgr_t)
# /dev/lsi/Slot0/Doppler0/GroupN gets polaris_dplr_device_t label
# at some point, but need above generic chr permission by some
# reason, not clear need to look a bit more
polaris_dplr_dev_use(polaris_sif_mgr_t)
# set out of band interface mac set_oobndif_mac
allow polaris_sif_mgr_t self:tcp_socket ioctl;

# LOOK AT ME: raw memory write access
polaris_dev_mem_use(polaris_sif_mgr_t)

# /dev/shm/sdm access
optional_policy(
    polaris_sdm_shm_manage(polaris_sif_mgr_t)
)

# LOOK AT ME: unsolicited creation of file in /bootflash
# by CSCvm43512. Backout when CSCvm99282 is fixed
polaris_bootflash_manage(polaris_sif_mgr_t)
polaris_disk_bootflash_read_link(polaris_sif_mgr_t)

optional_policy(
    polaris_quake_i2c_manage(polaris_sif_mgr_t)
)

__get_nprocs opens /sys/devices/system/cpu/online
ifdef(`quake_platform',`
    dev_read_sysfs(polaris_sif_mgr_t)
)

optional_policy(
    polaris_ngwc_scc_shm_manage(polaris_sif_mgr_t)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissifmgr.te
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#
# August 2017, Shawn Lu
#
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#

# polariswncmgrd file contexts place holder

#gRPC certificate for ICap, written and read by wncmgrd
/Bootflash/NACert.pem gen_context(system_u:object_r:polaris_icap_cert_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswncmgrd.fc
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dnl
dnl July 2020, Victor Kamensky

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dnl ISRV Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 3)
max_bay_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `per_bay', 0)
max_bay_ripc_map_set(`cc', `per_bay', 3)
max_bay_ripc_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `global', 0)
max_bay_ripc_map_set(`cc', `global', 3)
max_bay_ripc_map_set(`fp', `global', 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/isrvmaps.m4

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#
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#
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#

policy_module(polarismcp, 1.0);

# scooby device
type polaris_scooby_device_t;
dev_node(polaris_scooby_device_t)

# spa devices i.e sys_platform_module_1ng
type polaris_spa_device_t;
dev_node(polaris_spa_device_t)

# htdp device
type polaris_htdp_device_t;
dev_node(polaris_htdp_device_t)

# epaN and epactrlN devices
type polaris_epa_device_t;
dev_node(polaris_epa_device_t)

# luna_fpgs device
type polaris_luna_mbfpgra_device_t;
dev_node(polaris_luna_mbfpgra_device_t)

# dash fpga device (/dev/dash_fpga)
type polaris_dash_device_t;
dev_node(polaris_dash_device_t)

# astro device
type polaris_astro_device_t;
dev_node(polaris_astro_device_t)

# cpp_il device
type polaris_cpp_il_device_t;
dev_node(polaris_cpp_il_device_t)

# blzi_fpga device
type polaris_blzi_device_t;
dev_node(polaris_blzi_device_t)

# oob_evfc device
type polaris_oob_evfc_device_t;
dev_node(polaris_oob_evfc_device_t)

# ds31408 device
type polaris_ds31408_device_t;
dev_node(polaris_ds31408_device_t)

# icp_ads_ctl device
# Note that fugazi gets this from polarisqfp module
ifndef(`fugazi_platform`,
  type polaris_icp_device_t;
dev_node(polaris_icp_device_t)
  )

type polaris_cpp_htdp_device_t;
dev_node(polaris_cpp_htdp_device_t)

type polaris_cbdma_device_t;
dev_node(polaris_cbdma_device_t)

type polaris_n2_device_t;
dev_node(polaris_n2_device_t)

type polaris_cy2213_device_t;
dev_node(polaris_cy2213_device_t)
type polaris_vega_device_t;
dev_node(polaris_vega_device_t)

# Fugazi makes use of fugazi_platform.tdl for IPCs and processes definition
# and it uses mcp_platform.tdl for databases definition. The below symbols
# are referred by mcp_platform.tdl but not fugazi_platform.tdl and hence these
# type definitions.
ifdef('fugazi_platform',`
  type polaris_fnf_agg_t;
`)
optional_policy('`
  # access to /dev/icp_XXX device on asr1k platforms
  gen_require('
    type polaris_cck_qat_t;
  ');
polaris_icp_dev_use(polaris_cck_qat_t)
dev_list_sysfs(polaris_cck_qat_t)
polaris_chasfs_read(polaris_cck_qat_t)
polaris_cpld_read(polaris_cck_qat_t)
polaris_tdlresolve_read(polaris_cck_qat_t)
')

# Handling denial for rsync_t for socket -
# comm="rsync" path="/socket:[16784]" dev="sockfs" ino=16784
# scontext=system_u:system_r:rsync_t:s0 tcontext=system_u:system_r:init_t:s0
#ifdef('rsync_t',`
  type rsync_t;
')
init_rw_stream_sockets(rsync_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismcp.te
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#
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#
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#
#
# polarisioxman file contexts place holder

/usr/binos/conf/shell_exec.sh -- gen_context(system_u:object_r:polaris_iox_shell_exec_t,s0)

/usr/binos/conf/run_ioxn_secure_dir.sh -- gen_context(system_u:object_r:polaris_iox_secure_dir_exec_t,s0)
policy_module(polarisbsm, 1.0);

gen_require(
    type polaris_bsm_t;
')

polaris_btrace_data_manage(polaris_bsm_t)
polaris_chasfs_manager(polaris_bsm_t)
polaris_tdlresolve_read(polaris_bsm_t)
polaris_tdlldb_list_dirs(polaris_bsm_t)
polaris_cpld_read(polaris_bsm_t)
polaris_flashlib_read(polaris_bsm_t)

polaris_ripc_sman_ui_serv_connect(polaris_bsm_t)

optional_policy(
    polaris_bde_dev_use(polaris_bsm_t)
')

allow polaris_bsm_t self:capability sys_nice;
allow polaris_bsm_t self:process setsched;

# need access to /sys/devices/system/cpu/online
dev_read_sysfs(polaris_bsm_t)

# handling /var/tmp/bsm_bcm_shell
type polaris_bsm_bcm_shell_t;
files_type(polaris_bsm_bcm_shell_t)
gen_require('}
type tmp_t;
')
filetrans_pattern(polaris_bsm_t, tmp_t, polaris_bsm_bcm_shell_t, fifo_file, "bsm_bcm_shell")
manage_fifo_files_pattern(polaris_bsm_t, tmp_t, polaris_bsm_bcm_shell_t)

ifdef('vxe_family'"
# bind to BSM_AGENT_CLIENT_PORT port from bsm_tlv_init
corenet_tcp_bind_polaris_bsm_agent_client_port(polaris_bsm_t)
')

# LOOK AT ME: raw memory write access
polaris_dev_mem_use(polaris_bsm_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbsm.te
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#
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#
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#
/tmp/sm_post_result -- gen_context(system_u:object_r:polaris_sif_mgr_tmp_t,s0)
/tmp/fips_status -- gen_context(system_u:object_r:polaris_sif_mgr_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissifmgr.fc
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#
# June 2020, Cuiyan Ma
#
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#
## <summary>Polaris polarisissucompcheck Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisissucompcheck.if
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#
# March 2017, Victor Kamensky
#
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policy_module(polarisngwcplfmmgr, 1.0);

gen_require(
    type polaris_ngwc_plfm_mgr_t;
)
polaris_btrace_data_manage(polaris_ngwc_plfm_mgr_t)
polaris_crft_data_manage(polaris_ngwc_plfm_mgr_t)
polaris_chasfs_manage(polaris_ngwc_plfm_mgr_t)
polaris_tdlresolve_read(polaris_ngwc_plfm_mgr_t)
polaris_tdlldb_list_dirs(polaris_ngwc_plfm_mgr_t)
polaris_cpld_read(polaris_ngwc_plfm_mgr_t)
polaris_lua_read(polaris_ngwc_plfm_mgr_t)
polaris_flashlib_read(polaris_ngwc_plfm_mgr_t)
polaris_ripc_sman_ui_serv_connect(polaris_ngwc_plfm_mgr_t)

corecmd_exec_bin(polaris_ngwc_plfm_mgr_t)
corecmd_exec_shell(polaris_ngwc_plfm_mgr_t)

auth_use_nsswitch(polaris_ngwc_plfm_mgr_t)

# allow read of /etc/group and /etc/passwd

allow polaris_ngwc_plfm_mgr_t self:capability { sys_rawio ipc_owner dac_override }
allow polaris_ngwc_plfm_mgr_t self:capability2 block_suspend;

polaris_obfl_data_manage(polaris_ngwc_plfm_mgr_t)
polaris_dyncfg_tmp_read(polaris_ngwc_plfm_mgr_t)
polaris_ngwc_shm_manage(polaris_ngwc_plfm_mgr_t)

# /dev/dmammap usage

polaris_dmammap_dev_use(polaris_ngwc_plfm_mgr_t)

# /dev/remap_m0 usage

polaris_remap_mem_dev_use(polaris_ngwc_plfm_mgr_t)

# open /dev/ttyS0 console in edison_platform_init

polaris_disk_license_read(polaris_ngwc_plfm_mgr_t)
allow polaris_ngwc_plfm_mngr_t self:capability { chown fowner fsetid };

type polaris_ngwc_plfm_mngr_tmp_t;
files_tmp_file(polaris_ngwc_plfm_mngr_tmp_t)
files_tmp_filetrans(polaris_ngwc_plfm_mngr_tmp_t, polaris_ngwc_plfm_mngr_tmp_t, file, "pm_post_result")
files_tmp_filetrans(polaris_ngwc_plfm_mngr_tmp_t, polaris_ngwc_plfm_mngr_tmp_t, dir, "microcode_update")
manage_files_pattern(polaris_ngwc_plfm_mngr_tmp_t, polaris_ngwc_plfm_mngr_tmp_t, polaris_ngwc_plfm_mngr_tmp_t)
manage_dirs_pattern(polaris_ngwc_plfm_mngr_tmp_t, polaris_ngwc_plfm_mngr_tmp_t, polaris_ngwc_plfm_mngr_tmp_t)

# LOOK AT ME: raw memory write access
polaris_dev_mem_use(polaris_ngwc_plfm_mngr_t)

# create /tmp/hw_entropy file anf fill with info from act2
polaris hw_entropy_create(polaris_ngwc_plfm_mngr_t)

polaris_boot_tmp_read(polaris_ngwc_plfm_mngr_t)

polaris_flashlib_write(polaris_ngwc_plfm_mngr_t)

# check existence of /tmp/tam_cfg_done
polaris_tam_getattrs_tmp_dirs(polaris_ngwc_plfm_mngr_t)

# LOOK AT ME: Allow access to bootflash /flash/tam_client_app.log. file access
# remove after CSCvh66533 fixed
polaris_bootflash_manage(polaris_ngwc_plfm_mngr_t)

# scans /sys/devices/pci0000:00/0000:00:00.0
dev_read_sysfs(polaris_ngwc_plfm_mngr_t)

# rsync nvram_config file across stack
# rsync_exec(polaris_ngwc_plfm_mngr_t)
gen_require(
    type rsync_t;
)
rsync_entry_domtrans(polaris_ngwc_plfm_mngr_t, rsync_t)
allow rsync_t polaris_ngwc_plfm_mngr_t:process sigchld;
# write access to /dev/ttyS0
term_write_unallocated_ttys(rsync_t)

# reads from, populates chasfs with values and deletes /tmp/package_biv_sums
polaris_kgv_data_manage(polaris_ngwc_plfm_mngr_t)

# /dev/shm/sdm access
optional_policy(
    polaris_sdm_shm_manage(polaris_ngwc_plfm_mngr_t)
)
# platform manager moves 00001.nvram_config file to /bootflash/nvram_config
polaris_nvram_manage(polaris_ngwc_plfm_mgr_t)
allow polaris_ngwc_plfm_mgr_t self:process setfscreate;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcplfmgr.te
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#
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#

policy_module(polarisgrmgr, 1.0);

gen_require(''
    type polaris_gr_mgr_t;
')

polaris_crf_data_manage(polaris_gr_mgr_t)
polaris_chasfs_manage(polaris_gr_mgr_t)
polaris_tdlresolve_read(polaris_gr_mgr_t)
polaris_cpld_read(polaris_gr_mgr_t)
polaris_lua_read(polaris_gr_mgr_t)

polaris_ripc_sman_ui_serv_connect(polaris_gr_mgr_t)

allow polaris_gr_mgr_t self:capability { dac_override dac_read_search };
#DB persistence
polaris_tdldbpersist_setup(polaris_gr_mgr_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisgrmgr.te
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#

# ngio devices
/dev/ngio[0-9]* -c gen_context(system_u:object_r:polaris_ngio_device_t,s0)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismd.fc
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#

/tmp/idope_svr  gen_context(system_u:object_r:polaris_fed_debug_sock_t,s0)
/tmp/shfwd_svr  gen_context(system_u:object_r:polaris_fed_debug_sock_t,s0)

/tmp/pktgen.txt gen_context(system_u:object_r:polaris_fed_debug_tmp_t,s0)
/tmp/DopeElam.sh gen_context(system_u:object_r:polaris_fed_debug_tmp_t,s0)
/tmp/MemDumpElam.sh gen_context(system_u:object_r:polaris_fed_debug_tmp_t,s0)

/dcmlog.txt -- gen_context(system_u:object_r:polaris_fed_debug_dcmlog_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcfeddebug.fc
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#
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#

policy_module(polariscpld, 1.0);

#########################################################################
# CPLD Driver policy
#########################################################################

# note polaris_sysfs_cpld_t is defined in kernel/devices.te, since genfscon statements
# could be only in base policy

type polaris_cpld_device_t;
dev_node(polaris_cpld_device_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscpld.te
No license file was found, but licenses were detected in source scan.

#
policy_module(polarisrogued, 1.0);

gen_require('  
    type polaris_rogued_t;
')

polaris_btrace_data_manage(polaris_rogued_t)
polaris_chasfs_manage(polaris_rogued_t)
polaris_tdlresolve_read(polaris_rogued_t)
polaris_tdlldb_list_dirs(polaris_rogued_t)
polaris_cpld_read(polaris_rogued_t)
polaris_lua_read(polaris_rogued_t)
polaris_flashlib_read(polaris_rogued_t)
polaris_ripc_sman_ui_serv_connect(polaris_rogued_t)
polaris_db_tdlldb_dir_use(polaris_rogued_t)

# allow to use setrlimit
allow polaris_rogued_t self:process setrlimit;
allow polaris_rogued_t self:capability sys_resource;
allow polaris_rogued_t self:capability dac_override;

# stuff related to vrf support of the socket
polaris_lfts_dev_use(polaris_rogued_t)
polaris_socketat_nsfs_read(polaris_rogued_t)

# # allow to open udp socket on RDLP port 6532
corenet_udp_bind_polaris_rdlp_port(polaris_rogued_t)
corenet_udp_bind_generic_node(polaris_rogued_t)
allow polaris_rogued_t self:udp_socket { create_socket_perms recv_msg send_msg };  
# reading images/ap_capabilities.xml
polaris_wlc_ap_images_read(polaris_rogued_t)

# syslogs in RLDP
logging_send_syslog_msg(polaris_rogued_t)

#DB persistence
polaris_tdlldbpersist_setup(polaris_rogued_t)
polaris_tmp_tdlldb_persist_setup(polaris_rogued_t)
policy_module(polariscmm, 1.0);

gen_require('  
  type polaris_cmm_t;
')

polaris_btrace_data_manage(polaris_cmm_t)
polaris_crft_data Manage(polaris_cmm_t)
polaris_chasfs_manage(polaris_cmm_t)
polaris_tdlresolve_read(polaris_cmm_t)
polaris_tdlldb_list_dirs(polaris_cmm_t)
polaris_cpld_read(polaris_cmm_t)
polaris_flashlib_read(polaris_cmm_t)

polaris_ripc_sman_ui_serv_connect(polaris_cmm_t)

allow polaris_cmm_t self:capability dac_override;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmm.te
No license file was found, but licenses were detected in source scan.

dnl All rights reserved

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_base_ripc_if.m4
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_mqipc_fc.m4
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_process_fc.m4
No license file was found, but licenses were detected in source scan.
# polarisofa file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisofa.fc
No license file was found, but licenses were detected in source scan.

# March 2017, Victor Kamensky
#
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#

## <summary>Polaris emd Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisemd.if
No license file was found, but licenses were detected in source scan.

# June 2017, Victor Kamensky
#
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#

policy_module(polariscaf, 1.0);

gen_require(`
    type polaris_caf_t;
    type polaris_caf_exec_t;
    type usr_t;
    `)

ifdef(`nyquist_platform`,`
    gen_require(`
        type polaris_sioxcd_rp_t;
    `)
    # Allow read of /etc/passwd
    auth_map_passwd(polaris_sioxcd_rp_t)
    # Allow usage of ls in helper script
    corecmd_exec_bin(polaris_sioxcd_rp_t)
    # Allow sysfs read
    dev_list_sysfs(polaris_sioxcd_rp_t)
# Allow create/write/open of files under tmp
type polaris_sioxcd_rp_tmp_t;
files_tmp_file(polaris_sioxcd_rp_tmp_t)
files_tmp_filetrans(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, { dir file } )
manage_dirs_pattern(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, polaris_sioxcd_rp_tmp_t)
manage_files_pattern(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, polaris_sioxcd_rp_tmp_t)
manage_fifo_files_pattern(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, polaris_sioxcd_rp_tmp_t)

# Allow losetup in helper script to run in its own domain
fstools_domtrans(polaris_sioxcd_rp_t)

# Allow mount/umount in its own domain
mount_domtrans(polaris_sioxcd_rp_t)

# Allow /tmp/sw/boot read
polaris_boot_tmp_read(polaris_sioxcd_rp_t)

# Allow /tmp/tmppub read
polaris_btrace_tmmppub_read(polaris_sioxcd_rp_t)

# Allow iox_polaris.conf read
polaris_caf_files_read(polaris_sioxcd_rp_t)

# Allow chasfs access
polaris_chasfs_manage(polaris_sioxcd_rp_t)

# Allow /sys/devices/platform/cpld/board_vtype read
polaris_cpld_read(polaris_sioxcd_rp_t)

# Allow debug.conf access
polaris_read_debug_conf(polaris_sioxcd_rp_t)

# Allow cats /tmp/sw/boot/rmonbifo/boardsubtype
polaris_rmonbifo_tmp_read(polaris_sioxcd_rp_t)

# Allow console logging
term_open_unallocated_ttys(polaris_sioxcd_rp_t)

# Allow capability 1/24 access
allow polaris_sioxcd_rp_t self:capability { dac_override sys_resource };

# Transition to chvrf domain needed by push_using_rsync
polaris_chvrf_domtrans(polaris_sioxcd_rp_t)

# Allow flashutil
polaris_flashlib_read(polaris_sioxcd_rp_t)

# logger needs to run pidof
dev_read_sysfs(polaris_sioxcd_rp_t)
kernel_read_system_state(polaris_sioxcd_rp_t)
domain_read_all_domains_state(polaris_sioxcd_rp_t)

# Manage alternate hdd files
polaris_iox_alt_hdd_manage(polaris_sioxcd_rp_t)

# Allow ls /tmp/ufs/crashinfo
optional_policy(
  polaris_ncd_tmp_read(polaris_sioxcd_rp_t)
)

# Allow logger which is used for syslog messages
allow polaris_sioxcd_rp_t self:unix_dgram_socket { connect create };
logging_send_syslog_msg(polaris_sioxcd_rp_t)

# Allow standby to access /dev/sda3
fs_getattr_xattr_fs(polaris_sioxcd_rp_t)

# Allow getattr under iox_alt_hdd_mount_dir
polaris_iox_alt_hdd_getattr(polaris_sioxcd_rp_t)

polaris_chasfs_manage(polaris_caf_t)
polaris_btrace_data_manage(polaris_caf_t)
polaris_cpld_read(polaris_caf_t)
polaris_boot_tmp_read(polaris_caf_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_caf_t)
corecmd_exec_bin(polaris_caf_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_caf_t)

# run-caf.sh invokes startup.py. This leads to node_t:tcp_socket node_bind
corenet_tcp_bind_generic_node(polaris_caf_t)

allow polaris_caf_t self:capability { net_admin sys_resource };
allow polaris_caf_t self:tcp_socket { accept listen create_socket_perms };
allow polaris_caf_t self:udp_socket create_socket_perms;
allow polaris_caf_t self:unix_dgram_socket { create_socket_perms sendto };
allow polaris_caf_t self:cap_users { sys_admin sys_ptrace setgid setuid sys_chroot };

# df needs to have getattr on many file/dir/fs
fs_getattr_all_fs(polaris_caf_t)
fs_getattr_all_files(polaris_caf_t)
files_getattr_all_dirs(polaris_caf_t)
dev_getattr_all_chr_files(polaris_caf_t)
files_getattr_all_mountpoints(polaris_caf_t)

# df on "/" needs fs_t:filesystem getattr
fs_getattr_xattr_fs(polaris_caf_t)

# allow execution of /usr/sbin/brctl
brctl_domtrans(polaris_caf_t)

# allow open/read/search cgroup files like /sys/fs/cgroup/cpu,cpuacct/machine
fs_read_cgroup_files(polaris_caf_t)
fs_list_cgroup_dirs(polaris_caf_t)

# add new type for /guestshell files and allow CAF to manage them
type polaris_guestshell_t;
files_type(polaris_guestshell_t)
manage_files_pattern(polaris_caf_t, polaris_guestshell_t, polaris_guestshell_t)
manage_link_files_pattern(polaris_caf_t, polaris_guestshell_t, polaris_guestshell_t)
manage_dirs_pattern(polaris_caf_t, polaris_guestshell_t, polaris_guestshell_t)

# required to support, guestshell enable, which creates <iox-storage>/iox/repo/guestshell
relabelto_files_pattern(polaris_caf_t, polaris_guestshell_t, polaris_guestshell_t)

# run_ioxn_caf.sh invokes run-caf.sh which executes "ip"
sysnet_domtrans_ifconfig(polaris_caf_t)
# allow netns operations
sysnet_manage_ifconfig_run(polaris_caf_t)

libs_domtrans_ldconfig(polaris_caf_t)

# add new type for /bootflash/iox files and allow CAF to manage them
type polaris_iox_files_t;
polaris_disk_type(polaris_iox_files_t)
polaris_iox_files_manage(polaris_caf_t)

# need open, read, ioctl, getattr on /bootflash/debug.conf
polaris_read_debug_conf(polaris_caf_t)

# run_ioxn_caf.sh cats /tmp/sw/boot/rmonbifo/boardsubtype
polaris_rmonbifo_tmp_read(polaris_caf_t)

# pvsm_cpu.sh reads /tmp/cgroup.log
optional_policy(
  polaris_vman_tmp_manage(polaris_caf_t)
)

# allow to read /proc/cpuinfo
kernel_read_system_state(polaris_caf_t)

optional_policy(
  container_runtime_domtrans(polaris_caf_t)
)

# add new type for /opt/cisco/caf files and allow CAF to manage them

type polaris_caf_files_t;
files_type(polaris_caf_files_t)
files_root_filetrans(polaris_caf_t, polaris_caf_files_t, dir)
files_root_filetrans(polaris_caf_t, polaris_caf_exec_t, dir, "scripts")
manage_dirs_pattern(polaris_caf_t, polaris_caf_files_t, polaris_caf_files_t)
manage_files_pattern(polaris_caf_t, polaris_caf_files_t, polaris_caf_files_t)
manage_lnk_files_pattern(polaris_caf_t, polaris_caf_files_t, polaris_caf_files_t)

gen_require(
  type polaris_hm_t;
)

polaris_caf_files_read(polaris_hm_t)

# this label is created for sharing of core file dirs between host and containers

type polaris_caf_core_files_t;
polaris_disk_type(polaris_caf_core_files_t)
# transition /local files and dirs
files_root_filetrans(polaris_caf_t, polaris_caf_core_files_t, dir, "local")
polaris_btrace_data_manage(polaris_caf_core_files_t)
manage_files_pattern(polaris_caf_core_files_t, usr_t, usr_t)

# manage local core files between host and container
polaris_caf_local_core_files_manage(polaris_caf_t)
polaris_caf_local_core_files_manage(brctl_t)

# run_ioxn_caf.sh invokes startup.py that eventually through resourcemanager.py
# calls cpu_count_logical function in order to get number of cores and which
# needs read access to /sys/devices/system/cpu/online
dev_read_sysfs(polaris_caf_t)

# run-caf.sh modifies iox_polaris.conf; backup is saved due to "sed-i.bak".
# in order to preserve security context, setfscreate is invoked
allow polaris_caf_t self:process setfscreate:

# work with /var/log/caf/ files

type polaris_caf_log_t;
logging_log_file(polaris_caf_log_t)
manage_files_pattern(polaris_caf_t, polaris_caf_log_t, polaris_caf_log_t)
manage_dirs_pattern(polaris_caf_t, polaris_caf_log_t, polaris_caf_log_t)
logging_log_filetrans(polaris_caf_t, polaris_caf_log_t, dir, "caf")
logging_log_filetrans(polaris_caf_t, polaris_caf_log_t, dir, "docker")
corenet_tcp_bind_polaris_caf_api_port(polaris_caf_t)

virt_stream_connect(polaris_caf_t)
virt_read_config(polaris_caf_t)

# allow to get getattr of /proc file system
domain_read_all_domains_state(polaris_caf_t)

# allow access to /etc/guestshell_rsa_key* files
type polaris_guestshell_ssh_key_t;
files_type(polaris_guestshell_ssh_key_t)
files_etc_filetrans(polaris_caf_t, polaris_guestshell_ssh_key_t, file, "guestshell_rsa_key")
files_etc_filetrans(polaris_caf_t, polaris_guestshell_ssh_key_t, file, "guestshell_rsa_key.pub")
manage_files_pattern(polaris_caf_t, polaris_guestshell_ssh_key_t, polaris_guestshell_ssh_key_t)

# add new type for "internal" temp files created by underlying python modules when
# user-level python scripts (e.g., run_ioxn_caf.sh, run-caf.sh, etc) performs init;
# we are now creating them using TMPDIR=/tmp/caf; and, allow CAF to manage these
# internal temp files; in addition, underlying pythoninfra invokes __mmap() that
# somehow translates to... execute stuff like "/tmp/caf/#97893 (deleted)"
type polaris_caf_tmp_files_t;
files_tmp_file(polaris_caf_tmp_files_t)
files_tmp_filetrans(polaris_caf_t, polaris_caf_tmp_files_t, dir)
files_tmp_filetrans(polaris_caf_t, polaris_caf_tmp_files_t, file)
manage_files_pattern(polaris_caf_t, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)
manage_dirs_pattern(polaris_caf_t, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)

# python through libffi tries to mmap open file with PROT_EXEC, it triggers need
# for execute permission
allow polaris_caf_t polaris_caf_tmp_files_t:file execute;
allow polaris_caf_t polaris_caf_tmp_files_t:file map;

# python3 seems to do a setxattr syscall
# A folder like /bootflash/iox/repo/guestshell/extract_archive
# contains files that are extracted from a tarball and are
# made polaris_caf_tmp_files_t because of the files_tmp_filetrans rule
relabel_files_pattern(polaris_caf_t, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)
relabel_files_pattern(polaris_caf_t, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)

# allow to run e2fsck in its own domain
fstools_domtrans(polaris_caf_t)

# allow to run mount in its own domain
mount_domtrans(polaris_caf_t)

# add new type for /guestshell/*.sh files
type polaris_guestshell_exec_t;
files_type(polaris_guestshell_exec_t)
# add new type for /var/run/netns/guestshell
 type polaris_guestshell_var_run_t;
 files_type(polaris_guestshell_var_run_t)

# add new type for /var/run/cisco_cli
 type polaris_caf_var_run_t;
 files_pid_file(polaris_caf_var_run_t)
 manage_dirs_pattern(polaris_caf_t, polaris_caf_var_run_t, polaris_caf_var_run_t)
 manage_files_pattern(polaris_caf_t, polaris_caf_var_run_t, polaris_caf_var_run_t)
 files_pid_filetrans(polaris_caf_t, polaris_caf_var_run_t, { file dir })

# Intermediate step: When CAF unpacks the contents of the application
# you upload, it will stage the contents somewhere and verify some checks
# (filesystem check on the disk image, existence of several folders, etc.). Disk
# images are mounted without any label since CAF has not generated security
# labels yet for the app at this point. The disk gets unmounted and eventually
# gets mounted again with the proper context/label.
 type polaris_disk_caf_t;
 polaris_disk_type(polaris_disk_caf_t)
 list_dirs_pattern(polaris_caf_t, polaris_disk_caf_t, polaris_disk_caf_t)

 allow polaris_caf_t self:capability { chown dac_override fowner fsetid setfcap sys_chroot sys_ptrace };  
 allow polaris_caf_t self:process setcap;  
 fs_read_nsfs_files(polaris_caf_t)

# caf to manage loop device: finding free /dev/loopN device
 dev_rw_loop_control(polaris_caf_t)

# PLEASE LOOK AT ME
# allow caf to read, write /dev/loopN devices that are
# under fixed_disk_device_t label. It is pretty strong premission
# and at this point it is only done for /dev/loopN devices.
# Can we do better? i.e move /dev/loopN to some other label?
 storage_manage_fixed_disk(polaris_caf_t)

# caf executing chroot via bash
 gen_require(`
 type svirt_sandbox_file_t;
 `')
 allow polaris_caf_t svirt_sandbox_file_t:file { execute execute_no_trans };

 gen_require(`
 type polaris_disk_bootflash_t;
   type polaris_disk_harddisk_t;
 `)
setattr_dirs_pattern(polaris_caf_t, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
# replicating policy done for polaris_disk_bootflash_t
setattr_dirs_pattern(polaris_caf_t, polaris_disk_harddisk_t, polaris_disk_harddisk_t)

# caf connects to its own port 8098
corennet_tcp_connect_polaris_caf_api_port(polaris_caf_t)

virt_manage_sandbox_files(polaris_caf_t)

kernel_read_network_state(polaris_caf_t)

polaris_bootflash_manage(polaris_caf_t)
polaris_bootflash_files_mmap(polaris_caf_t)
# allow polaris_disk_harddisk_t manage like polaris_disk_bootflash_t
polaris_harddisk_manage(polaris_caf_t)

# caf execve virsh
gen_require(`
    type virsh_t;
    type virsh_exec_t;
`)
domtrans_pattern(polaris_caf_t, virsh_exec_t, virsh_t)
# virsh needs to read /opt/cisco/caf/scripts/ieobcbr.xml
polaris_caf_files_read(virsh_t)

# caf calls tipc-config that works with tipc sockets
allow polaris_caf_t self:socket create_socket_perms;
allow polaris_caf_t self:netlink_generic_socket { create_socket_perms sendto recvfrom };

# get and set attrs on httpd_var_run_t under /bootflash/iox
gen_require(`
    type httpd_var_run_t;
`)
getattr_sock_files_pattern(polaris_caf_t, httpd_var_run_t, httpd_var_run_t)
setattr_sock_files_pattern(polaris_caf_t, httpd_var_run_t, httpd_var_run_t)
manage_dirs_pattern(polaris_caf_t, httpd_var_run_t, httpd_var_run_t)
# allow TCP connection for http port e.g. Local Manager
corennet_tcp_connect_http_port(polaris_caf_t)

# execute lvm commands, like lvs
lvm_domtrans(polaris_caf_t)

polaris_disk_crashinfo_getattr(polaris_caf_t)
optional_policy(`
polaris_ncd_tmp_read(polaris_caf_t)
`)

logging_send_syslog_msg(polaris_caf_t)

# tries to load KLM like cuse, fuse, overlay
modutils_domtrans_insmod(polaris_caf_t)

# modifies files under /var/www/features/iox
apache_manage_sys_content(polaris_caf_t)

# caf reads version of ioxman from its executable
polaris_ioxman_exec_read(polaris_caf_t)

polaris_ioxman_show_version(polaris_caf_t)

type polaris_iox_alt_hdd_files_t;
files_type(polaris_iox_alt_hdd_files_t)
polaris_pfile_type(polaris_iox_alt_hdd_files_t)
polaris_iox_alt_hdd_manage(polaris_caf_t)

# On stargazer platform /vol/disk0 is used by iox to create below dirs.
# On nyquist platform /vol/usb1 with polaris_disk_harddisk_t is used
# Transition them to appropriate labels.
gen_require('''
    type container_var_lib_t;
    
    filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_alt_hdd_files_t },
    polaris_iox_files_t, dir, "iox")
    filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_alt_hdd_files_t },
    polaris_caf_tmp_files_t, dir, "caf")
    filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_alt_hdd_files_t polaris_iox_files_t },
    container_var_lib_t, dir, "docker")
    filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_alt_hdd_files_t polaris_iox_files_t },
    "iox_data_share")
    filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_alt_hdd_files_t polaris_iox_files_t },
    "iox_host_data_share")

    # Allow files under guest-share directory which is shared between ios
    # and container

type polaris_iox_shared_files_t;
files_type(polaris_iox_shared_files_t)
polaris_pfile_type(polaris_iox_shared_files_t)
manage_dirs_pattern(polaris_caf_t, polaris_iox_shared_files_t, polaris_iox_shared_files_t)
filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_alt_hdd_files_t polaris_iox_files_t },
    polaris_iox_shared_files_t, dir, "guest-share")

    # Allow signature verification of applications
    gen_require(''
        type polaris_code_verify_t;
        
        polaris_iox_files_manage(polaris_code_verify_t)
# allow caf to control /tmp/trace/resource.log
polaris_iox_manage_tmp_files(polaris_caf_t)

# some utility running under caf needs access to /varied/ovf-env.xml
polaris_disk_varied_read(polaris_caf_t)

# caf reads the udev information
gen_require(
    type udev_var_run_t;
')
manage_files_pattern(polaris_caf_t, udev_var_run_t, udev_var_run_t)

gen_require(
    type virtd_lxc_t;
')
allow polaris_caf_t virtd_lxc_t:process signull;

polaris_removable_manage(polaris_caf_t)
polaris_lm_tmp_read(polaris_caf_t)

# caf modifies /etc/cgroup_params.txt
files_manage_etc_files(polaris_caf_t)

# read /tmp/iox_override.conf created by ioxman
polaris_iox_read_tmp_files(polaris_caf_t)

# python udev library used by caf
allow polaris_caf_t self:netlink_kobject_uevent_socket { bind create getattr setopt };

#need access to rawip socket by pd_iox.sh
allow polaris_caf_t self:capability { net_raw setgid };
allow polaris_caf_t self:rawip_socket { create getopt setopt };
# LOOK AT ME caf leaks fifo file descriptors need permissions for
# domains that started by it
gen_require(
    type iptables_t;
')
allow iptables_t polaris_caf_t:fifo_file { read write append getattr };

# allow iptables_t users permissions for IP accessed by the script guestshell_setup.sh
allow iptables_t self:cap_users { net_admin net_raw };

container_stream_connect(polaris_caf_t)

gen_require(
    type pki_ca_port_t;
')
allow polaris_caf_t pki_ca_port_t:tcp_socket name_connect;
polaris_flashlib_read(polaris_caf_t)
polaris_flashlib_write(polaris_caf_t)
polaris_contdev_dev_read(polaris_caf_t)

gen_require('  
    type rsync_exec_t;
    type rsync_port_t;
')
allow polaris_caf_t rsync_exec_t:file { execute execute_no_trans getattrib map open read };
allow polaris_caf_t rsync_port_t:tcp_socket name_connect;

# IOX uses rsync to sync the data
gen_require('  
    type rsync_t;
')
rsync_entry_domtrans(polaris_caf_t, rsync_t)
polaris_manage_rsync_tmplog_dir(polaris_caf_t)
allow rsync_t polaris_caf_t:fifo_file { getattrib write };

kernel_search_network_sysctl(polaris_caf_t)
kernel_rw_net_sysctls(polaris_caf_t)
dev_rw_sysfs(polaris_caf_t)

# Allow run-caf.sh to configure byte_queue_limits/limit_min for KR port
gen_require('  
    type sysfs_t;
')
allow polaris_caf_t sysfs_t:file create;
dev_manage_sysfs_dirs(polaris_caf_t)

# CAF needs access to setup for containers
manage_dirs_pattern(polaris_caf_t, self, self)
fs_associate_proc(polaris_caf_t)

# guestshell_setup.sh reads /proc/sys/kernel/core_pattern
kernel_read_usermodehelper_state(polaris_caf_t)
# and then guestshell_setup.sh reads /tmp/corelink
gen_require('  
    type initrc_tmp_t;
')
allow polaris_caf_t initrc_tmp_t:lnk_file read;

# Beluga/Meraki container
ifdef('ms_platform',`
    polaris_iox_container_domtrans(polaris_caf_t)
')
# Bottlenose/Meraki container
ifdef(`bottlenose_platform',`
  polaris_iox_container_domtrans(polaris_caf_t)
')

#allow run_ioxn_caf.sh to modify /etc/docker/daemon.json, etc. 
container_manage_config_files(polaris_caf_t)

# Manage IOx Secure storage CC files
  type polaris_iox_ss_disk_t;
  files_type(polaris_iox_ss_disk_t)
  polaris_pfile_type(polaris_iox_ss_disk_t)

#Guestshell management 
  virt_signull(polaris_caf_t)

gen_require(`
  type ifconfig_t;
')

# allow ifconfit_t usersns permissions for IP
  allow ifconfig_t self:cap_usersns { net_admin sys_admin sys_ptrace };
# allow ifconfig_t to transition into dhcpc domain 
  sysnet_domtrans_dhcpc(ifconfig_t)

# Being an IOSP client does not allow for setattr permissions 
  gen_require(`
    type polaris_iosd_portal_app_lipc_t;
')
  setattr_sock_files_pattern(polaris_caf_t, polaris_iosd_portal_app_lipc_t, polaris_iosd_portal_app_lipc_t)

ifdef(`passport_platform',`

gen_require(`
  type polaris_sioxcd_rp_t;
')

# Allow read of /etc/passwd 
  auth_map_passwd(polaris_sioxcd_rp_t)
#
# Allow usage of ls in helper script 
  corecmd_exec_bin(polaris_sioxcd_rp_t)

# Allow sysfs read 
  dev_list_sysfs(polaris_sioxcd_rp_t)

# Allow create/write/open of files under tmp 
  type polaris_sioxcd_rp_tmp_t;
files_tmp_file(polaris_sioxcd_rp_tmp_t)
files_tmp_filetrans(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, { dir file } )
manage_dirs_pattern(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, polaris_sioxcd_rp_tmp_t)
manage_files_pattern(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, polaris_sioxcd_rp_tmp_t)
manage_fifo_files_pattern(polaris_sioxcd_rp_t, polaris_sioxcd_rp_tmp_t, polaris_sioxcd_rp_tmp_t)

# Allow losetup in helper script to run in its own domain
fstools_domtrans(polaris_sioxcd_rp_t)
#
## # Allow mount/umount in its own domain
mount_domtrans(polaris_sioxcd_rp_t)
#
## # Allow /tmp/sw/boot read
polaris_boot_tmp_read(polaris_sioxcd_rp_t)

## Allow /tmp/tmpppub read
polaris_btrace_tmppub_read(polaris_sioxcd_rp_t)

## Allow iox_polaris.conf read
polaris_caf_files_read(polaris_sioxcd_rp_t)
#
## # Allow chasfs access
polaris_chasfs_manage(polaris_sioxcd_rp_t)

## Allow /sys/devices/platform/cpld/board_vtype read
polaris_cpld_read(polaris_sioxcd_rp_t)

## Allow debug.conf access
polaris_read_debug_conf(polaris_sioxcd_rp_t)

## Allow cats /tmp/sw/boot/rmonbifo/boardsubtype
polaris_rmonbifo_tmp_read(polaris_sioxcd_rp_t)

## Allow console logging
term_open_unallocated_tty(polaris_sioxcd_rp_t)

## Allow capability 1/24 access
allow polaris_sioxcd_rp_t self:capability { dac_override sys_resource };

## Transition to chvrf domain needed by push_using_rsync
polaris_chvrf_domtrans(polaris_sioxcd_rp_t)

## Allow flashutil
polaris_flashlib_read(polaris_sioxcd_rp_t)

#iptables execute in its own domain
iptables_domtrans(polaris_caf_t)
# logger needs to run pidof
dev_read_sysfs(polaris_sioxcd_rp_t)
kernel_read_system_state(polaris_sioxcd_rp_t)
domain_read_all_domains_state(polaris_sioxcd_rp_t)

# Manage alternate hdd files
polaris_iox_alt_hdd_manage(polaris_sioxcd_rp_t)

# Allow ls /tmp/ufs/crashinfo
optional_policy('polaris_ncd_tmp_read(polaris_sioxcd_rp_t)''

# Allow logger which is used for syslog messages
allow polaris_sioxcd_rp_t self:unix_dgram_socket { connect create };
logging_send_syslog_msg(polaris_sioxcd_rp_t)

# Allow standby to access /dev/sda3
fs_getattr_xattr_fs(polaris_sioxcd_rp_t)

# Allow getattr under iox_alt_hdd_mount_dir
polaris_iox_alt_hdd_getattr(polaris_sioxcd_rp_t)

# Allow sync_data to use chvrf
polaris_chvrf_domtrans(polaris_caf_t)

#tty device and link files under /dev
type polaris_caf_tty_file_t;
dev_node(polaris_caf_tty_file_t)
dev_filetrans(polaris_caf_t, polaris_caf_tty_file_t, lnk_file)
term_use_ptmx(polaris_caf_t)
polaris_caf_tty_lnk_manage(polaris_caf_t)
polaris_caf_chr_file_read(polaris_caf_t)
polaris_iosd_vcpu_read(polaris_caf_t)

# Allow access starting/stopping iox
polaris_chasfs_read(iptables_t)
polaris_chasfs_read(ifconfig_t)
polaris_hman_use_fifo(polaris_caf_t)
iptables_domtrans(polaris_caf_t)

# Allow application signature verification
polaris_code_verify_domtrans(polaris_caf_t)

#access /proc/rmbonbifo file cat9k-ioxhelper.sh
polaris_proc_rmonbifo_read(polaris_caf_t)
gen_require('  
    type dhcpc_t;
  ')
# allow these users capabilities for dhcpc
allow dhcpc_t self:cap_users { net_raw net_bind_service };
# allow CAF to transition to dhcpc e.g. dhclient_custom.sh
sysnet_domtrans_dhcpc(polaris_caf_t)
# allow reading of dhcp configuration files e.g.
  # /vol/usb1/iox/repo-docker/perfsonar1/dhcp/dhcp_eth0.conf
polaris_caf_files_read(dhcpc_t)
# allow writing of dhcp lease files e.g. eth0ipv4.lease
polaris_iox_files_manage(dhcpc_t)
# allow dhcpc domain to transition back into CAF e.g. dhclient_custom.sh
polaris_caf_domtrans(dhcpc_t)

# Allow read container share files
container_read_share_files(polaris_caf_t)

# Allow manage container files
gen_require('  
    type container_file_t;
    type container_share_t;
    type container_log_t;
  ')
manage_files_pattern(polaris_caf_t, container_file_t, container_file_t)
manage_chr_files_pattern(polaris_caf_t, container_share_t, container_share_t)
manage_fifo_files_pattern(polaris_caf_t, container_share_t, container_share_t)
manage_sock_files_pattern(polaris_caf_t, container_share_t, container_share_t)
manage_files_pattern(polaris_caf_t, container_log_t, container_log_t)

# Allow polaris caf to set attributes of device nodes of fuse devices
gen_require('  
    type fuse_device_t;
  ')
allow polaris_caf_t fuse_device_t:chr_file setattr;

# Allow polaris caf to set attributes of TUN/TAP virtual network device
gen_require('  
    type tun_tap_device_t;
  ')
allow polaris_caf_t tun_tap_device_t:chr_file setattr;

# Allow operations on fifo file
type fifo_var_run_t;
# make sure /tmp/ttyF0 is labeled correctly
files_tmp_file(fifo_var_run_t)
files_tmp_filetrans(polaris_caf_t, fifo_var_run_t, fifo_file)
manage_fifo_files_pattern(polaris_caf_t, fifo_var_run_t, fifo_var_run_t)

# allow udev read operations
polaris_udev_tmp_read(polaris_caf_t)

# allow link file for tmpfs_t
allow polaris_caf_t tmpfs_t:lnk_file create;

####################
# IOx Secure storage service policies
####################
optional_policy(''
    gen_require(
        type polaris_ioxss_rp_t;
        type polaris_sort_files_t;
        type polaris_iosd_t;
    ')
    type polaris_ioxss_rp_tmp_t;
    files_tmp_file(polaris_ioxss_rp_tmp_t)
    files_tmp_filetrans(polaris_ioxss_rp_t, polaris_ioxss_rp_tmp_t, file, "ioxss_up")
    polaris_ioxss_rp_tmp_manage(polaris_ioxss_rp_t)
    polaris_chasfs_read(polaris_ioxss_rp_t)
    polaris_lua_read(polaris_ioxss_rp_t)

    manage_files_pattern(polaris_ioxss_rp_t, polaris_ioxss_disk_t, polaris_ioxss_disk_t)
    allow polaris_sort_files_t polaris_ioxss_disk_t:dir list_dir_perms;
    allow polaris_iosd_t polaris_ioxss_disk_t:dir list_dir_perms;

    # Allow polaris_sort_files_t getattr of iosd_portal_app_lipc socket file
    polaris_iosd_portal_app_lipc_getattr(polaris_sort_files_t)

    # allow secure storage server to connect through tcp_socket on port 9000 from system-config.ini
    gen_require(''
        type http_port_t;
    ')

    allow polaris_ioxss_rp_t self:tcp_socket { bind create listen setopt };
    corenet_tcp_bind_http_port(polaris_ioxss_rp_t);
    allow polaris_ioxss_rp_t node_t:tcp_socket node_bind;

    # allow polaris caf to process signal of dhcpc client
    allow polaris_caf_t dhcpc_t:process signal;

    # allow secure storage server to connect through socket

allow polaris_ioxss_rp_t self:socket create_socket_perms;
')

optional_policy(')
# Allow polaris_sort_files_t getattr of container fifo file
gen_require(')
    type polaris_sort_files_t;
    type container_file_t;
')
getattr_fifo_files_pattern(polaris_sort_files_t, container_file_t, container_file_t)
')

# Clear iox handling
container_manage_lib_files(polaris_caf_t)
container_manage_lib_dirs(polaris_caf_t)
container_manage_share_files(polaris_caf_t)
container_manage_share_dirs(polaris_caf_t)
gen_require(')
    type polaris_vs_oper_db_tldldb_t;
    type polaris_tldldb_t;
')
manage_files_pattern(polaris_caf_t, polaris_tldldb_t, polaris_vs_oper_db_tldldb_t)

# allow caf to read systemd unit files
systemd_read_unit_files(polaris_caf_t)

# allow restorecon on iox_alt_hdd_mount_dir
seutil_domtrans_setfiles(polaris_caf_t)

filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t }, polaris_iox_alt_hdd_files_t, file, "iox_alt_hdd.dsk")
filetrans_pattern(polaris_caf_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t }, polaris_iox_alt_hdd_files_t, dir, "iox_alt_hdd_mount_dir")

allow ifconfig_t polaris_iox_files_t:file { read };

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscaf.te

No license file was found, but licenses were detected in source scan.

#
# May 2017, Victor Kamensky
#
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#
#
## <summary>Polaris confd Policy Rules.</summary>
### <summary>
## Setup /dev/shm/confd directory and file, pid and shared memory.
## </summary>
### <param name="domain">
## Domain allowed access.
### </param>
##
interface('polaris_confd_shm_setup',
    gen_require('    type polaris_confd_shm_t;
    type tmpfs_t;
    ')
    fs_tmpfs_filetrans($1, polaris_confd_shm_t, dir, "confd")
    manage_dirs_pattern($1, tmpfs_t, polaris_confd_shm_t)
    manage_files_pattern($1, { tmpfs_t polaris_confd_shm_t }, polaris_confd_shm_t)
    allow $1 polaris_confd_shm_t:file map;
    ')

### <summary>
## Read /dev/shm/confd_shared_schema shared memory.
## </summary>
### <param name="domain">
## Domain allowed access.
### </param>
##
interface('polaris_confd_shared_schema_read',
    gen_require('    type polaris_confd_shm_t;
    type tmpfs_t;
    ')
    read_files_pattern($1, { tmpfs_t polaris_confd_shm_t }, polaris_confd_shm_t)
    allow $1 polaris_confd_shm_t:file map;
    ')

### <summary>
## Watch confd_shm directories
## </summary>
### <param name="domain">
##

### Domain allowed access.

### <summary>

### <param>

### <rolebase/>

#

interface('polaris_confd_shared_schema_watch',
  gen_require(  
    type polaris_confd_shm_t; 
  )
  allow $1 polaris_confd_shm_t:dir watch;
)

#######################################
### <summary>
###      Read /proc/cond_pid/exe file. Few dmi utilities do that by 
###      some reason. Look at handle_confd_pid_available. 
###      Read files and symlinks under /dev/shm/confd.
###   </summary>
### <param name="domain">
###      <summary>
###      Domain allowed access.
###      </summary>
### </param>
#

interface('polaris_confd_read',
  gen_require(  
    type polaris_confd_t;
  )
  read_files_pattern($1, polaris_confd_t, polaris_confd_t)
  read_link_files_pattern($1, polaris_confd_t, polaris_confd_t)
)

#######################################
### <summary>
###      Create /var/log/ndbutil directory 
###   </summary>
### <param name="domain">
###      <summary>
###      Domain allowed access.
###      </summary>
### </param>
#

interface('polaris_confd_ndbutil_create',
  gen_require(  
    type polaris_confd_ndbutil_lock_t;
  )
  files_lock_filetrans($1, polaris_confd_ndbutil_lock_t, dir, "ndbutil")
files_create_lock_dirs($1)
manag_dirs_pattern($1, polaris_confndbutil_lock_t, polaris_confndbutil_lock_t)
manag_files_pattern($1, polaris_confndbutil_lock_t, polaris_confndbutil_lock_t)
create_dirs_pattern($1, polaris_confndbutil_lock_t, polaris_confndbutil_lock_t)

########################################
## summary
## Creates types for and rules for ndbutils files under /var/lock/ndbutil
##
## <param name="domain">
##   Domain allowed access.
## </param>
##
## <param name="stem">
##   Stem for the domain. Name is constructed as polaris_stem_ndbutil_t
## </param>
##
## <param name="name" optional="true">
##   The name of the object being created.
## </param>
#
template('polaris_ndbutil_lock_template',
    gen_require(
        type polaris_confndbutil_lock_t;
    )
type polaris_$2_ndbutil_t;
files_type(polaris_$2_ndbutil_t)
filetrans_pattern($1, polaris_confndbutil_lock_t, polaris_$2_ndbutil_t, file, $3)
manag_files_pattern($1, polaris_confndbutil_lock_t, polaris_$2_ndbutil_t)

    allow $1 polaris_$2_ndbutil_t:file { watch watch_reads };
')

########################################
## summary
## Execute a domain transition to run mmap_schema polaris process.
##
## <param name="domain">
##   Domain allowed to transition.
## </param>
interface('polaris_mmap_schema_domtrans',
    gen_require(
        type polaris_mmap_schema_t, polaris_mmap_schema_exec_t;
    ')
)

domtrans_pattern($1, polaris_mmap_schema_exec_t, polaris_mmap_schema_t)
')

interface('polaris_confd_domtrans',
    gen_require(
        type polaris_confd_t, polaris_confd_exec_t;
    ')
)

domtrans_pattern($1, polaris_confd_exec_t, polaris_confd_t)
')

interface('polaris_confd_log_read',
    gen_require(
        type polaris_confd_var_t;
    ')
)

read_files_pattern($1, polaris_confd_var_t, polaris_confd_var_t)
')

# <summary>
# Execute a domain transition to run confd polaris process.
# </summary>
# <param name="domain">
# Domain allowed to transition.
# </param>
#<summary>
# Read confd log file (i.e /var/confd0/log/cia-confd.log). Used by dmiaudthd to convert confd logs to btrace.
# </summary>
# <param name="domain">
# Domain allowed access.
# </param>
#<summary>
# Manage confd log file (i.e /var/confd0/log/cia-confd.log). Used

---
by pman to rotate logs into /bootflash/tracelogs.

## <param name="domain">
## Domain allowed access.
## </param>

interface(polaris_confd_log_manage,`
  gen_require(`
    type polaris_confd_var_t;`
  )`
  manage_files_pattern($1, polaris_confd_var_t, polaris_confd_var_t)
)'

Execute dmi_ports_fetch in the caller domain.

## <param name="domain">
## Domain allowed access.
## </param>

interface(confd_exec_dmi_ports_fetch,`
  gen_require(`
    type polaris_dmi_ports_fetch_exec_t;`
  )`
  corecmd_search_bin($1)
can_exec($1, polaris_dmi_ports_fetch_exec_t)
)'

Manage confd /var/log files (i.e /var/log/confd)

## <param name="domain">
## Domain allowed access.
## </param>

interface(polaris_confd_var_log_manage,`
  gen_require(`
    type polaris_confd_var_log_t;`
  )
)
logging_log_filetrans($1, polaris_conf_var_log_t, dir, "confd")
manage_dirs_pattern($1, var_log_t, polaris_conf_var_log_t)
manage_files_pattern($1, polaris_conf_var_log_t, polaris_conf_var_log_t)
)

#######################################
## <summary>
##      Read confd /var/log files (i.e /var/log/confd)
##      /bootflash/tracelogs/cia-netconf-trace* also has polaris_conf_var_log_t
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_conf_var_log_read',
   gen_require(
      type polaris_conf_var_log_t;
   ')
   list_dirs_pattern($1, polaris_conf_var_log_t, polaris_conf_var_log_t)
   read_files_pattern($1, polaris_conf_var_log_t, polaris_conf_var_log_t)
   ')

#######################################
## <summary>
##   Write into fifo file created by confd, typical case when
##   confd starts script under popen in different domain.
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
## <rolecap/>
#
interface('polaris_conf_tmp_use_fifo',
   gen_require(
      type polaris_conf_tmp_t;
   ')
   read_fifo_files_pattern($1, polaris_conf_tmp_t, polaris_conf_tmp_t)
   write_fifo_files_pattern($1, polaris_conf_tmp_t, polaris_conf_tmp_t)
   ')

#######################################
## <summary>
##   Write into file created by confd, to deal with cases
confd starts script under popen in different domain and
file descriptor leaks into another domain. Since we cannot
modify confd to use O_CLOEXEC
<summary>
<param name="domain">
</param>
</summary>

Domain allowed access.
</summary>
</param>
</rolecap>

interface(`polaris_confd_tmp_use',`
gen_require(`
type polaris_confd_tmp_t;
')

read_files_pattern($1, polaris_confd_tmp_t, polaris_confd_tmp_t)
write_files_pattern($1, polaris_confd_tmp_t, polaris_confd_tmp_t)
')

# Provide access for file operations under /etc/ dir.
<summary>
<param name="domain">
</param>
</summary>

Domain allowed access.
</summary>
</param>

interface(`polaris_confd_etc_read',`
gen_require(`
type polaris_confd_etc_t;
')

read_files_pattern($1, polaris_confd_etc_t, polaris_confd_etc_t)
')

# Create an object in the /var directory under
# polaris_confd_var_t label.
<summary>
<param name="domain">
</param>
</summary>

Domain allowed access.
</summary>
</param>
interface(`polaris_confd_var_filetrans',
    gen_require(
        type polaris_confd_var_t;
    )
)
files_var_filetrans($1, polaris_confd_var_t, $2, $3)
)

interface(`polaris_confd_var_dir_manage',
    gen_require(
        type polaris_confd_var_t;
    )
    manage_dirs_pattern($1, polaris_confd_var_t, polaris_confd_var_t);
)

interface(`polaris_admin_tech_domtrans',

gen_require(
    type polaris_admin_tech_t, polaris_admin_tech_exec_t;
)

domtrans_pattern($1, polaris_admin_tech_exec_t, polaris_admin_tech_t)
)

###############################################################
## <summary>
## Read admin_tech files created under bootflash
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_admin_tech_data_read',
    gen_require(
        type polaris_admin_tech_data_t;
    )
    read_files_pattern($1, polaris_admin_tech_data_t, polaris_admin_tech_data_t)
)

###############################################################
## <summary>
## Manage admin_tech files created under bootflash
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_admin_tech_data_manage',
    gen_require(
        type polaris_admin_tech_data_t;
    )
    manage_files_pattern($1, polaris_admin_tech_data_t, polaris_admin_tech_data_t)
    manage_link_files_pattern($1, polaris_admin_tech_data_t, polaris_admin_tech_data_t)
    manage_dirs_pattern($1, polaris_admin_tech_data_t, polaris_admin_tech_data_t)
    allow $1 polaris_admin_tech_data_t:file watch;
)

###############################################################
## Allow domain to be started by confd with
## transition into specific service domain.
## </summary>
## <param name="domain">
## Type to be used to run utility.
## </summary>
## </param>
## <param name="entry_point">
## Type of the program to be used as an entry point to this domain.
## </summary>
## </param>
interface(`polaris_confd_domain',`
    gen_require('`
    type polaris_confd_t;
`')

domtrans_pattern(polaris_confd_t, $2, $1)
`')

#######################################
## Manage confd_cli files under /tmp/confd_cli.
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
# interface('polaris_confd_cli_tmp_manage',`
    gen_require('`
    type polaris_confd_cli_tmp_t;
`')
    manage_files_pattern($1, polaris_confd_cli_tmp_t, polaris_confd_cli_tmp_t)
`')

#######################################
## Manage vconfd files under /tmp/vconfd.
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
# interface('polaris_vconfd_tmp_manage',`
gen_require(`
    type polaris_vconfd_tmp_t;
`)
manage_dirs_pattern($1, polaris_vconfd_tmp_t, polaris_vconfd_tmp_t)
manage_files_pattern($1, polaris_vconfd_tmp_t, polaris_vconfd_tmp_t)
`)

#################################################################
##<summary>
## Connect to confd port. Should be used only by utility
## domains that do not have TDL entry. Processes with TDL entries
## just need to register as confd pseudo service clients.
##</summary>
##<param name="domain">
##  Domain allowed access.
##</param>
#
interface(`polaris_confd_connect',
    polaris_ripc_confd_ipc_connect($1)
`)

#################################################################
## Use unix stream socket created by confd as standard I/O
## descriptors. Need to look more, because so far it triggers only
## getattr, append and ioctl permissions. If it would be real standard I/O
## it would need read and write as well.
##</summary>
##<param name="domain">
##  Domain allowed access.
##</param>
#
interface(`polaris_confd_unix_stream_stdio_use',
    gen_require(`
        type polaris_confd_t;
    `)
    allow $1 polaris_confd_t:unix_stream_socket { append setattr ioctl };`)

#################################################################
## Creates types and rules for a script that is started
## by confd process.
## <summary>
## <param name="stem">
## <summary>
## Stem for the domain. Name is constructed as polaris_stem_t
## </summary>
## </param>
#

template('polaris_vconfd_domain_template',
    polaris_utility_domain_template($1)

    polaris_confed_domain(polaris_$1_t, polaris_$1_exec_t)

    # access /etc/passwd
    auth_use_nsswitch(polaris_$1_t)

    # inherit unix stream as script stdio
    polaris_confed_unix_stream_stdio_use(polaris_$1_t)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisconfd.if
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2019 by Cisco Systems, Inc.
dnl All rights reserved
dnl
dnl divert(-1)

include('polaris_process.m4')

include('polaris_database_db.m4')
include('polaris_database_db_fc.m4')

include('polaris_max_scope.m4')

diver(0)dnl
#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_database_fc.m4
No license file was found, but licenses were detected in source scan.
policy_module(polarisinstallmgr, 1.0);

gen_require(‘
    type polaris_install_mgr_t;
’)
polaris_chasfs_manage(polaris_install_mgr_t)
polaris_tdlresolve_read(polaris_install_mgr_t)
polaris_cpld_read(polaris_install_mgr_t)
polaris_flashlib_read(polaris_install_mgr_t)
polaris_lua_read(polaris_install_mgr_t)

logging_send_syslog_msg(polaris_install_mgr_t)

polaris_ripc_sman_ui_serv_connect(polaris_install_mgr_t)

dev_rx_raw_memory(polaris_code_verify_t)
# read access to /bootflash/nvram_config on CLI "install remove inactivate"
read_files_pattern(polaris_code_verify_t, polaris_disk_bootflash_t, polaris_nvram_file_t)
getattr_files_pattern(polaris_code_verify_t, polaris_disk_bootflash_t, polaris_nvram_file_t)

# open, read, map and getattr access of capsule-upgrade.log file
polaris_capsule_upgrade_log_use(polaris_code_verify_t)

# calls install_mgr_helper_api.sh
corecmd_exec_bin(polaris_install_mgr_t)
corecmd_exec_shell(polaris_install_mgr_t)
auth_use_nsswitch(polaris_install_mgr_t)

# /tmp/sw/inst_tmp_x handling
type polaris_install_mgr_tmp_t;
files_tmp_file(polaris_install_mgr_tmp_t)
gen_require(
    type tmp_t;
')
manage_dirs_pattern(polaris_install_mgr_t, tmp_t, polaris_install_mgr_tmp_t)
manage_dirs_pattern(polaris_install_mgr_t, polaris_install_mgr_tmp_t, polaris_install_mgr_tmp_t)
files_tmp_filetrans(polaris_install_mgr_t, polaris_install_mgr_tmp_t, dir, "inst_tmp_1")
files_tmp_filetrans(polaris_install_mgr_t, polaris_install_mgr_tmp_t, dir, "inst_tmp_2")

# writes into /bootflash/installer/watchlist
polaris_disk_install_manage(polaris_install_mgr_t)

# install_mgr_monitor.c:add_prior_watches
polaris_persistent_watch(polaris_install_mgr_t)

# watch over /tmp/patch
polaris_patch_data_watch(polaris_install_mgr_t)

polaris_repm_peer_mqipc_manage(polaris_install_mgr_t)

# watches over /tmp for /tmp-booted appearence in
# init_operation_mgmt_watches function
gen_require(
    type tmp_t;
')
allow polaris_install_mgr_t tmp_t:dir watch;
allow polaris_install_mgr_t self:capability sys_resource;

#install_mgr writes into /bootflash/installer/watchlist and watches /bootflash/inot_fifo
polaris_install_disk_manage(polaris_install_mgr_t)

#install_mgr does search and get attribute operation on /tftp directory
gen_require("
type tftpdir_rw_t;
')
allow polaris_install_mgr_t tftpdir_rw_t:dir { getattr search };

# allow read access to iso9600
fs_read_iso9660_files(polaris_install_mgr_t)

# accesses /proc/sys/vm/drop_caches
kernel_rw_vm_sysctls(polaris_install_mgr_t)

# creates files under /tmp/pkg_cs_debug through install_helper
# and verify_pkg shell function from common
polaris_pkg_cs_debug_manage(polaris_install_mgr_t)

# for pluggable FS, allow the install manager to access files on them (it needs read and
# write access).
gen_require(
    type removable_t;
')
allow polaris_install_mgr_t removable_t:dir { getattr open read search watch };
allow polaris_install_mgr_t removable_t:file { getattr open read };
allow polaris_install_mgr_t removable_t:lnk_file read;

# allow install_mgr to stat caf files in /vol/harddisk/caf, /bootflash/caf, etc.
polaris_caf_tmp_files_read(polaris_install_mgr_t)

# install manager Cleanup related to inotify watches, Basically frees malloced memory
gen_require(
    type root_t;
')
allow polaris_install_mgr_t root_t:dir watch;

# install manager access to /guestshell
polaris_guestshell_files_read(polaris_install_mgr_t)

# install manager access to /lib/systemd/systemd
polaris_init_access_check(polaris_install_mgr_t)

# install manager reads dcmlog.txt
optional_policy(
    gen_require(
        type polaris_fed_debug_dcmlog_t;
')
    read_files_pattern(polaris_install_mgr_t, polaris_fed_debug_dcmlog_t, polaris_fed_debug_dcmlog_t)
')
# install manager reads /firmware
polaris_firmware_read(polaris_install_mgr_t)
# install manager reads /guestshell
gen_require(
    type polaris_guestshell_t;
)
getattr_dirs_pattern(polaris_install_mgr_t, polaris_guestshell_t, polaris_guestshell_t)

# install_manager reads /tmp/sw/boot during auto_upgrade
polaris_boot_tmp_read(polaris_install_mgr_t)

# install_manager writes /tmp/sw/boot during auto_upgrade
polaris_boot_tmp_write(polaris_install_mgr_t)

# install_manager reads /tmp/sw/boot/rmonbifo during auto_upgrade
polaris_rmonbifo_tmp_read(polaris_install_mgr_t)

# install_manager reads /tmp/tmppub during auto_upgrade
polaris_btrace_tmppub_read(polaris_install_mgr_t)

# install manager accesses /tmp/rsync_log_dir during auto_upgrade
polaris_manage_rsync_tmplog_dir(polaris_install_mgr_t)

# install manager invokes mcp_chvrf.sh for rsync operations during auto_upgrade
polaris_chvrf_domtrans(polaris_install_mgr_t)
polaris_bexecute_domtrans(polaris_install_mgr_t)

ifdef(`ngwc_family',`
# install_mgr needs to be able to execute the auto_upgrade_client_helper scripts
polaris_autoupgrade_domtrans(polaris_install_mgr_t)

# read /tmp/etc/installer
polaris_autoupgrade_tmp_manage(polaris_install_mgr_t)
')

ifdef(`mcp_family',`
# install_mgr needs to be able to execute the auto_upgrade_client_helper scripts
polaris_autoupgrade_domtrans(polaris_install_mgr_t)

# read /tmp/etc/installer
polaris_autoupgrade_tmp_manage(polaris_install_mgr_t)
')

ifdef(`wlc_family',`
# install_mgr needs to be able to execute the auto_upgrade_client_helper scripts
polaris_autoupgrade_domtrans(polaris_install_mgr_t)

# read /tmp/etc/installer
polaris_autoupgrade_tmp_manage(polaris_install_mgr_t)
# with "/bootflash"...this needs read and attr to access for logfile
polaris_read_user_file(polaris_install_mgr_t)
polaris_user_file_getattr(polaris_install_mgr_t)

# auto upgrade server bind operation when install manager initialize auto upgrade server
corenets Tcp_bind_polaris_autoupgrade_port(polaris_install_mgr_t)

# access to /tmp/etc
polaris_etc_list(polaris_install_mgr_t)

# read access to /tmp/etc/installer
polaris_install_tmp_read(polaris_install_mgr_t)
polaris_script_errmsg_use(polaris_install_mgr_t)

# install mgr calls install_abort.sh on rollback timer expiry
polaris_install_engine_domtrans(polaris_install_mgr_t)

#/tmp/ufs/crashinfo access
optional_policy("polaris_nclmp_read(polaris_install_mgr_t)"
)

# read/write to /bootflash/.rollback_timer/install_abort_time
polaris_rbtimer_bootflash_manage(polaris_install_mgr_t)

allow polaris_install_mgr_t self:process setpgid;

optional_policy("polaris_efi_files_list_dirs(polaris_install_mgr_t)"
)

# walk all files on "install issu activate" and "install remove inactivate" CLI
files_read_all_files(polaris_install_mgr_t)

# install mgr file descriptor leaks into mcp_chvrf.sh for rsync operation
gen_require("type polaris_chvrf_t;
"
allow polaris_chvrf_t polaris_install_mgr_t:file read;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisinstallmgr.te
No license file was found, but licenses were detected in source scan.

#
policy_module(polarisconfd, 1.0);

gen_require(`
  type polaris_confd_t;
`)

# confd-startup.sh calls confd_cmd to get_phase and other cases
# that utilities under confd label connects to confd
polaris_ripc_confd_ipc_connect(polaris_confd_t)

# confd needs communicate over HTTP
corenets_tcp_bind_http_port(polaris_confd_t)

corenets_udp_bind_complex_main_port(polaris_confd_t)

corenets_tcp_bind_generic_node(polaris_confd_t)
allow polaris_confd_t self:tcp_socket { getattr getopt setopt bind create listen accept connect read write };

corenets_udp_bind_generic_node(polaris_confd_t)
allow polaris_confd_t self:udp_socket { bind connect create getattr getopt setopt };
corenets_udp_bind_polaris_confd_snmp_traps_port(polaris_confd_t)

logging_send_syslog_msg(polaris_confd_t)
polaris_chasfs_manage(polaris_confd_t)
polaris_btrace_data_manage(polaris_confd_t)
polaris_cpld_read(polaris_confd_t)
polaris_boot_tmp_read(polaris_confd_t)
polaris_rmonbifo_tmp_read(polaris_confd_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_confd_t)

# confd-startup.sh process is shell script need permission to execute shell 
# and variety of small util commands under bin_t
corecmd_exec_shell(polaris_confd_t)
corecmd_exec_bin(polaris_confd_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_confd_t)
# confdexec needs access to /sys/devices/system/cpu/online
dev_read_sysfs(polaris_confd_t)

allow polaris_confd_t self:capability { net_admin sys_resource };

# allow read permissions for /etc/hosts file
sysnet_read_config(polaris_confd_t)

# allow read permissions for /var/run/netns/8
fs_read_nfs_files(polaris_confd_t)

# work with /var/confd0/ files
type polaris_confd_var_t;
files_tmp_file(polaris_confd_var_t)
polaris_confd_var_filetrans(polaris_confd_t, dir, "confd0")
manage_files_pattern(polaris_confd_t, polaris_confd_var_t, polaris_confd_var_t)
manage_lnk_files_pattern(polaris_confd_t, polaris_confd_var_t, polaris_confd_var_t)
manage_dirs_pattern(polaris_confd_t, polaris_confd_var_t, polaris_confd_var_t)

# erlang calls efile_fileinfo function (.erts/emulator/drivers/unix/unix_efile.c)
# root directory. Inside of the function code calls 'access' function that check
# access permission for R_OK and W_OK. W_OK triggers denial warning. Instead of
# granting access let's mark it as dontaudit. Erlang will be fine with this
files_dontaudit_write_root_dirs(polaris_confd_t)

# deals with /dev/shm/confd files (shared memory and pid)
type polaris_confd_shm_t;
files_tmpfs_file(polaris_confd_shm_t)

# confd-startup.sh modifies confd.conf which is under polaris_confd_var_t label
# sed -i /CONFDFXS_CISCO_AUTOGEN_EWLC/d /var/confd0/confd.conf
allow polaris_confd_t self:process setfscreate;

type polaris_confd_ndbutil_lock_t;
files_lock_file(polaris_confd_ndbutil_lock_t)

# confd mmap_schema utility runs from systemd unit under polaris_confd_t label
polaris_confd_shm_setup(polaris_confd_t)
# create ndbutil directory under /var/lock
polaris_confd_ndbutil_create(polaris_confd_t)

# Allow access to /crashinfo
polaris_disk_crashinfo_getattr(polaris_confd_t)

optional_policy(')
# confd-startup.sh on nyquist makes ls /tmp/ufs/crashinfo
polaris_ncd_tmp_read(polaris_confd_t)
')

# confd-startup.sh reads /proc/cmdline
kernel_read_system_state(polaris_confd_t)

# LOOK AT ME allow mapping of low addresses, that could be exploited
# need to understand why; unfortunately confd symbols are not decodable
# need to ask tail-f guys
ifdef('tns_platform',
    domain_mmap_low_uncond(polaris_confd_t)
gen_require(
    type polaris_confd_cli_t;
')
domain_mmap_low_uncond(polaris_confd_cli_t)
')
ifdef('quake_platform',
    domain_mmap_low_uncond(polaris_confd_t)
')
polaris_mmap_schema_domtrans(polaris_confd_t)

# mmap_schema process policy
gen_require(
    type polaris_mmap_schema_t;
')
polaris_btrace_data_manage(polaris_mmap_schema_t)
polaris_chasfs_read(polaris_mmap_schema_t)
polaris_cpld_read(polaris_mmap_schema_t)
polaris_flashlib_read(polaris_mmap_schema_t)
polaris_db_tdlldb_dir_use(polaris_mmap_schema_t)
polaris_confd_ndbutil_create(polaris_mmap_schema_t)
polaris_confd_shm_setup(polaris_mmap_schema_t)

# connects to confg mmap_schema is not TDL process, let
# grant explicit permission to access corresponding port
polaris_rpc_conf_ipc_connect(polaris_mmap_schema_t)
allow polaris_mmap_schema_t self:tcp_socket { connect create setopt };
polaris_socketat_nsfs_read(polaris_mmap_schema_t)

allow polaris_mmap_schema_t self:capability dac_override;
polaris_tdlresolve_read(polaris_mmap_schema_t)
polaris_confd_read(polaris_mmap_schema_t)
polaris_ndbmand_ndbutil_manage(polaris_mmap_schema_t)

optional_policy(
polaris_gnmib_ndbutil_lock(polaris_mmap_schema_t, ".l.schema_use.gnmib")
)

type polaris_confd_tmp_t;
files_tmp_file(polaris_confd_tmp_t)
polaris_systemd_tmpfiles_tmp_filetrans(polaris_confd_tmp_t, dir, "confd")
files_tmp_filetrans(polaris_confd_t, polaris_confd_tmp_t, dir, "confd")
manage_files_pattern(polaris_confd_t, tmp_t, polaris_confd_tmp_t)
manage_fifo_files_pattern(polaris_confd_t, tmp_t, polaris_confd_tmp_t)
manage_dirs_pattern(polaris_confd_t, tmp_t, polaris_confd_tmp_t)

# posix_pathconf called from get_tmpdir calls starvfs over /tmp
fs_getattr_tmpfs(polaris_confd_t)

# dmi_ports_fetch that runs under confd_t reads global.service.conf
polaris_tdlresolve_read(polaris_confd_t)
confd_exec_dmi_ports_fetch(polaris_confd_t)

# confd-startup script reads /tmp/dmi.ds_config if it exists
polaris_psd_tmp_read(polaris_confd_t)

# vip-confd-startup.sh related
# figure out BOOT_ROLE in install_util.sh
polaris_read_packages_conf(polaris_confd_t)
# touch /bootflash/sdwan/day0_oper.xml
allow polaris_confd_t self:capability dac_override;
polaris_bootflash Manage(polaris_confd_t)
#/usr/bin/sw synccdb call uuidgen
dev_read_rand(polaris_confd_t)

polaris_dmiauthd_tmp_manage(polaris_confd_t)

# PLEASE LOOK AT ME: overloaded use of /bootflash/.installer and
# /bootflash/.sdwaninstaller directories. In controller mode cedge code loopback
# mounts /bootflash/.sdwaninstallerfs file onto /bootflash/.sdwaninstaller and
# creates /bootflash/.installer symbolic link to it. As result effective
# /bootflash/.installer carries two meaning: used by polaris install infra for
# regular install operations, and keep persistent state in controller mode. For
# now /bootflash/.sdwaninstallerfs was forced to be mounted with
# polaris_disk_install_t label, so installer policy would be happy, but confd
# writes into it through /var/confd0 which is symbolic link to
# /bootflash/installer/images/pkg.boot_17.3.01/confd0 that means we need to
# grant polaris_disk_install_manage to confd which is not good thing.
# It would be much better if two different directories would be used.
polaris_disk_install_manage(polaris_confd_t)
# /var/log/confd handling

type polaris_confd_var_log_t;
logging_log_file(polaris_confd_var_log_t)
polaris_confd_var_log_manage(polaris_confd_t)

# /etc/version handling

type polaris_confd_etc_t;
files_config_file(polaris_confd_etc_t)
files_etc_filetrans(polaris_confd_t, polaris_confd_etc_t, file, "version")
gen_require(
    type etc_t;
')
manage_files_pattern(polaris_confd_t, etc_t, polaris_confd_etc_t)

# "/usr/bin/sw synccdb" calls "confd_cmd -p 3010 -o -c "delete /software"
# that invokes /usr/binos/conf/install_assist.sh
polaris_install_engine_domtrans(polaris_confd_t)

# confd calls /usr/bin/sw that creates temp files in /tmp/cedge_sw_log
# since it runs under same domain make sure that cedge_sw_log gets
# right label
files_tmp_filetrans(polaris_confd_t, polaris_confd_tmp_t, dir, "cedge_sw_log")

# /tmp/confd_booted created by vip-confd-start
files_tmp_filetrans(polaris_confd_t, polaris_confd_tmp_t, file, "cedge_booted")

# runs flashutils to read rommon variables
polaris_flashlib_read(polaris_confd_t)

allow polaris_confd_t self:capability fowner;

optional_policy(
    # work with /tmp/econfd2sysmgr-ipc
polaris_econfd2sysmgr_tmpManage(polaris_confd_t)
')

# confdexec calls dmidecode to get bios-vendor
dmidecode_domtrans(polaris_confd_t)

optional_policy(
    # polaris_sw.sh called in confd context accesses
    # /etc/viptela/controller_version
polaris_cedge_etc_manage(polaris_confd_t)
')

# PLEASE LOOK AT ME confd tcp ports are supposed to be handle
# through TDL pseudo services, that one it not
corenet_tcp_connect_polaris_confd_mmaapi_port(polaris_confd_t)

# confd starts cmdptywrapper utility through erl_child_setup
# that allocates free pty device using operations on /dev/ptms
allow polaris_confd_t self:capability { fsetid setgid }

term_getattr_pty_fs(polaris_confd_t)

term_setattr_generic_ptys(polaris_confd_t)

term_use_generic_ptys(polaris_confd_t)

term_use_ptmx(polaris_confd_t)

# uses nice utility to start misc scripts
allow polaris_confd_t self:process setsched;

# allow netconf_callhome to execute ncsshd under ncsshd domain
polaris_nccsshd_mgmt_domtrans(polaris_confd_t)

# allow DmiAuth spawned by confd to access /tmp/.DmiAuth.socket
polaris_dmi_dmiauthd_dgram_send(polaris_confd_t)

# the default port for NETCONF Call Home (SSH) is 4334,
# and it is configurable by users

corenet_tcp_connect_all_ports(polaris_confd_t)

# by default the port is selected by system, and it is configurable by users
corenet_tcp_bind_generic_port(polaris_confd_t)

# netconf_callhome may create vrf-based netns on demand
polaris_vrf_netns_manage(polaris_confd_t)

# cmdwrapper utility that started by confd calls xstat
allow polaris_confd_t self:capability setuid;

# label for /tmp/vconfd temporary files created by binos/viptela/vconfd/*.sh
# scripts created from viptela/vconfd/vconfd_script_cli_session.sh
type polaris_vconfd_tmp_t;
files_tmp_file(polaris_vconfd_tmp_t)

# confd writes /tmp/vconfd/USID.XXX and /tmp/vconfd/THANDLE.YYY files
polaris_vconfd_tmp_manage(polaris_confd_t)

# label for /tmp/confd_cli temporary files created by execute_confed_cli.sh
type polaris_confed_cli_tmp_t;
files_tmp_file(polaris_confed_cli_tmp_t)

# execute_confed_cli creates /tmp/sh-thd moved to /tmp/confd_cli
files_tmp_filetrans({ polaris_confed_cli_tmp_t, polaris_confed_cli_tmp_t }, dir, "confd_cli")

# execute_confed_cli.sh script policy
polaris_utility_domain_template(confed_cli)
polaris_bexecute_domain(polaris_confed_cli_t, polaris_confed_cli_exec_t)
polaris_chasfs_read(polaris_confd_cli_t)
corecmd_exec_shell(polaris_confd_t)
corecmd_exec_bin(polaris_confd_cli_t)
auth_use_nsswitch(polaris_confd_cli_t)
# bash get_tmpdir statfs /tmp directory
fs_getattr_tmpfs(polaris_confd_cli_t)

polaris_confd_cli_tmp_manage(polaris_confd_cli_t)
polaris_vconfd_tmp_manage(polaris_confd_cli_t)
telnet_use_ptys(polaris_confd_cli_t)

polaris_ripc_confd_ipc_connect(polaris_confd_cli_t)

# execute_confd_cli.sh -a -g PRIV00 runs grep over /bootflash/sdwan/.init_stage
polaris_bootflash_read(polaris_confd_cli_t)

# execute_confd_cli.sh writes to "pipe:[24719894]"
polaris_dmi_ncsshd_fwd_use_fifo(polaris_confd_cli_t)
# allow /usr/binos/conf/bexecute.sh for tcp_socket access
# due to ?/bin/sh /usr/binos/conf/mcp_chvrf.sh eobc
#/usr/binos/conf/bexecute.sh -c /bin/mcp_pkg_wrap rp_daemons
#/usr/binos/conf/execute_co"
allow polaris_confd_cli_t polaris_dmi_ncsshd_fwd_t.tcp_socket ioctl;

# admin-tech : scripts in binos/viptela/vconfd/*admin_tech*.sh
# Invocation triggered here:
# viptela/vconfd/viptela-actions.yang: tailf:exec "vconfd_script_admin_tech.sh"
#===========================================================================
polaris_vconfd_domain_template(admin_tech)

# /bin/bash /usr/binos/conf/bshell.sh -S -c
# show platform hardware qfp active infrastructure shared-memory
# process cpp-control-pro....
polaris_bexecute_domtrans(polaris_admin_tech_t)

# admin-tech launches "ps" via scripts
domain_read_all_domains_state(polaris_admin_tech_t)

# See tracelogs accessed by vconfd_script_polaris_admin_tech_child.sh
polaris_btrace_data_manage_all(polaris_admin_tech_t)

# various utilities like "find", "memaudit", etc needs this
files_getattr_all_files(polaris_admin_tech_t)
files_getattr_all_dirs(polaris_admin_tech_t)
fs_getattr_all_fs(polaris_admin_tech_t)
files_read_all_files(polaris_admin_tech_t)

#/bin/bash /usr/bin/memaudit' needs access to /proc/kmsg, /proc/mdstat, etc
dev_getattr_mtrr_dev(polaris_admin_tech_t)
kernl_read_all_proc(polaris_admin_tech_t)
dev_getattr_loop_control(polaris_admin_tech_t)

# infra/memaudit/memaudit uses dmesg
dmesg_domtrans(polaris_admin_tech_t)
gen_require('    type dmesg_t;
')
polaris_confd_unix_stream_stdio_use(dmesg_t)

# infra/memaudit/memaudit uses mount
mount_domtrans(polaris_admin_tech_t)

# infra/memaudit/memaudit uses fdisk
fstools_domtrans(polaris_admin_tech_t)
polaris_nvram_read(polaris_admin_tech_t)
polaris_nvram_getattr(polaris_admin_tech_t)

# infra/memaudit/memaudit writes to /proc/sys/vm/drop_caches
kernel_rw_vm_sysctls(polaris_admin_tech_t)

# memaudit and smap needs 'getattr', 'search' on sysctl_irq_t:dir
kernel_read_irq_sysctls(polaris_admin_tech_t)

# du -b -s /tmp/cc /tmp/rp /tmp/tp
files_getattr_all_sockets(polaris_admin_tech_t)
files_getattr_all_pipes(polaris_admin_tech_t)

# df -Th -BM needs access to /run/netns/2
fs_getattr_nsfs_files(polaris_admin_tech_t)

# ls /tmp/ufs/harddisk
# maapi --clicmd --get-io --no-hidden show configuration commit list
corecmd_exec_bin(polaris_admin_tech_t)

# bash vconfd_script_admin_tech.sh -u root -c cli executes:
# 1. map on /etc/passwd
auth_map_passwd(polaris_admin_tech_t)
# 2. hostname
hostname_exec(polaris_admin_tech_t)
# 3. journalectl
journalectl_domtrans(polaris_admin_tech_t)

# journalectl writes to /tmp/vm4-bootuplog-20200903-175223-UTC.log
# see vconfd_script_polaris_admin_tech_child.sh
gen_require('    type journalectl_t;
')
manage_files_pattern(journalctl_t, polaris_admin_tech_tmp_t, polaris_admin_tech_tmp_t)
polaris_confconfd_unix_stream_stdio_use(journalctl_t)

# admin_tech reads /tmp/chassis/cpld/chasfs/board_vtype on crankshaft(sdwan)
polaris_chasfs_read(polaris_admin_tech_t)

# find -H /misc/scratch -name MEMORY_LOG_*.text
# memaudit writes to /bootflash/MEMORY_LOG_2020-07-28-01:32:11.text
# We also have 'mv -Z /bootflash/admintech /var/tech/ios'
# admin_tech watches /tmp/chassis/local/rp/chasfs/etc/ios_admintech_done
type polaris_admin_tech_data_t;
polaris_disk_type(polaris_admin_tech_data_t)
polaris_bootflash_filetrans(polaris_admin_tech_t, polaris_admin_tech_data_t, dir)
polaris_bootflash_filetrans(polaris_admin_tech_t, polaris_admin_tech_data_t, file)
polaris_admin_tech_data_manage(polaris_admin_tech_t)

# sdwan_tech_support.sh -o /var/tech/binos; work with /var/tech/ files
type polaris_admin_tech_var_t;
files_tmp_file(polaris_admin_tech_var_t)
files_var_filetrans(polaris_admin_tech_t, polaris_admin_tech_var_t, dir, "tech")
manage_files_pattern(polaris_admin_tech_t, polaris_admin_tech_var_t, polaris_admin_tech_var_t)
manage_dirs_pattern(polaris_admin_tech_t, polaris_admin_tech_var_t, polaris_admin_tech_var_t)

# vconfd_script_polaris_admin_tech.sh invokes vlog "Requested admin-tech initiated."
# vlog is implemented in viptela/utils/vlog using logger; that needs
# - create/connect unix_dgram_socket of type polaris_admin_tech_t
# - read from devtmpfs of type devlog_t
# - write to sock_file of type devlog_t
# - sendto path="/run/systemd/journal/dev-log" of type unix_dgram_socket
logging_send_syslog_msg(polaris_admin_tech_t)

# maapi --cliget paginate: this performs connect to confd socket
polaris_ripc_confd_ipc_connect(polaris_admin_tech_t)

# reads /tmp/chassis/cpld/chasfs/board_vtype
# on c8kv cpld is at /sys/bus/platform/devices/cpld which has sysfs_t LABEL
polaris_cpld_read(polaris_admin_tech_t)

# handle various files created under /tmp
type polaris_admin_tech_tmp_t;
files_tmp_file(polaris_admin_tech_tmp_t)
files_tmp_filetrans(polaris_admin_tech_t, polaris_admin_tech_tmp_t, file)
manage_files_pattern(polaris_admin_tech_t, polaris_admin_tech_tmp_t, polaris_admin_tech_tmp_t)

# As part of admin-tech generation on cEdges, vconfd_script_polaris_admin_tech.sh
# invokes vconfd_script_polaris_admin_tech_child.sh which in turn invokes the
# script sdwan_tech_support.sh. The sdwan_tech_support.sh passes the file
# /tmp/sdwan_tech_support_command_file_out.txt to a bshell instance. The bshell
# instance does open operation on the file. So bshell needs open allow
# policy for /tmp/sdwan_tech_support_command_file_out.txt
gen_require(')
   type polaris_bshell_t;
')
allow polaris_bshell_t polaris_admin_tech_tmp_t:file open;

# maapi needs this.
allow polaris_admin_tech_t self:tcp_socket [ getopt setopt create connect read write ];

# tar --ignore-failed-read -czf /home/vmanage-admin/vm4-20200903-055157-admin-tech.tar.gz
#    /tmp/fp/trace/cpp_cp_F0-0_TAN.20041_0.20
allow polaris_admin_tech_t self:capability dac_override;

# awk /^Shared/ {v += $2} END { print v} /proc/6384/smaps
allow polaris_admin_tech_t self:capability sys_ptrace;

# 'top -n1 -b' creates /.config dir
# TODO/LOOKATME: selinux team to review handling of this issue in a
# common way for invoking top
allow polaris_admin_tech_t root_t:dir create;

# "show installerfs" is invoked by vconfd_script_admin_tech_common.sh
# this invokes vconfd_script_show_installerfs.sh via confd
# let's execute this under install_show domain
polaris_install_show_domtrans(polaris_confd_t)

# create_bootflash_snapshot() performs 'ls -l /bootflash/.installer'
polaris_disk_install_read(polaris_admin_tech_t)

# vconfd_script_polaris_admin_tech_child.sh
# mv /bootflash/admintech /var/tech/ios
allow polaris_admin_tech_t self:process setfscreate;

# rm -rf $collated_ra   (collated_log_*)

#Nutella-XE - Vedge image install
#/bin/sh /tmp/sw/rp/0/0/rp_security/mount/bin/sw synccdb
#mount -t vfat /dev/mmcblk0gp0p1 /gpp
mount_domtrans(polaris_confd_t)

#df /bootflash
fstools_domtrans(polaris_confd_t)

#Nutella-XE - Vedge image activate
#/usr/binos/bin/flashutil --command unsetvar --name MIG_INT_STATE
polaris_flashlib_write(polaris_confd_t)
# permit comm="ps" to "getattr" on dev="devtmpfs" for polaris_admin_tech_t
term_getattr_unallocated_ttys(polaris_admin_tech_t)

# permit to access polaris_proc_rmonbifo_t by
#/usr/bin/vconfd_script_admin_tech.sh
polaris_proc_rmonbifo_read(polaris_admin_tech_t)

# permit to access/unlink /bootflash by polaris_admin_tech_t
polaris_bootflash_manage(polaris_admin_tech_t)

# vconfd_script_admin_tech.sh executes 'top -n1 -b' which creates /.config dir
gen_require(')
   type admin_home_t;
')
allow polaris_admin_tech_t admin_home_t:dir { add_name create write };

# vconfd_script_admin_tech.sh sources vconfd_script_cli_session.sh and calls
# start_cli_session() which writes to /tmp/vconfd/USID.XXX,
# /tmp/vconfd/THANDLE.YYY and /tmp/vconfd/start_cli.XXXXXXXXX
polaris_vconfd_tmp_manage(polaris_admin_tech_t)

# work with "/tmp/fp/pvp/work/inot_fifo"
polaris_pvp_stdin_read(polaris_admin_tech_t)

# work with "/tmp/fp/trace/fifo/pvp_sh%fp_0_0_22607_fifo"
polaris_use_btrace_fifo(polaris_admin_tech_t)

# access to tunnel interface from snapshot_cdb()
corennet_rw_tun_tap_dev(polaris_confd_t)

# access to /tmp/bootstrap/sdwan/ciscosdwan_cloud_init.cfg
init_read_script_tmp_files(polaris_confd_t)

# "vconfd_notifier security-clear-installed-cert" reads
#/var/run/netns/default which is symlinked to /proc/1/ns/net
polaris_cedge_reset_ns(polaris_confd_t)

# allow /usr/binos/conf/execute_confd_cli.sh to access polaris_disk_install_t
polaris_disk_install_read(polaris_confd_cli_t)

# vconfd script ends up cleaning core files, most likely its
# vconfd_script_polaris_admin_tech_child.sh, so it needs read/write
# permission to polaris_core_file_t files.
polaris_core_file_manage(polaris_admin_tech_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.10/selinux-tar/selinux/polarisconfd.te
No license file was found, but licenses were detected in source scan.

#   # OWNERS - Code Ownership
#   # For information on the purpose and format of this file see:
#   # https://polaris-git.cisco.com/csg/polaris/wiki/Code-Reviews
#   # Copyright (c) 2019-2021 by Cisco Systems, Inc.
#   # All rights reserved.
#

* @csg/polaris-selinux-dev

#iox team related files
polariscontainer* @csg/polaris-selinux-dev @csg/iox-selinux
polariscat* @csg/polaris-selinux-dev @csg/iox-selinux
polarisgdsdp* @csg/polaris-selinux-dev @csg/iox-selinux
polarisioxman* @csg/polaris-selinux-dev @csg/iox-selinux
polarisvman* @csg/polaris-selinux-dev @csg/iox-selinux

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/OWNERS

No license file was found, but licenses were detected in source scan.

#   # March 2017, Victor Kamensky
#   # Copyright (c) 2016-2019 by Cisco Systems, Inc.
#   # All rights reserved
#

### <summary>Polaris lm Policy Rules.</summary>

stract

```

### <summary>
### Read files of type polaris_lm_tmp_t (e.g., /tmp/iosd_level)
### </summary>

### <param name="domain">
### Domain allowed access.
### </param>

# interface('polaris_lm_tmp_read',
    gen_require(
        type polaris_lm_tmp_t;
    )
```
read_files_pattern($1, polaris_lm_tmp_t, polaris_lm_tmp_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislm.if
No license file was found, but licenses were detected in source scan.

#
# August 2017, Shawn Lu
#
# Copyright (c) 2017-2019 by Cisco Systems, Inc.
# All rights reserved
#

## <summary>Polaris nmspd Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismnspdf.if
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
dnl Copyright (c) 2018-2019 by Cisco Systems, Inc.
dnl All rights reserved
dnl
define('polaris_database_aux','dnl
########################################
##
##	Use $2 database.
## </summary>
## </param>
## <infoflow type="none"/>
#
interface(`polaris_db_tdl_db_use','$1_use',``
gen_require(`
    type $2;
')
    polaris_tdl_db_use(dollarsone, $2, $3)
")
')

define('polaris_database',`dnl
polaris_database_aux(database_stem($1), database_label($1), $1)dnl
')

define('polaris_database_process',"")

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_database_db_if.m4
No license file was found, but licenses were detected in source scan.

# # March 2017, Victor Kamensky
# # Copyright (c) 2016-2021 by Cisco Systems, Inc.
# # All rights reserved
#

policy_module(polarishm, 1.0);

gen_require(
    type polaris_hm_t;
')

polaris_btrace_data_manage(polaris_hm_t)
polaris_chasfs_manage(polaris_hm_t)
polaris_tdlresolve_read(polaris_hm_t)
polaris_tdlldb_list_dirs(polaris_hm_t)
polaris_cpld_read(polaris_hm_t)
polaris_lua_read(polaris_hm_t)
polaris_flashlib_read(polaris_hm_t)
polaris_ripc_sman_ui_serv_connect(polaris_hm_t)
polaris_db_tdlldb_dir_use(polaris_hm_t)

files_getattr_all_files(polaris_hm_t)
files_getattr_all_dirs(polaris_hm_t)
gen_require(
    attribute non_security_file_type;
')
allow polaris_hm_t { non_security_file_type }:dir list_dir_perms;

# hman need to read proc for all processes to collect CPU
# utilization information
domain_read_all_domains_state(polaris_hm_t)
domain_signull_all_domains(polaris_hm_t)

kernel_read_system_state(polaris_hm_t)
# hman needs to run "df /dev/shm" command
corecmd_exec_bin(polaris_hm_t)
corecmd_exec_shell(polaris_hm_t)

# hman needs to operate on all maroon files
polaris_maroon_data_manage_all(polaris_hm_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_hm_t)

fs_getattr_tmpfs(polaris_hm_t)

# work with /tmp files (/tmp/myhostname)
type polaris_hm_tmp_t;
files_tmp_file(polaris_hm_tmp_t)
manage_files_pattern(polaris_hm_t, tmp_t, polaris_hm_tmp_t)
files_tmp_filetrans(polaris_hm_t, polaris_hm_tmp_t, file, "myhostname")

allow polaris_hm_t self:capability { chown fsetid dac_override kill sys_resource sys_ptrace };
allow polaris_hm_t self:process setsched;
allow polaris_hm_t self:unix_dgram_socket create;
allow polaris_hm_t self:cap_users { kill sys_ptrace };

polaris_boot_tmp_read(polaris_hm_t)

# Allow write to flash. Needed for usb disable feature
ifdef(`ngwc_family',`
polaris_flashlib_write(polaris_hm_t)
`)

# "show platform software mount RP active" command needs attributes of
# all file systems
fs_getattr_all_fs(polaris_hm_t)
# above show command accesses /var/run/netns/2
fs_read_nfs_files(polaris_hm_t)
# reads /scratch link which is labeled as polaris_disk_bootflash_t
polaris_disk_bootflash_read_lnk(polaris_hm_t)
polaris_disk_harddisk_read_lnk(polaris_hm_t)

# needed for "show platform software bound-uds RP active"
kernel_read_network_state(polaris_hm_t)

# "show rom-monitor R0" needs content of /proc/rmonbifo/bootver;
# please refer to hman_ui.tpp file
polaris_proc_rmonbifo_read(polaris_hm_t)

# "show plat soft yang-management process r0" invokes hm_show_yang_proc_cb;
# "show plat soft iox-service" invokes hm_iox_srvc_show_cb;
# They invoke "ps -C" which needs access to /sys/devices/system/cpu/online
# TODO: should we replace system() with something like hm_get_procs_with_name_running
dev_read_sysfs(polaris_hm_t)
# "show platform software yang-management process state" invokes /bin/mcp_pkg_wrap,
# which sources /tmp/sw/boot/mconfifo/env_var.sh
polaris_mconfifo_tmp_read(polaris_hm_t)
# show iox-service requires reading of libvirt_ver of created under CAF context
optional_policy(
    polaris_caf_tmp_files_read(polaris_hm_t)
)
# hardcoded policy for hm to df, per Victor
optional_policy(
    gen_require(
        type polaris_iosd_portal_dmi_lipc_t;
        type polaris_iosd_portal_app_lipc_t;
    )
    allow polaris_hm_t { polaris_iosd_portal_dmi_lipc_t polaris_iosd_portal_app_lipc_t } : sock_file getattr;
)
# during "show version installed" command
# "grep -q srdriver /tmp/sw/rp/local/0/rp_base/iso" which is link to the universal image
polaris_bootflash_read(polaris_hm_t)
# this is for calcsah.sh (invoked by the command above) but might work for others too
polaris_install_engine_domtrans(polaris_hm_t)
# this if for hman to read and delete /tmp/version.info created by calcsah.sh in prev context type
polaris_install_tmp_read(polaris_hm_t)
    gen_require(
        type polaris_install_tmp_t;
    )
    allow polaris_hm_t polaris_install_tmp_t : file unlink;

# need open, read on /bootflash/packages.conf (grep sha1sum: /tmp/packages.conf)
polaris_read_packages_conf(polaris_hm_t)

# This is created for hman to grant it access to /bootflash/topnmemuse
polaris_bootflash_manage(polaris_hm_t)

# read /tmp/pkg_summary.txt file
polaris_pkg_summary_tmp_read(polaris_hm_t)

polaris_zram_getattr(polaris_hm_t)

optional_policy(
    polaris_ssd_auth_domtrans(polaris_hm_t)
)

optional_policy(
    polaris_ssd_unmount_domtrans(polaris_hm_t)
)
optional_policy(
  polaris_confdom_trans(polaris_hm_t)
)

# show platform software process slot R0 monitor
# mcp_monitor_process_batchmode.sh
#/bin/sh /usr/binos/conf/bexec.sh -c /usr/binos/conf/mcp_monitor_process_batchmode.sh -n 1 -d 3 -l 0

polaris_utility_domain_template(monitor_process)

polaris_bexecute_domtrans(polaris_hm_t)
polaris_bexecute_domain(polaris_monitor_process_t, polaris_monitor_process_exec_t)

# mcp_monitor_process_batchmode.sh calls "top" command
# "top" needs read/getattr access of various files in the system
domain_read_all_domains_state(polaris_monitor_process_t)

# "top" needs access to /sys/devices/system/cpu/online, etc
dev_read_sysfs(polaris_monitor_process_t)

# "top" need read access to /proc/meminfo, /proc/stat
kernell_read_system_state(polaris_monitor_process_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_monitor_process_t)

# need write/ioctl/getattr access for pipes like "pipe:[118396]"
polaris_hman_use_fifo(polaris_monitor_process_t)

corecmd_exec_bin(polaris_monitor_process_t)

gen_require(
  type admin_home_t;
  )
#top -b -n3 -d3 needs permission to create dir /.config ,write
#to files and add files
allow polaris_monitor_process_t admin_home_t:dir { add_name create write };
allow polaris_monitor_process_t self:capability sys_ptrace;

# pkg_summary.sh   : show version R0 installed
#/bin/bash /usr/binos/conf/pkg_summary.sh -o /tmp/pkg_summary.txt -d model -P

polaris_utility_domain_template(pkg_summary)

polaris_pkg_summary_domtrans(polaris_hm_t)

# it executes find /tmp/sw -maxdepth 5 -mindepth 5 -name mount
files_getattr_all_dirs(polaris_pkg_summary_t)
files_getattr_all_files(polaris_pkg_summary_t)
files_read_all_dirs_except(polaris_pkg_summary_t)

polaris_chasfs_read(polaris_pkg_summary_t)
polaris_cpld_read(polaris_pkg_summary_t)
polaris_use_btrace_fifo(polaris_pkg_summary_t)
polaris_rmonbifo_tmp_read(polaris_pkg_summary_t)
polaris_btrace_data_manage(polaris_pkg_summary_t)
polaris_boot_tmp_read(polaris_pkg_summary_t)

# need open, read on /bootflash/debug.conf
polaris_read_debug_conf(polaris_pkg_summary_t)

polaris_read_packages_conf(polaris_pkg_summary_t)

allow polaris_pkg_summary_t self:capability sys_resource;

corecmd_exec_bin(polaris_pkg_summary_t)

auth_use_nsswitch(polaris_pkg_summary_t)

polaris_disk_crashinfo_getattr(polaris_pkg_summary_t)

# read /proc/cmdline
kernel_read_system_state(polaris_pkg_summary_t)

# handle /tmp/pkg_summary.txt file
type polaris_pkg_summary_tmp_t;
files_tmp_file(polaris_pkg_summary_tmp_t)
files_tmp_filetrans(polaris_pkg_summary_t, polaris_pkg_summary_tmp_t, file)
manage_files_pattern(polaris_pkg_summary_t, polaris_pkg_summary_tmp_t, polaris_pkg_summary_tmp_t, file)

#########################################################################

#########################################################################

pkg_to_tree.sh : Generates a software tree based on a provisioning file.  
#/bin/bash /usr/binos/conf/pkg_to_tree.sh -c /tmp/packages.conf
#  -t /tmp/show_patch_provision_temp -p /tmp/sw/isos
#  -r /tmp/show_provision_temp -a -q
#########################################################################
polaris_utility_domain_template(pkg_to_tree)

gen_require('type unconfined_service_t;

')
polaris_pkg_to_tree_domtrans({unconfined_service_t polaris_hm_t})

files_getattr_all_files(polaris_pkg_to_tree_t)
polaris_harddisk_read(polaris_pkg_to_tree_t)
polaris_cpld_read(polaris_pkg_to_tree_t)
polaris_use_btrace_fifo(polaris_pkg_to_tree_t)
polaris_rmonfifo_tmp_read(polaris_pkg_to_tree_t)
polaris_btrace_data_manage(polaris_pkg_to_tree_t)
polaris_boot_tmp_read(polaris_pkg_to_tree_t)
polaris_patch_data_manage(polaris_pkg_to_tree_t)

# if being executed on other node, telnet /dev/ptsN might be used
# as stdin/stdout
telnet_use_ptys(polaris_pkg_to_tree_t)

# pkg_to_tree.sh creates/deletes directories and files under
# /tmp/show_provision_temp
type polaris_show_provision_tmp_t;
files_tmp_file(polaris_show_provision_tmp_t)
polaris_show_provision_temp_manage(polaris_pkg_to_tree_t)

# pkg_to_tree.sh verifies each package as it is mounted
polaris_code_verify_domtrans(polaris_pkg_to_tree_t)

corecmd_exec_bin(polaris_pkg_to_tree_t)

polaris_disk_crashinfo_getattr(polaris_pkg_to_tree_t)

# manage the /tmp/lf symbolic link
type polaris_pkg_to_tree_tmp_t;
files_tmp_file(polaris_pkg_to_tree_tmp_t)
files_tmp_filetrans(polaris_pkg_to_tree_t, polaris_pkg_to_tree_tmp_t, lnk_file, "lf")
manage_lnk_files_pattern(polaris_pkg_to_tree_t, polaris_pkg_to_tree_tmp_t, polaris_pkg_to_tree_tmp_t)

# permit pkg_to_tree.sh mounting to use conf/pkg files in bootflash
polaris_bootflash_read(polaris_pkg_to_tree_t)
polaris_disk_bootflash_search(polaris_pkg_to_tree_t)

# we want to read the existing mounts in chasfs
polaris_chasfs_read(polaris_pkg_to_tree_t)

# pkg_to_tree.sh interfaces with installer data, including ISSU files
polaris_install_tmp_log_write(polaris_pkg_to_tree_t)
polaris_sw_data_manage(polaris_pkg_to_tree_t)
polaris_read_packages_conf(polaris_pkg_to_tree_t)
polaris_issu_tmp_files_manage(polaris_pkg_to_tree_t)
polaris_install_tmp_manager(polaris_pkg_to_tree_t)

# allow pkg_to_tree.sh to do the loopback mounts of packages and manage
# mount links in tmp. This includes mapping mounted passwd file and
# mounting sysfs. This is also needed to mount /mnt/sd3/iox_alt_hdd.dsk
mount_domtrans(polaris_pkg_to_tree_t)
auth_map_passwd(polaris_pkg_to_tree_t)
dev_list_sysfs(polaris_pkg_to_tree_t)
allow polaris_pkg_to_tree_t sysfs_t:file { getattr open read };
allow polaris_pkg_to_tree_t tmp_t:lnk_file { create rename unlink };

# when expanding/installing super images, pkg_to_tree uses install_engine_exec_t
# utilities like issu_check
polaris_install_engine_domtrans(polaris_pkg_to_tree_t)

################################
# misc hman clt(s)
################################

# hman needs access to /bootflash/.issu_loc_lock
polaris_issu_files_manage(polaris_hm_t)

# hman process creates/deletes directories and files under
# /tmp/show_provision_temp
polaris_show_provision_temp_manager(polaris_hm_t)

# signal send during show platform software process slot R0 monitor
polaris_send_signal_to_bexecute(polaris_hm_t)
polaris_dyncfg_tmp_read(polaris_hm_t)
polaris_disk_crashinfo_getattr(polaris_hm_t)

# setting up /dev/ttyS0 speed from hman_handle_console_baud_rate_change
term_use_unallocated_ttys(polaris_hm_t)

# allow to send message to /dev/log
logging_send_syslog_msg(polaris_hm_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_hm_t)

# hman starts agetty-iosd.service in case of nyquist stack
getty_systemctl(polaris_hm_t)
# This block is policies for "sh pla so filesystem bootflash: de" CLI
polaris_utility_domain_template(cli_fs_cmds)

gen_require(''
    type polaris_bexecute_t;
')
polaris_bexecute_domtrans(polaris_cli_fs_cmds_t)
polaris_cli_fs_cmds_domtrans(polaris_bexecute_t)
telnet_use_ptys(polaris_cli_fs_cmds_t)

# Blanket permission for disk management for cli_fs_cmds (for show/erase fs)
polaris_persistent_manage(polaris_cli_fs_cmds_t)
# permission to manage removable ( seems pretty safe )
polaris_removable_manage(polaris_cli_fs_cmds_t)
polaris_getattr_removable(polaris_cli_fs_cmds_t)
fs_read_removable_symlinks(polaris_cli_fs_cmds_t)
# btrace.sh needs these
polaris_boot_tmp_read(polaris_cli_fs_cmds_t)
polaris_btrace_tmppub_read(polaris_cli_fs_cmds_t)
# this is for NFS access mounted in a dir of ncd context
optional_policy(''
    polaris_ncd_tmp_read(polaris_cli_fs_cmds_t)
')

#need to access pipes like pipe:[107820]
polaris_hman_use_fifo(polaris_cli_fs_cmds_t)

# df or stat the mount point
fs_getattr_nfs(polaris_cli_fs_cmds_t)
# mkfs permissions via domtrans
fstools_domtrans(polaris_cli_fs_cmds_t)
# runs NFS exportfs ( copied from ncd )
rpc_read_exports(polaris_cli_fs_cmds_t)
rpc_write_exports(polaris_cli_fs_cmds_t)
rpc_manage_nfs_state_data_dir(polaris_cli_fs_cmds_t)
rpc_manage_nfs_state_data(polaris_cli_fs_cmds_t)
fs_rw_nfsd_fs(polaris_cli_fs_cmds_t)
kernl_rw_rpc_sysctls(polaris_cli_fs_cmds_t)
f_s_getattr_xattr_fs(polaris_cli_fs_cmds_t)
# rsync/remote_format perms ( rsync borrowed from polariscrft.te )
polaris_udev tmp_list_dirs(polaris_cli_fs_cmds_t)
gen_require(''
    type rsync_exec_t;
    type rsync_port_t;
    type rsync_tmp_t;
')
allow polaris_cli_fs_cmds_t rsync_port_t:tcp_socket name_connect;
allow polaris_cli_fs_cmds_t rsync_exec_t:file { execute execute_no_trans getattr map open read };

allow polaris_cli_fs_cmds_t rsync_tmp_t:file open;

allow polaris_cli_fs_cmds_t self:capability { chown fsetid setgid };

# Need to access /proc/self/fd/1 by platform_fs_operation.sh which is invoked by
# /bin/bash/usr/bin/ios/conf/mcp_cli_fs_cmds.sh show bootflash:all
fs_associate_proc(polaris_cli_fs_cmds_t)

corecmd_exec_bin(polaris_cli_fs_cmds_t)
polaris_cpld_read(polaris_cli_fs_cmds_t)
polaris_chasfs_manaqe(polaris_cli_fs_cmds_t)
polaris_use_btrace_fifo(polaris_cli_fs_cmds_t)
polaris_rmonbifo_tmp_read(polaris_cli_fs_cmds_t)

auth_use_nsswitch(polaris_cli_fs_cmds_t)

# allow polaris_cli_fs_cmds_t polaris_udev_tmp_files_t:file open;
polaris_udev_tmp_read(polaris_cli_fs_cmds_t)
#watch on modify /tmp/udev/etc/udev/usbflash1-2/udev-info for remote/stby usb device
polaris_udev_tmp_watch(polaris_cli_fs_cmds_t)

# allow to run mount in its own domain
mount_domtrans(polaris_cli_fs_cmds_t)
# runs systemctl to remount file system.
# usb[01] fs_target remount service used.
systemd_exec_systemctl(polaris_cli_fs_cmds_t)
systemd_config_generic_services(polaris_cli_fs_cmds_t)

# allow to run readlink -f /dev/bootflash1
storage_getattr_fixed_disk_dev(polaris_cli_fs_cmds_t)

# allow "format" CLI to add/delete links in /dev/, and /; e.g., /dev/harddisk1 /harddisk
ifdef(`crankshaft_family',`
gen_require(`
    type device_t;
    type root_t;
    type udev_t;
');

#ifdev/harddisk1 /dev/harddisk1 -> /dev/dm-0
filetrans_pattern({udev_t polaris_cli_fs_cmds_t}, device_t, fixed_disk_device_t, lnk_file, "harddisk1")
filetrans_pattern({udev_t polaris_cli_fs_cmds_t}, device_t, fixed_disk_device_t, lnk_file, "harddisk")
#harddisk -> /misc/scratch
filetrans_pattern(polaris_cli_fs_cmds_t, root_t, polaris_disk_bootflash_t, lnk_file, "harddisk")

manage_lnk_files_pattern(polaris_cli_fs_cmds_t, fixed_disk_device_t, fixed_disk_device_t)
seutil_domtrans_setfiles(polaris_cli_fs_cmds_t)
polaris_hman_use_fifo(setfiles_t)

# need open, read on /bootflash/packages.conf
polaris_read_packages_conf(polaris_cli_fs_cmds_t)

# "sed" needs access to /proc/cmdline
kernel_read_system_state(polaris_cli_fs_cmds_t)

# work with /tmp files (/tmp/fs_lock_bootflash)
type polaris_cli_fs_cmds_tmp_t;

gen_require(' type tmp_t;

) files_tmp_file(polaris_cli_fs_cmds_tmp_t)
manage_files_pattern(polaris_cli_fs_cmds_t, tmp_t, polaris_cli_fs_cmds_tmp_t)
files_tmp_filetrans(polaris_cli_fs_cmds_t, polaris_cli_fs_cmds_tmp_t, file)

"find /vol/disk0/caf" when show CLI is executed
polaris_caf_tmp_files_read(polaris_cli_fs_cmds_t)

#Caf and IOxMan-CLI interaction
polaris_caf_tmp_files_manage(polaris_cli_fs_cmds_t)

# mcp_cli_fs_cmds.sh show webui: all runs df -P /webui
fs_getattr_tmpfs(polaris_cli_fs_cmds_t)

polaris_persistent_getattr(polaris_cli_fs_cmds_t)
fs_getattr_xattr_fs(polaris_cli_fs_cmds_t)
allow polaris_cli_fs_cmds_t self:capability dac_override;
allow polaris_cli_fs_cmds_t self:dir { add_name write };

# allow caf access to mcp_cli_fs_cmds.sh for fsck on ngwc platforms
ifdef(`ngwc_family',`

domain_read_all_domains_state(polaris_cli_fs_cmds_t)
polaris_caf_domtrans(polaris_cli_fs_cmds_t)
polaris_caf_files_read(polaris_cli_fs_cmds_t)
dev_read_sysfs(polaris_cli_fs_cmds_t)
'

###############################################################################
# fsck CLI using mcp_cli_fs_cmds.sh as tested on sparrow
###############################################################################

# allow fsck in mcp_cli_fs_cmds.sh to execute udev in the udev domain
udev_domtrans(polaris_cli_fs_cmds_t)
# allow cryptsetup to be executed
lvm_domtrans(polaris_cli_fs_cmds_t)
# allow fsck to run on bootflash

polaris_nvram_getattr(polaris_cli_fs_cmds_t)

# during SDWAN admin-tech generation, fs_display_*( ) in mcp_cli_fs_cmds.sh is
# invoked; this tries to find files like /bootflash/tracelogs/cia-netcon* with
# LABEL polaris_confed_var_log_t
polaris_confed_var_log_read(polaris_cli_fs_cmds_t)

# hm calls df to figure out tmpfs size, on some platforms
# where configfs is mounted it needs statfs access to it
gen_require(
    type configfs_t;
')
allow polaris_hm_t configfs_t:dir getattr;

# hm populates vrf_shm on behalf of iosd, and may create
# and delete vrf-based netns
polaris_vrf_netns_manage(polaris_hm_t)

#read udev_info
polaris_udev_tmp_read(polaris_hm_t)

gen_require(
    type rsync_t;
')
allow rsync_t polaris_hm_t:fifo_file read;

polaris_utility_domain_template(monitor_dmi_process)
polaris_bexecute_domain(polaris_monitor_dmi_process_t, polaris_monitor_dmi_process_exec_t)

# mcp_monitor_dmi_proc.sh calls "ps" command
# "ps" needs read/getattr access of various files in the system
# ps -eo comm,pid,s,vsize,rssize,%cpu,%mem,etime --sort=comm
domain_read_all_domains_state(polaris_monitor_dmi_process_t)

# "ps" needs access to /proc/uptime
kernel_read_system_state(polaris_monitor_dmi_process_t)

# "ps" needs access to /sys/devices/system/cpu/online, etc
dev_read_sysfs(polaris_monitor_dmi_process_t)
"ps" need read access to /proc
kernel_list_proc(polaris_monitor_dmi_process_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_monitor_dmi_process_t)

# executes head command
corecmd_exec_bin(polaris_monitor_dmi_process_t)

# sources cyan_api.sh
files_exec_usr_files(polaris_monitor_dmi_process_t)

# /bin/bash /tmp/sw/rp/0/0/rp_daemons/mount/usr/binos/conf/mcp_monitor_dmi_proc.sh
corecmd_shell_entry_type(polaris_monitor_dmi_process_t)

# need write/ioctl/getattr access for pipes like "pipe:[79843]"
polaris_hman_use_fifo(polaris_monitor_dmi_process_t)

# read /etc/init.d/quad_sup_usb_infra.sh
init_read_script_files(polaris_cli_fs_cmds_t)
#This triggers access to /tmp/flashlock and /dev/sda3
polaris_flashlib_lock(polaris_cli_fs_cmds_t)
#allow flash utility
polaris_flashlib_read(polaris_cli_fs_cmds_t)
# /sys/bus/usb/drivers/usb/*/authorized is accessed (read and write) from hman.
# For USB disable feature across all ngwc platforms needs authorized file to
# be accessed.
ifdef(`ngwc_family',`
gen_require(`
type sysfs_t;
``)
allow polaris_hm_t sysfs_t:file create;
dev_rw_sysfs(polaris_hm_t)
dev_manage_sysfs_dirs(polaris_hm_t)
``)

# work with /tmp files (/tmp/usb-disable)
polaris_iosd_usb_disable_tmp_manage(polaris_hm_t)

#need access to tmp files created under issu directory
polaris_issu_tmp_files_read(polaris_hm_t)

# HMWNMAN calls for checking database compactability
# tdllib_db_epoch_test is requires access to /tmp/issu/provision/sw-running.txt
polaris_install_tmp_read(polaris_hm_t)

optional_policy(`
    polaris_efi_files_list_dirs(polaris_cli_fs_cmds_t)
# Execute hdparam in its own domain
fstools_domtrans(polaris_hm_t)

# Allow polaris_hm to get attributes of fixed disk
storage_getattr_fixed_disk_dev(polaris_hm_t)

# Allow read to ssd auth tmp files /tmp/ssd_blk_device
polaris_read_ssd_tmp_files(polaris_hm_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarishm.te
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#
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#
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#

### <summary>Polaris ngwc_tbl_mgr Policy Rules.</summary>

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwctblmgr.if
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#

### <summary>Polaris polarisbtman Policy Rules.</summary>

#########################################################
### <summary>
### Execute fs tools in the btrace_rotate domain.
### </summary>
### <param name="domain">
### Domain allowed to transition.
### </param>
#
interface('polaris_btrace_rotate_domtrans',


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gen_require('type polaris_btman_t, polaris_btman_exec_t;
')

corecmd_search_bin($1)
domtrans_pattern($1, polaris_btman_exec_t, polaris_btman_t)
')

########################################
## <summary>
##      Read /tmp/tmppub files/dirs
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_btrace_tmppub_read',
    gen_require('type polaris_btrace_tmppub_t;
')

read_files_pattern($1, polaris_btrace_tmppub_t, polaris_btrace_tmppub_t)
read_lnk_files_pattern($1, polaris_btrace_tmppub_t, polaris_btrace_tmppub_t)
list_dirs_pattern($1, polaris_btrace_tmppub_t, polaris_btrace_tmppub_t)
')

########################################
## <summary>
##      Manage /tmp/tmppub files/dirs
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_btrace_tmppub_manage',
    gen_require('type polaris_btrace_tmppub_t;
')

manage_files_pattern($1, polaris_btrace_tmppub_t, polaris_btrace_tmppub_t)
manage_dirs_pattern($1, polaris_btrace_tmppub_t, polaris_btrace_tmppub_t)
')

########################################
## <summary>
# Read and write all btman's fifo file, used as standard input/output.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolecap/>
#
interface('polaris_use_btman_fifo',
  gen_require(
    type polaris_btman_t;
  ')

allow $1 polaris_btman_t:fifo_file { rw_term_perms lock append create unlink };
  ')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtman.if
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#
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#
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#
## <summary>Polaris webui Policy Rules.</summary>

#####################################################
## <summary>
## Read files under /webui/..., these are webui odm file
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolecap/>
#
interface('polaris_read_webui_files',
  gen_require(
    type polaris_webui_file_t;
  ')

read_files_pattern($1, polaris_webui_file_t, polaris_webui_file_t)
read_link_files_pattern($1, polaris_webui_file_t, polaris_webui_file_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswebui.if
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#
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#
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#

/tmp/fp/tddlb(/.*)?                      gen_context(system_u:object_r:polaris_tddlb_t,s0)
/tmp/rp/tddlb(/.*)?                      gen_context(system_u:object_r:polaris_tddlb_t,s0)
/tmp/cc/tddlb(/.*)?                      gen_context(system_u:object_r:polaris_tddlb_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristdldb.fc
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#

## <summary>Polaris NVRAM Policy Rules.</summary>

###############################################
# Polaris lsmpi
###############################################

### <summary>Work (read, write, ioctl) with /dev/lsmpi device.</summary>
### <param name="domain">Domain allowed access.</param>
### </summary>
interface(`polaris_lsmpi_dev_use',

#
type device_t;
type polaris_lsmpi_device_t;
'\)

write_chr_files_pattern($1, device_t, polaris_lsmpi_device_t)
read_chr_files_pattern($1, device_t, polaris_lsmpi_device_t)
allow $1 polaris_lsmpi_device_t:chr_file map;
')

######################################
## <summary>
##      Read lsmpi sysctl file, ie one under /proc/sys/lsmpi and
## /proc/sys/lsmpi_lodrv directories.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface(`polaris_lsmpi_sysctl_read',`
gen_require(`
type polaris_sysctl_lsmpi_t;
')
read_files_pattern($1, polaris_sysctl_lsmpi_t, polaris_sysctl_lsmpi_t)
')

######################################
## <summary>
##      Read from /sys/devices/virtual/contdev sysfs files.
## sys files.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface(`polaris_contdev_dev_read',`
gen_require(`
type polaris_sysfs_contdev_t;

type sysfs_t;
')
read_files_pattern($1, polaris_sysfs_contdev_t, polaris_sysfs_contdev_t)
list_dirs_pattern($1, polaris_sysfs_contdev_t, polaris_sysfs_contdev_t)
# genfscon statement specifically excludes symbolic links from
# genfscon path specific entries. To workaround, let us allow
# to follow sysfs_t symbolic links
allow $1 sysfs_t:lnk_file read;
'

######################################
## <summary>
##      Write into /sys/devices/virtual/contdev sysfs files.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_contdev_dev_write',`
gen_require("

type polaris_sysfs_contdev_t;
    type sysfs_t;
')
    write_files_pattern($1, polaris_sysfs_contdev_t, polaris_sysfs_contdev_t)
    # genfscon statement specifically excludes symbolic links from
    # genfscon path specific entries. To workaround, let us allow
    # to follow sysfs_t symbolic links
    allow $1 sysfs_t:lnk_file read;
')

######################################
## <summary>
##      Manage /sys/devices/virtual/contdev sysfs files.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_manage_contdev_dev',`
gen_require("

type polaris_sysfs_contdev_t;
    type sysfs_t;
')
    manage_files_pattern($1, polaris_sysfs_contdev_t, polaris_sysfs_contdev_t)
    manage_dirs_pattern($1, polaris_sysfs_contdev_t, polaris_sysfs_contdev_t)
    # genfscon statement specifically excludes symbolic links from
    # genfscon path specific entries. To workaround, let us allow
    # to follow sysfs_t symbolic links
    allow $1 sysfs_t:lnk_file read;
')

---------------------------------------------------------------------
## <summary>
## Allow the specified domain to manage punt/inject socket files. I.e /tmp/pi/dp_2_iosd_pi and /tmp/pi/iosd_2_dp_pi
## </summary>

## <param name="domain">
## Domain allowed access.
## </param>

interface(`polaris_pi_uuds_manage`,

    gen_require(`
        type polaris_pi_uuds_t;
    `)

    manage_sock_files_pattern($1, polaris_pi_uuds_t, polaris_pi_uuds_t)
)

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarislsmpi.if
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#
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#

/usr/binos/conf/issu_stack.sh -- gen_context(system_u:object_r:polaris_issu_stack_exec_t,s0)
/tmp/issu_stk(/.*)? gen_context(system_u:object_r:polaris_issu_stack_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisissustack.fc
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#
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#

# polarismnspd file contexts place holder

Found in path(s):
/* /opt/cola/permits/1103963160_1615183271.10/selinux-tar/selinux/polarisnmspd.fc
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# Aug 2020, Sridhar C
#
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#

policy_module(polarisxcopy, 1.0);

###############################################################################
## xcopy_script.sh
###############################################################################
polaris_utility_domain_template(xcopy_script)

polaris_bexecute_domain(polaris_xcopy_script_t, polaris_xcopy_script_exec_t)
# xcopy_script.sh call other scripts through brelay.sh
polaris_bexecute_domtrans(polaris_xcopy_script_t)

polaris_chasfs_manage(polaris_xcopy_script_t)

# xcopy calls curl/sshpass/scp command and support scp/http/https
gen_require(
  type polaris_curl_t;
  type ssh_exec_t;
  type ssh_home_t;
  type devpts_t;
)
polaris_curl_domtrans(polaris_xcopy_script_t)
corenctcp_connect_ssh_port(polaris_curl_t)
corenctcp_connect_http_port(polaris_curl_t)
corenctcp_connect_ssh_port(polaris_xcopy_script_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_xcopy_script_t)

# read polaris vrf net namespace file
fs_read_nsfs_files(polaris_xcopy_script_t)

# curl needs access to bootflash
polaris_bootflash_manage(polaris_curl_t)
polaris_bootflashManage(polaris_xcopy_script_t)

# also need to be able to ls /tmp/ufs/ on ngwc
optional_policy(
  polaris_ncd_tmp_read(polaris_xcopy_script_t)
)
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`)  

# Execute  
corecmd_exec_bin(polaris_xcopy_script_t)  

# uses kernel utilities like pidof, stat  
domain_read_all_domains_state(polaris_xcopy_script_t)  
kernel_list_proc(polaris_xcopy_script_t)  

# read /proc/cmdline  
kernel_read_system_state(polaris_xcopy_script_t)  
fs_getattr_tmpfs(polaris_xcopy_script_t)  
fs_getattr_xattr_fs(polaris_xcopy_script_t)  

# xcopy started from the smand and needs fifo  
polaris_smmand_use_fifo(polaris_xcopy_script_t)  

# ping to check reachability  
netutils Domtrans_ping(polaris_xcopy_script_t)  
#  
# calls mcp_chvrf.sh for ping and curl  
polaris_chvrf_domtrans(polaris_xcopy_script_t)  

# xcopy uses ps to find the curl process state  
# "ps" needs read access to /sys/devices/system/cpu/online  
# "ps" needs read access to /proc/uptime  
dev_read_sysfs(polaris_xcopy_script_t)  

# Started by bexecute so it has its stdin set to telnet pty file  
telnet_use_ptys(polaris_xcopy_script_t)  

# stdout is set to fifo set by rotte to capture output into btrace  
# btrace also need these policies :)  
# btrace_init also refer to /tmp/sw/boot/..  
polaris_use_btrace_fifo(polaris_xcopy_script_t)  
polaris_cpld_read(polaris_xcopy_script_t)  
polaris_boot_tmp_read(polaris_xcopy_script_t)  

# Allow /tmp/xcopy/  
type polaris_xcopy_tmp_t;  
files_tmp_file(polaris_xcopy_tmp_t)  
files_tmp_filetrans(polaris_xcopy_script_t, polaris_xcopy_tmp_t, { dir file })  
polaris_xcopy_tmp_manager(polaris_xcopy_script_t)  

# Curl writes the progress...  
polaris_xcopy_tmp_manager(polaris_curl_t)  

# PS command access ttyS1
term_getattr_unallocated_ttys(polaris_xcopy_script_t)

# sshpass/scp
ssh_getattr_user_home_dir(polaris_xcopy_script_t)

# sshpass uses the ptmx
term_use_ptmx(polaris_xcopy_script_t)
term_getattr_pty_fs(polaris_xcopy_script_t)

# scp uses ssh
#allow polaris_xcopy_script_t ssh_exec_t:file { execute execute_no_trans map open read }; ssh_exec(polaris_xcopy_script_t)

allow polaris_xcopy_script_t self:capability {sys_resource fsetid};
allow polaris_xcopy_script_t self:process setfscreate;
allow polaris_xcopy_script_t ssh_home_t:dir { create search };
allow polaris_xcopy_script_t devpts_t:chr_file { getattr open read setattr write };

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisxcopy.te
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#
# April 2017, Victor Kamensky
#
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#
#
## <summary>Polaris dmi_ncsshd_fwd Policy Rules.</summary>

########################################################
##     Connect to and send messages to dmi ncsshd_bp
## tmp/.ncsshd_bp.sock unix datagram sockets.
## </summary>
## <param name="domain">
##     Domain allowed access.
## </param>
## <//param>
#
interface('polaris_dmi_ncsshd_fwd_dgram_send',
    gen_require(
        type polaris_dmi_ncsshd_log_t;
        type polaris_dmi_ncsshd_fwd_t;
    )
)
allow $1 self:unix_stream_socket {create_socket_perms};
allow $1 polaris_dmi_ncsshd_fwd_unix_stream_socket {connectto};
write_sock_files_pattern($1, polaris_dmi_ncsshd_log_t, polaris_dmi_ncsshd_log_t)
')

########################################
## <summary>
## Write into fifo file created by dmi_ncsshd_fwd, typical case when
## hman starts script under popen.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolecap/>
#
interface(`polaris_dmi_ncsshd_fwd_use_fifo`,
    gen_require(`
        type polaris_dmi_ncsshd_fwd_t;
    `)
)
write_fifo_files_pattern($1, polaris_dmi_ncsshd_fwd_t, polaris_dmi_ncsshd_fwd_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmincsshdfwd.if
No license file was found, but licenses were detected in source scan.

dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
define(`polaris_database_aux',`dnl
/tmp/p/tdldb/[0-9]/$2 -- gen_context(system_u:object_r:$1,s0)
/tmp/fp/tdldb/[0-9]/$2 -- gen_context(system_u:object_r:$1,s0)
/tmp/cc/tdldb/[0-9]/$2 -- gen_context(system_u:object_r:$1,s0)
/tmp/p/tdldb/[0-9]/$2\lock -- gen_context(system_u:object_r:$1,s0)
/tmp/fp/tdldb/[0-9]/$2\lock -- gen_context(system_u:object_r:$1,s0)
/tmp/cc/tdldb/[0-9]/$2\lock -- gen_context(system_u:object_r:$1,s0)
`)
define(`polaris_database',`dnl
polaris_database_aux(database_label($1), $1)
`)

define('polaris_database_process','")

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_database_db_fc.m4

No license file was found, but licenses were detected in source scan.

#
# June 2017, Victor Kamensky
#
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#

### <summary>Polaris ioxman Policy Rules.</summary>

################################
## <summary>
##      Manage ioxman temporary files and directories in /tmp.
## Like /tmp/ios_xml.dat.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
#
interface('polaris_iox_manage_tmp_files',
    gen_require(
        type polaris_iox_tmp_t;
    )

manage_files_pattern($1, polaris_iox_tmp_t, polaris_iox_tmp_t)
files_tmp_filetrans($1, polaris_iox_tmp_t, file, "iox_xml.dat")
files_tmp_filetrans($1, polaris_iox_tmp_t, file, "iox_override.conf")
# /tmp/trace/resource.log can be created by ioxman/vman/caf
# through sourcing in the family of the psvm_* .sh scripts
files_tmp_filetrans($1, polaris_iox_tmp_t, file, "resource.log")
)

################################
## <summary>
##      Read ioxman temporary files and directories in /tmp.
## Like /tmp/ios_xml.dat and /tmp/iox_override.conf
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
### <param>

interface(`polaris_iox_read_tmp_files`,
  gen_require(`
    type polaris_iox_tmp_t;
  `)
)

read_files_pattern($1, polaris_iox_tmp_t, polaris_iox_tmp_t)
`

##################################################################################################################
## <summary>
## Make the specified domain able to work with iosd2iox files
## </summary>
## <param name="type">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
# interface(`polaris_iox2iosd_tmp_manage`,
#  gen_require(`
#    type polaris_iox2iosd_tmp_t;
#  `)
#
#  manage_dirs_pattern($1, polaris_iox2iosd_tmp_t, polaris_iox2iosd_tmp_t)
#  manage_files_pattern($1, polaris_iox2iosd_tmp_t, polaris_iox2iosd_tmp_t)
#`

##################################################################################################################
## <summary>
## Read ioxman executable file. Used by caf to read iosman
## version.
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
# interface(`polaris_ioxman_exec_read`,
#  gen_require(`
#    type polaris_ioxman_exec_t;
#    type bin_t;
#  `)
#
#  read_files_pattern($1, bin_t, polaris_ioxman_exec_t)
#`
## <summary>
## Allow the specified domain to get show_version information from ioxman executable
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_ioxman_show_version',
    gen_require(
        type polaris_ioxman_exec_t;
    ')
polaris_show_version($1, polaris_ioxman_exec_t)
')

## <summary>
## Allow the specified domain to get show_version information from dockerd and other container_runtime_t executables
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_container_runtime_show_version',
    gen_require(
        type container_runtime_exec_t;
    ')
polaris_show_version($1, container_runtime_exec_t)
')

## <summary>
## Execute a domain transition to run cat9k_ssd_auth_cmds.sh
## </summary>
## <param name="domain">
## Domain allowed to transition.
## </param>
#
interface('polaris_ssd_auth_domtrans',
    gen_require(
        type;
    ')
)
gen_require(`
    type polaris_ssd_auth_t, polaris_ssd_auth_exec_t;
`)

domtrans_pattern($1, polaris_ssd_auth_exec_t, polaris_ssd_auth_t)
`)

############################################################
## <summary>
##      Read ssd files in /tmp/ssd_blk_device
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_read_ssd_tmp_files`,
  gen_require(`
    type polaris_ssd_auth_tmp_t;
  `)
  read_files_pattern($1, polaris_ssd_auth_tmp_t, polaris_ssd_auth_tmp_t)
`)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisioxman.if
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# # Nov 2020, Swati Kumaro
# # Copyright (c) 2020 by Cisco Systems, Inc.
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#
/dev/blzi_fpga -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_ts_lpps -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_gps_lpps -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_lol_lpps -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_ts_interest_0 -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_ts_interest_1 -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_ts_interest_2 -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_ts_interest_3 -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_ts_interest_4 -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)
/dev/blzi_ts_interest_5 -c gen_context(system_u:object_r:polaris_blzi_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisptpdrp.fc
No license file was found, but licenses were detected in source scan.

#  
# January 2021, Gabriel Lee, Shawn Liu  
#  
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#  

policy_module(polaris_ezmanage, 1.0);


type polaris_ezmanage_file_t;
files_type(polaris_ezmanage_file_t)
polaris_pfile_type(polaris_ezmanage_file_t)

polaris_process_domain_template(ezmanage)

# Allow ezManage script to be executed by systemd
gen_require(
    type unconfined_service_t;
')
polaris_ezmanage_domtrans(unconfined_service_t)

# Allow ezManage file and directory access
polaris_manage_ezmanage_files(polaris_ezmanage_t)

# Allow ezManage socket access
allow polaris_ezmanage_t self:unix_dgram_socket { connected_socket_perms sendto };

# Allow read of /etc/passwd
auth_use_nsswitch(polaris_ezmanage_t)

# ezManage python script needs access to USB ttys for modem AT channel
term_use_usb_ttys(polaris_ezmanage_t)

# ezManage python script needs /usr/bin/python3 execution and may also call other generic system bin utilities
corecmd_exec_bin(polaris_ezmanage_t)

# ezManage needs to access /bootflash/ciscosdwan.cfg and a variably named tar file in /bootflash/modem_firmware
polaris_bootflash_filetrans(polaris_ezmanage_t, polaris_ezmanage_file_t, file, "ciscosdwan.cfg")
polaris_bootflash_filetrans(polaris_ezmanage_t, polaris_ezmanage_file_t, file, "modem_firmware.tar.gz")

# ezManage socket file is created in /var/run
type polaris_ezmanage_var_run_t;
files_pid_file(polaris_ezmanage_var_run_t)
files_pid_filetrans(polaris_ezmanage_t, polaris_ezmanage_var_run_t, sock_file, "cwan_ezmanage_py_server")
# Allow ezManage to access its socket file in /var/run
polaris_manage_ezmanage_var_run_files(polaris_ezmanage_t)

# Allow ezManage to access ngiolite socket file in /var/run
gen_require('  type polaris_cwan_svr_var_run_t;
')
rw_sock_files_pattern(polaris_ezmanage_t, polaris_cwan_svr_var_run_t, polaris_cwan_svr_var_run_t)

# Allow ezManage to access ngiolite dgram_socket
gen_require('  type polaris_ngiolite_t;
')
allow polaris_ezmanage_t polaris_ngiolite_t:unix_dgram_socket sendto;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisezmanage.te
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#
# March 2017, Victor Kamensky
#
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#

## <summary>Polaris dbm Policy Rules.</summary>

### <summary>Polaris dbm Policy Rules.</summary>

### <summary>Setup /bootflash/.dbpersist directory and content.</summary>
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>

interface(`polaris_tdldbpersist_setup',`
gen_require('  type polaris_disk_bootflash_t;
  type polaris_disk_dbm_t;
')
filetrans_pattern($1, polaris_disk_bootflash_t, polaris_disk_dbm_t, dir, ".dbpersist")
# allow creation of /bootflash/.dbpersist directory
manage_dirs_pattern($1, polaris_disk_bootflash_t, polaris_disk_dbm_t)
# dbm can manage files inside of its own polaris_disk_dbm_t directories
manage_files_pattern($1, polaris_disk_dbm_t, polaris_disk_dbm_t) 
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdbm.if
No license file was found, but licenses were detected in source scan.

# 
# May 2017, Victor Kamensky
# 
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# 
# polaris-mdtpubd file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaris-mdtpubd.fc
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# 
# February 2020, Victor Kamensky
# 
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# 

policy_module(polaris_ttm, 1.0);

gen_require(' 
    type polaris_ttm_t;
')
polaris_chasfs_read(polaris_ttm_t) 
polaris_cpld_read(polaris_ttm_t)

logging_send_syslog_msg(polaris_ttm_t)

# vconfd_load_shared_schemas
polaris_confid_shared_schema_read(polaris_ttm_t)

# /var/run/ttmd socket and pid

type polaris_ttm_var_run_t;
files_pid_file(polaris_ttm_var_run_t)
manage_files_pattern(polaris_ttm_t, polaris_ttm_var_run_t, polaris_ttm_var_run_t)
manage_sock_files_pattern(polaris_ttm_t, polaris_ttm_var_run_t, polaris_ttm_var_run_t)
files_pid_filetrans(polaris_ttm_t, polaris_ttm_var_run_t, { file sock_file })

# allow /usr/binos/bin/ttmd to acces polaris_tdlresolve_t and
policy_module(polarissdavcproxy, 1.0);

gen_require(
    type polaris_sdavc_proxy_t;
')

# btrace_application_start
polaris_chasfs_read(polaris_sdavc_proxy_t)
polaris_tdlresolve_read(polaris_sdavc_proxy_t)
polaris_cpld_read(polaris_sdavc_proxy_t)

# Allow SDAVC exports using UDP socket.
allow polaris_sdavc_proxy_t self:udp_socket create_socket_perms;

# Change namespace to allow network communication with vManage
(process_namespace_network_change_internal - opens /var/run/netns/*)
polaris_cedge_set_ns(polaris_sdavc_proxy_t)

# Reset the anmespace back to default (process_namespace_network_default opens /proc/1/ns/net)
polaris_cedge_reset_ns(polaris_sdavc_proxy_t)

type polaris_sdavc_proxy_files_t;
files_type(polaris_sdavc_proxy_files_t)
polaris_pfile_type(polaris_sdavc_proxy_files_t)

# Create /bootflash/sdavc directory, Write, Read & Removed files (For SDAVC imports)
polaris_bootflash_filetrans(polaris_sdavc_proxy_t, polaris_sdavc_proxy_files_t, dir, "sdavc")
polaris_bootflash_filetrans(polaris_iosd_t, polaris_sdavc_proxy_files_t, dir, "sdavc")
polaris_sdavc_proxy_manage(polaris_sdavc_proxy_t)

# IOSd process also should have access to /bootflash/sdavc directory
gen_require(
    type polaris_iosd_t;
')
polaris_sdavc_proxy_manage(polaris_iosd_t)

# Allow SDAVC imports (HTTP GET, PUT) we use /usr/bin/curl executable.
# Exe: curl -f -s --connect-time 10 -o /bootflash/sdavc/... -w %{http_code} http://<user>:<pw>@<vManage system
# Run CURL in its domain so it wont have all sdavcproxy permissions.

gen_require('  
    type polaris_curl_t;
')
polaris_curl_domtrans(polaris_sdavc_proxy_t)
corenet_tcp_connect_generic_port(polaris_curl_t)

# cURL process also should have access to /bootflash/sdavc directory
polaris_sdavc_proxy_manage(polaris_curl_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissdavcproxy.te
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#
# Sep 2020, Sridhar C
#
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#

/usr/binos/conf/xcopy_script.sh -- gen_context(system_u:object_r:polaris_xcopy_script_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisxcopy.fc
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
dnl divert(-1)

include('polaris_process.m4')
dnl Stub out plaris process
define('polaris_process',"")

dnl Stub out mqipc
define('polaris_mqipc_service_server',")

define(`polaris_mqipc_service_client',``)
define(`polaris_mqipc_service_server_elastic_client',``)

dnl Stub out lipc
define(`polaris_lipc_service_server',``)
define(`polaris_lipc_service_client',``)

include(`polaris_ipc_ripc.m4')
include(`polaris_ipc_base_ripc_te.m4')

dnl Stub out non existent one
define(`polaris_websocket_service_server',``)
define(`polaris_cipc_service_server',``)

include(`polaris_max_scope.m4')

divert(0)dnl
#
# This is a generated file! Instead of modifying this file,
# modify proper platform TDL file.
#

policy_module(autopolarisplatformipcbase, 1.0);

gen_require(`
    attribute port_type;
    attribute defined_port_type;
``)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_base_te.m4
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

policy_module(polarisdroputil, 1.0);

polaris_process_domain_template(droputil)

corecmd_exec_bin(polaris_droputil_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_droputil_t)
# allow read of /etc/passwd
auth_use_nsswitch(polaris_droputil_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_droputil_t)

# work with /tmp files
type polaris_droputil_tmp_t;
files_tmp_file(polaris_droputil_tmp_t)
manage_dirs_pattern(polaris_droputil_t, tmp_t, polaris_droputil_tmp_t)
manage_files_pattern(polaris_droputil_t, polaris_droputil_tmp_t, polaris_droputil_tmp_t)
manage_fifo_files_pattern(polaris_droputil_t, polaris_droputil_tmp_t, polaris_droputil_tmp_t)
manage_lnk_files_pattern(polaris_droputil_t, polaris_droputil_tmp_t, polaris_droputil_tmp_t)
files_tmp_filetrans(polaris_droputil_t, polaris_droputil_tmp_t, { file dir })

# on some platform /tmp/rp/dropbox is created by binos service
# that runs under initrc_t
gen_require('type initrc_t;')
files_tmp_filetrans(initrc_t, polaris_droputil_tmp_t, dir, "dropbox")

allow polaris_droputil_t self:capability { sys_resource dac_override }; allow polaris_droputil_t self:process setpgid;

polaris_btrace_data_manage(polaris_droputil_t)
polaris_cpld_read(polaris_droputil_t)
polaris_chasfs_manage(polaris_droputil_t)
polaris_boot_tmp_read(polaris_droputil_t)
polaris_read_debug_conf(polaris_droputil_t)
polaris_disk_crashinfo_getattr(polaris_droputil_t)
polaris_rmonbifo_tmp_read(polaris_droputil_t)

# runs systemctl start reflector.service
systemd_exec_systemctl(polaris_droputil_t)

# PLEASE LOOK AT ME need to have separate label for reflector.service
# allow only to start if, do it once copy of reflector.service is fixed
systemd_config_generic_services(polaris_droputil_t)

# droputil.sh deletes /tmp/rp/droputil/so-del-stage/rp/0
fs_getattr_tmpfs(polaris_droputil_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdroputil.te
No license file was found, but licenses were detected in source scan.
policy_module(polarisofa, 1.0);

gen_require('type polaris_ofa_t;')

polaris_btrace_data_manage(polaris_ofa_t)
polaris_crft_data_manage(polaris_ofa_t)
polaris_chasfs_manage(polaris_ofa_t)
polaris_tdlresolve_read(polaris_ofa_t)
polaris_tldldb_list_dirs(polaris_ofa_t)
polaris_cpld_read(polaris_ofa_t)
polaris_flashlib_read(polaris_ofa_t)

allow polaris_ofa_t self:capability sys_admin;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisofa.te
No license file was found, but licenses were detected in source scan.

# /bootflash labels
/bootflash(/.*)?          gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)
/bootflash/ssh(/.*)?      gen_context(system_u:object_r:ssh_home_t,s0)
/bootflash/ssh/ssh_host.*_key\.pub  gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/ssh/ssh_host.*_key   gen_context(system_u:object_r:sshd_key_t,s0)
/bootflash/tracelogs(/.*)? gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/tan(/.*)?      gen_context(system_u:object_r:polaris_btrace_data_t,s0)
/bootflash/core(/.*)?     gen_context(system_u:object_r:polaris_core_file_t,s0)
/bootflash/debug.conf     gen_context(system_u:object_r:polaris_debug_conf_t,s0)
/bootflash/packages.conf  gen_context(system_u:object_r:polaris_packages_conf_t,s0)

# /objstore
/objstore(/.*)?           gen_context(system_u:object_r:polaris_disk_objstore_t,s0)
/dev/shm/sem/objstore_sem gen_context(system_u:object_r:polaris_objstore_sem_t,s0)
# hanet driver used by vpcgw platform of VX family
ifdef(`vpcgw_platform',`
/dev/hanet -c gen_context(system_u:object_r:polaris_hanet_device_t,s0)
')

# /csl_p_0
/csl_p_0(/.*)? gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)

# /csl_p_1.context
/csl_p_1(/.*)? gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)

# /csl_s_0.context
/csl_s_0(/.*)? gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)

# /csl_s_1.context
/csl_s_1(/.*)? gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)

# /varied
/varied(/.*)? gen_context(system_u:object_r:polaris_disk_varied_t,s0)
/varied/install_info gen_context(system_u:object_r:polaris_vxeinstall_info_t,s0)
/varied/obf1.* gen_context(system_u:object_r:polaris_obf1_data_t,s0)
/varied/grub_cisco_version gen_context(system_u:object_r:polaris_grubver_t,s0)
/varied/grub(/.*)? gen_context(system_u:object_r:boot_t,s0)
/varied/grub2(/.*)? gen_context(system_u:object_r:polaris_grub_bios_t,s0)
/varied/vcpu_template.txt gen_context(system_u:object_r:polaris_iosd_vcpu_t,s0)
/sbin/grub* gen_context(system_u:object_r:bootloader_exec_t,s0)

# /bootefi(/.*)?
/bootefi(/.*)? gen_context(system_u:object_r:polaris_grub_efi_t,s0)

# from /lib/tmpfiles.d/binos-vxe.conf
/lic0 -l gen_context(system_u:object_r:polaris_disk_csl_p_t,s0)
/lic1 -l gen_context(system_u:object_r:polaris_disk_csl_s_t,s0)

# umbrella_ini.sh executable label
/usr/binos/conf/umbrella_init.sh -- gen_context(system_u:object_r:polaris_umbrella_init_exec_t,s0)

# On ultra_us /cpld_util.sh creates /tmp/chassis. Put this script into the initexec_t domain so
# chasfs transitions properly.
#cpld_util.sh gen_context(system_u:object_r:initrc_exec_t,s0)

# /config labels
/config(/.*)? gen_context(system_u:object_r:polaris_disk_config_t,s0)
/config/.ssh(/.*)? gen_context(system_u:object_r:ssh_home_t,s0)
policy_module(polarisboot, 1.0);
	ype polaris_boot_tmp_t;
files_tmp_file(polaris_boot_tmp_t)
gen_require(
  attribute domain;
)
files_tmp_filetrans(domain, polaris_boot_tmp_t, dir, "boot")
# /tmp/sw/isos
files_tmp_filetrans(domain, polaris_boot_tmp_t, dir, "isos")

# dmesg command is executed in its own domain and result is store
# into /tmp/sw/boot/dmesg file
gen_require(
  type dmesg_t;
)
polaris_boot_tmp_write(dmesg_t)

# /tmp/reload_reason copied from /bootflash/.prst_sync/reload_info
files_tmp_filetrans(domain, polaris_boot_tmp_t, file, "reload_reason")

# /tmp/bootup_timestamp created by /etc/init.d/binos
gen_require(
  type initrc_t;
  type init_t;
)
files_tmp_filetrans({ initrc_t init_t }, polaris_boot_tmp_t, file, "bootup_timestamp")

type polaris_boot_file_t;
files_type(polaris_boot_file_t)
polaris_pfile_type(polaris_boot_file_t)
gen_require(
    type polaris_disk_bootflash_t;
    
)
filetrans_pattern(domain, polaris_disk_bootflash_t, polaris_boot_file_t, file, "reload_info")
filetrans_pattern(domain, polaris_disk_bootflash_t, polaris_boot_file_t, file, "stack_reload_info")

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisboot.te
No license file was found, but licenses were detected in source scan.

#
# February 2020, Victor Kamensky
#
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#

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscfgmgr.fc
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscxp.fc
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmiportsfetch.fc
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisftm.fc
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdbgd.fc
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfpm.fc
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisvdaemon.fc
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisinstallmgr.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#
### <summary>Polaris Common Policy Rules.</summary>

########################################################################
# Polaris common
########################################################################

########################################################################
### <summary>
### Create a domain for long running Polaris processes in
### confined mode.
### </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <param name="entry_point">
##	<summary>
##	Type of the program to be used as an entry point to this domain.
##	</summary>
## </param>
#
#
interface(‘polaris_process_domain_confined’,
    gen_require(
        type unconfined_service_t;
    )
    init_daemon_domain($1, $2)

# polaris process now started by pman, which still runs
# under unconfined label
type_transition unconfined_service_t $2:process $1;
allow unconfined_service_t $1:process transition;
allow $1 unconfined_service_t:process sigchld;

polaris_pman_entry($1, $2)

gen_require(‘
    attribute polaris_domain;
    attribute polaris_exec_domain;
    attribute polaris_extended_domain;
’)
typeattribute $1 polaris_domain, polaris_extended_domain;
typeattribute $2 polaris_exec_domain;

# allow all process to check whether kernel ksm is enabled
polaris_ksm_run_check($1)
’)

##############################################################
## <summary>
##      Create a domain for long running Polaris processes. Note
##      depending on policy build setting it could be confined or
##      not confined
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
```plaintext
### <param name="entry_point">
### <summary>
### Type of the program to be used as an entry point to this domain.
### </summary>
### </param>
#
interface(`polaris_process_domain`,

    # the default is to confine all domains
    polaris_process_domain_confined($1, $2)

    #
    # if the domain is in the permissive map, then set it to be confined
    # permissive. if the domain is in the confined map, then there really
    # isn't much else to do but leave it confined. if the domain isn't in
    # the permissive or confined maps then determine if the domain should
    # be unconfined.
    #
    ifelse(permissive_domain($1), $1, `polaris_permissive_domain_setup($1)',
            confined_domain($1),   $1, `',
                `polaris_domain_maybe_unconfined($1)'
            )

#############################################################################
### <summary>
### Create a domain for utility Polaris processes in
### confined mode.
### </summary>
### </param>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
### <param name="entry_point">
### <summary>
### Type of the program to be used as an entry point to this domain.
### </summary>
### </param>
#
interface(`polaris_utility_domain_confined`,
    domain_type($1)
    domain_entry_file($1, $2)
        role system_r types $1;
        gen_require(
            attribute polaris_domain;
            attribute polaris_exec_domain;
            attribute polaris_extended_domain;
```
typeattribute $1 polaris_domain, polaris_extended_domain;

typeattribute $2 polaris_exec_domain;

# allow all process to check whether kernel ksm is enabled
polaris_ksm_run_check($1)

###################################################

## <summary>
## Create a domain for utility Polaris processes. Note
## depending on policy build setting it could be confined or
## not confined
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <param name="entry_point">
## Type of the program to be used as an entry point to this domain.
## </param>
#
interface(`polaris_utility_domain`,

# the default is to confine all domains
polaris_utility_domain_confined($1, $2)

#
# if the domain is in the permissive map, then set it to be confined
# permissive. if the domain is in the confined map, then there really
# isnt much else to do but leave it confined. if the domain isnt in
# the permissive or confined maps then determine if the domain should
# be unconfined.
#
ifelse(permissive_domain($1), $1, 'polaris_permissive_domain_setup($1)',
    confined_domain($1), $1, '',
    'polaris_domain_maybe_unconfined($1)')

###################################################

## <summary>
## Creates types and rules for a basic
## polaris process domain.
## </summary>
## <param name="stem">
template('polaris_process_domain_template',
    type polaris_$1_t;
    type polaris_$1_exec_t;

    polaris_process_domain(polaris_$1_t, polaris_$1_exec_t)
    ifdef(polaris_permissive,
        permissive polaris_$1_t;
    )
)
polaris_btrace_data_client_template($1)
polaris_maroon_data_client_template($1)
polaris_crft_data_client_template($1)
polaris_process_proc_kpageflags_template($1)
polaris_process_uswap_access(polaris_$1_t, $1, "$1")
')

########################################################################
#ifndef polaris_process_domain

polaris_process_domain(polaris_$1_t, polaris_$1_exec_t)
#endif
#endif
# Allow the specified domain to execute polaris domain process in the caller domain.

each domain($1, polaris_exec_domain) #

type polaris_exec_domain;

# Domain allowed access.

can_exec($1, polaris_exec_domain) #

# Allow the specified domain to read polaris domain executable file. I.e to get information from executables like binary trace info, trace key etc

each domain($1, polaris_exec_domain) #

type bin_t;

read_files_pattern($1, bin_t, polaris_exec_domain) #

# Allow the specified domain to receive signals from any polaris process.

can_recv($1, polaris_exec_domain) #
## <summary>
## Systemd-tmpfiles utility creates an object in the tmp directories, with a private type using a type transition.
## Note rules to create files and directories which are performed by systemd-tmpfiles reside in /lib/tmpfiles.d/
## directory. And polaris specific rules are in binos.conf file.
## Note systemd-tmpfiles utility would use label from file_contexts to restore proper label. I.e the same effect could be achieved by placing proper .fc expression.
## </summary>

## <param name="private type">
## The type of the object to be created.
## </param>

## <param name="object">
## The object class of the object being created.
## </param>

## <param name="name">
## The name of the object being created.
## </param>

# interface(`polaris_systemd_tmpfiles_tmp_filetrans`,
    gen_require(`
        type systemd_tmpfiles_t;
    `)
    files_tmp_filetrans(systemd_tmpfiles_t, $1, $2, $3)
)`

#
## socketat through get_netns_fd function call access
## /proc/pid/ns/net file
##
## Implementation notes:
##
## wants to read /proc/pid/ns/net but gets denial because our 3.10 kernel
## does not support nsfs yet, so /proc/pid/ns/net is marked as proc_t instead
## of be nsfs_t. For now allow read access to proc_t through
## kernel_system_state_reader attribute. Try to drop it in latter kernels
## type=AVC msg=audit(1479574148.450:70): avc: denied { open } for  pid=27619 comm="smd"
## path="net:[4026531957]" dev="proc" ino=4026531957 scontext=system_u:system_r:polaris_smd_t:s0
tcontext=system_u:object_r:proc_t:s0 tclass=file
## in 4.4 /proc/pid/ns/net inode is under nsfs_t, polaris_smd_t needs to
## open,getattr, and read from it
##
## <param name="domain">
##
## Domain allowed access.
##
## </param>
#
interface(`polaris_socketat_nsfs_read',`
   kernel_read_system_state($1)
   fs_read_nsfs_files($1)
   gen_require(`
      type ifconfig_var_run_t;
   ')
   list_dirs_pattern($1, ifconfig_var_run_t, ifconfig_var_run_t)
')


interface(`polaris_namespace_set_netns_with_etc',`
   files_mounton_isid($1)
   files_mounton_rootfs($1)
   dev_mount_sysfs_fs($1)
   dev_unmount_sysfs_fs($1)
   sysnet_read_config($1)
   sysnet_write_config($1)
sysnet_manage_config_dirs($1)
files_rw_etc_files($1)
allow $1 net_conf_t:file mounton;
allow $1 etc_t:file mounton;
allow $1 self:capability sys_chroot;
)

#########################################
## <summary>
##      process can execute libeiutil build_config_directory function
##
## Implementation notes:
##  build_config_directory function from mgmt/libeiutil/src/eiutil.c
## calls glibc nftw function, which effectively walks whole file tree
## and execute given call back. While function is executed it needs
## access to all files and directories attributes also it wants to
## search all directories. But we will not grant search access to
## security_file_type, instead we will dontaudit those. Anyway no
## relevant config file should be under security_file_type directory.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
#interface('polaris_libeiutil_build_config_directory',`
   files_getattr_all_files($1)
   files_getattr_all_dirs($1)
   files_read_all_symlinks($1)

   files_list_non_security($1)
   files_dontaudit_list_security_dirs($1)
')

#########################################
## <summary>
##      Allow the specified domain to read write from i2c device.
##
## Implementation notes:
##  gen_require('device_t';
##
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
#interface('polaris_i2c_use',`
   gen_require('device_t;
type polaris_i2c_device_t;

rw_chr_files_pattern($1, device_t, polaris_i2c_device_t)

######################################

## <summary>
##      Work (read, write, ioctl) with /dev/remap_mem0
## </summary>
## <param name="domain">
##      Domain allowed access.
## </param>
#
interface('polaris_remap_mem_dev_use',
            gen_require(''
                type device_t;
                type polaris_remap_mem_device_t;
            ')
            write_chr_files_pattern($1, device_t, polaris_remap_mem_device_t)
            read_chr_files_pattern($1, device_t, polaris_remap_mem_device_t)
            allow $1 polaris_remap_mem_device_t:chr_file map;

')

######################################

## <summary>
##      Allow the specified domain to read firmware files
## </summary>
## <param name="domain">
##      Domain allowed access.
## </param>
#
interface('polaris_firmware_read',
            gen_require(''
                type polaris_firmware_t;
            ')
            read_files_pattern($1, polaris_firmware_t, polaris_firmware_t)
            # /firmware/* are link files, allow to follow symbolic link
            allow $1 polaris_firmware_t:lnk_file read;
            allow $1 polaris_firmware_t:dir read;

')

######################################
## <summary>
##     Allow the specified domain to manage firmware files
## </summary>
## <param name="domain">
##     <summary>
##     Domain allowed access.
##     </summary>
## </param>
#
interface(`polaris_firmware_manage`,
    gen_require(
        type polaris_firmware_t;
    ')
    manage_files_pattern($1, polaris_firmware_t, polaris_firmware_t)
    manage_lnk_files_pattern($1, polaris_firmware_t, polaris_firmware_t)
    manage_dirs_pattern($1, polaris_firmware_t, polaris_firmware_t)
')

###############################################################
## <summary>
##     Allow the specified domain to getattr of firmware files
## </summary>
## <param name="domain">
##     <summary>
##     Domain allowed access.
##     </summary>
## </param>
#
interface(`polaris_firmware_getattr`,
    gen_require(
        type polaris_firmware_t;
    ')
    getattr_files_pattern($1, polaris_firmware_t, polaris_firmware_t)
')

###############################################################
## <summary>
##     Allow the specified domain to map of firmware files
## </summary>
## <param name="domain">
##     <summary>
##     Domain allowed access.
##     </summary>
## </param>
#
interface(`polaris_firmware_map`,

gen_require(
    type polaris_firmware_t;
)

read_files_pattern($1, polaris_firmware_t, polaris_firmware_t)
allow $1 polaris_firmware_t:file map;
)

########################################################################
## <summary>
##      Allow the specified domain to write relocations into text segment, deals
## with icc broken relocations.
##
## LOOK AT ME:
## Basically it deals with denials like this:
## type=AVC msg=audit(1475815369.598:3): avc: denied \{ execmod \} for pid=4929 comm="cman_fp"
path="/tmp/sw/mount/csr1000v-mono-universalk9.2016-10-06_20.15_kamensky.SSA.pkg/usr/cpp/lib64/libcpp_client_ha_oor.so" dev="loop0" ino=7683
scontext=system_u:system_r:unconfined_service_t:s0 tcontext=system_u:object_r:lib_t:s0 tclass=file
## It happens because icc generates code with relocations in text segment and
## run-time linker is dealing with it by doing mprotect(WRITE), relocatings,
## mprotect(NO WRITE). Remove once icc compiled is fixed
##
##</summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_icc_broken_relocations',
    gen_require(
        type lib_t;
    )

    allow $1 lib_t:file execmod;
)

########################################################################
## <summary>
##      Allow the specified domain to work with /dev/mem
##
## LOOK AT ME!!! LOOK AT ME!!! Missing driver: application works
## with /dev/mem directly
##</summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
interface('polaris_dev_mem_use',
    dev_read_raw_memory($1)
    dev_write_raw_memory($1)
    allow $1 self:capability sys_rawio;
    gen_require(
        type memory_device_t;
    )
    allow $1 memory_device_t:chr_file map:
)

##############################################################
## <summary>
##      Append to /tmp/etc file. First usage to update xinetd.conf
## files.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_etc_append',
    gen_require(
        type polaris_etc_t;
    )
    append_files_pattern($1, polaris_etc_t, polaris_etc_t)
)

##############################################################
## <summary>
##      Search /tmp/etc directory
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_etc_search',
    gen_require(
        type polaris_etc_t;
    )
    search_dirs_pattern($1, polaris_etc_t, polaris_etc_t)
)
# List the contents of /etc directories.

```c
interface(`polaris_etc_list',
  gen_require(
    type polaris_etc_t;
  )
)
```

allow $1 polaris_etc_t:dir list_dir_perms;
```

# Allow domain to attach to TUN devices created by ifconfig_t subject.

```c
interface(`ifconfig_attach_tun_iface',
  gen_require(
    type ifconfig_t;
  )
)
```

allow $1 ifconfig_t:tun_socket relabelfrom;
allow $1 self:tun_socket relabelto;
```

# Perms used by pidof

```c
binos/infra/systemd/scripts/errmsg.sh, might needs /dev/ttyS0
```

allow.
```
```
## <rolebase/>
#
interface(`pidof_use`,`
  # FIXME or fix labeling
  # /sys/devices/system/cpu/online should be labeled cpu_online_t
  # but for some reason this did not happen, grant perms for both
  dev_read_sysfs($1)
  dev_read_cpu_online($1)
  # /proc scan
  domain_read_all_domains_state($1)
  kernel_list_proc($1)
`)  

#######################################  
## <summary>
##      Script can execute errmsg function from
##      binos/infra/systemd/scripts/errmsg.sh, might needs /dev/ttyS0
##      access.
## </summary>
## <param name="domain">
##      # Domain allowed access.
## </param>
## <rolebase/>
#
interface(`polaris_script_errmsg_use`,`
  # send to syslog (journal), iosd outputs to console if up
  logging_send_syslog_msg($1)
  # check if iosd is up and find its pid and if ttyS0 is opened
  pidof_use($1)
  # if FDs dont have ttyS0 it sends to console itself
  term_use_unallocated_ttys($1)
`)  

######################################  
## <summary>
##      Allow the specified domain to read ebf (explicit
## bindind) files
## </summary>
## <param name="domain">
##      # Domain allowed access.
## </param>
## <rolebase/>
#
interface(`polaris_ebf_map`,`
  gen_require(`
type polaris_ebf_t;
')

read_files_pattern($1, polaris_ebf_t, polaris_ebf_t)
allow $1 polaris_ebf_t:file map;
')

########################################################################
## <summary>
##   Allow the specified domain to execute show_version command
## for given executable label
## </summary>
## <param name="domain">
##   <summary>
##       Domain allowed access.
##   </summary>
## </param>
## <param name="subject_exec">
##   <summary>
##       Domain of executable that version can be checked
##   </summary>
## </param>
#
interface('polaris_show_version',`
   read_files_pattern($1, $2, $2)
   allow $1 $2:file map;
')

########################################################################
## <summary>
##   Configure the polaris domain as permissive
## </summary>
## <param name="domain">
##   <summary>
##       Domain allowed access.
##   </summary>
## </param>
## <rolebase/>
#
interface('polaris_permissive_domain_setup',`
   gen_require(`
      type $1;
   `)
   permissive $1;
`)
## <summary>
## Creates types and rules for process access to uswap feature.
## Ability to create file/folder under /bootflash/USWAP/"FRU", and
## map file.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <param name="stem">
## Stem for the object label. Name is constructed as
## polaris_"stem"_uswap_files_t. It should be the short
## form of the process name.
## E.g., for IOSd polaris_iosd_uswap_files_t.
## </summary>
## <param name="name">
## The name of the object being created.
## Name of the folder created by the process for
## creating the uswap files.
## </summary>

#template('polaris_process_uswap_access',
    gen_require(
        type polaris_uswap_files_t;
    ')
    type polaris_$2_uswap_files_t;
    files_type(polaris_$2_uswap_files_t)
    polaris_pfile_type(polaris_$2_uswap_files_t)
    filetrans_pattern($1, polaris_uswap_files_t, polaris_$2_uswap_files_t, {file dir})
    manage_dirs_pattern($1, polaris_$2_uswap_files_t, polaris_$2_uswap_files_t)
    manage_files_pattern($1, polaris_$2_uswap_files_t, polaris_$2_uswap_files_t)
    manage_lnk_files_pattern($1, polaris_$2_uswap_files_t, polaris_$2_uswap_files_t)
    allow $1 polaris_$2_uswap_files_t:file map;

    # allow access to pvp to clean-up the process related uswap file/folder
    gen_require(
        type polaris_pvp_t;
    ')
    allow polaris_pvp_t polaris_$2_uswap_files_t:dir { read remove_name rmdir write };
allow polaris_pvp_t polaris_S2_uswap_files_t:file unlink;
')

#########################################################
## <summary>
## Allow process access to access page related files such as "/proc/kpageflags"
## </summary>
## <param name="stem">
## Stem for the domain. Name is constructed as polaris_stem_t
## </param>
#
# template('polaris_process_proc_kpageflags_template',
#     gen_require(
#         type proc_t;
#     )
#     allow polaris_S1_t proc_t:file { open read };
#')

#########################################################
## <summary>
## Transition context of fman(rp/fp) created iptbl tmp files related to acl mgmt.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
# interface('polaris_fman_acl_iptbl_tmp_file',
#     gen_require(
#         type polaris_iptbl_tmp_t;
#     )
#     files_tmp_filetrans($1, polaris_iptbl_tmp_t, file, "iptbl.v4")
#     files_tmp_filetrans($1, polaris_iptbl_tmp_t, file, "iptbl.v6")
#     manage_files_pattern($1, polaris_iptbl_tmp_t, polaris_iptbl_tmp_t)
#')

#########################################################
## <summary>
## Manage files/folders in /tmp/rsync_log_dir.
## </summary>
## <param name="domain">
## Domain allowed access.
### <summary>
### Manage cerr shared memory /dev/shm/cerrno_dll.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface('polaris_cerr_shm_manage',
   gen_require(
      type tmpfs_t;
      type polaris_cerr_shm_t;
   ')
s_getattr_tmpfs($1)
manage_files_pattern($1, tmpfs_t, polaris_cerr_shm_t)
allow $1 polaris_cerr_shm_t:file map;
s_tmpfs_filetrans($1, polaris_cerr_shm_t, file, "cerrno_dll")
')

### Manage shared memory for vrf - /dev/shm/vrf_shm.
### <param name="domain">
### Domain allowed access.
### </param>
#
interface('polaris_vrf_shm_manage',
   gen_require(
      type tmpfs_t;
      type polaris_vrf_shm_t;
   ')
s_getattr_tmpfs($1)
manage_files_pattern($1, tmpfs_t, polaris_vrf_shm_t)
allow $1 polaris_vrf_shm_t:file map;
s_tmpfs_filetrans($1, polaris_vrf_shm_t, file, "vrf_shm")
manage_files_pattern($1, tmpfs_t, polaris_vrf_shm_t)
allow $1 polaris_vrf_shm_t:file map;

filetrans_pattern($1, tmpfs_t, polaris_vrf_shm_t, file, "vrf_shm")


### <summary>
### On-demand creation of vrf-based netns using "ip netns".
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>

interface('polaris_vrf_netns_manage',
polaris_vrf_shm_manage($1)

kernel_rw_net_sysctls($1)
polaris_lfts_dev_use($1)

sysnet_exec_ifconfig($1)
sysnet_manage_ifconfig_run($1)
gen_require(
    type ifconfig_var_run_t;
)
allow $1 ifconfig_var_run_t:file { create mounton open read };
allow $1 ifconfig_var_run_t:dir mounton;

gen_require(
    type polaris_ip_linux_port_var_t;
)
read_files_pattern($1, var_t, polaris_ip_linux_port_var_t)
getattr_files_pattern($1, var_t, polaris_ip_linux_port_var_t)

### <summary>
### Allow read/write of network state directory files
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>

interface('polaris_kernel_rw_network_state_files',

gen_require("
  type proc_net_t;
"
)

rw_files_pattern($1, proc_net_t, proc_net_t)
"
#

######################################
## <summary>
##     Allow the specified domain to send signals to
##     Binos shell
## </summary>
## <param name="domain">
##     <summary>
##     Domain allowed access.
##     </summary>
## </param>
#
interface('polaris_send_signal_to_shell',
    gen_require(
        type polaris_shell_t;
    
    allow $1 polaris_shell_t:process signal_perms;
"

####################################
## <summary>
##	Execute curl in the curl domain.
## </summary>
## <param name="domain">
##	<summary>
##	Domain allowed to transition.
## </summary>
## </param>
#
interface('polaris_curl_domtrans',
    gen_require(
        type polaris_curl_t, polaris_curl_exec_t;
    
    corecmd_search_bin($1)
    domtrans_pattern($1, polaris_curl_exec_t, polaris_curl_t)
"

                    ####################################
                    ## <summary>
                    ##	Manage files and directories in /tmp directory with rsync_tmp_t
interface('rsync_tmp_manage',
    gen_require('type rsync_tmp_t;
    )
    manage_dirs_pattern($1, rsync_tmp_t, rsync_tmp_t)
    manage_files_pattern($1, rsync_tmp_t, rsync_tmp_t)
    manage_lnk_files_pattern($1, rsync_tmp_t, rsync_tmp_t)
    manage_fifo_files_pattern($1, rsync_tmp_t, rsync_tmp_t)
    ')

interface('polaris_ldwm_envelope_read',
    gen_require('type polaris_ldwm_envelope_tmp_t;
    )
    read_files_pattern($1, polaris_ldwm_envelope_tmp_t, polaris_ldwm_envelope_tmp_t)
    ')

interface('polaris_ggpio_dev_read_write',
    gen_require('type ggpio_dev_t;
    )
    read_write($1, ggpio_dev_t, ggpio_dev_t)
    ')

## Allow the specified domain to read /tmp/ldwm_envelope file
## Domain allowed access.
##
## This is copied from polarisngwc.if since other platforms may also
## read/write /sys/devices files. In addition to ngwc, tsn requires it.
## Write into /sys/devices/virtual/misc/ggpio/gpio_out_assert sysfs files.
## or /sys/devices/platform/cpn-110-master/cpn-110-master sysfs
## Domain allowed access.
##
## Domain allowed access.
##
## Domain allowed access.
##
type polaris_sysfs_ggpio_t;
);
read_files_pattern($1, polaris_sysfs_ggpio_t, polaris_sysfs_ggpio_t)
write_files_pattern($1, polaris_sysfs_ggpio_t, polaris_sysfs_ggpio_t)
);

#######################################
## <summary>
## Manage files under /bootflash/certs, cert files for AP
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_wlc_ap_cert_manage',
    gen_require(
        type polaris_ap_cert_file_t;
    )
manage_files_pattern($1, polaris_ap_cert_file_t, polaris_ap_cert_file_t)
manage_dirs_pattern($1, polaris_ap_cert_file_t, polaris_ap_cert_file_t)
);

#######################################
## <summary>
## Manage SERDES key directory and files
## SERDES library stores info in /tmp/serdes_asic_key_dir/*
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_serdes_asic_key_tmp_manage',
    gen_require(
        type polaris_serdes_asic_key_tmp_t;
    )
files_tmp_filetrans($1, polaris_serdes_asic_key_tmp_t, {dir file}, "serdes_asic_key_dir")
manage_dirs_pattern($1, {tmp_t polaris_serdes_asic_key_tmp_t}, polaris_serdes_asic_key_tmp_t)
manage_files_pattern($1, polaris_serdes_asic_key_tmp_t, polaris_serdes_asic_key_tmp_t)
);
# Manage polaris_tech_support_tmp_t in /tmp.
#
## <summary>
## Domain allowed access.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
interface('polaris_tech_support_tmp_read',
    gen_require(
        type polaris_tech_support_tmp_t;

    )
    read_files_pattern($1, polaris_tech_support_tmp_t, polaris_tech_support_tmp_t)
)

# Getattr of any file under /proc/*/fd/*. Typically run by lsof.
#
## <summary>
## Domain allowed access.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
interface('polaris_proc_fd_all_getattr',
    domain_read_all_domains_state($1)
    files_getattr_all_files($1)
    files_getattr_all_dirs($1)
    files_getattr_all_sockets($1)
    files_getattr_all_pipes($1)
    files_getattr_all_chr_files($1)
    files_getattr_all_symlinks($1)
    files_read_all_dirs_except($1)
    dev_getattr_all_chr_files($1)
    dev_getattr_all_blk_files($1)
    dev_getattr_mtrr_dev($1)

    # misc socket and fifo files got created under label of its process domain
    # and since domain labes are not in file_type attribute, need special
    # permission
    gen_require(
        attribute domain;
    )
    allow $1 domain:{socket socket_class_set fifo_file} getattr;
# access syscall
# kernel_read_sysctls($1)
#

```
#include <sysctl_rpc_t>
kernel_read_rpc_sysctls($1)
```

### <summary>
## Manage files and directories sysfs. This should only be used
## if the interface needs sysfs_t create access. Otherwise please use
## dev_rw_sysfs
### </summary>
### <param name="domain">
### <summary>
## Domain allowed access.
### </summary>
### </param>
### </rolebase/>
#
interface('polaris_sysfs_manage',
    gen_require(
        type sysfs_t;
    )
    manage_files_pattern($1, sysfs_t, sysfs_t)
)

### <summary>
## Check access to the init/systemd executable.
### </summary>
### <param name="domain">
### <summary>
## Domain allowed access.
### </summary>
### </param>
#
interface('polaris_init_access_check',
    gen_require(
        type init_exec_t;
    )
    init_access_check($1)
    allow $1 init_exec_t:file {open read};
    allow $1 init_exec_t:lnk_file read_lnk_file_perms;
)

### <summary>
## Manage polaris_manage_rommon_info in /tmp.
### </summary>
### <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
interface(`polaris_manage_rommon_info',
    gen_require(
      type polaris_rommon_info_tmp_t;
    )
    manage_files_pattern($1, polaris_rommon_info_tmp_t, polaris_rommon_info_tmp_t)
  )

########################################
## <summary>
## Allow the specified domain to manage tamlib debug file /bootflash/tamlib_dbg_log
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_tamlib_dbg_file_manage',
    gen_require(
      type polaris_tamlib_dbg_file_t;
    )
    filetrans_pattern($1, polaris_disk_bootflash_t, polaris_tamlib_dbg_file_t, file, "tamlib_dbg_log")
    manage_files_pattern($1, polaris_tamlib_dbg_file_t, polaris_tamlib_dbg_file_t)
  )

########################################
## <summary>
## Allow access to /dev/ddr
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface(`polaris_ddr_dev_use',
    gen_require(
      type device_t;
      type polaris_ddr_device_t;
    )
    write_chr_files_pattern($1, device_t, polaris_ddr_device_t)
    read_chr_files_pattern($1, device_t, polaris_ddr_device_t)
  )
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscommon.if
No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
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#

## <summary>Polaris tams_rp Policy Rules.</summary>

########################################
## <summary>
##      Allow polaris_tams_rp_t unix stream socket connect
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_tams_rp_socket_connect',`
    gen_require(`
        type polaris_tams_rp_t;
    `)
    allow $1 polaris_tams_rp_t:unix_stream_socket connectto;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristamsrp.if
No license file was found, but licenses were detected in source scan.

#
# August 2017, Shawn Lu
#
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#

# polariswncd file contexts place holder

/mnt/images(/.*)?    gen_context(system_u:object_r:polaris_wlc_ap_images_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswncd.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

# /harddisk  /harddisk -> /misc/scratch
/harddisk gen_context(system_u:object_r:polaris_disk_harddisk_t,s0)
/misc/scratch gen_context(system_u:object_r:polaris_disk_bootflash_t,s0)

/usb0 gen_context(system_u:object_r:removable_t,s0)
/usb1 gen_context(system_u:object_r:removable_t,s0)
/misc/usb0 gen_context(system_u:object_r:removable_t,s0)
/misc/usb1 gen_context(system_u:object_r:removable_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisstorage.fc
No license file was found, but licenses were detected in source scan.

#
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#
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#

/tmp/tam_cfg_done(/.*)? gen_context(system_u:object_r:polaris_tam_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisesgtamcfg.fc
No license file was found, but licenses were detected in source scan.

#
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#

## <summary>Polaris omp Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisomp.if
No license file was found, but licenses were detected in source scan.
## <summary>Polaris TDLDB Policy Rules.</summary>

### Polaris tdl (infra/tdlib)

#### <summary>Make specified domain as one of tdl types.

### </summary>

### <param name="domain">The domain serving as polaris_tdl type

### </param>

```
interface('polaris_tdl_type',
    gen_require(
        attribute polaris_tdl;
    
    typeattribute $1 polaris_tdl;
    files_type($1)
    )
```

### List directories in /tmp/[rp|fp|cc]/tldb directories.

#### <param name="domain">Domain allowed access.

#### </param>

```
interface('polaris_tldb_list_dirs',
    gen_require(
    type polaris_tldb_t;
    
    list_dirs_pattern($1, polaris_tldb_t, polaris_tldb_t)
    )
```
### <summary>
### Use tdldb database files in /tmp/[rpfp/cc]/tdldb
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### <param name="database_label">
### Database file label.
### </param>
### <param name="object">
### Database file name. Also used to derive lock file name.
### </param>
#
interface('polaris_tdldb_use',
'gen_require('
type polaris_tdldb_t;
    type tmp_t;
')
    manage_dirs_pattern($1, polaris_tdldb_t, polaris_tdldb_t)
    manage_files_pattern($1, polaris_tdldb_t, $2)
    allow $1 $2:file map;
    allow $1 polaris_tdldb_t:file lock;
    type_transition $1 polaris_tdldb_t : file $2 "$3";
    type_transition $1 polaris_tdldb_t : file $2 "$3.lock";
#
    # manage /var/tmp/tdldb_ene_fifo.0xYYYYY files - it seems there is
    # no way to assign separate label to them
    manage_fifo_files_pattern($1, tmp_t, tmp_t)
#
    # tdllib_database_handle_open_internal through libuuid calls
    # uuid_generate_time_generic, which needs access to udp socket
    # once it reaches get_node_id function
    allow $1 self:udp_socket { create ioctl }
')

### <summary>
### Setup tdldb database persistent files in
### /tmp/[rpfp/cc]/tdldb/persist-config
### </summary>
### <param name="domain">

## <summary>
Domain allowed access.
</summary>
## </param>
## <param name="database_label">
## <summary>
Database file label.
</summary>
## </param>
## <param name="object">
## <summary>
Database file name. Also used to derive lock file name.
</summary>
## </param>
#
# interface(`polaris_tdldb_persist_setup',`
gen_require(`
type polaris_tdldb_t;
type polaris_tdldb_persist_t;
')
filetrans_pattern($1, polaris_tdldb_t, polaris_tdldb_persist_t, dir, "persistent-config")
# allow creation of /tmp/rp/tdldb/persistent-config
manage_dirs_pattern($1, polaris_tdldb_t, polaris_tdldb_persist_t)
# Manage files inside of its own polaris_tdldb_persist_t directories
manage_files_pattern($1, polaris_tdldb_persist_t, polaris_tdldb_persist_t)
')

########################################
## <summary>
Manage tdldb directories
</summary>
## </param>
## <param name="domain">
## <summary>
The domain serving as polaris_tdldb type
</summary>
## </param>
#
# interface(`polaris_tdldb_manage_dirs',`
gen_require(`
type polaris_tdldb_t;
')
manage_dirs_pattern($1, polaris_tdldb_t, polaris_tdldb_t)
')

###################################################################
## <summary>
Use polaris_dir_db_tdldb_t database.
</summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <infoflow type="none"/>
#
interface('polaris_db_tdldb_dir_use',
    gen_require(
        type polaris_dir_db_tdldb_t;
    )
    polaris_tdldb_use($1, polaris_dir_db_tdldb_t, DB_DIR)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristdldb.if
No license file was found, but licenses were detected in source scan.
#
# August 2017, Shawn Lu
#
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#
policy_module(polariswncd, 1.0);

gen_require(''
    type polaris_wncd_t;
')

polaris_btrace_data_manage(polaris_wncd_t)
polaris_crft_data_manage(polaris_wncd_t)
polaris_chasfs Manage(polaris_wncd_t)
polaris_tdlresolve_read(polaris_wncd_t)
polaris_tdlldb_list_dirs(polaris_wncd_t)
polaris_cpld_read(polaris_wncd_t)
polaris_lua_read(polaris_wncd_t)
polaris_flashlib_read(polaris_wncd_t)
polaris_ripc_sman_ui_serv_connect(polaris_wncd_t)
polaris_db_tdldb_dir_use(polaris_wncd_t)

#wncd need setrlimit to change limit of resource
allow polaris_wncd_t self:process setrlimit;
allow polaris_wncd_t self:capability sys_resource;
#allow tcp connection from http port
allow polaris_wncd_t self:capability net_bind_service;
corenethttp_port(polaris_wncd_t)

#allow udp for dhcpd
corenet_udp_bind_dhcpd_port(polaris_wncd_t)
corenet_udp_bind_generic_node(polaris_wncd_t)
allow polaris_wncd_t self:udp_socket { create_socket_perms recv_msg send_msg };

#allow AF_PACKET
allow polaris_wncd_t self:capability net_raw;
allow polaris_wncd_t self:packet_socket { create_socket_perms recv_msg send_msg }

# required in function ewlc_capwap_dgram_srvr_state_update()
allow polaris_wncd_t self:rawip_socket { create_socket_perms setopt ioctl }
corenerrawip_socket(polaris_wncd_t)
gen_require(''
    type port_t;
')
allow polaris_wncd_t port_t:rawip_socket name_bind;

#allow to read /etc/passwd
auth_use_nsswitch(polaris_wncd_t)

#stuff related to vrf support of the socket
polaris_lfts_dev_use(polaris_wncd_t)
polaris_socketat_nsfs_read(polaris_wncd_t)

#each instance of wncd has a devshell support
corenentcp_bind_polaris_wncd_devshell_port(polaris_wncd_t)

# extra instances of wncd do set up cyan database for given elastic number
polaris_dyncfg_setup(polaris_wncd_t)

allow polaris_wncd_t self:capability dac_override;

# wncd does ionotify for /bootflash/apple_device_map.xml file in
# wsa_notif_register_filepath function
polaris_bootflash_read(polaris_wncd_t)
polaris_persistent_watch(polaris_wncd_t)

# manage pem certificates on /bootflash
polaris_persistentmanage(polaris_wncd_t)

# for /dev/shm/cerrno_dll
polaris_cerr_shm_manage(polaris_wncd_t)

# For ewlc, wncd and wncmgrd needs access to files under /mnt/images/...these
# are related to AccessPoint images
polaris_wlc_ap_images_read(polaris_wncd_t)

# wncd calls ewlc_get_ap_sw_version() to open/read
# /tmp/sw/rp/0/0/rp_wlc/mount/mnt/images/ap.pri/version.info
# call-chain: main -> ewlc_app_context_init -> wncd_evlib_app_init_cb ->
# ewlc_capwapac_lib_init -> capwapac_init_default_config -> ewlc_get_ap_sw_version
polaris_wlc_ap_images_read(polaris_wncd_t)

polaris_odm_clnt2svr_mqipc_create(polaris_wncd_t)

# wncd works with AF_NETLINK NLMSG_APP_SIP ewlc_sip_netlink_sock_init
allow polaris_wncd_t self:netlink_socket create_socket_perms;
logging_send_syslog_msg(polaris_wncd_t)

# binds to mdns port from mdns_ipv4_socket_init function
corenet_udp_bind_mdns_port(polaris_wncd_t)

# bind CAPWAP control and data
corenet_udp_bind_polaris_capwap_ctr_port(polaris_wncd_t)
corenet_udp_bind_polaris_capwap_data_port(polaris_wncd_t)

#allow read/write/mmap access to awips file
gen_require(`
type polaris_awips_signature_file_t;
`)
allow polaris_wncd_t polaris_awips_signature_file_t:file { map read open getattr unlink};

# allow read / write / unlink access to /bootflash/certs
polaris_wlc_ap_cert_manage(polaris_wncd_t)

# wncd ewlc-lisp interaction module, connect to lisp map-server on port 4342
corenet_tcp_connect_lisp_cons_control_port(polaris_wncd_t)

# binds to mdns bcp port from mdns bcp function
corenet_udp_bind-mdns_bcp_port(polaris_wncd_t)

#DB persistence
polaris_tdldbpersist_setup(polaris_wncd_t)
# July 2018, Victor Kamensky
#
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#

## <summary>Polaris ngwc_fed_debug Policy Rules.</summary>

##################################################################################################
## Connect to and send messages to /tmp/idope_svr and /tmp/shfwd_svr unix datagram sockets.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_fed_debug_sock_write',
   gen_require(`
     type polaris_fed_debug_sock_t;
     type polaris_ngwc_fed_debug_mgr_t;
     type tmp_t;
   `)
)

allow $1:unix_stream_socket {create_socket_perms};
allow $1 polaris_ngwc_fed_debug_mgr_t:unix_stream_socket {connectto};
write_sock_files_pattern($1, tmp_t, polaris_fed_debug_sock_t)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcfeddebug.if
No license file was found, but licenses were detected in source scan.

# March 2017, Victor Kamensky
#
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#

policy_module(polarispsd, 1.0);
gen_require('  type polaris_psd_t;
')

polaris_btrace_data_manage(polaris_psd_t)
polaris_crf_data_manage(polaris_psd_t)
polaris_chasfs_manage(polaris_psd_t)
polaris_tdlresolve_read(polaris_psd_t)
polaris_tdldb_list_dirs(polaris_psd_t)
polaris_cpld_read(polaris_psd_t)
polaris_flashlib_read(polaris_psd_t)

polaris_ripc_sman_ui_serv_connect(polaris_psd_t)

polaris_db_tdldb_dir_use(polaris_psd_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_psd_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_psd_t)

# psd wants to run /usr/binos/bin/cfgwr command
corecmd_exec_bin(polaris_psd_t)
corecmd_exec_shell(polaris_psd_t)

# provide objstore access
polaris_disk_objstore_read(polaris_psd_t)

# work with /tmp files (/tmp/sh-thd-*)
type polaris_psd_tmp_t;
files_tmp_file(polaris_psd_tmp_t)
files_tmp_filetrans(polaris_psd_tmp_t, polaris_psd_tmp_t, file)
manage_files_pattern(polaris_psd_tmp_t, polaris_psd_tmp_t, polaris_psd_tmp_t)
polaris_obfl_data_read(polaris_psd_t)

allow polaris_psd_t self:capability { fsetid };

allow polaris_psd_t self:capability { dac_override chown };
allow polaris_psd_t self:netlink_route_socket rw_netlink_socket_perms;

logging_send_syslog_msg(polaris_psd_t)

# psd need detect which terminal to use as console, need read permission to ttyS*
# psd need read/write grub configure file /boot/grub/menu.*: read /boot/grub/menu.bak
# . generate /boot/grub/menu.list
# read access to bootflash for bin file loading
ifdef('vxe_family',
    term_use_unallocated_ttys(polaris_psd_t)
    polaris_legacy_grub_manage(polaris_psd_t)
    polaris_bootflash_read(polaris_psd_t)
    polaris_disk_varied_read(polaris_psd_t)
')
ifdef('wlc_family',
    term_use_unallocated_ttys(polaris_psd_t)
    bootloader_rw_config(polaris_psd_t)
    polaris_disk_varied_read(polaris_psd_t)
')
ifdef('vwlc_platform',
    polaris_legacy_grub_manage(polaris_psd_t)
    polaris_bootflash_read(polaris_psd_t)
')

polaris_disk_csl_manage(polaris_psd_t)

fs_read_nsfs_files(polaris_psd_t)

polaris_dyncfg_tmp_read(polaris_psd_t)

polaris_read_packages_conf(polaris_psd_t)

# handling /tmp/restconf
type polaris_restconf_t;
files_tmp_file(polaris_restconf_t)

files_tmp_filetrans(polaris_psd_t, polaris_restconf_t, dir, "restconf")
polaris_restconf_manage(polaris_psd_t)

# handling /tmp/.ncsshd_authorized_keys
type polaris_ncsshd_keys_t;
files_tmp_file(polaris_ncsshd_keys_t);

files_tmp_filetrans(polaris_psd_t, polaris_ncsshd_keys_t, dir, ".ncsshd_authorized_keys")
polaris_ncsshd_keys_manage(polaris_psd_t)

polaris_tmp_tlddb_persist_setup(polaris_psd_t)

# write mem updates the grub config files
optional_policy('
polaris_grubcfg_manage(polaris_psd_t)
')
# February 2020, Victor Kamensky
#
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#
### <summary>Polaris fpm Policy Rules.</summary>

# Write fpm /var/run socket file
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>

interface(`polaris_fpm_var_sock_write',
    gen_require(
        type polaris_fpm_t;
        type polaris_fpm_var_run_t;
        type var_run_t;
    ')
    write_sock_files_pattern($1, var_run_t, polaris_fpm_var_run_t)
    allow $1 polaris_fpm_t:unix_stream_socket { connectto ;
')

# Manage mqipc fpm2fmrp shared memory file in /dev/shm directory
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>

# interface(`polaris_fpm2fmrp_mqipc_use',
    gen_require(
        type polaris_fpm2fmrp_mqipc_t;
    ')
    polaris_mqipc_use($1, polaris_fpm2fmrp_mqipc_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfpm.if
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#
# Oct 2020, Xin Xiang
#
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#

### <summary>Polaris Doppler Policy Rules.</summary>

#####################################################################################################################
### <summary>
### Work (read, write, ioctl) with /dev/dmamap
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
###
#
interface(`polaris_dmammap_dev_use',`
   gen_require(`
       type device_t;
       type polaris_dmammap_device_t;
   `)
   write_chr_files_pattern($1, device_t, polaris_dmammap_device_t)
   read_chr_files_pattern($1, device_t, polaris_dmammap_device_t)
   allow $1 polaris_dmammap_device_t:chr_file map;
`)

#####################################################################################################################
### <summary>
### Work (read, write, ioctl) with /dev/dmamap
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
###
#
interface(`polaris_dplr_dev_use',`
   gen_require(`
       type device_t;
       type polaris_dplr_device_t;
   `)
   write_chr_files_pattern($1, device_t, polaris_dplr_device_t)
   read_chr_files_pattern($1, device_t, polaris_dplr_device_t)
   allow $1 polaris_dplr_device_t:chr_file map;
`)

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39451
type polaris_dplr_device_t;
)
write_chr_files_pattern($1, device_t, polaris_dplr_device_t)
read_chr_files_pattern($1, device_t, polaris_dplr_device_t)
allow $1 polaris_dplr_device_t:chr_file map;
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdoppler.if
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#
# March 2017, Victor Kamensky
#
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#

/usr/binos/conf/pvp.sh -- gen_context(system_u:object_r:polaris_pvp_exec_t,s0)
/tmp/sw/rp/max_elastic_bays -- gen_context(system_u:object_r:polaris_pvp_tmp_t,s0)
/tmp/iosd_memory_share -- gen_context(system_u:object_r:polaris_pvp_tmp_t,s0)
/tmp/cc/0(/.*)?                          gen_context(system_u:object_r:polaris_pvp_tmp_t,s0)
/tmp/cc/.*/pvp(/.*)?                     gen_context(system_u:object_r:polaris_pvp_tmp_t,s0)
/tmp/fp/pvp(/.*)?                        gen_context(system_u:object_r:polaris_pvp_tmp_t,s0)
/tmp/rp/rp/pvp/oir/sw_lic_service(/.*)? gen_context(system_u:object_r:polaris_chasfs_t,s0)
/tmp/rp/rp/pvp/oir/sw_csl_service(/.*)? gen_context(system_u:object_r:polaris_chasfs_t,s0)
/tmp/rp/pvp/oir/rp_(.*)(/.*)?            gen_context(system_u:object_r:polaris_chasfs_t,s0)
/tmp/rp/pvp/process_state(/.*)?          gen_context(system_u:object_r:polaris_process_state_t,s0)
/tmp/fp/pvp/process_state(/.*)?          gen_context(system_u:object_r:polaris_process_state_t,s0)
/tmp/cc/pvp/process_state(/.*)?          gen_context(system_u:object_r:polaris_process_state_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispvp.fc
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#
# August 2017, Shawn Lu
#
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#
policy_module(polariswlc, 1.0);

# hanet driver used by vwlc, is there better place for it?
type polaris_hanet_device_t;
dev_node(polaris_hanet_device_t)

gen_require(
    type polaris_wlc_ap_images_t;
    type mnt_t;
    attribute polaris_extended_domain;
    ')

# transition when /mnt/images is created
filetrans_pattern(polaris_extended_domain, mnt_t, polaris_wlc_ap_images_t, dir, "images")

# epaN and epactrlN devices
type polaris_epa_device_t;
dev_node(polaris_epa_device_t)

# luna_fpgs device
type polaris_luna_mbfpga_device_t;
dev_node(polaris_luna_mbfpga_device_t)

# astro device
type polaris_astro_device_t;
dev_node(polaris_astro_device_t)

# cpp_il device
type polaris_cpp_il_device_t;
dev_node(polaris_cpp_il_device_t)

# oob_evfc device
type polaris_oob_evfc_device_t;
dev_node(polaris_oob_evfc_device_t)

# on vwlc all processes read grub_cisco_version in polaris_disk_varied_t
gen_require(
    attribute polaris_domain;
    ')
polaris_disk_varied_search(polaris_domain)

# /dev/sfp-ktr device
type polaris_sfp_katar_device_t;
dev_node(polaris_sfp_katar_device_t)

# handle /tmp/vxe_disk_XXX_YYY files
ifdef(‘vwlc_platform’,

```
gen_require(
    type unconfined_service_t;
)

polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v1")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v2")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v3")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_mbr_v4")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_gpt_v1")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_gpt_v2")
polaris_boot_tmp_filetrans(unconfined_service_t, file, "vxe_disk_gpt_v3")
polaris_boot_tmp_manage(unconfined_service_t)
)

type polaris_grubver_t;
polaris_pfile_type(polaris_grubver_t)

type polaris_grub_bios_t;
polaris_pfile_type(polaris_grub_bios_t)

#on vWLC, all processes read grubenv from EFI disk partition.
gen_require(
    attribute polaris_domain;
)
polaris_vwlc_grub_efi_search(polaris_domain)

type polaris_vwlcinstall_info_t;
polaris_pfile_type(polaris_vwlcinstall_info_t)

gen_require(
    type unconfined_service_t;
    type polaris_disk_varied_t;
)

# unconfined service create /boot/.install_info if does not exist yet
filetrans_pattern(unconfined_service_t, polaris_disk_varied_t, polaris_vwlcinstall_info_t, file, ".install_info")

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswlc.te

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#
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#
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#
#
/tmp/sw/boot/rmonbifo(/.*)?                gen_context(system_u:object_r:polaris_rmonbifo_tmp_t,s0)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismonbifo.fc
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#

# polarisbtlogger file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtlogger.fc
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#
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#
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#

policy_module(polarisnifmgr, 1.0);

gen_require('  
  type polaris_nif_mgr_t;
')

polaris_ripc_sman_ui_serv_connect(polaris_nif_mgr_t)
polaris_btrace_data_manage(polaris_nif_mgr_t)
polaris_crft_data_manage(polaris_nif_mgr_t)
polaris_chasfs_manage(polaris_nif_mgr_t)
polaris_tdlresolve_read(polaris_nif_mgr_t)
polaris_tdlldb_list_dirs(polaris_nif_mgr_t)
polaris_cpld_read(polaris_nif_mgr_t)
polaris_lua_read(polaris_nif_mgr_t)
polaris_flashlib_read(polaris_nif_mgr_t)

#if romvar is not set, Set Rommon env varaible needs write permission
polaris_flashlib_write(polaris_nif_mgr_t)

logging_send_syslog_msg(polaris_nif_mgr_t)

# set out of band interface mac set_oobndif_mac
allow polaris_nif_mgr_t self:tcp_socket ioctl;
# communication between the nif manager and fed use directories under /tmp/sv
polaris_sv_tmp_use(polaris_nif_mgr_t)

# /dev/shm/sdm access
optional_policy(
    polaris_sdm_shm_manage(polaris_nif_mgr_t)
)

# open /dev/ttyS0 console in sco_sys_init_sw_params
term_use_unallocated_ttys(polaris_nif_mgr_t)

# allow create and write access to the /proc/*_sesa file
gen_require(
    type polaris_proc_sesa_t;
)
polaris_proc_sesa_create_write(polaris_nif_mgr_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnifmgr.te
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#
# April 2017, Victor Kamensky
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#

policy_module(polarisdmiopdatamgrd, 1.0);

gen_require(
    type polaris_dmi_opdatamgrd_t;
)

# allow to get getattr of /proc file system
domain_read_all_domains_state(polaris_dmi_opdatamgrd_t)

# work with /var/log/dmi/ files
type polaris_dmi_var_log_t;
logging_log_file(polaris_dmi_var_log_t)
manage_files_pattern(polaris_dmi_opdatamgrd_t, polaris_dmi_var_log_t, polaris_dmi_var_log_t)
manage_dirs_pattern(polaris_dmi_opdatamgrd_t, polaris_dmi_var_log_t, polaris_dmi_var_log_t)
logging_log_filetrans(polaris_dmi_opdatamgrd_t, polaris_dmi_var_log_t, dir, "dmi")
polaris_chasfs_manage(polaris_dmi_opdatamgrd_t)
polaris_btrace_data_manage(polaris_dmi_opdatamgrd_t)
polaris_cpld_read(polaris_dmi_opdatamgrd_t)
polaris_boot_tmp_read(polaris_dmi_opdatamgrd_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_dmi_opdatamgrd_t)

# this (opdatamgrd.sh) process is shell script need permission to execute shell
# and variety of small util commands under bin_t
corecmd_exec_shell(polaris_dmi_opdatamgrd_t)
corecmd_exec_bin(polaris_dmi_opdatamgrd_t)

# allow read of /etc/passwd
# passwd_file_t.file { getattr open read };
auth_use_nsswitch(polaris_dmi_opdatamgrd_t)

# opdatamgrd.sh calls ps command
# ps needs access to /sys/devices/system/cpu/online
dev_read_sysfs(polaris_dmi_opdatamgrd_t)
# ps needs access to proc_t
kernel_read_system_state(polaris_dmi_opdatamgrd_t)

allow polaris_dmi_opdatamgrd_t self:capability { sys_resource dac_override };

# handling of /tmp/stream-parsers
type polaris_dmi_parser_t;
files_tmp_file(polaris_dmi_parser_t)
files_tmp_filetrans(polaris_dmi_opdatamgrd_t, polaris_dmi_parser_t, dir, "stream-parsers")
manage_dirs_pattern(polaris_dmi_opdatamgrd_t, tmp_t, polaris_dmi_parser_t)
manage_files_pattern(polaris_dmi_opdatamgrd_t, polaris_dmi_parser_t, polaris_dmi_parser_t)

mount_domtrans(polaris_dmi_opdatamgrd_t)

# confd_cli runs under our label
allow polaris_dmi_opdatamgrd_t self:tcp_socket create_socket_perms;

# runs ps that wants to have access to containers files
optional_policy(
  polaris_disk_vman_dir_list(polaris_dmi_opdatamgrd_t)
)
Polaris_sandbox_file_dir_list(polaris_dmi_opdatamgrd_t)
Polaris_sandbox_file_getattr(polaris_dmi_opdatamgrd_t)

# runs find to search all 'parse.*' files
# find . -perm /111 -name parse.* -exec basename {} ;
# LOOK AT ME it seems that it does search on customer visible
# directories, can and whether customer supposed to be
# able give parse.* files to dmi opdatamgrd, could it
# be exploited?
files_getattr_all_files(polaris_dmi_opdatamgrd_t)
files_getattr_all_dirs(polaris_dmi_opdatamgrd_t)

# access to /dev/pts/0
ssh_use_ptys(polaris_dmi_opdatamgrd_t)

# directly work with to /dev/ttyS1
term_use_unallocated_ttys(polaris_dmi_opdatamgrd_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmiopdatamgrd.te
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#
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#
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#

### <summary>Polaris ngwc_fed Policy Rules.</summary>

#####################################################################################################
### <summary>
###     Connect to and send messages to /tmp/dbgmn_log_sv unit
datagram socket.
### </summary>
### <param name="domain">
###     Domain allowed access.
### </param>
#
interface('polaris_fed_sock_write',
    gen_require(
        type polaris_fed_sock_t;
        type polaris_ngwc_fed_t;
        type tmp_t;
    )
    allow $1 self:unix_stream_socket {create_socket_perms};
    allow $1 polaris_ngwc_fed_t:unix_stream_socket {connectto};
    write_sock_files_pattern($1, tmp_t, polaris_fed_sock_t)
)

#####################################################################################################
### <summary>
## <summary>
## Allow the specified domain able to read fed /tmp files.
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
## <param name="object">
## File name in /tmp that the fed domain creates and other domains access.
## </param>
#
# interface(`polaris_fed_tmp_files_read',`
    gen_require(`
        type polaris_fed_tmp_t;
    `)
    read_files_pattern($1, polaris_fed_tmp_t, polaris_fed_tmp_t)
`)  

### Allow to read and write /tmp/epc_ws/fed_to_wif_pipe file.
### <param name="domain">
### epc_ws_liaison and ngwc-fed pipe interaction.
### </param>
#
# interface(`polaris_fed_shm_file_read',`
    gen_require(`
        type polaris_ngwc_fed_t;
    `)
    allow $1 polaris_ngwc_fed_t:shm { associate read unix_read unix_write write }; 
`)  

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngwcfed.if
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# 
# August 2017, Shawn Lu
# 
# Copyright (c) 2017-2019 by Cisco Systems, Inc.
policy_module(polarisdmivtyserverutild, 1.0);

gen_require(
    type polaris_dmi_vtyserverutild_t;
')

polaris_btrace_data_manage(polaris_dmi_vtyserverutild_t)
    polaris_chasfs_manage(polaris_dmi_vtyserverutild_t)
    polaris_tdlresolve_read(polaris_dmi_vtyserverutild_t)
    polaris_tdlldb_list_dirs(polaris_dmi_vtyserverutild_t)
    polaris_cpld_read(polaris_dmi_vtyserverutild_t)
    polaris_flashlib_read(polaris_dmi_vtyserverutild_t)

allow polaris_dmi_vtyserverutild_t self:socket { connect create read write };

type polaris_dmi_vtyserverutild_tmp_t;
    files_tmp_file(polaris_dmi_vtyserverutild_tmp_t)
    files_tmp_filetrans(polaris_dmi_vtyserverutild_tmp_t, polaris_dmi_vtyserverutild_tmp_t, fifo_file, ".DMI_FIFO")
    manage_fifo_files_pattern(polaris_dmi_vtyserverutild_t, polaris_dmi_vtyserverutild_tmp_t, polaris_dmi_vtyserverutild_tmp_t)

logging_send_syslog_msg(polaris_dmi_vtyserverutild_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismobilityd.fc
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dnl
dnl April 2018, Victor Kamensky
dnl

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dnl
define(`mqipc_stem', `translit(patsubst($1, `-mqipc$', `'), `-', `_')')
define(`mqipc_label', `format(`polaris_%s_mqipc_t', mqipc_stem($1)))')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_mqipc.m4
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#  
# November 2020, Christine Hwang
#  
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#  
### <summary>Polaris Cabo GNSS Policy Rules.</summary>

########################################################################
### <summary>
### Work (read, write, ioctl) with /dev/ttyS1
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface(`polaris_cabo_gnss_dev_use',`
gen_require(`
    type device_t;
    type polaris_cabo_gnss_device_t;
')
write_chr_files_pattern($1, device_t, polaris_cabo_gnss_device_t)
read_chr_files_pattern($1, device_t, polaris_cabo_gnss_device_t)
allow $1 polaris_cabo_gnss_device_t:chr_file map;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscabognss.if
No license file was found, but licenses were detected in source scan.

#  
# June 2017, Victor Kamensky
#  
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#  

policy_module(polaristservice, 1.0);

polaris_process_domain_template(tservice_telnet)

polaris_process_domain_template(tservice_ssh)

gen_require('  
    type inetd_exec_t, inetd_t;
')
domtrans_pattern(polaris_tservice_telnet_t, inetd_exec_t, inetd_t)

polaris_chasfs_manage(polaris_tservice_telnet_t)
polaris_btrace_data_manage(polaris_tservice_telnet_t)
polaris_cpld_read(polaris_tservice_telnet_t)
polaris_boot_tmp_read(polaris_tservice_telnet_t)
polaris_rmonbifo_tmp_read(polaris_tservice_telnet_t)

corecmd_exec_shell(polaris_tservice_telnet_t)
corecmd_exec_bin(polaris_tservice_telnet_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_tservice_telnet_t)

dmidecode_domtrans(polaris_tservice_telnet_t)

allow polaris_tservice_telnet_t self:capability sys_resource;
kernel_read_system_state(polaris_tservice_telnet_t)

gen_require('  
    type initrc_exec_t, initrc_t;
')
domtrans_pattern(polaris_tservice_telnet_t, initrc_exec_t, initrc_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_tservice_telnet_t)

# /bin/sh /usr/binos/conf/mcp_chvrf.sh eobc /usr/sbin/xinetd -f
#   /tmp/chassis/local/rp/chasfs/rp/0/0/etc/linetd/xinetd_telnetd.conf
polars_chvrf_domtrans(polaris_tservice_telnet_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristservice.te
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#
# August 2017, Shawn Lu
#
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## <summary>Polaris WLC Platform Policy Rules.</summary>

### <summary>Work (read, write, ioctl) with /dev/hanet</summary>

### <param name="domain">
      Domain allowed access.
### </param>

```
interface(`polaris_hanet_dev_use',`
gen_require(`
    type device_t;
    type polaris_hanet_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_hanet_device_t)
    read_chr_files_pattern($1, device_t, polaris_hanet_device_t)
')
```

### <summary>Work (read, write, ioctl) with /dev/epa*[0-9]* and /dev/epactrl*[0-9]*</summary>

### <param name="domain">
      Domain allowed access.
### </param>

```
interface(`polaris_epa_dev_use',`
gen_require(`
    type device_t;
    type polaris_epa_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_epa_device_t)
    read_chr_files_pattern($1, device_t, polaris_epa_device_t)
    allow $1 polaris_epa_device_t:chr_file map;
')
```

### <summary>Work (read, write, ioctl) with /dev/luna_mbfpga device</summary>
# <param name="domain"

Domain allowed access.

</summary>

interface('polaris_luna_mbfpga_dev_use',

gen_require('type device_t;
type polaris_luna_mbfpga_device_t;
')

write_chr_files_pattern($1, device_t, polaris_luna_mbfpga_device_t)
read_chr_files_pattern($1, device_t, polaris_luna_mbfpga_device_t)
')

######################################
## Work (read, write, ioctl) with /dev/astro device
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_astro_dev_use',
gen_require('type device_t;
type polaris_astro_device_t;
')

write_chr_files_pattern($1, device_t, polaris_astro_device_t)
read_chr_files_pattern($1, device_t, polaris_astro_device_t)
')

######################################
## Work (read, write, ioctl) with /dev/cpp_il device
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_cpp_il_dev_use',
gen_require('type device_t;
type polaris_cpp_il_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_cpp_il_device_t)
    read_chr_files_pattern($1, device_t, polaris_cpp_il_device_t)
')

#############################################################
## <summary>
## Work (read, write, ioctl) with /dev/oob_evfc device
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_oob_evfc_dev_use','
  gen_require(
    type device_t;
    type polaris_oob_evfc_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_oob_evfc_device_t)
    read_chr_files_pattern($1, device_t, polaris_oob_evfc_device_t)
')

#############################################################
## <summary>
## Work (read, write, ioctl) with /dev/sfp-ktr device
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_sfp_katar_dev_use','
  gen_require(
    type device_t;
    type polaris_sfp_katar_device_t;
')
    write_chr_files_pattern($1, device_t, polaris_sfp_katar_device_t)
    read_chr_files_pattern($1, device_t, polaris_sfp_katar_device_t)
')

#############################################################
## <summary>
## Read vWLC install info files
## </summary>
## <param name="domain">
##      <summary>
##          Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_vwlcinstall_info_read',
    gen_require(
        type polaris_vwlcinstall_info_t;
    ')
read_files_pattern($1, polaris_vwlcinstall_info_t, polaris_vwlcinstall_info_t)
list_dirs_pattern($1, polaris_vwlcinstall_info_t, polaris_vwlcinstall_info_t)
')

######################################
## <summary>
## Read /dev/vda1 device the efi partition
## </summary>
## <param name="domain">
##      <summary>
##              Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_vwlc_grub_info_read',
    gen_require(
        type polaris_grubver_t;
        type polaris_grub_bios_t;
        type polaris_grub_efi_t;
    ')
read_files_pattern($1, polaris_grubver_t, polaris_grubver_t)
read_files_pattern($1, polaris_grub_bios_t, polaris_grub_bios_t)
read_files_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
list_dirs_pattern($1, polaris_grubver_t, polaris_grubver_t)
list_dirs_pattern($1, polaris_grub_bios_t, polaris_grub_bios_t)
list_dirs_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
')

######################################
## <summary>
## Search /dev/vda1 device the efi partition
## </summary>
## <param name="domain">
##      <summary>
##              Domain allowed access.
##      </summary>
## </param>
#

interface('polaris_vwlc_grub_efi_search',
    gen_require(
        type polaris_grub_efi_t;
    )
    search_dirs_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
)

########################################################################
## <summary>
## Work (read, write, ioctl) with /dev/vda1 device
## </summary>
## <param name="domain">
##      <summary>
##              Domain allowed access.
##      </summary>
## <//param>
#
interface('polaris_vwlc_grub_efi_use',
    gen_require(
        type polaris_grub_efi_t;
    )
    write_chr_files_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
    read_chr_files_pattern($1, polaris_grub_efi_t, polaris_grub_efi_t)
)

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswlc.if
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dnl April 2018, Victor Kamensky
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dnl
define(`database_stem', `translit(patsubst($1, `_DB$', `'), `A-Z', `a-z'))
define(`database_label', `format(`polaris_%s_db_tdldb_t', database_stem($1)))

define(`database_use_map', `defn(format(``database_use_map[%s-%s]', `$1', `$2')))
define(`database_use_map_set', `define(format(``database_use_map[%s-%s]', `$1', `$2'), `$3'))

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_database_db.m4
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#
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#

policy_module(polarisdmidmiamdh, 1.0);

gen_require(
    type polaris_dmi_dmiamauthd_t;
  )

polaris_brace_data_manage(polaris_dmi_dmiamauthd_t)
polaris_crt_data_manage(polaris_dmi_dmiamauthd_t)
polaris_chasfs_manage(polaris_dmi_dmiamauthd_t)
polaris_tdlresolve_read(polaris_dmi_dmiamauthd_t)
polaris_tddlb_list_dirs(polaris_dmi_dmiamauthd_t)
polaris_cpld_read(polaris_dmi_dmiamauthd_t)
polaris_flashlib_read(polaris_dmi_dmiamauthd_t)

polaris_rpc_sman_ui_serv_connect(polaris_dmi_dmiamauthd_t)
polaris_db_tddlb_dir_use(polaris_dmi_dmiamauthd_t)

# dmiamauthd creates and binds to /tmp/.DmiAuth.socket unix socket
type polaris_dmi_dmiamauthd_tmp_t;
files_tmp_file(polaris_dmi_dmiamauthd_tmp_t)
files_tmp_filetrans(polaris_dmi_dmiamauthd_t, polaris_dmi_dmiamauthd_tmp_t, { sock_file fifo_file })
manage_sock_files_pattern(polaris_dmi_dmiamauthd_t, polaris_dmi_dmiamauthd_tmp_t, polaris_dmi_dmiamauthd_tmp_t)
manage_fifo_files_pattern(polaris_dmi_dmiamauthd_t, polaris_dmi_dmiamauthd_tmp_t, polaris_dmi_dmiamauthd_tmp_t)

# dmiamauthd creates diagnostic files in /tmp/netconf-yang-diag
type polaris_dmi_dmiamauthd_tmp_diags_t;
files_tmp_file(polaris_dmi_dmiamauthd_tmp_diags_t)
files_tmp_filetrans(polaris_dmi_dmiamauthd_t, polaris_dmi_dmiamauthd_tmp_diags_t, { sock_file fifo_file })
manage_sock_files_pattern(polaris_dmi_dmiamauthd_t, polaris_dmi_dmiamauthd_tmp_diags_t, polaris_dmi_dmiamauthd_tmp_diags_t)
manage_fifo_files_pattern(polaris_dmi_dmiamauthd_t, polaris_dmi_dmiamauthd_tmp_diags_t, polaris_dmi_dmiamauthd_tmp_diags_t)

logging_send_syslog_msg(polaris_dmi_dmiamauthd_t)

# read confd log file and push into btrace
polaris_confd_log_read(polaris_dmi_dmiamauthd_t)

# from dmilib iosp_connect through libiosp iosp_token_read_from_file
# iosp_token_read_from_file reads /tmp/rp/.iosp_dmiamauthd
polaris_dmiamauthd_token_read(polaris_dmi_dmiamauthd_t)

gen_require(
    type polaris_confd_tmp_t;
  )

# This is applicable to wireless platforms running in standby monitoring mode
# wherein dmiauthd create temporary files in /tmp/confd upon switchover and
# trigger ConfD restart.
manage_files_pattern(polaris_dmi_dmiauthd_t, polaris_confld_tmp_t, polaris_confld_tmp_t)
manage_dirs_pattern(polaris_dmi_dmiauthd_t, polaris_confld_tmp_t, polaris_confld_tmp_t)

#########################################################
# "show netconf-yang diagnostics [all | last | message]" invokes
# /usr/binos/conf/dmid_diag_logs.sh
#########################################################
polaris_utility_domain_template(dmid_diag_logs)
polaris_bexecute_domtrans(polaris_dmi_dmiauthd_t)
polaris_bexecute_domain(polaris_dmid_diag_logs_t, polaris_dmid_diag_logs_exec_t)

# signal sent during the show cmd
polaris_send_signal_to_bexecute(polaris_dmi_dmiauthd_t)

# read files in /tmp/netconf-yang-diag
polaris_dmiauthd_tmp_diags_read(polaris_dmid_diag_logs_t)

# need write/ioctl/getattr access for pipes
polaris_dmiauthd_use_fifo(polaris_dmid_diag_logs_t)
polaris_use_btrace_fifo(polaris_dmid_diag_logs_t)
polaris_btrace_data_manage(polaris_dmid_diag_logs_t)
polaris_cpld_read(polaris_dmid_diag_logs_t)
dev_read_sysfs(polaris_dmid_diag_logs_t)
auth_use_nsswitch(polaris_dmid_diag_logs_t)
polaris_boot_tmp_read(polaris_dmid_diag_logs_t)
fs_getattr_tmpfs(polaris_dmid_diag_logs_t)

# bash tmp files, such as /tmp/sh-thd-1599654988
type polaris_dmid_diag_logs_tmp_t;
files_tmp_file(polaris_dmid_diag_logs_tmp_t)
files_tmp_file(polaris_dmid_diag_logs_tmp_t, polaris_dmid_diag_logs_tmp_t, file)
manage_files_pattern(polaris_dmid_diag_logs_t, polaris_dmid_diag_logs_tmp_t, polaris_dmid_diag_logs_tmp_t)

# execute /bin/sed
corecmd_exec_bin(polaris_dmid_diag_logs_t)

#########################################################
# Allow diagnostics feature to create log file in bootflash
#########################################################

# execute /bin/tar
corecmd_exec_bin(polaris_dmi_dmiauthd_t)
# tar reads /etc/passwd
auth_use_nsswitch(polaris_dmi_dmiauthd_t)

# create log file in bootflash
polaris_bootflash_manage(polaris_dmi_dmiauthd_t)

####################################################

allow polaris_dmi_dmiauthd_t self:capability sys_resource;

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmidmiauthd.te
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#
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#

/opt/confd/bin/confd -- gen_context(system_u:object_r:polaris_confд_exec_t,s0)
/opt/confd/lib/confd/lib/core/confd/priv/mmap_schema --
gen_context(system_u:object_r:polaris_mmap_schema_exec_t,s0)
/usr/binos/bin/vip-confd-startup.sh -- gen_context(system_u:object_r:polaris_confд_exec_t,s0)
/usr/bin/confd_script_cdb_backup.sh -- gen_context(system_u:object_r:polaris_confд_exec_t,s0)
/usr/binos/conf/confд_cli.sh -- gen_context(system_u:object_r:polaris_confд_cli_exec_t,s0)
/usr/binos/conf/confд_logs.sh -- gen_context(system_u:object_r:polaris_confд_exec_t,s0)
/var/confд0(/.*)? gen_context(system_u:object_r:polaris_confd_var_t,s0)
/dev/shм/confд(/.*)? gen_context(system_u:object_r:polaris_confd_shм_t,s0)
/tmp/confд_cli(/.*)? gen_context(system_u:object_r:polaris_confd_cli_tmp_t,s0)
/tmp/confд(/.*)? gen_context(system_u:object_r:polaris конфд_tmp_t,s0)

/var/bin/vconfд_script_.*admin_web.*.sh -- gen_context(system_u:object_r:polaris_admin_web_exec_t,s0)
/var/tech(/.*)? gen_context(system_u:object_r:polaris_admin_web_var_t,s0)

/bootшаш/adмintech gen_context(system_u:object_r:polaris_admin_web_data_t,s0)
/bootшаш/adмintech_trace gen_context(system_u:object_r:polaris_admin_web_data_t,s0)
/bootшаш/MEMORY_LOG_*\.text gen_context(system_u:object_r:polaris_admin_web_data_t,s0)
/bootшаш/collated_log_* gen_context(system_u:object_r:polaris_admin_web_data_t,s0)

/bootшаш/tracelogs/cia-netconf-trace\.* gen_context(system_u:object_r:polaris_confd_var_log_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisconfд.fc
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#
policy_module(polarisunconfined, 1.0);

## <desc>
## <p>
## IOSd runs in unconfined mode
## </p>
## </desc>

gen_tunable(polaris_unconfined_iosd, true)

## <desc>
## <p>
## All polaris processes except IOSd runs in unconfined mode
## </p>
## </desc>

gen_tunable(polaris_unconfined_all, true)

genRequire('type apmd_t;
type auditd_t;
type inetd_t;
type init_t;
type initrc_t;
type journaletl_t;
type rpcrebind_t;
type rpcd_t;
type sshd_t;
type syslogd_t;
type telnetd_t;
type udev_t;
type virtd_t;
type virtlogd_t;
type virtools_t;
type ifconfig_t;
type setfiles_t;
type iptables_t;
type virsh_t;
type svirt_t;
type svirt_lxc_net_t;
type virtd_lxc_t;
')

class polaris_domain_maybe_unconfined(apmd_t)
polaris_domain_maybe_unconfined(auditd_t)
polaris_domain_maybe_unconfined(inetd_t)
polaris_domain_maybe_unconfined(init_t)
polaris_domain_maybe_unconfined(initrc_t)
polaris_domain_maybe_unconfined(journald_t)
polaris_domain_maybe_unconfined(rpbind_t)
polaris_domain_maybe_unconfined(rpcd_t)
polaris_domain_maybe_unconfined(sshd_t)
polaris_domain_maybe_unconfined(syslogd_t)
polaris_domain_maybe_unconfined(telnetd_t)
polaris_domain_maybe_unconfined(udev_t)
polaris_domain_maybe_unconfined(virtd_t)
polaris_domain_maybe_unconfined(virtlogd_t)
polaris_domain_maybe_unconfined(vmtools_t)
polaris_domain_maybe_unconfined(ifconfig_t)
polaris_domain_maybe_unconfined(setfiles_t)
polaris_domain_maybe_unconfined(iptables_t)
polaris_domain_maybe_unconfined(virsh_t)
polaris_domain_maybe_unconfined(svirt_t)
polaris_domain_maybe_unconfined(svirt_lxc_net_t)
polaris_domain_maybe_unconfined(virtd_lxc_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisunconfined.te

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#

/tmp/HTX-IOX(/.*)? gen_context(system_u:object_r:polaris_htx_iox_tmp_t,s0)

# /dev/sppi_memif htx works with
/dev/sppi_memif -c gen_context(system_u:object_r:polaris_sppi_memif_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarishtx.fc

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#

Policy module for Lua policy:

```c
policy_module(polarislua, 1.0);
```

Policy module for polariscabognss:

```c
policy_module(polariscabognss, 1.0);
```

License information:

```
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#
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#

policy_module(polarislua, 1.0);
```

```
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#

policy_module(polariscabognss, 1.0);
```

Other functions:

```
polaris_btrace_data_manage(polaris_cabo_gnss_t)
polaris_chasfs_manage(polaris_cabo_gnss_t)
polaris_tdlresolve_read(polaris_cabo_gnss_t)
polaris_cpld_read(polaris_cabo_gnss_t)
polaris_ripc_sman_ui_serv_connect(polaris_cabo_gnss_t)
```

License information:

```
# Allow sysfs read for platform ID and
# r/w on /sys/class/gpio/export
```
polaris_sysfs_manage(polaris_cabo_gnss_t)
dev_manage_sysfs_dirs(polaris_cabo_gnss_t)

# Allow Cabo GNSS to access/modify to GPS GPIO
polaris_ggpio_dev_read_write(polaris_cabo_gnss_t)

# Allow Cabo GNSS access to /dev/pps0
dev_rw_realtime_clock(polaris_cabo_gnss_t)

# allow system time capability to check for system timeout
allow polaris_cabo_gnss_t self:capability sys_time;

# Label Cabo GNSS TTY device
type polaris_cabo_gnss_device_t;
dev_node(polaris_cabo_gnss_device_t)
polaris_cabo_gnss_dev_use(polaris_cabo_gnss_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscabognss.te
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dnl
dnl WLC Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 1)
max_bay_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `per_bay', 0)
max_bay_ripc_map_set(`cc', `per_bay', 1)
max_bay_ripc_map_set(`fp', `per_bay', 0)

max_bay_ripc_map_set(`rp', `global', 0)
max_bay_ripc_map_set(`cc', `global', 1)
max_bay_ripc_map_set(`fp', `global', 0)

max_bay_ripc_map_set(`rp', `elastic', 1)
max_bay_ripc_map_set(`cc', `elastic', 1)
max_bay_ripc_map_set(`fp', `elastic', 1)

max_bay_ripc_map_set(`rp', `elastic', 7)
max_bay_ripc_map_set(`cc', `elastic', 7)
max_bay_ripc_map_set(`fp', `elastic', 7)
max_elastic_map_set(‘fp’, ‘elastic’, BPROC_WNCD, 7)
max_elastic_ripc_map_set(‘rp’, ‘elastic’, BPROC_ODM, 1)
max_elastic_ripc_map_set(‘cc’, ‘elastic’, BPROC_ODM, 1)
max_elastic_ripc_map_set(‘fp’, ‘elastic’, BPROC_ODM, 1)

max_elastic_ripc_map_set(‘rp’, ‘elastic’, BPROC_WNCD, 7)
max_elastic_ripc_map_set(‘cc’, ‘elastic’, BPROC_WNCD, 7)
max_elastic_ripc_map_set(‘fp’, ‘elastic’, BPROC_WNCD, 7)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/wlcmaps.m4
No license file was found, but licenses were detected in source scan.

#
# August 2017, Shawn Lu
#
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#

## <summary>Polaris rogued Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrogued.if
No license file was found, but licenses were detected in source scan.

#
# August 2017, Victor Kamensky
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#

## <summary>Polaris flashcheck Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisflashcheck.if
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

policy_module(polarissmd, 1.0);
gen_require(
    type polaris_smd_t;
)

#pragma once

#include "polaris_smd_t"

#define POLARIS_VERSION "1.7.4"

#include "platform" #include "stdio" #include "stdlib"

#include "mipc" #include "net" #include "shmem"

#include "polaris" #include "polaris_btrace" #include "polaris_crft" #include "polaris_chasfs" #include "polaris_tdlresolve" #include "polaris_tdlldb_list_dirs" #include "polaris_cpld" #include "polaris_lua" #include "polaris_flashlib" #include "polaris_ripc_sman_ui_serv_connect" #include "polaris_btrace_data_manage" #include "polaris_crft_data_manage" #include "polaris_chasfs_data_manage" #include "polaris_tdlresolve_read" #include "polaris_tdlldb_list_dirs" #include "polaris_cpld_read" #include "polaris_lua_read" #include "polaris_flashlib_read" #include "polaris_ripc_sman_ui_serv_connect"

polaris_btrace_data_manage(polaris_smd_t)
polaris_crft_data_manage(polaris_smd_t)
polaris_chasfs_data_manage(polaris_smd_t)
polaris_tdlresolve_read(polaris_smd_t)
polaris_tdlldb_list_dirs(polaris_smd_t)
polaris_cpld_read(polaris_smd_t)
polaris_lua_read(polaris_smd_t)
polaris_flashlib_read(polaris_smd_t)
polaris_ripc_sman_ui_serv_connect(polaris_smd_t)

# working with smd persistent/ disk files
type polaris_smd_disk_t;
polaris_disk_type(polaris_smd_disk_t)
manage_files_pattern(polaris_smd_t, polaris_smd_disk_t, polaris_smd_disk_t)
polaris_db_tdlldb_dir_use(polaris_smd_t)

# access to persist tdlldb (e.g. .dbpersist)
polaris_tdlldbpersist_setup(polaris_smd_t)

# for /dev/shm/cerrno_dell
polaris_cerr_shm Manage(polaris_smd_t)

ifdef(\'nyquist\'_platform\',
gen_require(\'
    type polaris_bt_logger_smd_mqipc_t;
')

# smd may start first and create this mqipc channel
polaris_mqipc_create_name(polaris_smd_t, polaris_bt_logger_smd_mqipc_t, bt_logger_smd)

polaris_lfts_dev_use(polaris_smd_t)

allow polaris_smd_t self:capability { sys_resource net_bind_service };
polaris_socketat_nsfs_read(polaris_smd_t)
allow polaris_smd_t self:process setrlimit;

corenetsmbtpbindpolaris_smd_devshell_port(polaris_smd_t)
corenetsmbtpbindgeneric_node(polaris_smd_t)
allow polaris_smd_t self:tcp_socket {getattr setopt getopt bind create listen accept connect read write
name_connect };
allow polaris_smd_t self:capability {net_admin sys_admin };

allow polaris_smd_t self:udp_socket {create_socket_perms recv_msg send_msg };
#smutil_msg_event_cb_handler() uses netlink
allow polaris_smd_t self:netlink_socket {bind create };

# LOOK AT ME: now smd may open arbitrary port on forwarding VRF (16)
# but in SELinux there is no way to differentiate between port spaces
# across VRFs or namespaces. For now let's grant smd_t access to all ports
# regardless of VRF. In future investigate ways to be more restrictive
corenetsmbtpbindgeneric_port(polaris_smd_t)
corenetsmbtpsendrecvgeneric_port(polaris_smd_t)
# LOOK AT ME: grants access to udp_bind on any node, but if we can
# be more specific and bind only to forwarding VRF related interfaces
corenetsmbtpbindgeneric_node(polaris_smd_t)

# smd want to listen on http port 80 on VRF_FWD, for webauth code please see
# smd/webauth/src/webauth_io.c
corenetsmbtbindhttp_port(polaris_smd_t)

allow polaris_smd_t self:capability dac_override;

logging_send_syslog_msg(polaris_smd_t)

allow polaris_smd_t self:capability net_raw;
allow polaris_smd_t self:packet_socket {create_socket_perms recv_msg send_msg };

# for access to disk html files (for webauth)
polaris_persistent_read(polaris_smd_t)

# transition for dc_profile_dir to polaris_smd_disk_t
gen_require(''
    type initrc_t;
')
polaris_bootflash_filetrans(initrc_t, polaris_smd_disk_t, dir, "dc_profile_dir")

# SANET is listening on http port(CSCvb41802)
# Hence, it needs to follow the same rule as nginx is using in polarisnginx.te
# FIXME: add interface to allow bind to port 1025-65535
corenetsmbtpbindall_ports(polaris_smd_t)
polaris_issu_tmp_files_read(polaris_smd_t)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissmd.te
No license file was found, but licenses were detected in source scan.

#
# February 2020, Victor Kamensky
#
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#

/usr/bin/os/conf/cedge-tanman.sh -- gen_context(system_u:object_r:polaris_cedge_tanman_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedgetanman.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

/usr/bin/os/conf/droputil.sh -- gen_context(system_u:object_r:polaris_droputil_exec_t,s0)
/tmp/rp/dropbox(/.*)?      gen_context(system_u:object_r:polaris_droputil_tmp_t,s0)
/tmp/rp/droputil(/.*)?     gen_context(system_u:object_r:polaris_droputil_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdroputil.fc
No license file was found, but licenses were detected in source scan.

#
# March 2017, Victor Kamensky
#
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#

policy_module(polarisvman, 1.0);

gen_require(
    type polaris_vman_t;
')
polaris_btrace_data_manage(polaris_vman_t)
polaris_crft_data_manage(polaris_vman_t)
polaris_chasfs_manage(polaris_vman_t)
polaris_tdlresolve_read(polaris_vman_t)
polaris_tdlldb_list_dirs(polaris_vman_t)
polaris_cpld_read(polaris_vman_t)
polaris_flashlib_read(polaris_vman_t)
polaris_ripc_sman_ui_serv_connect(polaris_vman_t)
polaris_db_tdlldb_dir_use(polaris_vman_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_vman_t)
polaris_rmonbifo_tmp_read(polaris_vman_t)
polaris_boot_tmp_read(polaris_vman_t)
logging_send_syslog_msg(polaris_vman_t)
modutils_read_module_deps(polaris_vman_t)
modutils_read_module_config(polaris_vman_t)
modutils_manage_module_config(polaris_vman_t)
modutils_domtrans_insmod(polaris_vman_t)
files_read_kernel_modules(polaris_vman_t)
corecmd_exec_bin(polaris_vman_t)
corecmd_exec_shell(polaris_vman_t)

# ifconfig related, ifconfig is executed in its own context
sysnet_domtrans_ifconfig(polaris_vman_t)

# VMAN calls vman_set_congestion_control_multiplex when the count
# of the bridge users reaches 2 and needs write permissions on
# contdev_multiplex
dev_rw_sysfs(polaris_vman_t)
fs_getattr_xattr_fs(polaris_vman_t)

virt_stream_connect(polaris_vman_t)
virt_read_pid_files(polaris_vman_t)

fs_rw_cgroup_files(polaris_vman_t)
kernell_read_system_state(polaris_vman_t)
# allow vman to read /dev/pts/*
term_use_generic_ptys(polaris_vman_t)
#allow polaris_vman_t polaris_udev_tmp_files_t:file open;
polaris_udev_tmp_read(polaris_vman_t)
#allow vman to run brctl in it's own domain
brctl_domtrans(polaris_vman_t)
#allow vman to run /sbin/fsck in script
fstdomsdomtrans(polaris_vman_t)

#allow vman to mount rootfs on polaris_disk_vman_t
allow polaris_vman_t polaris_disk_vman_t:dir mounton;
fs_mout_xtar_fs(polaris_vman_t)

#allow vman have capability for modify owner of the file
allow polaris_vman_t self:capability { chown fowner fsetid }

#allow vman to bind to unreserved tcp ports while it searches for
#port available to guest console to listen on
corenet_tcp_bind_unreserved_ports(polaris_vman_t)

# working with vman /var/ files
type polaris_var_vman_t;
files_var_file(polaris_var_vman_t)
files_var_filetrans(polaris_vman_t, polaris_var_vman_t, dir, "virtual-instance")
manage_files_pattern(polaris_vman_t, polaris_var_vman_t, polaris_var_vman_t)
manage_dirs_pattern(polaris_vman_t, polaris_var_vman_t, polaris_var_vman_t)
manage_sock_files_pattern(polaris_vman_t, polaris_var_vman_t, polaris_var_vman_t)

# working with vman persisten files
type polaris_disk_vman_t;
polaris_disk_type(polaris_disk_vman_t)
gen_require(
    type polaris_disk_bootflash_t;
    type polaris_disk_harddisk_t;
)
filetrans_pattern(polaris_vman_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t }, polaris_disk_vman_t, dir, "virtual-instance")
filetrans_pattern(polaris_vman_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t }, polaris_disk_vman_t, file, "virtual-instance.conf")
filetrans_pattern(polaris_vman_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t }, polaris_disk_vman_t, dir, "vman_fdb")

# allow creation of /bootflash/virtual-instance.conf file
manage_files_pattern(polaris_vman_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t }, polaris_disk_vman_t)
# allow creation of /bootflash/virtual-instance and /bootflash/vman_fdb directories
manage_dirs_pattern(polaris_vman_t, { polaris_disk_bootflash_t polaris_disk_harddisk_t }, polaris_disk_vman_t)
# vman can manage files inside of its own polaris_disk_vman_t directories
manage_files_pattern(polaris_vman_t, polaris_disk_vman_t, polaris_disk_vman_t)

# after all above transition we need to grant vman right to work with any
# persistent storage file since it needs to access and write .ova files
polaris_persistent_manage(polaris_vman_t)

# vman uses netlink socket to talk to lxc watchdog driver
# please see binos/vman/src/vman_lxc_wd.c
allow polaris_vman_t self:netlink_generic_socket { create_socket_perms sendto recvfrom};
# vman calls tipc-config which in turns wants to create AF_TIPC socket
allow polaris_vman_t self:socket create_socket_perms;

# vman uses 'ip netns exec 0 ifconfig -a' command which in turns switches
# network namespace and need access to /proc/pid/ns/net file
fs_read_nsfs_files(polaris_vman_t)

# this label is created to exchange log related information between container and host.
type polaris_vman_log_t;
# By making this label belong to polaris persistent storage combined with vman inheriting rights
# to manage polaris_disk via polaris_persistent_manage(), vman gains rights to manage below dirs.
polaris_disk_type(polaris_vman_log_t)
filetrans_pattern(polaris_vman_t, polaris_vman_tmp_t, polaris_vman_log_t, dir, "UtdLpsAlert-IOX")
filetrans_pattern(polaris_vman_t, polaris_vman_tmp_t, polaris_vman_log_t, dir, "UtdUrlf-IOX")
filetrans_pattern(polaris_vman_t, polaris_vman_tmp_t, polaris_vman_log_t, dir, "UtdAmp-IOX")
filetrans_pattern(polaris_vman_t, polaris_vman_tmp_t, polaris_vman_log_t, dir, "UtdTls-IOX")
filetrans_pattern(polaris_vman_t, polaris_vman_tmp_t, polaris_vman_log_t, dir, "UtdLogMappings-IOX")
allow polaris_vman_t polaris_vman_log_t:dir mounton;

# Allow vman to work with /bootflash/virtual-instance/UTD/rootfs
optional_policy(
    gen_require(
        type container_file_t;
    )
    allow polaris_vman_t container_file_t:filesystem { getattr unmount };
)

# Allow vman/ioxman to work with /tmp/HTX-IOX
optional_policy(
    gen_require(
        type polaris_htx_iox_tmp_t;
    )
    allow polaris_vman_t polaris_htx_iox_tmp_t:dir { getattr mounton open read };
)

# Allow vman to mount /tmp/binos-IOX
optional_policy(
    gen_require(
        type polaris_qfp_memif_t;
    )
    allow polaris_vman_t polaris_qfp_memif_t:dir mounton;
)

# vman_init.sh operates on /tmp/vman files
File polaris_vman_tmp_t;
files_tmp_file(polaris_vman_tmp_t)
files_tmp_filetrans(polaris_vman_t, polaris_vman_tmp_t, { file dir })
polaris_systemd_tmpfiles_tmp_filetrans(polaris_vman_tmp_t, dir, "vman")
manage_files_pattern(polaris_vman_t, polaris_vman_tmp_t, polaris_vman_tmp_t)
manage_dirs_pattern(polaris_vman_t, polaris_vman_tmp_t, polaris_vman_tmp_t)

# allow vman to work with /tmp/xml
fs_remount_tmpfs(polaris_vman_t)
fs_unmount_tmpfs(polaris_vman_t)
fsmount_xattr_fs(polaris_vman_t)
allow polaris_vman_t polaris_vman_tmp_t:dir mounton;
optional_policy(
    polaris_cedge_xml_tmp_manage(polaris_vman_t)
)

# relabel /bootflash/virtual-instance/UTD/tmpstaging to /dev/loopX
gen_require(
    type iso9660_t;
)
allow polaris_vman_t iso9660_t:filesystem { relabelfrom };  

# configure /proc/sys/net/ipv4/conf/dpbr_0/arp_announce
kernel_search_network_sysctl(polaris_vman_t)
kernal_rw_net_sysctls(polaris_vman_t)
# configure e.g. /proc/sys/vm/nr_hugepages
kernel_rw_vm_sysctls(polaris_vman_t)

# need to do bind mount of /bootflash/SHARED-IOX
mount_domtrans(polaris_vman_t)

# vman accessing files under /tmp created by initrc like /tmp/gdev/md0/gdev-info
init_read_script_tmp_files(polaris_vman_t)

#DB persistence
polaris_tdldbpersist_setup(polaris_vman_t)
polaris_tmp_tdldb_persist_setup(polaris_vman_t)

gen_require(
    type initrc_t;
)
files_tmp_filetrans(initrc_t, polaris_vman_tmp_t, file, "cgroup.log")
dmidecode_domtrans(polaris_vman_t)

# read /etc/libvirt/libvirt.conf
virt_read_config(polaris_vman_t)

# vman_cgroup_yaml.sh through prep_csr_kumo (binos_functions-pd) checks for
# ovf-env.xml file existence in variety of directories includind
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39483

# /cdrom0/ovf-env.xml
fs_read_iso9660_files(polaris_vman_t)

# allow vman to manage loop device: finding free /dev/loopN device
# note vman code iterated over all /dev/loop* devices and try to lock
# them. As part of that iteration it tries /dev/loop_control
# what it should do instead is to use /dev/loop_control to get free
# device
dev_rw_loop_control(polaris_vman_t)

# PLEASE LOOK AT ME
# allow vman to read, write /dev/loopN devices that are
# under fixed_disk_device_t label. It is pretty strong premission
# and at this point it is only done for /dev/loopN devices.
# Can we do better? i.e move /dev/loopN to some other label?
storage_manage_fixed_disk(polaris_vman_t)

# when /bootflash or /harddisk are 100% full
allow polaris_vman_t self:capability sys_resource;

# allow VMAN to move disk.img to the disk
allow polaris_vman_t self:process setfscreate;

# vman mounts directories on behalf of guest containers, it uses
# specified context for guest directories, need permission to
# relabel, mount, etc.
fs_relabelfrom_xattr_fs(polaris_vman_t)
virt_relabel_sandbox_filesystem(polaris_vman_t)
virt_mounton_sandbox_file(polaris_vman_t)
virt_manage_sandbox_files(polaris_vman_t)
gen_require(
    type svirt_sandbox_file_t;
)
allow polaris_vman_t svirt_sandbox_file_t:filesystem mount;

# /tmp/.flashlock operations from tdllib_startup_cfg_ignored, mcp_getmonvar
allow polaris_vman_t self:capability dac_override;

# allow vman to stat /dev/kvm, executed by vman_common_init function
dev_getattr_kvm_dev(polaris_vman_t)

# vman in getfs_info_by_mediatype function inspects files in /tmp/gdev
gen_require(
    type udev_tmp_t;
)
read_files_pattern(polaris_vman_t, udev_tmp_t, udev_tmp_t)

# /usr/binos/conf/vman_exec.sh policy
polaris_utility_domain_template(vman_shell)

polaris_bexecute_domain(polaris_vman_shell_t, polaris_vman_shell_exec_t)
# vman_exec.sh calls mcp_chvrf.sh
polaris_chvrf_domtrans(polaris_vman_shell_t)
# mcp_chvrf.sh calls vman_exec.sh back and then it call bexec.sh
polaris_bexecute_domtrans(polaris_vman_shell_t)
corecmd_exec_bin(polaris_vman_shell_t)

# inherits stdin from telnetd
telnet_use_ptys(polaris_vman_shell_t)
#allow use of ptys for vman tech support
telnet_use_ptys(polaris_vman_tech_t)

optional_policy(')
# reads /opt/cisco/caf/config/system-config.ini
polaris_caf_files_read(polaris_vman_t)
')

# vman_is_machine_type_initialized clone needs cap_userss sys_admin
allow polaris_vman_t self:cap_userss sys_admin;

# vman_cgroup_yaml.sh searches for ovf-env.xml on cdrom0
fs_read_removable_files(polaris_vman_t)

# vman starts vman_init.sh that in turns calls virsh
gen_require(')
    type virsh_t;
    type virsh_exec_t;
')
domtrans_pattern(polaris_vman_t, virsh_exec_t, virsh_t)

polaris_bexecute_domtrans(polaris_vman_t)
polaris_send_signal_to_bexecute(polaris_vman_t)

    type polaris_chvrf_t;
    )
# inherited as stdin/sdtout from vman
polaris_vman_use_fifo(polaris_chvrf_t)

# vman calls code_sign_verify VmanPackage
polaris_code_verify_domtrans(polaris_vman_t)

# vm_net_dev_utilization reads /proc/2962/net/dev
kernel_read_network_state(polaris_vman_t)
polaris_iostd_vcpu_read(polaris_vman_t)

# /usr/binos/conf/cgroup_reports.sh
polaris_utility_domain_template(cgroup_reports)

polaris_bexecute_domain(polaris_cgroup_reports_t, polaris_cgroup_reports_exec_t)
polaris_bexecute_domtrans(polaris_cgroup_reports_t)
# inherited as stdin/stdout from vman
polaris_vman_use_fifo(polaris_cgroup_reports_t)

corecmd_exec_bin(polaris_cgroup_reports_t)
auth_use_nsswitch(polaris_cgroup_reports_t)

fs_read_cgroup_files(polaris_cgroup_reports_t)
fs_list_cgroup_dirs(polaris_cgroup_reports_t)

# cgroup_reports.sh creates misc files under /tmp
type polaris_cgroup_reports_tmp_t;
files_type(polaris_cgroup_reports_tmp_t)
files_tmp_filetrans(polaris_cgroup_reports_t, polaris_cgroup_reports_tmp_t, file)
manage_files_pattern(polaris_cgroup_reports_t, polaris_cgroup_reports_tmp_t, polaris_cgroup_reports_tmp_t)
fs_getattr_tmpfs(polaris_cgroup_reports_t)

# /usr/binos/conf/vman_techsupport.sh
polaris_utility_domain_template(vman_tech)

polaris_bexecute_domain(polaris_vman_tech_t, polaris_vman_tech_exec_t)
polaris_bexecute_domtrans(polaris_vman_tech_t)
# inherited as stdin/stdout from vman
polaris_vman_use_fifo(polaris_vman_tech_t)

# vman_techsupport.sh starts virsh -c qemu:///system list --all
gen_require(''
type virsh_t;
type virsh_exec_t;
')
domtrans_pattern(polaris_vman_tech_t, virsh_exec_t, virsh_t)

# starts ip link show
sysnet_domtrans_ifconfig(polaris_vman_tech_t)

# starts brctl show
brctl_domtrans(polaris_vman_tech_t)

corecmd_exec_bin(polaris_vman_tech_t)
auth_use_nsswitch(polaris_vman_tech_t)

polaris_proc_rmonbifo_read(polaris_vman_tech_t)
polaris_chasfs_read(polaris_vman_tech_t)
polaris_cpld_read(polaris_vman_tech_t)

# starts ps aux
kernel_read_system_state(polaris_vman_tech_t)
domain_read_all_domains_state(polaris_vman_tech_t)
device_read_sysfs(polaris_vman_tech_t)
# getattrs of stdin/stdout of misc processes
term_getattr_unallocated_ttys(polaris_vman_tech_t)
term_read_console(polaris_vman_tech_t)

# reads /bootflash/virtual-instance/
polaris_disk_vman_read(polaris_vman_tech_t)

# find /etc/libvirt/lxc -name *.xml -print
virt_read_config(polaris_vman_tech_t)
# no interface that lists virt_etc_rw_t dir
gen_require('
    type virt_etc_rw_t;
')
list_dirs_pattern(polaris_vman_tech_t, virt_etc_rw_t, virt_etc_rw_t)

# find /var/run/libvirt -name *.xml -maxdepth 2 -print
virt_read_pid_files(polaris_vman_tech_t)
# no interface that lists virt_var_run_t dir
gen_require('
    type virt_var_run_t;
')
list_dirs_pattern(polaris_vman_tech_t, virt_var_run_t, virt_var_run_t)
# no interface that lists virt_lxc_var_run_t dir
gen_require('
    type virt_lxc_var_run_t;
')
list_dirs_pattern(polaris_vman_tech_t, virt_lxc_var_run_t, virt_lxc_var_run_t)
# no interface that lists qemu_var_run_t dir
gen_require('
    type qemu_var_run_t;
')
list_dirs_pattern(polaris_vman_tech_t, qemu_var_run_t, qemu_var_run_t)
# allow read of /run/libvirt/qemu
read_files_pattern(polaris_vman_tech_t, qemu_var_run_t, qemu_var_run_t)

# by some strange reason /var/run/libvirt/network is under dnsmasq_var_run_t label
dnsmasq_read_pid_files(polaris_vman_tech_t)
# no interface that lists dnsmasq_var_run_t dir
gen_require('
    type dnsmasq_var_run_t;
')
list_dirs_pattern(polaris_vman_tech_t, dnsmasq_var_run_t, dnsmasq_var_run_t)

polaris_vman_var_read(polaris_vman_tech_t)

# cat /proc/net/dev
kernel_read_network_state(polaris_vman_tech_t)

# find /sys/class/net -name intsvc* -type d -print
dev_list_sysfs(polaris_vman_tech_t)

# grep over /varied/ovf-env.xml
polaris_disk_varied_read(polaris_vman_tech_t)

# writes into /tmp/vman_techsupport
polaris_vman_tmp_manage(polaris_vman_tech_t)

# find over /sys/fs/cgroup/memory/machine
fs_list_cgroup_dirs(polaris_vman_tech_t)
# cat /sys/fs/cgroup/memory/machine/memory.limit_in_bytes
fs_read_cgroup_files(polaris_vman_tech_t)

# runs df command
fs_getattr_xattr_fs(polaris_vman_tech_t)
fs_getattr_all_fs(polaris_vman_tech_t)
files_getattr_all_dirs(polaris_vman_tech_t)
# getattr over /run/netns/2
fs_read_nsfs_files(polaris_vman_tech_t)

# check existence of vman btrace file before passing it to btdecode
polaris_vman_bt_getattr(polaris_vman_tech_t)
# check existence of pman btrace file for vman before passing it to btdecode
polaris_pman_bt_getattr(polaris_vman_tech_t)

# vman_techsupport.sh creates misc files under /tmp
type polaris_vman_tech_tmp_t;
files_type(polaris_vman_tech_tmp_t)
files_tmp_filetrans(polaris_vman_tech_t, polaris_vman_tech_tmp_t, file)
manage_files_pattern(polaris_vman_tech_t, polaris_vman_tech_tmp_t, polaris_vman_tech_tmp_t)

# allow vman tech support to read container logs including listing dirs
gen_require(''
    type virt_log_t;
')
list_dirs_pattern(polaris_vman_tech_t, virt_log_t, virt_log_t)
virt_read_log(polaris_vman_tech_t)

# allow vman to access /etc/passwd
auth_map_passwd(polaris_vman_shell_t)

#vman does lvm storage management e.g. vman_libvirt_strg_available_by_pool
lvm_domtrans(polaris_vman_t)

#Allow read of pid files e.g. /run/udev/data/b7:34
udev_read_pid_files(polaris_vman_t)

# allow vman to connect to the WAAS container for serial vman_register_socket
polaris_waas_stream_connect(polaris_vman_t)

# allow vman to pgrep
# allow to getgetattr of /proc file system
domain_read_all_domains_state(polaris_vman_t)

# allow vman to kill LXC container process that hasn't shutdown
# inspite of a shutdown command
gen_require(''
    type virtd_lxc_t;
')
polaris_vman_kill_process(virtd_lxc_t)

# allow vman to rsync using ioxman_syslib.sh
rsync_entry_type(polaris_vman_t)
corenet_tcp_connect_rsync_port(polaris_vman_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisvman.te
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#

/tmp/.ncsshd Authorized Keys(/.*)? gen_context(system_u:object_r:polaris_ncsshd_keys_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispsd.fc
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### Polaris Btrace Policy Rules.

#### Obfl policy

```c
#include "polaris_obfl_data_read">

typedef polaris_obfl_data_t;

typedef root_t;

typedef var_t;

interface(polaris_obfl_data_read, `)

```
read_link_files_pattern($1, root_t, polaris_obf_data_t)
manage_files_pattern($1, { var_t polaris_obf_data_t }, polaris_obf_data_t)
manage_dirs_pattern($1, { var_t polaris_obf_data_t }, polaris_obf_data_t)
allow $1 polaris_obf_data_t:file map;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisobfl.if
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#

## <summary>Polaris Btrace Policy Rules.</summary>

###############################
# RIPC policy
###############################

May 2017, Victor Kamensky

### <summary>Polaris Btrace Policy Rules.</summary>

# RIPC policy

May 2017, Victor Kamensky

### <summary>
##      Work with ripc
### </summary>

### <param name="domain">
##      Domain allowed access.
### </summary>

### <rolebase/>

#
interface('polaris_ripc',`
corenct_tcp_bind_generic_node($1)
  allow $1 self:tcp_socket [ getattr setopt getopt bind create listen accept connect read write ];
  # bipo would like to issue "setsockopt(sock, SOL_SOCKET, SO_VRF," which requires
  # net_admin and sys_admin capabilities
  allow $1 self:capability { net_admin sys_admin };

  polaris_socketat_nsfs_read($1)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisripc.if
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#
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#
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#
/tmp/sw/boot(\.*)?   gen_context(system_u:object_r:polaris_boot_tmp_t,s0)
/tmp/sw/isos(\.*)?  gen_context(system_u:object_r:polaris_boot_tmp_t,s0)
/tmp/bootup_timestamp gen_context(system_u:object_r:polaris_boot_tmp_t,s0)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisboot.fc

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#
#
# polarisservicemgr file contexts place holder

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisservicemgr.fc

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#

## <summary>Polaris polarisboothelper Policy Rules.</summary>

########################################################################
## <summary>
##  Read any regular file/directory from /tmp/udev.
## </summary>
## <param name="domain">
##  Domain allowed access.
## </param>
interface('polaris_udev_tmp_read',
    gen_require(
        type polaris_udev_tmp_files_t;
    )
    read_files_pattern($1, polaris_udev_tmp_files_t, polaris_udev_tmp_files_t)
    list_dirs_pattern($1, polaris_udev_tmp_files_t, polaris_udev_tmp_files_t)
)

interface('polaris_udev_tmp_manage',
    gen_require(
        type polaris_udev_tmp_files_t;
    )
    manage_dirs_pattern($1, polaris_udev_tmp_files_t, polaris_udev_tmp_files_t)
    manage_files_pattern($1, polaris_udev_tmp_files_t, polaris_udev_tmp_files_t)
)

interface('polaris_udev_tmp_list_dirs',
    gen_require(
        type polaris_udev_tmp_files_t;
    )
    list_dirs_pattern($1, polaris_udev_tmp_files_t, polaris_udev_tmp_files_t)
)

interface('polaris_udev_tmp_list_dirs',
    gen_require(
        type polaris_udev_tmp_files_t;
    )
    list_dirs_pattern($1, polaris_udev_tmp_files_t, polaris_udev_tmp_files_t)
)
### <param name="domain">
###  <summary>
###  Domain allowed access.
###  </summary>
###  </param>
###  <rolebase/>
#
interface('polaris_udev_tmp_watch',
gen_require(''
type polaris_udev_tmp_files_t;
')
    allow $1 polaris_udev_tmp_files_t:[dir file] watch;
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisboothelper.if
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#

/usr/cpp/bin/cpp_driver -- gen_context(system_u:object_r:polaris_cpp_driver_exec_t,s0)
/usr/cpp/bin/cpp_driver_ledp -- gen_context(system_u:object_r:polaris_cpp_driver_exec_t,s0)
/usr/cpp/bin/cpp_driver_us_ledp -- gen_context(system_u:object_r:polaris_cpp_driver_exec_t,s0)
/usr/cpp/bin/cpp_driver_vwlc -- gen_context(system_u:object_r:polaris_cpp_driver_exec_t,s0)
/usr/cpp/bin/cpp_driver_vwlc_ledp -- gen_context(system_u:object_r:polaris_cpp_driver_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppdriver.fc
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#

/usr/binos/conf/mcp_monitor_process_batchmode.sh --
gen_context(system_u:object_r:polaris_monitor_process_exec_t,s0)
/usr/binos/conf/pkg_summary.sh -- gen_context(system_u:object_r:polaris_pkg_summary_exec_t,s0)
/usr/binos/conf/pkg_to_tree.sh -- gen_context(system_u:object_r:polaris_pkg_to_tree_exec_t,s0)
/tmp/myhostname gen_context(system_u:object_r:polaris_hm_tmp_t,s0)
# August 2017, Shawn Lu
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### <summary>Polaris odm Policy Rules.</summary>

### <summary>
MQipc channel in sub directory and multiple servers on TDL
channel is not supported by autogen code. ODM odm_clnt2svr_data
channel is one of those. Allow domain to be one server on it.
ODM elastic value is 2 now, add more if need in the future.
</summary>

### <param name="domain">
#### Domain allowed access.
</param>

### <param name="mqipc_label">
#### MQipc channel file label.
</param>

interface(`polaris_odm_clnt2svr_mqipc_create',
         genRequire(`
             type polaris_odm_client2server_data_mqipc_t;
         ')
          polaris_mqipc_create_name_dir($1, polaris_odm_client2server_data_mqipc_t, odm_clnt2svr_data-b1)
          polaris_mqipc_create_name_dir($1, polaris_odm_client2server_data_mqipc_t, odm_clnt2svr_data-b0)
          polaris_mqipc_create_name_dir($1, polaris_odm_client2server_data_mqipc_t, odm_clnt2svr_data)
       ')
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisodm.if
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#

### <summary>Polaris install_mgr Policy Rules.</summary>

```

# # Read /tmp/sw/inst_tmp_1 files and directories
# </summary>
# <param name="domain">
# Domain allowed access.
# </summary>
#
# interface(`polaris_install_mgr_tmp_read',`
# gen_require(`
type polaris_install_mgr_tmp_t;
')
list_dirs_pattern($1, polaris_install_mgr_tmp_t, polaris_install_mgr_tmp_t)
read_files_pattern($1, polaris_install_mgr_tmp_t, polaris_install_mgr_tmp_t)
read_lnk_files_pattern($1, polaris_install_mgr_tmp_t, polaris_install_mgr_tmp_t)
')
```

```

# # Read/Write /.installer files and directories
# </summary>
# <param name="domain">
# Domain allowed access.
# </summary>
#
# interface(`polaris_install_disk_manage',`
# gen_require(`
type polaris_disk_install_t;
')
```

```
filetrans_pattern(polaris_install_mgr_t,polaris_disk_bootflash_t, polaris_disk_install_t, dir, ".installer")
filetrans_pattern(polaris_install_mgr_t,polaris_disk_bootflash_t, polaris_disk_install_t, fifo_file, "inot_fifo")
manage_dirs_pattern($1, {polaris_disk_bootflash_t polaris_disk_install_t}, polaris_disk_install_t)
manage_files_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
manage_fifo_files_pattern($1, polaris_disk_install_t, polaris_disk_install_t)

')

######################################
##  <summary>
##      Read /bootflash/.installer files and directories
## </summary>
##  <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_install_disk_read',
    gen_require(
        type polaris_disk_install_t;
    ')

read_files_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
')

######################################
##  <summary>
##      Read copylog files (location varies by platform)
## </summary>
##  <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
##  <rolebase/>
#
interface('polaris_read_user_file',
    gen_require(
        type polaris_user_file_t;
        type device_t;
    ')

read_blk_files_pattern($1, device_t, polaris_user_file_t)
read_files_pattern($1, polaris_user_file_t, polaris_user_file_t)
read_lnk_files_pattern($1, polaris_user_file_t, polaris_user_file_t)
')

######################################
## <summary>
##      getattr for copylog files (location varies by platform)
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolebase/>
#
interface(`polaris_user_file_gettime`,
   gen_require(`
      type polaris_user_file_t;
      type device_t;
   `)
   
   getattr_files_pattern($1, polaris_user_file_t, polaris_user_file_t)
`
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisinstallmgr.if
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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisjvm.fc
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dnl
dnl April 2018, Victor Kamensky
dnl
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dnl
dnl Crankshaft (Overlord, Utah, Goldbeach, Neptune, TSN and Supernova) Platform Max Bay Limits
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 19)
max_bay_ripc_map_set(`fp', `per_bay', 0)

max_bay_map_set(`rp', `per_bay', 0)
max_bay_ripc_map_set(`cc', `per_bay', 19)
max_bay_ripc_map_set(`fp', `per_bay', 0)
max_bay_ripc_map_set("rp", "global", 0)
max_bay_ripc_map_set("cc", "global", 19)
max_bay_ripc_map_set("fp", "global", 0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/crankshaftmaps.m4

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#

/usr/bin/vconfd_script_reboot.sh -- gen_context(system_u:object_r:polaris_vconfd_reboot_exec_t.s0)
/usr/bin/vconfd_script_if_reset.sh -- gen_context(system_u:object_r:polaris_vconfd_ifreset_exec_t.s0)
/usr/bin/vconfd_script_get_config.sh -- gen_context(system_u:object_r:polaris_vconfd_cfg_exec_t.s0)
/usr/bin/vconfd_script_vmanage_list_stats.sh --
gen_context(system_u:object_r:polaris_vconfd_history_exec_t.s0)
/usr/bin/vconfd_script_vmanage_clear_stats.sh --
gen_context(system_u:object_r:polaris_vconfd_device_exec_t.s0)
/usr/bin/vconfd_script_activate.sh -- gen_context(system_u:object_r:polaris_vconfd_software_exec_t.s0)
/usr/bin/mcp_upgrade_wrapper.sh -- gen_context(system_u:object_r:polaris_vconfd_history_exec_t.s0)
/usr/bin/vconfd_script_vmanage_list_stats.sh --
gen_context(system_u:object_r:polaris_vconfd_history_exec_t.s0)
/usr/bin/vconfd_script_vmanage_clear_stats.sh --
gen_context(system_u:object_r:polaris_vconfd_device_exec_t.s0)
/usr/bin/vconfd_script_nms_action.sh -- gen_context(system_u:object_r:polaris_vconfd_device_exec_t.s0)
/usr/bin/vconfd_script_add_chassis_numbers_to_ztp.sh --
gen_context(system_u:object_r:polaris_vconfd_device_exec_t.s0)
/usr/bin/vconfd_script_remove_chassis_numbers_from_ztp.sh --
gen_context(system_u:object_r:polaris_vconfd_device_exec_t.s0)
/usr/bin/vconfd_script_upload_chassis_number_file.sh --
gen_context(system_u:object_r:polaris_vconfd_device_exec_t.s0)
/usr/bin/reset-conf -- gen_context(system_u:object_r:polaris_vconfd_reset_exec_t.s0)
/usr/bin/reset-logs -- gen_context(system_u:object_r:polaris_vconfd_reset_exec_t.s0)
/usr/bin/patch.sh -- gen_context(system_u:object_r:polaris_vconfd_software_exec_t.s0)
/usr/bin/vconfd_script_reset_vsmart_serial_list.sh --
gen_context(system_u:object_r:polaris_vconfd_reset_exec_t.s0)
/usr/bin/vconfd_script_cert.sh -- gen_context(system_u:object_r:polaris_vconfd_cert_exec_t.s0)
/usr/bin/vconfd_script_show_cert.sh -- gen_context(system_u:object_r:polaris_vconfd_cert_exec_t.s0)
/usr/bin/vconfd_script_show_root_ca_cert.sh --
gen_context(system_u:object_r:polaris_vconfd_cert_exec_t.s0)
/usr/bin/vconfd_script_upload_root_ca_crt_chain.sh --
gen_context(system_u:object_r:polaris_vconfd_cert_exec_t.s0)
/usr/bin/vconfd_script_uninstall_root_ca_crt_chain.sh --
gen_context(system_u:object_r:polaris_vconfd_cert_exec_t.s0)
/usr/bin/vconfd_script_tlsproxy_install_certs.sh --
gen_context(system_u:object_r:polaris_vconfd_cert_exec_t,s0)
/usr/bin/vconfd_script_tlsproxy_remove_certs.sh --
gen_context(system_u:object_r:polaris_vconfd_cert_exec_t,s0)

/usr/bin/vconfd_script_csr.sh -- gen_context(system_u:object_r:polaris_vconfd_csr_exec_t,s0)
/usr/bin/vconfd_script_sign_csr.sh -- gen_context(system_u:object_r:polaris_vconfd_csr_exec_t,s0)
/usr/bin/vconfd_script_show_csr.sh -- gen_context(system_u:object_r:polaris_vconfd_csr_exec_t,s0)
/usr/bin/vconfd_script_upload_vsmart_serial_numbers.sh --
gen_context(system_u:object_r:polaris_vconfd_serialnum_exec_t,s0)
/usr/bin/vconfd_script_upload_vedge_serial_numbers.sh --
gen_context(system_u:object_r:polaris_vconfd_serialnum_exec_t,s0)
/usr/bin/vconfd_script_fetch_core_info.sh -- gen_context(system_u:object_r:polaris_vconfd_crash_exec_t,s0)

# admin-tech scripts skipped defined in some other place
/usr/bin/list_crashtech_files.sh -- gen_context(system_u:object_r:polaris_vconfd_crash_exec_t,s0)
/usr/bin/vconfd_script_unlock_user.sh -- gen_context(system_u:object_r:polaris_vconfd_aaa_exec_t,s0)
/usr/bin/vconfd_script_set_password.sh -- gen_context(system_u:object_r:polaris_vconfd_aaa_exec_t,s0)
/usr/bin/vconfd_script_container.sh -- gen_context(system_u:object_r:polaris_vconfd_contr_exec_t,s0)
/usr/bin/polaris_iox_precheck.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_install.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_upgrade.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_uninstall.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_reset.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_postcheck.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_download.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_remove.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_iox_activate.sh -- gen_context(system_u:object_r:polaris_vconfd_iox_exec_t,s0)
/usr/bin/polaris_utd_sigupdate.sh -- gen_context(system_u:object_r:polaris_vconfd_utd_exec_t,s0)
/usr/bin/polaris_iox_db_update.sh -- gen_context(system_u:object_r:polaris_vconfd_geo_exec_t,s0)
/usr/bin/vconfd_script_vping.sh -- gen_context(system_u:object_r:polaris_vconfd_net_exec_t,s0)
/usr/bin/vconfd_script_vnping.sh -- gen_context(system_u:object_r:polaris_vconfd_net_exec_t,s0)
/usr/bin/vconfd_script_vtraceroute.sh -- gen_context(system_u:object_r:polaris_vconfd_net_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedge.fc

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#
# March 2017, Victor Kamensky
#
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#

policy_module(polarisidlrresolve, 1.0);

###############################################################################
# TDLresolve policy
###############################################################################
gen_require(
    attribute polaris_extended_domain;
')

type polaris_tdlresolve_t;
files_type(polaris_tdlresolve_t)

files_tmp_filetrans(polaris_extended_domain, polaris_tdlresolve_t, dir, "tdlresolve")
# tdl_boottime.sh uses /tmp/tdlresolve_tmp for some temp files
# which are moved into /tmp/tdlresolve latter
files_tmp_filetrans(polaris_extended_domain, polaris_tdlresolve_t, dir, "tdlresolve_tmp")

type polaris_global_service_t;
files_type(polaris_global_service_t);

#############################################################################
# rsync policy
#############################################################################
gen_require(
    type rsync_t;
    type polaris_btrace_base_t;
')
#tdl_cleanup_epochs.sh uses btrace
allow rsync_t polaris_btrace_base_t:file map;
#rsync invokes tdl_cleanup_epochs.sh as part of this set /proc/[pid]/oom_score_adj is done
allow rsync_t self:capability sys_resource;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristdlresolve.te
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#
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#

policy_module(polarisqfp, 1.0);

polaris_process_domain_template(qfp)

polaris_cpp_process(polaris_qfp_t)
polaris_cpp_dev_use(polaris_qfp_t)
polaris_btrace_data_manage(polaris_qfp_t)
polaris_crft_data_manage(polaris_qfp_t)
polaris_chasfs_manage(polaris_qfp_t)
polaris_lsmpi_dev_use(polaris_qfp_t)
polaris_persistent_list_dirs(polaris_qfp_t);

# allow for hot add on azure
kernel_read_irq_sysctls(polaris_iobd_t)
kernel_rw_irq_sysctls(polaris_iobd_t)

# allow read variety of system information from sysfs, as well as write
# into configuration of some pcie devices
# type=AVC msg=audit(1479597040.739:218): avc: denied { write } for pid=30997 comm="ucode_ctl_rx"
name="config" dev="sysfs" ino=22363 scontext=system_u:system_r:polaris_qfp_t:s0
tcontext=system_u:object_r:sysfs_t:s0 tclass=file
dev_rw_sysfs(polaris_qfp_t)

# allow to send message to /dev/log
logging_send_syslog_msg(polaris_qfp_t)

# allow access to uio devices like /dev/uio0
dev_rw_userio_dev(polaris_qfp_t)

# Platforms with QAT v1.7 need map permission also
# qae device (/dev/icp_adf_ctl)
type polaris_icp_device_t;
dev_node(polaris_icp_device_t)

allow polaris_qfp_t userio_device_t:chr_file map;

# allow to read /proc/meminfo
kernel_read_system_state(polaris_qfp_t)

# qfp FIA (Feature Invocation Array) resides in /dev/shm/cpp_ucode_dram
# Those are set of instructions assembled by cpp control plane and passed
# to qfp to execute.
polaris_cpp_tmpfs_exec(polaris_qfp_t)

# qfp /var/run pid file
type polaris_qfp_var_run_t;
files_pid_file(polaris_qfp_var_run_t)
manage_files_pattern(polaris_qfp_t, polaris_qfp_var_run_t, polaris_qfp_var_run_t)
manage_dirs_pattern(polaris_qfp_t, polaris_qfp_var_run_t, polaris_qfp_var_run_t)
files_pid_filetrans(polaris_qfp_t, polaris_qfp_var_run_t, { file dir })

# mmap /var/run/dpdk/rte/config
allow polaris_qfp_t polaris_qfp_var_run_t:file map;

# qfp memif directory and file
type polaris_qfp_memif_t;
files_tmp_file(polaris_qfp_memif_t);

# qfp memif interface for binos clients in /tmp/memif
files_tmp_filetrans(polaris_qfp_t, polaris_qfp_memif_t, dir, "memif")
# creates /tmp/binos-IOX/memif
files_tmp_filetrans(polaris_qfp_t, polaris_qfp_memif_t, dir, "binos-IOX")
polaris_qfp_memif_manage(polaris_qfp_t)

# qfp memif interface for container in /bootflash/SHARED-IOX/memif
polaris_disk_type(polaris_qfp_memif_t)
gen_require('type polaris_disk_bootflash_t;')
filetrans_pattern(polaris_qfp_t, polaris_disk_bootflash_t, polaris_qfp_memif_t, dir, "memif")

# work with /bootflash/SHARED-IOX/memif/memif-dp-svr
polaris_utdl_container_dgram_send(polaris_qfp_t)

# work (create/open/read/write) with hugetlbs files
fs_manage_hugetlbfs_dirs(polaris_qfp_t)
fs_rw_hugetlbfs_files(polaris_qfp_t)
gen_require('type hugetlbfs_t;')
allow polaris_qfp_t hugetlbfs_t:file create;

# dpdk may unlinks unneeded pages in unmap_unneeded_hugepages function
allow polaris_qfp_t hugetlbfs_t:file unlink;
allow polaris_qfp_t self:capability { sys_rawio sys_nice sys_admin };
allow polaris_qfp_t self:process setsched;

# is_nic_netmap_capable function, which is used by vnic_cfg_port, needs socket to
# work with interface parameters
allow polaris_qfp_t self:udp_socket create_socket_perms;

ifdef(`crankshaft_family',
polaris_icc_broken_relocations(polaris_qfp_t)
')

# access to /dev/dash_xxx devices on crankshaft platforms
optional_policy('polaris_dash_dev_use(polaris_qfp_t)')

# netmap device (/dev/netmap)
type polaris_netmap_device_t;
dev_node(polaris_netmap_device_t)
polaris_netmap_dev_use(polaris_qfp_t)

# access to /dev/icp_XXX device on crankshaft platforms
optional_policy('polaris_icp_dev_use(polaris_qfp_t)')
# netmap device (/dev/svc_eng_puntNN)

type polaris_sep_device_t;
dev_node(polaris_sep_device_t)

polaris_svc_eng_punt_dev_use(polaris_qfp_t)

# transition and access to /var/log/cdal-tsn-info.log
ifdef(`tsn_platform',`
    polaris_qfp_log_manage("cdal-tsn-info.log")
')

# transition and access to /var/log/cdal-tsn-info.log
ifdef(`blackheart_platform',`
    polaris_qfp_log_manage("cdal-tsn-info.log")
')

# aventus needs access to /sys/devices/platform/cpn-110-master/cpn-110-master
# for boot configuration
# transition and access to /var/log/cdal-tsn-info.log
ifdef(`aventus_platform',`
    gen_require(`
        type syslogd_t;
    ')
    polaris_qfp_log_manage("cdal-tsn-info.log")
    polaris_ggpio_dev_read_write(polaris_qfp_t)
    polaris_ggpio_dev_read_write(syslogd_t)
')

# transition and access to /var/log/cdal-tsn-info.log
ifdef(`cabo_platform',`
    polaris_qfp_log_manage("cdal-tsn-info.log")
')

# transition and access to /var/log/cdal-tsn-info.log
ifdef(`supernova_platform',`
    polaris_qfp_log_manage("cdal-tsn-info.log")
')

# LOOK AT ME: qfp process links libcrypto.so.1.0.0 which has DT_TEXTREL
# that should be addressed by CSCvj99896, once that is fixed remove below
# under CSCvj99905.

gen_require(`
    type lib_t;
')

call polaris_qfp_t lib_t:file execmod;
ifdef(`tsn_platform',
  allow polaris_qfp_t self:process execmem;
')

# lsmpi replacement punt/inject over domain sockets
polaris_pi_uds_manage(polaris_qfp_t)
polaris_iosd_dgram_send(polaris_qfp_t)

# dpdk code reads CPU model specific register (MSR)
dev_read_cpuid(polaris_qfp_t)

# dpdk code in rte_mp_channel_init function creates and works
# with /var/run/dpdk/rte/mp_socket socket
manage_sock_files_pattern(polaris_qfp_t, polaris_qfp_var_run_t, polaris_qfp_var_run_t)

# dpdk code in dev_uev_socket_fd_create creates and work with
# netlink_kobjcket_uevent_socket socket
# Note: radium with QAT v1.7 requires getattr and setopt
allow polaris_qfp_t self:netlink_kobject_uevent_socket { getattr setopt bind create };

# hal_random32_init calls hw_random32_init and it opens /dev/random
dev_read_rand(polaris_qfp_t)

gen_require(`
  type sysfs_t;

  mmap_files_pattern(polaris_qfp_t, sysfs_t, sysfs_t)
')

# LOOK AT ME: remove after CSCvs34007 fixed
# qfp runs hidedir hide /bootflash/SHARED-IOX/memif
corecmd_exec_bin(polaris_qfp_t)
corecmd_exec_shell(polaris_qfp_t)
auth_use_nsswitch(polaris_qfp_t)

# CSR & C8KV use infiniband and tun/tap devices for Azure
type polaris_infiniband_device_t;
dev_node(polaris_infiniband_device_t)

polaris_infiniband_dev_use(polaris_qfp_t)

kernel_request_load_module(polaris_qfp_t)
allow polaris_qfp_t self:netlink_rdma_socket { bind create setopt };
allow polaris_qfp_t self:capability { ipc_lock net_admin net_raw };
allow polaris_qfp_t self:netlink_route_socket rw_netlink_socket_perms;
allow polaris_qfp_t self:tun_socket { create relabelfrom relabelto }
corenet_rw_tun_tap_dev(polaris_qfp_t)

# CSR Azure IO model requires read access
gen_require(
    type proc_net_t;
    )
allow polaris_qfp_t proc_net_t:file { read };

# manage MLX NIC socket files in /var/tmp/net_ml5*
type polaris_qfp_var_tmp_t;
files_temp_file(polaris_qfp_var_tmp_t);
files_temp_filetrans(polaris_qfp_t, polaris_qfp_var_tmp_t, { sock_file })
manage_sock_files_pattern(polaris_qfp_t, polaris_qfp_var_tmp_t, polaris_qfp_var_tmp_t)

# rm from coreutils-8.30 wants to know filesystem type
fs_getattr_xattr_fs(polaris_qfp_t)

# allow create of dir /bootflash/SHARED-IOX on first install of VM
create_dirs_pattern(polaris_qfp_t, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
polaris_cpld_read(polaris_qfp_t, polaris_sysfs_cpld_t, polaris_sysfs_cpld_t)

# tsn needs access to /sys/devices/platform/cpn-110-master/cpn-110-master
# for boot configuration
ifdef('tsn_platform',
    polaris_ggpio_dev_read_write(polaris_qfp_t)
')

# blackheart needs access to /sys/devices/platform/cpn-110-master/cpn-110-master
# for boot configuration
ifdef('blackheart_platform',
    polaris_ggpio_dev_read_write(polaris_qfp_t)
')

# sparrow needs access to /sys/devices/platform/cpn-110-master/cpn-110-master
# Also needs access to cdal-tns-info.log
ifdef('sparrow_platform',
    polaris_qfp_log_manage("cdal-tns-info.log")
    polaris_ggpio_dev_read_write(polaris_qfp_t)
')

# ucode also needs access to ttyUSB4
ifdef('cabo_platform',
    term_use_usb_ttys(polaris_qfp_t)
')
# qfp starts /usr/binos/bin/net_hotremove-vxe.sh
init_read_script_files(polaris_qfp_t)

# access to /dev/dash_XXX devices on cranshaft platforms
optional_policy(
    polaris_htx_dgram_send(polaris_qfp_t)
)

# net_hotremove-vxe.sh that works with /tmp/iodb
polaris_iodb_tmp_manage(polaris_qfp_t)
# net_hotremove-vxe.sh sends signal to iodbd.sh
gen_require(
    type polaris_iodb_t;
)
allow polaris_qfp_t polaris_iodb_t:process signal;
# net_hotremove-vxe.sh reads /proc/sys/vm/nr_hugepages
kernel_read_vm_sysctls(polaris_qfp_t)

# long running helper script iodbd.sh
polaris_process_domain_template(iodbd)

# iodbd.sh started by /etc/init.d/binos that runs under initrc_t
gen_require(
    type initrc_t;
)
polaris_iodb_domtrans(initrc_t)
polaris_boot_tmp_read(polaris_iodb_t)
polaris_chasfs_manage(polaris_iodb_t)
polaris_cpld_read(polaris_iodb_t)
polaris_rmonbifo_tmp_read(polaris_iodb_t)
auth_use_nsswitch(polaris_iodb_t)
corecmd_exec_bin(polaris_iodb_t)

# hot add interfaces virtio/sriov
dev_manage_sysfs_dirs(polaris_iodb_t)
polaris_sysfs_manage(polaris_iodb_t)

# write into sysfs file like /sys/devices/pci0000:00/0000:00:03.2/config
dev_rw_sysfs(polaris_iodb_t)

# read/write /run/dpdk/rte/config
manage_files_pattern(polaris_iodb_t, polaris_qfp_var_run_t, polaris_qfp_var_run_t)

# lspci reads /etc/modprobe.d
modutils_read_module_config(polaris_iodb_t)
# lspci reads /lib/modules/5.4.40/modules.softdep
files_read_kernel_modules(polaris_iodb_t)
files_map_kernel_modules(polaris_iodb_t)

# runs dmidecode
dmidecode_domtrans(polaris_iodb_t)
# dmidecode when run in this context needs access initrc stdin/stdout
gen_require('''
    type dmidecode_t;

  )
init_rw_stream_sockets(dmidecode_t)

# calls ethtool -i intsvc0
sysnet_domtrans_ifconfig(polaris_iodb_t)

# reads /etc/rc.d/init.d/binos_functions-pd-iodb
init_read_script_files(polaris_iodb_t)

# read /proc/sys/vm/hr_hugepages
kernel_read_vm_sysctls(polaris_iodb_t)

# cat /sys/class/net/intsvc0/address
deved_read_sysfs(polaris_iodb_t)

# read /proc/cmdline
kernel_read_system_state(polaris_iodb_t)

polaris_iodb_tmp_manage(polaris_iodb_t)

type polaris_iodb_tmp_t;
files_tmp_file(polaris_iodb_tmp_t)

# /tmp/iodb is created by /etc/init.d/binos that runs under initrc_t
gen_require('''
    type initrc_t;

  )
files_tmp_filetrans(initrc_t, polaris_iodb_tmp_t, dir, "iodb")
polaris_iodb_tmp_manage(initrc_t)

# udev_t can drop entries into /tmp/iodb to process
gen_require('''
    type udev_t;

  )
polaris_iodb_tmp_manage(udev_t)

# Radium and Thallium need to check rommon version when initializing static
# interface table (access /proc/rmonbifo).
optional_policy('  polaris_proc_rmonbifo_read(polaris_qfp_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisqfp.te
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#
## <summary>Polaris cpp_ha Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppha.if
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#
#
policy_module(polarisingwctblmgr, 1.0);

gen_require('  type polaris_ngwc_tbl_mgr_t;
')

polaris_btrace_data_manage(polaris_ngwc_tbl_mgr_t)
polaris_crft_data_manage(polaris_ngwc_tbl_mgr_t)
polaris_chasfs_manage(polaris_ngwc_tbl_mgr_t)
polaris_tdlresolve_read(polaris_ngwc_tbl_mgr_t)
polaris_ttlldb_list_dirs(polaris_ngwc_tbl_mgr_t)
polaris_cpld_read(polaris_ngwc_tbl_mgr_t)
polaris_lua_read(polaris_ngwc_tbl_mgr_t)
polaris_flashlib_read(polaris_ngwc_tbl_mgr_t)
polaris_ripc_sman_ui_serv_connect(polaris_ngwc_tbl_mgr_t)

allow polaris_ngwc_tbl_mgr_t self:capability dac_override;
polaris_dyncfg_tmp_read(polaris_ngwc_tbl_mgr_t)
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# polarisfmanrp file contexts place holder

dnl
April 2018, Victor Kamensky
dnl
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dnl
define(`polaris_ripc_service_server_aux',`dnl
polaris_ripc_$2_bind($3)
polaris_ripc($3)
')

define(`polaris_ripc_service_server_full',`dnl
polaris_ripc_service_server_aux(ripc_label($1), ripc_stem($1), process_label($2))
')

define(`polaris_ripc_service_server',`dnl
ifelse(ripc_type_map($1), `', `polaris_ripc_service_server_full($1, $2, $3, $4, $5))
ripc_type_map_set(ripc_label($1), process_label($2))
')

define(`polaris_ripc_service_client_aux',`dnl
polaris_ripc($3)
polaris_ripc_$2_connect($3)
')

define(`polaris_ripc_service_client',`dnl
polaris_ripc_service_client_aux(ripc_label($1), ripc_stem($1), process_label($2))dnl
')

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#

/usr/bin/os/conf/audit_log.sh -- gen_context(system_u:object_r:polaris_audit_log_exec_t,s0)
/usr/bin/os/conf/audit_snapshot.sh -- gen_context(system_u:object_r:polaris_audit_log_exec_t,s0)
/tmp/package_biv_sums -- gen_context(system_u:object_r:polaris_kgv_data_t,s0)
/usr/bin/code_sign_verify -- gen_context(system_u:object_r:polaris_code_verify_exec_t,s0)
/usr/sbin/boot_verify_package -- gen_context(system_u:object_r:polaris_code_verify_exec_t,s0)
/usr/sbin/kgv_update -- gen_context(system_u:object_r:polaris_code_verify_exec_t,s0)

/dev/shm/sem/updatepcrd_msg_sem gen_context(system_u:object_r:polaris_code_verify_tmpfs_t,s0)

# /dev/aikido
/dev/aikido -c gen_context(system_u:object_r:polaris_aikido_device_t,s0)

/usr/bin/os/conf/mcp_upgrade_hwprg.sh gen_context(system_u:object_r:polaris_hw_upgrade_exec_t,s0)
/usr/bin/os/conf/mcp_upgrade_hwprg_fpga.sh gen_context(system_u:object_r:polaris_hw_upgrade_exec_t,s0)
/usr/bin/os/conf/mcp_upgrade_hwprg_cpld.sh gen_context(system_u:object_r:polaris_hw_upgrade_exec_t,s0)
/usr/bin/os/conf/mcp_upgrade_hwprg_cmds.sh gen_context(system_u:object_r:polaris_hw_upgrade_exec_t,s0)
/usr/bin/os/conf/mcp_upgrade_hwprg_utils.sh gen_context(system_u:object_r:polaris_hw_upgrade_exec_t,s0)
/usr/bin/os/bin/tam_fw_upgrade gen_context(system_u:object_r:polaris_hw_upgrade_exec_t,s0)

/usr/bin/os/conf/mcp_upgrade_rommon.sh gen_context(system_u:object_r:polaris_rom_upgrade_exec_t,s0)
/usr/bin/os/conf/mcp_upgrade_rommon_cmds.sh gen_context(system_u:object_r:polaris_rom_upgrade_exec_t,s0)
/usr/bin/os/conf/mcp_upgrade_rommon_helper.sh gen_context(system_u:object_r:polaris_rom_upgrade_exec_t,s0)
/usr/bin/os/conf/mcp_upgrade_rommon_x86.sh gen_context(system_u:object_r:polaris_rom_upgrade_exec_t,s0)

/dev/scansta -c gen_context(system_u:object_r:polaris_scansta_device_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/polaris_ipc_ripc_te.m4

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#
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policy_module(polarisiissucompcheck, 1.0);
polaris_process_domain_template(issu_comp_check)

corecmd_exec_bin(polaris_issu_comp_check_t)
corecmd_exec_shell(polaris_issu_comp_check_t)

polaris_chasfs_manage(polaris_issu_comp_check_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_issu_comp_check_t)

# For reading tracekey from /tmp/tmppub/tracekey_cache/usr/bin/rotee
polaris_btrace_tmppub_read(polaris_issu_comp_check_t)

# For reading /sys/devices/platform/cpld/platform_type
polaris_cpld_read(polaris_issu_comp_check_t)

# For reading /tmp/sw/boot/pkginfo
polaris_boot_tmp_read(polaris_issu_comp_check_t)

# For ls on /tmp/ufs/crashinfo
optional_policy('polaris_ncd_tmp_read(polaris_issu_comp_check_t)
')

# work with /tmp files
type polaris_issu_comp_check_tmp_t;
files_tmp_file(polaris_issu_comp_check_tmp_t)
manage_dirs_pattern(polaris_issu_comp_check_t, tmp_t, polaris_issu_comp_check_tmp_t)
manage_files_pattern(polaris_issu_comp_check_t, polaris_issu_comp_check_tmp_t, polaris_issu_comp_check_tmp_t)
files_tmp_filetrans(polaris_issu_comp_check_t, polaris_issu_comp_check_tmp_t, { file dir })

# For using push_using_rsync
polaris_chvrf_domtrans(polaris_issu_comp_check_t)

gen_require('type rsync_t;
')
rsync_entry_domtrans(polaris_issu_comp_check_t, rsync_t)
polaris_manage_rsync_tmplog_dir(polaris_issu_comp_check_t)

# rsync inherits issu_comp_check.sh's stdout/stderr fifo files
allow rsync_t polaris_issu_comp_check_t:fifo_file write;

allow polaris_issu_comp_check_t self:capability sys_resource;

# reads /tmp/remote_sw_verinfo.txt
gen_require('Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39511


type rsync_tmp_t;

read_files_pattern(polaris_issu_comp_check_t, rsync_tmp_t, rsync_tmp_t)

# use of errmsg.sh
polaris_script_errmsg_use(polaris_issu_comp_check_t)

# hwutil modifies /sys/bus/i2c/drivers/pca9548/1-0076/reg_control
# TODO: label sysfs so that reg control gets its own label
dev_rw_sysfs(polaris_issu_comp_check_t)

# allow locking of /tmp/sysctrl_i2c.lck
# TODO: this file probably deserves its own label when created by cm_rp
polaris_cm_rp_tmp_manage(polaris_issu_comp_check_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisissucompcheck.te
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### <summary>Polaris dmi_opdatamgrd Policy Rules.</summary>

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisdmioptdatamgrd.if
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#
# May 2017, Victor Kamensky
#
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#

policy_module(polarispttcd, 1.0);

gen_require(''
    type polaris_pttcd_t;
')

polaris_btrace_data_manage(polaris_pttcd_t)
polaris_crft_data_manage(polaris_pttcd_t)
polaris_chasfs_manage(polaris_pttcd_t)
polaris_tdlresolve_read(polaris_pttcd_t)
polaris_tlddb_list_dirs(polaris_pttcd_t)
polaris_lua_read(polaris_pttcd_t)
polaris_flashlib_read(polaris_pttcd_t)

auth_use_nsswitch(polaris_pttcd_t)
polaris_cpld_read(polaris_pttcd_t)

allow polaris_pttcd_t self:netlink_route_socket r_netlink_socket_perms;

polaris_disk_bootflash_search(polaris_pttcd_t)
polaris_bootflash_manage(polaris_pttcd_t)
polaris_persistent_getattr(polaris_pttcd_t)

type polaris_pttcd_tmp_t;
files_tmp_file(polaris_pttcd_tmp_t)
polaris_systemd_tmpfiles_tmp_filetrans(polaris_pttcd_tmp_t, dir, "interceptor")
gen_require(''
    type polaris_btrace_tmppub_t;
    ')
manage_dirs_pattern(polaris_pttcd_tmp_t, { polaris_pttcd_tmp_t polaris_btrace_tmppub_t }, polaris_pttcd_tmp_t)
manage_files_pattern(polaris_pttcd_tmp_t, { polaris_pttcd_tmp_t polaris_btrace_tmppub_t }, polaris_pttcd_tmp_t)
manage_lnk_files_pattern(polaris_pttcd_tmp_t, { polaris_pttcd_tmp_t polaris_btrace_tmppub_t }, polaris_pttcd_tmp_t)

allow polaris_pttcd_t self:tcp_socket create_stream_socket_perms;
allow polaris_pttcd_t self:udp_socket create_socket_perms;

corenet_tcp_bind_generic_node(polaris_pttcd_t)
corenet_tcp_bind_polaris_pttcd_port(polaris_pttcd_t)
corenet_tcp_connect_polaris_pttcd_port(polaris_pttcd_t)
corenet_udp_sendrecv_polaris_pttcd_port(polaris_pttcd_t)

sysnet_read_config(polaris_pttcd_t)

allow polaris_pttcd_t self:capability sys_resource;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispttcd.te

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#
# August 2017, Shawn Lu
#
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#

policy_module(polarisrrmmgr, 1.0);
gen_require(
    type polaris_rrm_mgr_t;
  
)

polaris_btrace_data_manage(polaris_rrm_mgr_t)
polaris_chasfs_manage(polaris_rrm_mgr_t)
polaris_tdlresolve_read(polaris_rrm_mgr_t)
polaris_tdlldb_list_dirs(polaris_rrm_mgr_t)
polaris_cpld_read(polaris_rrm_mgr_t)
polaris_lua_read(polaris_rrm_mgr_t)
polaris_flashlib_read(polaris_rrm_mgr_t)
polaris_ripc_sman_ui_serv_connect(polaris_rrm_mgr_t)
polaris_db_tdlldb_dir_use(polaris_rrm_mgr_t)

# allow to use setrlimit
allow polaris_rrm_mgr_t self:process setrlimit;
allow polaris_rrm_mgr_t self:capability sys_resource;
allow polaris_rrm_mgr_t self:capability dac_override;

# stuff related to vrf support of the socket
polaris_lfts_dev_use(polaris_rrm_mgr_t)
polaris_socketat_nsfs_read(polaris_rrm_mgr_t)

# allow to open udp socket on port 12134
corenet_udp_bind_polaris_rrm_mgr_port(polaris_rrm_mgr_t)
corenet_udp_bind_generic_node(polaris_rrm_mgr_t)
allow polaris_rrm_mgr_t self:udp_socket { create_socket_perms recv_msg send_msg };

corenet_udp_bind_polaris_rrm_clnt_port(polaris_rrm_mgr_t)
polaris_odm_clnt2svr_mqipc_create(polaris_rrm_mgr_t)

# access "/bootflash/dbpersist"
polaris_tdlldbpersit_setup(polaris_rrm_mgr_t)

# access /tmp/rp/tdldb/persistent-config/ dir and files in this dir
polaris_tmp_tdlldb_persist_setup(polaris_rrm_mgr_t)

logging_send_syslog_msg(polaris_rrm_mgr_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisrrmmgr.te
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#
# April 2017, Victor Kamensky

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policy_module(polariscyan, 1.0);

# dyncfg_setup.sh runs under cmand label

polaris_process_domain_template(dyncfg)

polaris_btrace_data_manage(polaris_dyncfg_t)
polaris_cpld_read(polaris_dyncfg_t)
polaris_lua_read(polaris_dyncfg_t)
polaris_cpld_dev_use(polaris_dyncfg_t)
polaris_rmonbito_tmp_read(polaris_dyncfg_t)
polaris_chasfs_read(polaris_dyncfg_t)

# this script works with /tmp/dyncfg files
type polaris_dyncfg_tmp_t;
files_tmp_file(polaris_dyncfg_tmp_t)

files_tmp_filetrans(polaris_dyncfg_t, polaris_dyncfg_tmp_t, dir, "cyan")
files_tmp_filetrans(polaris_dyncfg_t, polaris_dyncfg_tmp_t, file)

manage_files_pattern(polaris_dyncfg_t, polaris_dyncfg_tmp_t, polaris_dyncfg_tmp_t)
manage_dirs_pattern(polaris_dyncfg_t, polaris_dyncfg_tmp_t, polaris_dyncfg_tmp_t)
manage_lnk_files_pattern(polaris_dyncfg_t, polaris_dyncfg_tmp_t, polaris_dyncfg_tmp_t)

corecmd_exec_bin(polaris_dyncfg_t)
corecmd_exec_shell(polaris_dyncfg_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_dyncfg_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_dyncfg_t)

# dyncfg_setup calls luajit and luajit needs execute JIT generated code
allow polaris_dyncfg_t self:process execmem;

# allow objstore access
polaris_disk_objstore_read(polaris_dyncfg_t)

type polaris_dyncfg_log_t;
files_tmp_file(polaris_dyncfg_log_t)
gen_require(
    attribute polaris_domain;
    ')

filetrans_pattern(polaris_domain, polaris_dyncfg_tmp_t, polaris_dyncfg_log_t, file, "cyan.log")
filetrans_pattern(polaris_domain, polaris_dyncfg_tmp_t, polaris_dyncfg_log_t, file, "cyan_runtime.log")
files_tmp_filetrans(polaris_domain, polaris_dyncfg_log_t, file, "cyan.lock")
manage_files_pattern(polaris_domain, polaris_dyncfg_tmp_t, polaris_dyncfg_log_t)

polaris_dyncfg_tmp_read(polaris_domain)

# on utah need to get model info
optional_policy(
    polaris_dash_dev_use(polaris_dyncfg_t)
    ')

# access to /dev/dash_fpga device on fugazi platform
ifdef('fugazi_platform',
    polaris_dash_dev_mcp_use(polaris_dyncfg_t)
    ')

# allow search and read under /tmp/boot directory
polaris_boot_tmp_read(polaris_dyncfg_t)

logging_send_syslog_msg(polaris_dyncfg_t)

# dyncfg needs access to idprom. Idprom is accessed differently depending on # platform

# on utah idprom is in quack chip: hw_esg_read_midplane_idprom
# on platforms with idprom in quack chip need access to
# quack device as part of hw_esg_read_midplane_idprom call.
ifdef('crankshaft_family',
    polaris_quack_dev_use(polaris_dyncfg_t)
    ')
ifdef('starfleet_platform',
    polaris_quack_dev_use(polaris_dyncfg_t)
    ')

# on 1ng idprom is i2c device in sysfs like:
# /sys/devices/pci0000:00/0000:00:1f.3/i2c-0/i2c-1/1-0056/eeprom
# on ultra it is still emulated by i2c driver like:
# /sys/devices/i2c-0/i2c-1/1-0056/eeprom
dev_rw_sysfs(polaris_dyncfg_t)

# on nyquist and 1ng idprom value retrieved by flashlib and needs dac_override
allow polaris_dyncfg_t self:capability dac_override;
polaris_flashlib_read(polaris_dyncfg_t)
# LOOK AT ME on quake even rommon var read operation needs write access
# i.e flashutil -c getvar -N MODEL_NUM does open with O_RDWR
ifdef('quake_platform',`
polaris_flashlib_write(polaris_dyncfg_t)
`)

# In chassis_attrs.lua method THIS.WIRELESS checks whether wireless package is installed
# by opening (why open, not stat) wncmgrd binary.
optional_policy(`
    gen_require(`
        type polaris_wncmgrd_exec_t;
    `)
    read_files_pattern(polaris_dyncfg_t, bin_t, polaris_wncmgrd_exec_t)
`)

# lua/cyan/vwlc_chassis_attrs.lua needs to read /bootflash/rommon_vars file on vwlc
ifdef('wlc_family',`
polaris_bootflash_read(polaris_dyncfg_t)
`)

# lua/cyan/vwlc_chassis_attrs.lua needs to read /boot/vcpu_template file on vwlc
ifdef('wlc_family',`
polaris_disk_varied_read(polaris_dyncfg_t)
`)

# on macallan passport SUP card idprom is in act2 chip.
# hw_passport_read_midplane_idprom invoked from cyan_init
# reads /dev/act2 device.
ifdef('ngwc_family',`
polaris_act2_dev_use(polaris_dyncfg_t)
`)

ifdef('passport_platform',`
# open /dev/ttyS0 console in hw_passport_read_midplane_idprom, invoked by
cyaninit
term_use_unallocated_ttys(polaris_dyncfg_t)
`)

# during wlc subpackage install cyan_init.sh called from
# C9800-Wireless_startup_script.sh script and output redirected
# into some install_tmp file
ifdef('ngwc_family',`
polaris_install_tmp_log_write(polaris_dyncfg_t)
`)

# /dev/aikido access
polaris_aikido_dev_use(polaris_dyncfg_t)

gen_require('  
   type rsync_t;
')

rsync_entry_domtrans(polaris_dyncfg_t, rsync_t)
corenct_tcp_connect_rsync_port(polaris_dyncfg_t)

ifdef('sumatra_platform',  
# LOOK AT ME: After direct usage of /dev/mem is removed (CSCvw80796)  
# /dev/mem  
polaris_dev_mem_use(polaris_dyncfg_t)  
')

# For Cabo, allow for stronger permissions to access env_var  
ifdef('cabo_platform',  
polaris_proc_rmonbifo_read(polaris_dyncfg_t)  
')

# For Cabo, also allow access to i2c-0  
ifdef('cabo_platform',  
polaris_i2c_use(polaris_dyncfg_t)  
')

# /dev/i2c-0 access  
ifdef('petra_platform',  
polaris_i2c_use(polaris_dyncfg_t)  
')

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* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscyan.te  
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#  
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#  

policy_module(polarisflashcheck, 1.0);

gen_require('  
   type polaris_flashcheck_t;
')

# allow read of /etc/passwd
auth_use_nsswitch(polaris_flashcheck_t)

corecmd_exec_bin(polaris_flashcheck_t)

# allow to read /proc/meminfo
kernel_read_system_state(polaris_flashcheck_t)

# uses pidof
domain_read_all_domains_state(polaris_flashcheck_t)
dev_read_sysfs(polaris.flashcheck_t)

# df on "/" needs fs_t:filesystem getattr
fs_getattr_xattr_fs(polaris_flashcheck_t)

polaris_btrace_data_manage(polaris_flashcheck_t)
polaris_chasfs_manage(polaris_flashcheck_t)
polaris_cpld_read(polaris_flashcheck_t)

polaris_read_debug_conf(polaris_flashcheck_t)
polaris_boot_tmp_read(polaris_flashcheck_t)

logging_send_syslog_msg(polaris_flashcheck_t)

# directly output to /dev/ttyS0
term_use_unallocated_ttys(polaris_flashcheck_t)

polaris_bootflash_read(polaris_flashcheck_t)

allow polaris_flashcheck_t self:capability { sys_resource dac_override };

# pidof needs below
allow polaris_flashcheck_t self:capability sys_ptrace;

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_flashcheck_t)

# access of crashinfo dir for flash_check.sh, it does source of pglobals.sh
# which needs acces to /crashinfo
polaris_disk_crashinfo_getattr(polaris_flashcheck_t)

# this is for NFS access mounted in a dir of ncd context
optional_policy(
    polaris.ncd.tmp_read(polaris.flashcheck_t)
)

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#
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#

## <summary>Polaris caf Policy Rules.</summary>

## <summary>Read /bootflash/iox/ files or harddisk IOX files</summary>

## <param name="domain">Domain allowed access.</param>

interface(`polaris_iox_files_read',
  gen_require(`
    type polaris_iox_files_t;
    type polaris_disk_bootflash_t;
    type polaris_disk_harddisk_t;
    type polaris_iox_shared_files_t;
    type polaris_iox_alt_hdd_files_t;
  `)
)

read_files_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, polaris_iox_files_t)
list_dirs_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, polaris_iox_files_t)
allow $1 polaris_iox_files_t:file map;

## <summary>Manage /bootflash/iox/ files or harddisk IOX files</summary>

## <param name="domain">Domain allowed access.</param>

## <rolebase/>
#

interface('polaris_iox_files_manage',
  gen_require(~
    type polaris_iox_files_t;
    type polaris_disk_bootflash_t;
    type polaris_disk_harddisk_t;
    type polaris_iox_shared_files_t;
    type polaris_iox_alt_hdd_files_t;
  )
)

manage_files_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, polaris_iox_files_t)
manage_dirs_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, polaris_iox_files_t)
manage_lnk_files_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, polaris_iox_files_t)
allow $1 polaris_iox_files_t:file map;
)

######################################
## <summary>
##      List /bootflash/iox/ dir or hardisk IOX dir
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_iox_dir_list',
  gen_require(~
    type polaris_iox_files_t;
    type polaris_disk_bootflash_t;
    type polaris_disk_harddisk_t;
    type httpd_var_run_t;
    type polaris_caf_var_run_t;
    type polaris_iox_shared_files_t;
    type polaris_iox_alt_hdd_files_t;
  )
)

list_dirs_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, polaris_iox_files_t)
list_dirs_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, httpd_var_run_t)
list_dirs_pattern($1, { polaris_iox_files_t polaris_disk_bootflash_t polaris_disk_harddisk_t polaris_iox_shared_files_t polaris_iox_alt_hdd_files_t }, polaris_caf_var_run_t)
interface('polaris_iox_dir_search',
    gen_require('polaris_iox_files_t;
    type polaris_iox_shared_files_t;
    ')

    search_dirs_pattern($1, polaris_iox_files_t, polaris_iox_files_t)
')

interface('polaris_guestshell_files_read',
    gen_require('polaris_guestshell_t;
    type polaris_iox_shared_files_t;
    ')

    read_files_pattern($1, { polaris_guestshell_t polaris_iox_shared_files_t }, polaris_guestshell_t)
    read_lnk_files_pattern($1, { polaris_guestshell_t polaris_iox_shared_files_t }, polaris_guestshell_t)
')

interface('polaris_guestshell_exec_t type
    ')

### <summary>
Manage /var/run/netns/guestshell files
### </summary>
### <param name="domain">
Domain allowed access.
### </param>
### <rolebase/>

#
interface('polaris_guestshell_var_run_files_manage',
    gen_require(''
        type polaris_guestshell_var_run_t;
        type var_run_t;
    ')
)
manage_files_pattern($1, { polaris_guestshell_var_run_t var_run_t }, polaris_guestshell_var_run_t)
manage_dirs_pattern($1, { polaris_guestshell_var_run_t var_run_t }, polaris_guestshell_var_run_t)
')

### <summary>
Read CAF tmp files
### </summary>
### <param name="domain">
Domain allowed access.
### </param>

#
interface('polaris_caf_tmp_files_read',
    gen_require(''
        type polaris_caf_tmp_files_t;
    ')
)
read_files_pattern($1, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)
read_link_files_pattern($1, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)
list_dirs_pattern($1, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)

### <summary>
### Manage CAF tmp files
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_caf_tmp_files_manage',
  gen_require(
    type polaris_caf_tmp_files_t;
  )
  manage_files_pattern($1, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)
  manage_dirs_pattern($1, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)
)

### <summary>
### Getattr CAF tmp files
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_caf_tmp_files_getattr',
  gen_require(
    type polaris_caf_tmp_files_t;
  )
  getattr_files_pattern($1, polaris_caf_tmp_files_t, polaris_caf_tmp_files_t)
)

### <summary>
### Read CAF files. Typically at /opt/cisco/caf/
### </summary>
### <param name="domain">
### <summary>
### Domain allowed access.
### </summary>
### </param>
#
interface('polaris_caf_files_read',
    gen_require(
        type polaris_caf_files_t;
    )
)

read_files_pattern($1, polaris_caf_files_t, polaris_caf_files_t)
read_lnk_files_pattern($1, polaris_caf_files_t, polaris_caf_files_t)
list_dirs_pattern($1, polaris_caf_files_t, polaris_caf_files_t)
')

########################################################################
## <summary>
## Manage .../guestshell/rootfs_mnt/cisco/cisco_cli/
## This files are used to communicate between guestshell container
## iosd, and shell_exec.sh
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
## <rolebase/>
#
interface('polaris_caf_var_run_files_manage',
    optional_policy(
        gen_require(
            type polaris_caf_var_run_t;
        )
        manage_files_pattern($1, polaris_caf_var_run_t, polaris_caf_var_run_t)
        manage_dirs_pattern($1, polaris_caf_var_run_t, polaris_caf_var_run_t)
    )
')

########################################################################
## <summary>
## Read /etc/guestshell_rsa_key file
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
## <rolebase/>
#
interface('polaris_guestshell_key_read',
    gen_require("
type etc_t;
    type polaris_guestshell_ssh_key_t;

    
    read_files_pattern($1, etc_t, polaris_guestshell_ssh_key_t)
')

###############################################################################
## <summary>
## Manage .../local/local1/core_dir/
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## <rolebase/>
#
interface('polaris_caf_local_core_files_manage',
optional_policy('gen_require('
type polaris_caf_core_files_t;
')

manage_files_pattern($1, polaris_caf_core_files_t, polaris_caf_core_files_t)
manage_dirs_pattern($1, polaris_caf_core_files_t, polaris_caf_core_files_t)
manage_lnk_files_pattern($1, polaris_caf_core_files_t, polaris_caf_core_files_t)
')

###############################################################################
## <summary>
## Manage /mnt/sd3/iox_alt_hdd.dsk and
## /mnt/sd3/iox_alt_hdd_mount_dir
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## <rolebase/>
#
interface('polaris_iox_alt_hdd_manage',
optional_policy('gen_require('
type polaris_disk_bootflash_t;
type polaris_disk_harddisk_t;
type polaris_iox_alt_hdd_files_t;


manage_files_pattern($1, polaris_iox_alt_hdd_files_t, polaris_iox_alt_hdd_files_t)
manage_dirs_pattern($1, polaris_iox_alt_hdd_files_t, polaris_iox_alt_hdd_files_t)

##############################
## <summary>
##      Getattr alternate harddisk files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_iox_alt_hdd_getattr',`
   gen_require(`
       type polaris_iox_alt_hdd_files_t;
   `)

   allow $1 polaris_iox_alt_hdd_files_t:filesystem getattr;
`

##############################
## <summary>
##      Manage tty device link files. Typically at /dev/
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_caf_tty_lnk_manage',`
   gen_require(`
       type polaris_caf_tty_file_t;
   `)

   create_lnk_files_pattern($1, polaris_caf_tty_file_t, polaris_caf_tty_file_t)
read_lnk_files_pattern($1, polaris_caf_tty_file_t, polaris_caf_tty_file_t)
delete_lnk_files_pattern($1, polaris_caf_tty_file_t, polaris_caf_tty_file_t)
`

##############################
## <summary>
##      Manage tty device chr files.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_caf_chr_file_read',
    gen_require(
        type devpts_t;
    ')
)

setattr_chr_files_pattern($1, devpts_t, devpts_t)
read_chr_files_pattern($1, devpts_t, devpts_t)
')

interface('polaris_caf_domtrans',
    gen_require(
        type polaris_caf_t, polaris_caf_exec_t;
    ')
)
domtrans_pattern($1, polaris_caf_exec_t, polaris_caf_t)
')

interface('polaris_caf_proc_signal_perms',
    gen_require(
        type polaris_caf_t;
    ')
)
allow $1 polaris_caf_t:process sigkill;
')

# Write/read /tmp/ioxss_up file
#
#
## <param name="domain">
## Domain allowed access.
## </param>
#
#
interface(`polaris_ioxss_rp_tmp_manage',
  gen_require(`
    type polaris_ioxss_rp_tmp_t;
  ')
  manage_files_pattern($1,{polaris_ioxss_rp_tmp_t }, polaris_ioxss_rp_tmp_t)
')

# Getattr of iosd_portal_app_lipc socket file
#
#
## <param name="domain">
## Domain allowed access.
## </param>
#
## <rolebase/>
#
interface(`polaris_iosd_portal_app_lipc_getattr',
  gen_require(`
    type polaris_iosd_portal_app_lipc_t;
  ')
 getattr_sock_files_pattern($1, polaris_iosd_portal_app_lipc_t, polaris_iosd_portal_app_lipc_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscaf.if
No license file was found, but licenses were detected in source scan.

# March 2017, Victor Kamensky
#
# Copyright (c) 2016-2019 by Cisco Systems, Inc.
# All rights reserved
#
/usr/cpp/bin/cpp_cp_svr -- gen_context(system_u:object_r:polaris_cpp_cp_exec_t,s0)
/usr/cpp/bin/cpp_cp_svr_ledp -- gen_context(system_u:object_r:polaris_cpp_cp_exec_t,s0)
/usr/cpp/bin/cpp_cp_svr_us_ledp -- gen_context(system_u:object_r:polaris_cpp_cp_exec_t,s0)
/usr/cpp/bin/cpp_cp_svr_vwlc -- gen_context(system_u:object_r:polaris_cpp_cp_exec_t,s0)
/usr/cpp/bin/cpp_cp_svr_vwlc_ledp -- gen_context(system_u:object_r:polaris_cpp_cp_exec_t,s0)
/usr/binos/conf/geo_ipv4_db -- gen_context(system_u:object_r:polaris_geodb_files_t,s0)

Found in path(s):
   */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscppcp.fc
No license file was found, but licenses were detected in source scan.

#  # March 2017, Victor Kamensky
#  # Copyright (c) 2017-2020 by Cisco Systems, Inc.
#  # All rights reserved
#  
# polarisnifmgr file contexts place holder

Found in path(s):
   */opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnifmgr.fc
No license file was found, but licenses were detected in source scan.

#  # November 2017, Victor Kamensky
#  # Copyright (c) 2017-2021 by Cisco Systems, Inc.
#  # All rights reserved
#  
policy_module(polarisgnmib, 1.0);

gen_require(
    type polaris_gnmib_t;
')

polaris_btrace_data_manage(polaris_gnmib_t)
polaris_crtf_data_manage(polaris_gnmib_t)
polaris_chasfs_manage(polaris_gnmib_t)
polaris_tdlresolve_read(polaris_gnmib_t)
polaris_tdlldb_list_dirs(polaris_gnmib_t)
polaris_cpld_read(polaris_gnmib_t)
polaris_lua_read(polaris_gnmib_t)
polaris_flashlib_read(polaris_gnmib_t)
polaris_db_tdldb_dir_use(polaris_gnmib_t)

optional_policy('
# deals with /dev/shm/confd setup (schema and pid)
polaris_confed_shm_setup(polaris_gnmib_t)
# and allow read shared schema
polaris_confed_shared_schema_read(polaris_gnmib_t)
# from evconfd_dynamic_load
polaris_confed_shared_schema_watch(polaris_gnmib_t)
# read /proc/confd_pid/exec file
polaris_confed_read(polaris_gnmib_t)
')

allow polaris_gnmib_t self:capability dac_override;

logging_send_syslog_msg(polaris_gnmib_t)

# create ndbutil directory under /var/lock
polaris_confed_ndbutil_create(polaris_gnmib_t)

polaris_ndbutil_lock_template(polaris_gnmib_t, gnmib, ".1.schema_use.gnmib")

# grpc library through sysconf accesses /sys/devices/system/cpu
# to get number of CPUs
dev_read_sysfs(polaris_gnmib_t)

# gnmib uses multiple (configurable) tcp ports for secure and insecure mode
corenet_tcp_bind_generic_port(polaris_gnmib_t)
allow polaris_gnmib_t self:tcp_socket { shutdown };
corenet_tcp_connect_all_ports(polaris_gnmib_t)

# iosp_token_read_from_file reads /tmp/rp/.iosp_gnmib
polaris_gnmib_token_read(polaris_gnmib_t)

# gnmib creates /var/tmp/gnmib.pid
type polaris_gnmib_var_t;
files_tmp_file(polaris_gnmib_var_t);
files_tmp_filetrans(polaris_gnmib_t, polaris_gnmib_var_t, file, "gnmib.pid");
manage_files_pattern(polaris_gnmib_t, polaris_gnmib_var_t, polaris_gnmib_var_t)
manage_dirs_pattern(polaris_gnmib_t, polaris_gnmib_var_t, polaris_gnmib_var_t)
manage_lnk_files_pattern(polaris_gnmib_t, polaris_gnmib_var_t, polaris_gnmib_var_t)

# read access to /dev/random
dev_read_rand(polaris_gnmib_t)

kernel_read_net_sysctls(polaris_gnmib_t)
type polaris_gnmib_gnoi_images_t;
files_type(polaris_gnmib_gnoi_images_t);
polaris_bootflash_filetrans(polaris_gnmib_t, polaris_gnmib_gnoi_images_t, file,);
manage_files_pattern(polaris_gnmib_t, polaris_disk_bootflash_t, polaris_gnmib_gnoi_images_t)

# need to execute install engine scripts
polaris_install_engine_domtrans(polaris_gnmib_t)

# need access to shell to execute install scripts
corecmd_exec_shell(polaris_gnmib_t)
corecmd_exec_bin(polaris_gnmib_t)

# install script needs rmonbifo
polaris_rmonbifo_tmp_read(polaris_gnmib_t)

# not sure why this is needed
auth_map_passwd(polaris_gnmib_t)

# DB persistence
polaris_tldldbpersist_setup(polaris_gnmib_t)
polaris_tmp_tldldb_persist_setup(polaris_gnmib_t)

allow polaris_gnmib_t self:capability sys_resource;

# needed to fstat and check space when transferring image for os.proto install rpc
fs_getattr_xattr_fs(polaris_gnmib_t)

# needed by gnmib ui because uipeer heartbeat timer accesses TDL epoch files
polaris_issu_tmp_files_read(polaris_gnmib_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisgnmib.te
No license file was found, but licenses were detected in source scan.

#
# October 2019, Patrick O'Halloran
#
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#

/usr/bin/os/conf/mcp_crft_request.sh -- gen_context(system_u:object_r:polaris_crft_request_exec_t,s0)

#NGWC - nyquist, edison, bigbang
/mnt/sd3/user/.CRFT(/.*)?  gen_context(system_u:object_r:polaris_crft_data_t,s0)
/mnt/sd3/user/.CRFT/[0-9]*(/.*)?  gen_context(system_u:object_r:polaris_crft_data_t,s0)
/mnt/sd3/user/.CRFT/archive(/.*)?  gen_context(system_u:object_r:polaris_crft_data_t,s0)
#NGWC - macallan, starfleet

```
#flash1/user/.CRFT(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#flash1/user/.CRFT/[0-9]*(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#flash1/user/.CRFT/archive(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
```

#MCP, QWLC

```
#vol/harddisk/.CRFT(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#vol/harddisk/.CRFT/[0-9]*(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#vol/harddisk/.CRFT/archive(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
```

#VXE, WLC, CRANKSHAFT, MCP

```
#bootflash/.CRFT(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#bootflash/.CRFT/[0-9]*(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#bootflash/.CRFT/archive(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
```

#CRANKSHAFT - blackheart, sparrow

```
#flash1/.CRFT(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#flash1/.CRFT/[0-9]*(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#flash1/.CRFT/archive(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
```

#PETRA - petra

```
# USER is a reserved selinux keyword - escape it like this
#flash10/USE[R]/.CRFT(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#flash10/USE[R]/.CRFT/[0-9]*(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
#flash10/USE[R]/.CRFT/archive(/.*)? gen_context(system_u:object_r:polaris_crft_data_t,s0)
```

```
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscrft.fc
No license file was found, but licenses were detected in source scan.
```

# March 2017, Victor Kamensky

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```
# polariscmm file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmm.fc
No license file was found, but licenses were detected in source scan.
```

# July 2017, Victor Kamensky

# Copyright (c) 2017-2020 by Cisco Systems, Inc.
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### <summary>Polaris install Policy Rules.</summary>

```
#
## Read polaris_sw_data_t, effectively path to read polaris base image packages
## <summary>
## Domain allowed access.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_sw_data_read',
  gen_require(
    type polaris_sw_data_t;
    type tmp_t;
    )
  read_files_pattern($1, { tmp_t polaris_sw_data_t }, polaris_sw_data_t)
  read_link_files_pattern($1, { tmp_t polaris_sw_data_t }, polaris_sw_data_t)
  list_dirs_pattern($1, { tmp_t polaris_sw_data_t }, polaris_sw_data_t)
  )
#
### Map polaris_sw_data_t, effectively path to map polaris base image packages
### <summary>
### Domain allowed access.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface('polaris_sw_data_map',
  gen_require(
    type polaris_sw_data_t;
    )
  allow $1 polaris_sw_data_t:file map;
  )
#
### Manage polaris_sw_data_t, effectively path to set up polaris base image packages house holding
```
## <summary>
## <param name="domain">
## Domain allowed access.
## </param>
#

interface('polaris_sw_data_manage',
    gen_require(
        type polaris_sw_data_t;
        type tmp_t;
    )
    manage_files_pattern($1, { tmp_t polaris_sw_data_t }, polaris_sw_data_t)
    manage_lnk_files_pattern($1, { tmp_t polaris_sw_data_t }, polaris_sw_data_t)
    manage_dirs_pattern($1, { tmp_t polaris_sw_data_t }, polaris_sw_data_t)
    allow $1 polaris_sw_data_t:dir mounton;
    )

########################################
## <summary>
## Read polaris_patch_data_t, effectively path to read polaris
## smu patch or optional packages
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#

interface('polaris_patch_data_read',
    gen_require(
        type polaris_patch_data_t;
        type tmp_t;
    )
    read_files_pattern($1, { tmp_t polaris_patch_data_t }, polaris_patch_data_t)
    read_lnk_files_pattern($1, { tmp_t polaris_patch_data_t }, polaris_patch_data_t)
    list_dirs_pattern($1, { tmp_t polaris_patch_data_t }, polaris_patch_data_t)
    )

########################################
## Manage polaris_patch_data_t, effectively path to set up polaris
## smu patch or optional packages house holding
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
interface('polaris_patch_data_manage',
  gen_require(''
    type polaris_patch_data_t;
    type tmp_t;
  ')
  manage_files_pattern($1, { tmp_t polaris_patch_data_t }, polaris_patch_data_t)
  manage_link_files_pattern($1, { tmp_t polaris_patch_data_t }, polaris_patch_data_t)
  manage_dirs_pattern($1, { tmp_t polaris_patch_data_t }, polaris_patch_data_t)
');

interface('polaris_patch_data_watch',
  gen_require(''
    type polaris_patch_data_t;
  ')
  allow $1 polaris_patch_data_t:dir watch;
');

interface('polaris_install_show_tmp_write',
  gen_require(''
    type polaris_install_show_tmp_t;
    type tmp_t;
  ')
  write_files_pattern($1, { tmp_t polaris_install_show_tmp_t }, polaris_install_show_tmp_t)
');
### <summary>
### Read tmp files created by install_show.sh
### </summary>
### <param name="domain">
### Domain allowed to transition.
### </param>
#
# interface('polaris_install_show_tmp_read',`
 gen_require(`
 type polaris_install_show_tmp_t;
   type tmp_t;
   `)
 read_files_pattern($1, { tmp_t polaris_install_show_tmp_t }, polaris_install_show_tmp_t)
`)

### <summary>
### Manage tmp installer files and directories
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
# interface('polaris_install_show_tmp_manage',`
 gen_require(`
 type polaris_install_show_tmp_t;
   `)
 manage_dirs_pattern($1, polaris_install_show_tmp_t, polaris_install_show_tmp_t)
 manage_files_pattern($1, polaris_install_show_tmp_t, polaris_install_show_tmp_t)
 manage_lnk_files_pattern($1, polaris_install_show_tmp_t, polaris_install_show_tmp_t)
`)

### <summary>
### Manage /bootflash/. issu_loc_lock files
### TODO: provfunc.sh and hman have reference to /bootflash/ISSU_LOCAL_LOCK_FILE.
### For now, I am keeping manage_dirs_pattern for polaris_disk_bootflash_t.
### Need to re-visit so that callers to this macro do not have write-permission
### to all of bootflash..
### </summary>
### <param name="domain">
### <summary>
## Domain allowed access.
```c
interface('polaris_issu_files_manage',
    gen_require(
        type polaris_issu_files_t;
        type polaris_disk_bootflash_t;
    )
)
filetrans_pattern($1, polaris_disk_bootflash_t, polaris_issu_files_t, file, ".issu_loc_lock")
manage_files_pattern($1, polaris_issu_files_t, polaris_issu_files_t)
manage_dirs_pattern($1, polaris_disk_bootflash_t, polaris_issu_files_t)
```

### Manage ISSU tmp files, allowing to record and check upgrade progress
```c
interface('polaris_issu_tmp_files_manage',
    gen_require(
        type polaris_issu_tmp_files_t;
        type tmp_t;
    )
)
manage_files_pattern($1, { tmp_t polaris_issu_tmp_files_t }, polaris_issu_tmp_files_t)
manage_lnk_files_pattern($1, { tmp_t polaris_issu_tmp_files_t }, polaris_issu_tmp_files_t)
manage_dirs_pattern($1, { tmp_t polaris_issu_tmp_files_t }, polaris_issu_tmp_files_t)
```

### Write/read any regular file/directory from /bootflash/.install
```c
interface('polaris_disk_install_manage',
```
gen_require(
    type polaris_disk_install_t;
)
manage_dirs_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
manage_files_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
manage_lnk_files_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
allow $1 polaris_disk_install_t:dir watch;
)

###############################################################
## <summary>
##      Read any regular file/directory from /bootflash/.install
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface('polaris_disk_install_read',
  gen_require(
    type polaris_disk_install_t;
  )
  search_dirs_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
  read_files_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
  read_lnk_files_pattern($1, polaris_disk_install_t, polaris_disk_install_t)
  allow $1 polaris_disk_install_t:dir {watch read};
  )

###############################################################
## <summary>
##      Get attributes of any regular file/directory from /bootflash/.install
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface('polaris_disk_install_fs_getattr',
  gen_require(
    type polaris_disk_install_t;
  )
  allow $1 polaris_disk_install_t:filesystem getattr;
  )

###############################################################
## <summary>
## Manage /tmp/installer files and directories

### <summary>

### <param name="domain">

### <summary>

### </summary>

### </param>

#

# interface('polaris_install_tmp_manage',

 gen_require('`

 type polaris_install_tmp_t;

 manage_dirs_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
 manage_files_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
 manage_lnk_files_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
 manage_fifo_files_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
`');

####################################

## Read /tmp/installer files and directories

### <summary>

### <param name="domain">

### <summary>

### </summary>

### </param>

#

# interface('polaris_install_tmp_read',

 gen_require('`

 type polaris_install_tmp_t;

 list_dirs_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
 read_files_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
 read_lnk_files_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
 allow $1 polaris_install_tmp_t:dir watch;
 allow $1 polaris_install_tmp_t:file map;
`');

####################################

## Execute install related scripts in its own domain.

### <summary>

### <param name="domain">

### <summary>

### </summary>

### </param>

interface('polaris_install_engine_domtrans',
    gen_require(
        type polaris_install_engine_t, polaris_install_engine_exec_t;
    )
)

domtrans_pattern($1, polaris_install_engine_exec_t, polaris_install_engine_t)
)

####################################################
## <summary>
##     Write into tmp log files created by install engine
## </summary>
## <param name="domain">
##     Domain allowed to transition.
## </param>
#
interface('polaris_install_tmp_log_write',
    gen_require(
        type polaris_install_tmp_log_t;
    )
    write_files_pattern($1, polaris_install_tmp_log_t, polaris_install_tmp_log_t)
)

####################################################
## <summary>
##      Execute install selinux related scripts in its own domain.
## </summary>
## <param name="domain">
##     Domain allowed to transition.
## </param>
#
interface('polaris_install_selinux_domtrans',
    gen_require(
        type polaris_install_selinux_t, polaris_install_selinux_exec_t;
    )
)

domtrans_pattern($1, polaris_install_selinux_exec_t, polaris_install_selinux_t)
)

####################################################
## <summary>
##      Execute wireless install related scripts in its own domain.
## </summary>
## <param name="domain">
##   <summary>
##      Domain allowed to transition.
##   </summary>
## </param>

#
interface('polaris_install_wireless_domtrans',
    gen_require(
        type polaris_install_wireless_t, polaris_install_wireless_exec_t;
    ')
)

domtrans_pattern($1, polaris_install_wireless_exec_t, polaris_install_wireless_t)
')

##########################################################
## <summary>
##      Execute install show scripts in its own domain.
## </summary>
## <param name="domain">
##   <summary>
##      Domain allowed to transition.
##   </summary>
## </param>

#
interface('polaris_install_show_domtrans',
    gen_require(
        type polaris_install_show_t, polaris_install_show_exec_t;
    ')
)

domtrans_pattern($1, polaris_install_show_exec_t, polaris_install_show_t)
')

##########################################################
## <summary>
##      Allow the specified domain to manage KGV data files
## I.e under /tmp/pkg_cs_debug created by function verify_pkg
## common scripts file.
## </summary>
## <param name="domain">
##   <summary>
##      Domain allowed access.
##   </summary>
## </param>

#
interface('polaris_pkg_cs_debug_manage',
    gen_require(
        type polaris_pkg_cs_debug_t;
    ')
)
files_tmp_filetrans($1, polaris_pkg_cs_debug_t, dir, "pkg_cs_debug")
fs_tmpfs_filetrans($1, polaris_pkg_cs_debug_t, dir, "pkg_cs_debug")
manage_dirs_pattern($1, polaris_pkg_cs_debug_t, polaris_pkg_cs_debug_t)
manage_files_pattern($1, polaris_pkg_cs_debug_t, polaris_pkg_cs_debug_t)
)

####################################################
## <summary>
##      Manage /file which is generated on "flock -u file /tmp/sysctrl_i2c.lck"
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_i2c_lock_file_manage',
    gen_require(
        type polaris_i2c_lock_file_t;
    ')
    manage_dirs_pattern($1, polaris_i2c_lock_file_t, polaris_i2c_lock_file_t)
    manage_files_pattern($1, polaris_i2c_lock_file_t, polaris_i2c_lock_file_t)
    ')

####################################################
## <summary>
##      write  /tmp/installer files and directories
## </summary>
## <param name="domain">
##     <summary>
##     Domain allowed to transition.
##     </summary>
## </param>
#
interface('polaris_install_tmp_write',
    gen_require(
        type polaris_install_tmp_t;
    ')
    write_files_pattern($1, polaris_install_tmp_t, polaris_install_tmp_t)
    allow $1 polaris_install_tmp_t:dir watch;
    ')

####################################################
## <summary>
##      Read/Write /.images files and directories
## </summary>
## <param name="domain">
## </param>
#
## Domain allowed access.

```c
interface(`polaris_install_images_manage',
    gen_require(`
        type polaris_install_images_t;
    `)
)

manage_dirs_pattern($1, polaris_install_images_t, polaris_install_images_t)
manage_files_pattern($1, polaris_install_images_t, polaris_install_images_t)
```

## Read ISSU tmp files

```c
interface(`polaris_issu_tmp_files_read',
    gen_require(`
        type polaris_issu_tmp_files_t;
        type tmp_t;
    `)
)

list_dirs_pattern($1, { tmp_t polaris_issu_tmp_files_t }, polaris_issu_tmp_files_t)
read_files_pattern($1, { tmp_t polaris_issu_tmp_files_t }, polaris_issu_tmp_files_t)
read_lnk_files_pattern($1, { tmp_t polaris_issu_tmp_files_t }, polaris_issu_tmp_files_t)
allow $1 polaris_issu_tmp_files_t;file map;
```

Found in path(s):

* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisinstall.if

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# August 2017, Shawn Lu

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```c
policy_module(polarisodm, 1.0);
```

```c
gen_require(`
type polaris_odm_t;
')

polaris_btrace_data_manage(polaris_odm_t)
polaris_crft_data_manage(polaris_odm_t)
polaris_chasfs_manage(polaris_odm_t)
polaris_tdlresolve_read(polaris_odm_t)
polaris_tdlodb_list_dirs(polaris_odm_t)
polaris_cpld_read(polaris_odm_t)
polaris_lua_read(polaris_odm_t)
polaris_flashlib_read(polaris_odm_t)
polaris_ripc_sman_ui_serv_connect(polaris_odm_t)
polaris_db_tdlodb_dir_use(polaris_odm_t)

# allow setrlimit
allow polaris_odm_t self:capability sys_resource;
allow polaris_odm_t self:process setrlimit;
allow polaris_odm_t self:capability dac_override;

# odm_svr2clnt_data uses subdirectory for channels needs explicit rule
# to allow it. ODM elastic value is 2 now, add more if need in the
# future.
gen_require(
    type polaris_odm_server2client_data_mqipc_t;
')
polaris_mqipc_create_name_dir(polaris_odm_t, polaris_odm_server2client_data_mqipc_t, odm_svr2clnt_data-b1)
polaris_mqipc_create_name_dir(polaris_odm_t, polaris_odm_server2client_data_mqipc_t, odm_svr2clnt_data-b0)
polaris_mqipc_create_name_dir(polaris_odm_t, polaris_odm_server2client_data_mqipc_t, odm_svr2clnt_data)
logging_send_syslog_msg(polaris_odm_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisodm.te
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#
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#

## <summary>Polaris polarisreflector Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisreflector.if
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#  
# June 2017, Victor Kamensky  
#  
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#  

policy_module(polariscontainer, 1.0);

# polaris_default_container_t type for not labeled container  
polaris_container_domain_template(default)

# polaris_utd_container_t type for snort container  
polaris_container_domain_template(utd)  
polaris_utd_container(polaris_utd_container_t)

# polaris_utdl_container_t type for snort container, that has  
# legacy configuration, need more permissions  
polaris_container_domain_template(utdl)  
polaris_utd_container(polaris_utdl_container_t)

# manage /tmp/xml/{Utd*} dirs  
polaris_vman_log_files_manage(polaris_utdl_container_t)
optional_policy(  
    polaris_cedge_xml_tmp_manage(polaris_utdl_container_t)
)

allow polaris_utdl_container_t ramfs_t:file map;

polaris_iox_container_watch(polaris_utdl_container_t)

# work with memif  
optional_policy(  
    polaris_qfp_dgram_send(polaris_utdl_container_t)
)

# creates /tmp/HTX-IOX/sw-htx-service  
optional_policy(  
    polaris_htx_iox_tmp_manage(polaris_utdl_container_t)
)
optional_policy(  
    polaris_htx_use_client_socket(polaris_utdl_container_t)
)

# allow container to work with /tmp/binos-IOX  
optional_policy(  

)}
polaris_qfp_memif_manage(polaris_utdl_container_t)
)

# snort works with /dev/shm/SPO_DAQ_MMAP_OBJ_
fs_exec_tmpfs_files(polaris_utdl_container_t)

# allow container to work with /tmp/xml/* files
optional_policy(
    polaris_vman_tmp_manage(polaris_utdl_container_t)
)

gen_require(''
type container_file_t;
')
polaris_disk_type(container_file_t)

# legacy utd (snort) container in /etc/init.d/rc.local does unconditional
# mount of ramfs on /tmp/snortlogs
fs_mount_ramfs(polaris_utdl_container_t)
# legacy utd (snort) container in /etc/init.d/rc.local does unconditional
# mount of tmpfs on /dev/shm
fs_mount_tmpfs(polaris_utdl_container_t)
fs_manage_tmpfs_dirs(polaris_utdl_container_t)
fs_manage_tmpfs_files(polaris_utdl_container_t)
fs_manage_tmpfs_symlinks(polaris_utdl_container_t)

# Allow ramfs access to utd container
fs_manage_ramfs_dirs(polaris_utdl_container_t)
fs_manage_ramfs_files(polaris_utdl_container_t)

# Allow link file access from cron to crond
kernel_read_state(polaris_utdl_container_t)

# Allow Snort
allow polaris_utdl_container_t self:packet_socket map;

# polaris_iox_container_t type for generic IOx containers
polaris_container_domain_template(iox)

fs_mount_tmpfs(polaris_iox_container_t)
fs_manage_tmpfs_dirs(polaris_iox_container_t)
fs_manage_tmpfs_files(polaris_iox_container_t)
fs_manage_tmpfs_symlinks(polaris_iox_container_t)
fs_manage_tmpfs_sockets(polaris_iox_container_t)
# fs_manage_tmpfs_fifo_files is missing
gen_require(''
type tmpfs_t;
')
manage_fifo_files_pattern(polaris_iox_container_t, tmpfs_t, tmpfs_t)
fs_mounton_tmpfs(polaris_iox_container_t)
# container systemd file mmaps tmpfs_t, i.e /usr/lib/systemd/systemd-journald
allow polaris_iox_container_t tmpfs_t:file map;

# container reads ip netns identity <pid>
fs_read_nsfs_files(polaris_iox_container_t)

# container systemd does remount of some file systems
gen_require(
    type svirt_sandbox_file_t;
    )
allow polaris_iox_container_t svirt_sandbox_file_t:filesystem { remount };

polaris_caf_var_run_files_manage(polaris_iox_container_t)
# permit access to /local core files between host and container
polaris_caf_local_core_files_manage(polaris_iox_container_t)
allow polaris_iox_container_t self:cap_users { chown dac_override dac_read_search fsetid setgid setpcap setuid
sys_admin sys_boot };

gen_require(
    type devpts_t;
    type polaris_iox_container_t;
    type container_runtime_t;
    class fifo_file { getattr ioctl read write };
    class chr_file { getattr ioctl open read setattr write };
    )

#============= polaris_iox_container_t ==============
allow polaris_iox_container_t container_runtime_t:fifo_file { getattr setattr ioctl open read write };
allow polaris_iox_container_t devpts_t:chr_file { getattr ioctl open read setattr write };

# Normally lipc denial is addressed by code that is generated from TDL.
# I.e if process need to access lipc service it just need to be listed as 'client' of proper TDL service.
# If in that case iox_container process does not have its own TDL proc_def entry,
# therefore we use autogenerated polaris_lipc_iosd_portal_app_write macro/interface.
# Marking this policy optional, so that if platform TDL does not have proper service defined
# then polaris_lipc_iosd_portal_app_write won't be generated, but container policy still would compile.
optional_policy(
    gen_require(
        type polaris_iosd_t;
        )
    polaris_lipc_iosd_portal_app_write(polaris_iox_container_t, polaris_iosd_t)
)

docker_exec_lib(polaris_iox_container_t)
fs_exec_hugetlbfs_files(polaris_iox_container_t)
kernel_read_ring_buffer(polaris_iox_container_t)
dev_read_sysfs(polaris_iox_container_t)
polaris_iox_container_watch(polaris_iox_container_t)

# polaris_sdavc_container_t type for SDAVC container, that has
# legacy configuration, need more permissions
polaris_container_domain_template(sdavc)
polaris_utd_container(polaris_sdavc_container_t)

# manage /tmp/xml/{SDAVC*} dirs
polaris_yman_log_files_manage(polaris_sdavc_container_t)

# legacy SDAVC containder in /etc/init.d/rc.local does unconditional
# mount of tmpfs on /dev/shm
fs_mount_tmpfs(polaris_sdavc_container_t)

# container systemd mounton tmpfs_t & tmpf_st management
fs_mounton_tmpfs(polaris_sdavc_container_t)
fs_manage_tmpfs_dirs(polaris_sdavc_container_t)
fs_manage_tmpfs_files(polaris_sdavc_container_t)
fs_manage_tmpfs_symlinks(polaris_sdavc_container_t)
fs_manage_tmpfs_sockets(polaris_sdavc_container_t)
manage_fifo_files_pattern(polaris_sdavc_container_t, tmpfs_t, tmpfs_t)

# Allow syslog_mod operation on kernel_t
kernel_clear_ring_buffer(polaris_sdavc_container_t)

# Allow tcpdump
allow polaris_sdavc_container_t self:packet_socket map;
allow polaris_utdl_container_t self:packet_socket map;

# add in the docker files labels to polaris_disk_type
gen_require(
    type container_var_lib_t;
)
type container_share_t;
  type container_log_t;

')
polaris_disk_type(container_var_lib_t)
polaris_disk_type(container_share_t)
polaris_disk_type(container_log_t)

# polaris_waas_container_t type for WAAS KVM
polaris_kvm_domain_template(waas)

#Allow rw block files access to /dev/lvm_raid
storage_dontaudit_write_fixed_disk(polaris_waas_container_t)
storage_dontaudit_read_fixed_disk(polaris_waas_container_t)
#Manage hugetlbfs files/dirs
fs_manage_hugetlbfs_dirs(polaris_waas_container_t)
maintain_files_pattern(polaris_waas_container_t, hugetlbfs_t, hugetlbfs_t)
fs_exec_hugetlbfs_files(polaris_waas_container_t)

#allow access of /dev/kvm device
dev_rw_kvm(polaris_waas_container_t)

#allow domain to search/write to virlogd_t
polaris_vman_virtlog_allow(polaris_waas_container_t)

# Allow for guest-share
gen_require(
  type polaris_iox_shared_files_t;
')
maintain_files_pattern(polaris_iox_container_t, polaris_iox_shared_files_t, polaris_iox_shared_files_t)

Found in path(s):
* /opt/cola/permissions/1103963160_1615183271.1/0/selinux-tar/selinux/polariscontainer.te
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#
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#

### <summary>Polaris polarispvp Policy Rules.</summary>

########################################################################
### <summary>
###   Execute a domain transition to run pvp.
### </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface(`polaris_pvp_domtrans',`
    gen_require(`
        type polaris_pvp_t, polaris_pvp_exec_t;
    ')

    domtrans_pattern($1, polaris_pvp_exec_t, polaris_pvp_t)
')

########################################
## <summary>
##      Manage pvp temporary files and directories in /tmp.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_pvp_manage_tmp_files',`
    gen_require(`
        type polaris_pvp_tmp_t;
    ')

    manage_files_pattern($1, polaris_pvp_tmp_t, polaris_pvp_tmp_t)
    manage_dirs_pattern($1, polaris_pvp_tmp_t, polaris_pvp_tmp_t)
    manage_fifo_files_pattern($1, polaris_pvp_tmp_t, polaris_pvp_tmp_t)
')

########################################
## <summary>
##      Manage pvp process_state files and directories in /tmp/[r|f|p|c]/pvp/process_state.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface(`polaris_pvp_manage_process_state_files',`
    gen_require(`
        type polaris_process_state_t;
    ')

manage_files_pattern($1, polaris_process_state_t, polaris_process_state_t)

### <summary>
## Getattr dirs pvp temporary files and directories in /tmp.
### </summary>
### <param name="domain">
## Domain allowed access.
### </param>
# interface(`polaris_pvp_getattrs_tmp_dirs',`
   gen_require(`
     type tmp_t;
     type polaris_pvp_tmp_t;
  `)

getattr_dirs_pattern($1, tmp_t, polaris_pvp_tmp_t)

### <summary>
## Read from pvp stdin. Should be granted to scripts spawned
## from pvp with domain transition. pvp stdin (0) points to fifo
## file like /tmp/rp/pvp/work/inot_fifo
### </summary>
### <param name="domain">
## Domain allowed access.
### </param>
# interface(`polaris_pvp_stdin_read',`
   gen_require(`
     type polaris_pvp_tmp_t;
  `)

read_fifo_files_pattern($1, polaris_pvp_tmp_t, polaris_pvp_tmp_t)
interface('polaris_pvp_read_tmp_files',
    gen_require(
        type tmp_t;
        type polaris_pvp_tmp_t;
    )
    rw_files_pattern($1, { tmp_t polaris_pvp_tmp_t }, polaris_pvp_tmp_t)

######################################
## <summary>
##      Read pvp SAI files under 
## /tmp/[rp|fp|cc/*]/pvp/sai_process.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_pvp_read_sai_files',
    gen_require(
        type polaris_pvp_sai_t;
    )
    read_files_pattern($1, polaris_pvp_sai_t, polaris_pvp_sai_t)
    listDirs_pattern($1, polaris_pvp_sai_t, polaris_pvp_sai_t)
    allow $1 polaris_pvp_sai_t:dir watch;
    )

######################################
## <summary>
##      Delete pvp SAI dirs and files under 
## /tmp/[rp|fp|cc/*]/pvp/sai_process.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_pvp_delete_sai_files',
    gen_require(
    )

open source used in connected-pharma 1.7.4 - merck connected pharma

```
type polaris_pvp_sai_t;
'
allow $1 polaris_pvp_sai_t:dir { remove_name rmdir write };
allow $1 polaris_pvp_sai_t:file unlink;
'
#######################################
## <summary>
## Watch pvp process_state directories
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## <rolebase/>
#
# interface(`polaris_process_state_watch',`
  gen_require(`
    type polaris_process_state_t;
    ')
    allow $1 polaris_process_state_t:dir watch;
  ')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispvp.if
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#
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#
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#

policy_module(polarisrmonbifo, 1.0);

########################################################################
# Polaris Rmonbifo Driver policy
########################################################################

# note polaris_proc_rmonbifo_t is defined in kernel/kernel.te, since genfscon
# statements could be only in base policy

  type polaris_rmonbifo_tmp_t;
  files_type(polaris_rmonbifo_tmp_t)

  polaris_systemd_tmpfiles_tmp_filetrans(polaris_rmonbifo_tmp_t, dir, "rmonbifo")
```
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarismonbifo.te
No license file was found, but licenses were detected in source scan.

#  
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#  

/bootflash/sdavc(/.*)? gen_context(system_u:object_r:polaris_sdavc_proxy_files_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissdavcproxy.fc
No license file was found, but licenses were detected in source scan.

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# polarisodm file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisodm.fc
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#  

/usr/binos/conf/auto_upgrade_client.sh -- gen_context(system_u:object_r:polaris_autoupgrade_exec_t,s0)  
/usr/binos/conf/auto_upgrade_helper.sh -- gen_context(system_u:object_r:polaris_autoupgrade_exec_t,s0)  
/usr/binos/conf/auto_upgrade_trigger.sh -- gen_context(system_u:object_r:polaris_autoupgrade_exec_t,s0)  
/usr/binos/conf/auto_upgrade_client_helper.sh -- gen_context(system_u:object_r:polaris_autoupgrade_exec_t,s0)  
/tmp/etc/installer    gen_context(system_u:object_r:polaris_autoupgrade_tmp_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisaautoupgrade.fc
No license file was found, but licenses were detected in source scan.

#
# October 2017, Victor Kamensky
#
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#
# polariswstatsd file contexts place holder

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswstatsd.fc
No license file was found, but licenses were detected in source scan.

#
# July 2017, Victor Kamensky
#
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#
/usr/binos/conf/bexecute.sh -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/bin/bexecute -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
# still exists for backward compatibility
/tmp/etc/bexecute -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/conf/brelay.sh -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/bin/brelay -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/conf/ioucon.sh -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/conf/runin.sh -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/conf/runin_exec_proc.sh -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/conf/runon.sh -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/conf/in.telnetd.sh -- gen_context(system_u:object_r:polaris_bexecute_exec_t,s0)
/usr/binos/conf/brelay_console.sh -- gen_context(system_u:object_r:polaris_bconsole_exec_t,s0)

# mcp_chvrfs.sh used by some systemd units to switch vrf (ip namespace)
# of xinetd that drives brelay service
/usr/binos/conf/mcp_chvrfs.sh -- gen_context(system_u:object_r:polaris_chvrfs_exec_t,s0)

# used by "request platform software system shell" CLI
/usr/binos/conf/mcp_record_shell.sh -- gen_context(system_u:object_r:polaris_platform_shell_exec_t,s0)
/usr/binos/conf/mcp_shell.sh -- gen_context(system_u:object_r:polaris_shell_exec_t,s0)

# used by "sh pla so process memory r0 name iod maps" CLI
/usr/binos/conf/mcp_process_maps.sh -- gen_context(system_u:object_r:polaris_process_maps_exec_t,s0)
# used by "req platform software console attach switch standby R0" CLI
/usr/binos/conf/mcp_console_attach.sh -- gen_context(system_u:object_r:polaris_mcp_console_attach_exec_t,s0)
/usr/binos/bin/ioucon -- gen_context(system_u:object_r:polaris_ioucon_exec_t,s0)

# ngio_module_session.sh used by "hw-module session" CLI
/usr/binos/conf/ngio_module_session.sh -- gen_context(system_u:object_r:polaris_ngio_module_session_exec_t,s0)

# used by "upgrade rom-monitor capsule primary switch 1 R0" CLI
/usr/binos/conf/cat9k-primary-capsule-upgrade.sh -- gen_context(system_u:object_r:polaris_capsule_upgrade_exec_t,s0)

/mnt/sd3/user/capsule-upgrade.log -- gen_context(system_u:object_r:polaris_capsule_upgrade_log_t,s0)
/usr/binos/conf/mcp_dmesg_service.sh -- gen_context(system_u:object_r:polaris_mcp_dmesg_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbexecute.fc
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#

### <summary>Polaris wncd Policy Rules.</summary>

~~~
### <summary>
### Read files under /mnt/images/...these are related to AccessPoint images
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
###
interface(`polaris_wlc_ap_images_read',
  gen_require(`
    type polaris_wlc_ap_images_t;
  `)
read_files_pattern($1, polaris_wlc_ap_images_t, polaris_wlc_ap_images_t)
read_lnk_files_pattern($1, polaris_wlc_ap_images_t, polaris_wlc_ap_images_t)
list_dirs_pattern($1, polaris_wlc_ap_images_t, polaris_wlc_ap_images_t)
allow $1 polaris_wlc_ap_images_t:file map;
~~~
## <summary>
##    Manage files under /mnt/images/...these are related to AccessPoint images
## </summary>
## <param name="domain">
##    <summary>
##    Domain allowed access.
##    </summary>
## </param>
#
interface('polaris_wlc_ap_images_manage',
gen_require('    type polaris_wlc_ap_images_t;
    type mnt_t;
')

manage_files_pattern($1, polaris_wlc_ap_images_t, polaris_wlc_ap_images_t)
manage_lnk_files_pattern($1, polaris_wlc_ap_images_t, polaris_wlc_ap_images_t)
manage_dirs_pattern($1, polaris_wlc_ap_images_t, polaris_wlc_ap_images_t)

# transition when /mnt/images is created
filetrans_pattern($1, mnt_t, polaris_wlc_ap_images_t, dir, "images")
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariswncd.if
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#
# July 2017, Victor Kamensky
#
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#
## <summary>Polaris esg_tam_cfg Policy Rules.</summary>

########################################
## <summary>
##      Getattr dirs pvp temporary directories in /tmp.
## </summary>
## <param name="domain">
##    <summary>
##    Domain allowed access.
##    </summary>
## </param>
#
interface('polaris_tam_getattrs_tmp_dirs',
    gen_require(
        type tmp_t;
        type polaris_tam_tmp_t;
    )
)

gattr_dirs_pattern($1, tmp_t, polaris_tam_tmp_t)
)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisesgtamcfg.if
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#
# March 2017, Victor Kamensky
#
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#

## <summary>Polaris MQIPC Policy Rules.</summary>

####################################################
# Polaris mqipc (infra/mqipc)
####################################################
### param name="domain"
### <summary>
### Domain allowed access.
### </summary>
### </param>
### param name="mqipc_label"
### <summary>
### Mqipc file label.
### </summary>
### </param>
### param name="object"
### <summary>
### Mqipc channel file name stem. It is used to derive set of file names
### used by MQIPC.
### </summary>
### 
# interface('polaris_mqipc_create_name';
gen_require(
  type tmpfs_t;
  type tmp_t;
')
  manage_files_pattern($1, tmpfs_t, $2)
  allow $1 $2:file map;
  type_transition $1 tmpfs_t : file $2 "mq.-$3";
  manage_fifo_files_pattern($1, tmp_t, $2)
  type_transition $1 tmp_t : fifo_file $2 "mq_ene_fifo.-$3";
  type_transition $1 tmp_t : fifo_file $2 "mq_fnf_fifo.-$3";
  fs_getattr_tmpfs($1)
')

### Manage mqipc shared memory file in /dev/shm/dir directory
### where dir is also derived from object parameter used as stem. It
### should be used only in cases where mqipc server operates with
### channel under subdirectory. TDL autogeneration does not pick up
### this so interface call should be added explicitly.
### 
### <summary>
### <param name="domain"
### <summary>
### Domain allowed access.
### </summary>
### </param>
### <param name="mqipc_label"
### <summary>
### Database file label.
### </summary>
```c
manage_files_pattern($1, { tmpfs_t $2 }, $2)  
allow $1 $2:file map:
manage_dirs_pattern($1, tmpfs_t, $2)
type_transition $1 tmpfs_t : { file dir } $2 "mq.-$3";
manage_fifo_files_pattern($1, { tmp_t $2 }, $2)
type_transition $1 tmp_t : fifo_file $2 "mq_ene_fifo.-$3";
type_transition $1 tmp_t : fifo_file $2 "mq_fnf_fifo.-$3";
fs_getattr_tmpfs($1)

#######################################
## </summary>
## Manage mqipc shared memory file in /dev/shm directory
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
## <param name="mqipc_label">
## Mqipc channel file label.
## </summary>
## </param>
#
interface('polaris_mqipc_use',`
gen_require('
  type tmpfs_t;

  read_files_pattern($1, { tmpfs_t $2 }, $2)
  write_files_pattern($1, { tmpfs_t $2 }, $2)
  read_fifo_files_pattern($1, { tmp_t $2 }, $2)
  write_fifo_files_pattern($1, { tmp_t $2 }, $2)
  fs_getattr_tmpfs($1)
  allow $1 $2:file map;

```

---

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#
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#
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#

### <summary>Polaris issu_stack Policy Rules.</summary>

########################################################################
### <summary>
###      Manage tmp files created by issu_stack.
### </summary>
### <param name="domain">
###      <summary>
###      Domain allowed access.
###      </summary>
### </param>
### <rolecap/>
#
interface('polaris_issu_stack_tmp_manage',
    gen_require(' type polaris_issu_stack_tmp_t; ') )
manage_files_pattern($1, polaris_issu_stack_tmp_t, polaris_issu_stack_tmp_t)
manage_lnk_files_pattern($1, polaris_issu_stack_tmp_t, polaris_issu_stack_tmp_t)
')

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#
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#

### <summary>Polaris Tmp Boot Policy Rules.</summary>
# /tmp/sw/boot policy

################################################################

### <summary>
### Read /tmp/sw/boot files. Does not cover rmonbifo file under
### /tmp/sw/boot/rmonbifo. For those use polaris_rmonbifo_tmp_read interface
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface(`polaris_boot_tmp_read`,
gen_require(`
type polaris_boot_tmp_t;
`)
read_files_pattern($1, polaris_boot_tmp_t, polaris_boot_tmp_t)
`)

################################################################

### <summary>
### Write /tmp/sw/boot files.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface(`polaris_boot_tmp_write`,
gen_require(`
type polaris_boot_tmp_t;
`)
write_files_pattern($1, polaris_boot_tmp_t, polaris_boot_tmp_t)
`)

################################################################

### <summary>
### Map any polaris_boot_tmp_t file, needed during install.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### <param>
#
interface('polaris_boot_tmp_map',
      gen_require(
      type polaris_boot_tmp_t;
    )
      allow $1 polaris_boot_tmp_t:file map;
    )

#<summary>
#
Manage /tmp/sw/boot files.
#<summary>
#<param name= domain">
#<summary>
 Domain allowed access.
#<summary>
#<param>
#
interface('polaris_boot_tmp_manage',
      gen_require(
      type polaris_boot_tmp_t;
    )
    manage_files_pattern($1, polaris_boot_tmp_t, polaris_boot_tmp_t)
    )

#<summary>
#
Create an polaris_boot_tmp_t object
# in tmpfs_t, tmp_t directories.
#
#<param name= domain">
#<summary>
 Domain allowed access.
#<summary>
#<param>
#
#<param name= object">
#<summary>
 The object class of the object being created.
#<summary>
#<param>
#
#<param name= name optional=true">
#<summary>
 The name of the object being created.
#<summary>
#<param>
interface('polaris_boot_tmp_filetrans',
  gen_require(
    type polaris_boot_tmp_t;
  )
  fs_tmpfs_filetrans($1, polaris_boot_tmp_t, $2, $3)
  files_tmp_filetrans($1, polaris_boot_tmp_t, $2, $3)
)

########################################
## <summary>
##      Manage partition disk device that contains rommon image.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_rommon_device_manage',
  gen_require(
    type device_t;
    type polaris_rommon_device_t;
  )
  manage_blk_files_pattern($1, device_t, polaris_rommon_device_t)
  manage_chr_files_pattern($1, device_t, polaris_rommon_device_t)
)

########################################
## <summary>
##      Read partition disk device that contains rommon image.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_rommon_device_read',
  gen_require(
    type device_t;
    type polaris_rommon_device_t;
  )
  read_blk_files_pattern($1, device_t, polaris_rommon_device_t)
  read_chr_files_pattern($1, device_t, polaris_rommon_device_t)
)
## <summary>
## Manage /bootflash/.prst_sync/reload_info
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_boot_file_manage',
gen_require(
    type polaris_boot_file_t;
')
    manage_files_pattern($1, polaris_boot_file_t, polaris_boot_file_t)
')

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#  
# February 2020, Victor Kamensky
#  
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#

policy_module(polariscedgetanman, 1.0);

# why /usr/binos/conf/cedge-tanman.sh is not described in TDL?
polaris_process_domain_template(cedge_tanman)

polaris_boot_tmp_read(polaris_cedge_tanman_t)
polaris_chasfs_read(polaris_cedge_tanman_t)
polaris_cpld_read(polaris_cedge_tanman_t)
polaris_read_debug_conf(polaris_cedge_tanman_t)
polaris_use_btrace_fifo(polaris_cedge_tanman_t)

corecmd_exec_bin(polaris_cedge_tanman_t)
corecmd_exec_shell(polaris_cedge_tanman_t)
auth_use_nsswitch(polaris_cedge_tanman_t)

# /tmp/tan handling

type polaris_cedge_tanman_tmp_t;
files_tmp_file(polaris_cedge_tanman_tmp_t)
gen_require(
    type tmp_t;
')
manage_dirs_pattern(polaris_cedge_tanman_t, tmp_t, polaris_cedge_tanman_tmp_t)
manage_fifo_files_pattern(polaris_cedge_tanman_t, polaris_cedge_tanman_tmp_t, polaris_cedge_tanman_tmp_t)
files_tmp_filetrans(polaris_cedge_tanman_t, polaris_cedge_tanman_tmp_t, dir, "tan")

# calls du -sk /tmp/xml/System
fs_getattr_tmpfs(polaris_cedge_tanman_t)

# work with /tmp/xml
polaris_cedge_xml_tmp_manage(polaris_cedge_tanman_t)

# work with /tmp/tmp
polaris_cedge_tmp_manage(polaris_cedge_tanman_t)
	polaris_btrace_tmppub_read(polaris_cedge_tanman_t)

allow polaris_cedge_tanman_t self:capability sys_resource;

# calls nice
allow polaris_cedge_tanman_t self:process setsched;

# runs inotifywait -mrq --format %f: -e moved_to /bootflash/tracelogs
# and removes files in /bootflash/tracelogs
polaris_btrace_persistent_data_manage(polaris_cedge_tanman_t)

# runs ps -eaf
# ps needs access to proe_t
kernel_read_system_state(polaris_cedge_tanman_t)
# ps needs access to state of all domains
domain_read_all_domains_state(polaris_cedge_tanman_t)
# "ps" needs read access to /sys/devices/system/cpu/online
# "ps" needs read access to /proc/uptime
dev_read_sysfs(polaris_cedge_tanman_t)

# watch over /bootflash/tracelogs
polaris_btrace_data_watch(polaris_cedge_tanman_t)

# watches over /tmp for /tmp/booted appearence
gen_require(
    type tmp_t;
')
allow polaris_cedge_tanman_t tmp_t:dir watch;

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#
# Aug 2020, Sridhar
## <summary>Polaris tlscd process Policy Rules.</summary>

## <summary>
    Allow the specified domain to manage UDS socket files. I.e /tmp/tlscd/
## </summary>

## <param name="domain">
##    Domain allowed access.
## </param>

interface(`polaris_tlscd_uds_manage',`
    gen_require(`
        type polaris_tlscd_uds_t;
    `)

    manage_sock_files_pattern($1, polaris_tlscd_uds_t, polaris_tlscd_uds_t)
```

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristlscd.if
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dnl
dnl Copyright (c) 2020 by Cisco Systems, Inc.
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dnl
dnl Same as Nyquist
dnl
dnl Nyquist Platform Max Bay Limits
dnl
max_bay_map_set(`rp', `per_bay', 0)
max_bay_map_set(`cc', `per_bay', 0)
max_bay_map_set(`fp', `per_bay', 0)

dnl in elastic scope each process has its own value
max_elastic_map_set(`rp', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`cc', `elastic', BPROC_ODM, 0)
max_elastic_map_set(`fp', `elastic', BPROC_ODM, 0)

max_elastic_map_set(`rp', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`cc', `elastic', BPROC_WNCD, 0)
max_elastic_map_set(`fp', `elastic', BPROC_WNCD, 0)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/msmaps.m4
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#
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#

### <summary>Polaris polarisunconfined Policy Rules.</summary>

################################################################################
### <summary>
### Make the specified type usable
### to be conditionally unconfined.
### </summary>
### <param name="domain">
### Type to be used for conditionally unconfined.
### </param>
#
# interface('polaris_domain_storage_unconfined_type',
#           gen_require(
#               attribute polaris_storage_unconfined_type;
#           )
#           typeattribute $1 polaris_storage_unconfined_type;
# )

################################################################################
### <summary>
### Mark domain unconfined, if polaris_unconfined build macro is defined. Or if polaris_unconfined_conditional macro is defined make domain unconfined only if polaris_unconfined_all SELinux boolean is set on.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
# interface('polaris_domain_maybe_unconfined',

ifdef(`polaris_unconfined',
    unconfined_domain($1)
')

ifdef(`polaris_unconfined_conditional',
    polaris_domain_storage_unconfined_type($1)
    tunable_policy(`polaris_unconfined_all',
        polaris_unconfined_domain($1)
    )
')

#implicitly confined domain being made permissive
permissive $1;
')

########################################
## <summary>
##	Mark iosd domain unconfined, if polaris_iosd_unconfined
## build macro is defined. Or if polaris_iosd_unconfined_conditional
## macro is defined make domain unconfined only if
## polaris_unconfined_iosd SELinux boolean is set on.
## </summary>
## <param name="domain">
##<summary>
##	Domain allowed access.
##</summary>
## </param>
#
interface(`polaris_iosd_maybe_unconfined',
    ifdef(`polaris_iosd_unconfined',
        unconfined_domain($1)
    )
)

ifdef(`polaris_iosd_unconfined_conditional',
    polaris_domain_storage_unconfined_type($1)
    tunable_policy(`polaris_unconfined_iosd',
        polaris_unconfined_domain($1)
    )
')

')

########################################
## <summary>
##	Unconfined access to kernel module resources.
## Like kernel_unconfined but without typeattribute use.
## </summary>
## <summary>
## Domain allowed access.
## </summary>
##
#
interface('polaris_kernel_unconfined',
  gen_require(''
    attribute proc_type;
    attribute syscall_type;
    type kernel_t;
    type unlabeled_t;
    type proc_kcore_t;
    type proc_kmsg_t;
  ')
)

allow $1 { proc_type - proc_kcore_t - proc_kmsg_t } :{ file } ~entrypoint;
allow $1 { proc_type - proc_kcore_t - proc_kmsg_t }:{ dir lnk_file } *;

allow $1 syscall_type:{ file } ~entrypoint;
allow $1 syscall_type:{ dir lnk_file } *;

allow $1 kernel_t:system *;

allow $1 unlabeled_t:{ dir lnk_file sock_file fifo_file chr_file blk_file } *;
allow $1 unlabeled_t:file ~entrypoint;
allow $1 unlabeled_t:filesystem *;
allow $1 unlabeled_t:association *
allow $1 unlabeled_t:packet *;
allow $1 unlabeled_t:process ~{ ptrace transition dyntransition execmem execstack execheap };

# LOOK AT ME
#
# kernel_load_module($1)
')

###########################################################
## <summary>
## Like corenet_unconfined but without typeattribute use.
## </summary>
##
##
#
interface('polaris_corenet_unconfined',
  gen_require(''
    attribute proc_type;
    attribute syscall_type;
    type kernel_t;
    type unlabeled_t;
    type proc_kcore_t;
    type proc_kmsg_t;
  ')
)

allow $1 { proc_type - proc_kcore_t - proc_kmsg_t } :{ file } ~entrypoint;
allow $1 { proc_type - proc_kcore_t - proc_kmsg_t }:{ dir lnk_file } *;

allow $1 syscall_type:{ file } ~entrypoint;
allow $1 syscall_type:{ dir lnk_file } *;

allow $1 kernel_t:system *;

allow $1 unlabeled_t:{ dir lnk_file sock_file fifo_file chr_file blk_file } *;
allow $1 unlabeled_t:file ~entrypoint;
allow $1 unlabeled_t:filesystem *;
allow $1 unlabeled_t:association *
allow $1 unlabeled_t:packet *;
allow $1 unlabeled_t:process ~{ ptrace transition dyntransition execmem execstack execheap };

# LOOK AT ME
#
# kernel_load_module($1)
')
open source used in connected-pharma 1.7.4 - merck connected pharma

# Bind to any network address.
allow $1 port_type:{ dccp_socket tcp_socket udp_socket rawip_socket } name_bind;
allow $1 node_type:{ dccp_socket tcp_socket udp_socket rawip_socket } node_bind;

# Unconfined access to devices.
# Like dev_unconfined but without typeattribute use.

interface(`polaris_dev_unconfined',`
    gen_require(`
        attribute device_node;
        type memory_device_t;
        type mtrr_device_t;
    '`
)
    allow $1 self:capability sys_rawio;
    allow $1 [ device_node - memory_device_t ] :{ blk_file lnk_file } *;
    allow $1 [ device_node - memory_device_t ] :{ file chr_file } ~{ execmod entrypoint };
    allow $1 mtrr_device_t:file ~{ execmod entrypoint };
    dev_getattr_all($1)

')
Unconfined access to domains.

Like domain_unconfined but without typeattribute use.

## <summary>

## Domain allowed access.

## <summary>

## <param name="domain">

Domain allowed access.

## <summary>

## <summary>

interface('polaris_domain_unconfined',

  gen_require(

    attribute domain;

  )

  # Use/sendto/connectto sockets created by any domain.
  allow $1 domain:{ socket_class_set socket key_socket } *

  # Use descriptors and pipes created by any domain.
  allow $1 domain:fd use;
  allow $1 domain:fifo_file rw_file_perms;
  allow $1 $1:dbus send_msg;

  # Act upon any other process.
  allow $1 domain:process ~{ ptrace transition dyntransition execmem execstack execheap setcurrent };
  allow $1 domain:process ptrace;

  # Create/access any System V IPC objects.
  allow $1 domain:{ sem msgq shm } *
  allow $1 domain:msg { send receive };

  # For /proc/pid
  allow $1 domain:dir list_dir_perms;
  allow $1 domain:file rw_file_perms;
  allow $1 domain:link_file { read_link_file_perms ioctl lock };

  # act on all domains keys
  allow $1 domain:key *

  # pass constraints
  # typeattribute $1 can_change_object_identity;
  # typeattribute $1 set_curr_context;
  # typeattribute $1 process_uncond_exempt;

  # mcs_process_set_categories($1)
# userdom_filetrans_home_content($1)
')

# Create/access any file in a labeled filesystem;
allow $1 [ file_type - shadow_t ]:{ file chr_file } ~{ execmod entrypoint relabelto };
allow $1 file_type:{ dir lnk_file sock_file fifo_file blk_file } *;
allow $1 file_type:service *;

# Mount/unmount any filesystem with the context= option.
allow $1 file_type:filesystem all_filesystem_perms;
')

# Unconfined access to files.
## Like files_unconfined but without typeattribute use.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_files_unconfined',
  gen_require(
    attribute file_type;
    type shadow_t;
  )
)

# Unconfined access to filesystems
## Like fs_unconfined but without typeattribute use.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_fs_unconfined',
  gen_require(
    attribute filesystem_type;
  )
)
# Create/access other files. fs_type is to pick up various
# pseudo filesystem types that are applied to both the filesystem
# and its files.
allow $1 filesystem_type:{ file } ~entrypoint;
allow $1 filesystem_type:{ dir lnk_file sock_file fifo_file chr_file blk_file } *
;

########################################
## <summary>
## Unconfined access to the SELinux kernel security server.
## Like selinux_unconfined but without typeattribute use.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface(`polaris_selinux_unconfined',

gen_require(
    attribute boolean_type;
    type security_t;
    type secure_mode_policyload_t;
)

# use SELinuxfs
allow $1 security_t:dir list_dir_perms;
allow $1 security_t:file rw_file_perms;
allow $1 boolean_type:file read_file_perms;
allow $1 { boolean_type -secure_mode_policyload_t }:file write_file_perms;

# Access the security API.
allow $1 security_t:security ~{ load_policy setenforce setbool setsecparam }
;

ifdef(`distro_rhel4',
    # needed for systems without audit support
    auditallow $1 security_t:security setbool;

)

#selinux_set_all_booleans($1)
#selinux_load_policy($1)
#selinux_set_parameters($1)
#selinux_set_enforce_mode($1)
)
# Make the specified domain unconfined.

```c
interface('polaris_unconfined_domain',
  gen_require(''
class dbus all_dbus_perms;
class nscd all_nscd_perms;
class passwd all_passwd_perms;
')

# Use any Linux capability.

allow $1 self:capability ~{ sys_module };
allow $1 self:capability2 ~{ mac_admin mac_override };
allow $1 self:fifo_file { manage_fifo_file_perms relabelfrom relabelto };

# Transition to myself, to make get_ordered_context_list happy.
allow $1 self:process { dyntransition transition };

# Write access is for setting attributes under /proc/self/attr.
allow $1 self:file rw_file_perms;
allow $1 self:dir rw_dir_perms;

# Userland object managers
allow $1 self:nscd all_nscd_perms;
allow $1 self:dbus all_dbus_perms;
allow $1 self:passwd all_passwd_perms;
allow $1 self:association all_association_perms;
allow $1 self:socket_class_set create_socket_perms;

polaris_kernel_unconfined($1)
polaris_corenet_unconfined($1)
polaris_dev_unconfined($1)
polaris_domain_unconfined($1)
polaris_files_unconfined($1)
polaris_fs_unconfined($1)
polaris_selinux_unconfined($1)

systemd_config_all_services($1)

# in unconfined_domain_noaudit its under not deny_execmem
```
allow $1 self:process execmem;

#domain_mmap_low($1)
#
#ubac_process_exempt($1)
#
#optional_policy`
#auth_unconfined($1)
#`
#
#optional_policy`
#
#ubac_process_exempt($1)
#optional_policy`
#
#Communicate via dbusd.
#dbus_system_bus_unconfined($1)
#dbus_unconfined($1)
#`
#
#optional_policy`
#ipsec_setcontext_default_spd($1)
#ipsec_match_default_spd($1)
#`
#
#optional_policy`
#nscl_unconfined($1)
#`
#
#optional_policy`
#seutil_create_bin_policy($1)
#seutil_relabelto_bin_policy($1)
#`
#
#optional_policy`
#storage_unconfined($1)
#`
#
#optional_policy`
#xserver_unconfined($1)
#`
`
```

==================================
## <summary>
## Make the specified domain able to work with cpp /tmp/cpp_ifdev_rep and
## /tmp/cpp_ifdev_req pipe files.
## </summary>
## <param name="type">
## Domain allowed access.
## </param>
```
```c
## </param>
#
interface('polaris_unconfined_service_fifo_file_manage',
    gen_require(
        type unconfined_service_t;
    ')

    managefifo_files_pattern($1, unconfined_service_t, unconfined_service_t)
')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisunconfined.if
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#
# March 2019, Shikhar Dogra
#
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#

policy_module(polarisfmancc, 1.0);

    gen_require(
        type polaris_fman_cc_t;
    ')

    polaris_btrace_data_manage(polaris_fman_cc_t)  
polaris_crft_data_manage(polaris_fman_cc_t)  
polaris_chasfs_manage(polaris_fman_cc_t)  
polaris_tdlresolve_read(polaris_fman_cc_t)  
polaris_tdldb_list_dirs(polaris_fman_cc_t)  
polaris_cpld_read(polaris_fman_cc_t)  
polaris_lua_read(polaris_fman_cc_t)  
polaris_flashlib_read(polaris_fman_cc_t)  
polaris_cpld_dev_use(polaris_fman_cc_t)

    # allow to send message to /dev/log
    logging_send_syslog_msg(polaris_fman_cc_t)

    # ISR Nightwatch module accesses libraries compiled with icc
    polaris_icc_broken_relocations(polaris_fman_cc_t)

    # cpp bleeds into switching platforms through fman_fp and fed
    # apparently even on nyquist fed creates /tmp/cpp_anon_db
    polaris_cpp_process(polaris_fman_cc_t)  
polaris_cpp_tmp_files_use(polaris_fman_cc_t)
```
type polaris_iosd_fmanrp_mqipc_t;
polaris_mqipc_type(polaris_iosd_fmanrp_mqipc_t)

polaris_mqipc_create_name(polaris_fman_cc_t, polaris_iosd_fmanrp_mqipc_t, iosd-thr-fmanrp-R0:0)
polaris_mqipc_create_name(polaris_fman_cc_t, polaris_iosd_fmanrp_mqipc_t, iosd-thr-fmanrp-R0:0:cc0)
polaris_mqipc_create_name(polaris_fman_cc_t, polaris_iosd_fmanrp_mqipc_t, iosd-thr-fmanrp-R0:0:cc1)
polaris_mqipc_create_name(polaris_fman_cc_t, polaris_iosd_fmanrp_mqipc_t, iosd-thr-fmanrp-R0:0:cc2)
polaris_mqipc_create_name(polaris_fman_cc_t, polaris_iosd_fmanrp_mqipc_t, iosd-thr-fmanrp-R0:0:cc3)
polaris_mqipc_create_name(polaris_fman_cc_t, polaris_iosd_fmanrp_mqipc_t, iosd-thr-fmanrp-R0:0:cc4)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmancc.te
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dnl
dnl May 2020, Swati Kumari
dnl
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dnl
dnl rpx86 Platform Max Bay Limits
max_bay_map_set('rp', 'per_bay', 0)
max_bay_map_set('cc', 'per_bay', 5)
max_bay_map_set('fp', 'per_bay', 2)

min_bay_ripc_map_set('rp', 'per_bay', 0)
min_bay_ripc_map_set('cc', 'per_bay', 1)
min_bay_ripc_map_set('fp', 'per_bay', 0)

max_bay_ripc_map_set('rp', 'per_bay', 2)
max_bay_ripc_map_set('cc', 'per_bay', 6)
max_bay_ripc_map_set('fp', 'per_bay', 2)

min_bay_ripc_map_set('rp', 'global', 0)
min_bay_ripc_map_set('cc', 'global', 1)
min_bay_ripc_map_set('fp', 'global', 0)

max_bay_ripc_map_set('rp', 'global', 2)
max_bay_ripc_map_set('cc', 'global', 6)
max_bay_ripc_map_set('fp', 'global', 2)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/m4/rpx86maps.m4
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#
# March 2017, Victor Kamensky
#
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#

## <summary>Polaris polarispsvp Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispsvp.if
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# September 2017, Victor Kamensky
#
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#

/tmp/tmppub(/.*)?  gen_context(system_u:object_r:polaris_btrace_t, s0)

# btrace utility to rotate logs
/usr/binos/bin/btman_rotate_immediate -- gen_context(system_u:object_r:polaris_btman_exec_t, s0)

# btrace utility to dump meta data
/usr/binos/bin/dump_btrace_meta -- gen_context(system_u:object_r:polaris_btman_exec_t, s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisbtman.fc
No license file was found, but licenses were detected in source scan.

# March 2017, Victor Kamensky
#
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#

policy_module(polarisnvram, 1.0);

##############################################################################
# NVRAM
##############################################################################

ifdef(`ngwc_family`,`
  # suppose that in edison case nvram is not in partition
type polaris_nvram_file_t;
files_type(polaris_nvram_file_t)
  # allow nvram file reside on persistent storage
polaris_pfile_type(polaris_nvram_file_t)
ifdef(`blackheart_platform',`
   gen_require(
       type polaris_nvram_file_t;
       type polaris_iosd_t;
    )
files_type(polaris_nvram_file_t)
   # allow nvram file reside on persistent storage
   polaris_pfile_type(polaris_nvram_file_t)
   allow polaris_iosd_t polaris_nvram_file_t:filesystem getattr;
    )
ifdef(`sparrow_platform',`
   gen_require(
       type polaris_nvram_file_t;
       type polaris_iosd_t;
    )
files_type(polaris_nvram_file_t)
   # allow nvram file reside on persistent storage
   polaris_pfile_type(polaris_nvram_file_t)
   allow polaris_iosd_t polaris_nvram_file_t:filesystem getattr;
    )
ifdef(`aventus_platform',`
   gen_require(
       type polaris_nvram_file_t;
       type polaris_iosd_t;
    )
files_type(polaris_nvram_file_t)
   # allow nvram file reside on persistent storage
   polaris_pfile_type(polaris_nvram_file_t)
   allow polaris_iosd_t polaris_nvram_file_t:filesystem getattr;
    )
ifdef(`cabo_platform',`
   gen_require(
       type polaris_nvram_file_t;
       type polaris_iosd_t;
    )
files_type(polaris_nvram_file_t)
   # allow nvram file reside on persistent storage
   polaris_pfile_type(polaris_nvram_file_t)
   allow polaris_iosd_t polaris_nvram_file_t:filesystem getattr;
    )
ifdef(`petra_platform',`
   gen_require(
       type polaris_nvram_file_t;
       type polaris_iosd_t;
    )
files_type(polaris_nvram_file_t)
   # allow nvram file reside on persistent storage
   polaris_pfile_type(polaris_nvram_file_t)
   allow polaris_iosd_t polaris_nvram_file_t:filesystem getattr;
    )
ifdef(`petra_platform',`
   type polaris_nvram_file_t;
files_type(polaris_nvram_file_t)
    # suppose that in edison case nvram is not in partition
    gen_require(
        type polaris_iosd_t;
    )
    # allow nvram file reside on persistent storage
    polaris_pfile_type(polaris_nvram_file_t)
    allow polaris_iosd_t polaris_nvram_file_t:filesystem getattrs;
)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisnvram.te
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# February 2020, Victor Kamensky
#
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#
## <summary>Polaris cxp Policy Rules.</summary>

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscxp.if
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# March 2017, Victor Kamensky
#
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#

policy_module(polarischasfs, 1.0);

##############################################################################
# Chasfs policy
##############################################################################
gen_require(
    attribute domain;
)

    type polaris_chasfs_t;
    files_type(polaris_chasfs_t)

    files_tmp_filetrans(domain, polaris_chasfs_t, dir, "chassis")
    files_tmp_filetrans(domain, polaris_chasfs_t, lnk_file, "chasfs")
# LOOK AT ME: on ultra /tmp/cc/chasfs is created as directory, but
# on other platforms it is symbolic to /tmp/chassis/local/cc/chasfs
# as it happens for rp and fp. Would it be better to fix ultra
# script(s)?
files_tmp_filetrans(domain, polaris_chasfs_t, dir, "chasfs")

# cpld-symlink.service, creates /tmp/chassis while /tmp is
# still tmpfs_t, ie before systemd-tmpfiles runs and had a
# chance to set tmp_t label on /tmp
gen_require(
    type initrc_t;
')
fs_tmpfs_filetrans(initrc_t, polaris_chasfs_t, dir, "chassis")

init_script_tmp_filetrans(domain, polaris_chasfs_t, dir, "chasfs")

# chasync
# chasync
polaris_process_domain_template(chasync)
corecmd_exec_bin(polaris_chasync_t)

# allow read of /etc/group and /etc/passwd
auth_use_nsswitch(polaris_chasync_t)
polaris_btrace_data_manage(polaris_chasync_t)
polaris_chasfs_manage(polaris_chasync_t)
polaris_cpld_read(polaris_chasync_t)
polaris_boot_tmp_read(polaris_chasync_t)
polaris_read_debug_conf(polaris_chasync_t)
polaris_rmonbifo_tmp_read(polaris_chasync_t)
polaris_proc_rmonbifo_read(polaris_chasync_t)
polaris_disk_bootflash_read_lnk(polaris_chasync_t)
polaris_disk_harddisk_read_lnk(polaris_chasync_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_chasync_t)

allow polaris_chasync_t self:capability sys_resource;
allow polaris_chasync_t self:process setpgid;

# access of crashinfo dir for the domain
polaris_disk_crashinfo_getattr(polaris_chasync_t)

# allow access of /tmp/rp/chasync for the polaris chasync_t domain to
# create/write/read dirs/files with domain specific context
type polaris_chasync_tmp_t;
files_type(polaris_chasync_tmp_t)
files_tmp_file(polaris_chasync_tmp_t)
files_tmp_filetrans(polaris_chasync_tmp_t, polaris_chasync_tmp_t, dir, "chasync")
manage_files_pattern(polaris_chasync_t, polaris_chasync_tmp_t, polaris_chasync_tmp_t)
manage_dirs_pattern(polaris_chasync_t, polaris_chasync_tmp_t, polaris_chasync_tmp_t)
manage_fifo_files_pattern(polaris_chasync_t, polaris_chasync_tmp_t, polaris_chasync_tmp_t, polaris_chasync_tmp_t)

# allow creation/access of temporary files created by chasync.sh like
# /tmp/sh-thd-1499428203 etc
files_tmp_filetrans(polaris_chasync_t, polaris_chasync_tmp_t, file)
manage_files_pattern(polaris_chasync_t, polaris_chasync_tmp_t, polaris_chasync_tmp_t)

fs_getattr_tmpfs(polaris_chasync_t)

# access of flash util for the domain
polaris_flashlib_read(polaris_chasync_t)

# read /proc/cmdline
kernle_read_system_state(polaris_chasync_t)

gen_require(`
    type rsync_t;
    type init_t;
    type rsync_tmp_t;
    `)
rsync_entry_domtrans(polaris_chasync_t, rsync_t)
allow rsync_t polaris_chasync_t:process sigchld;
# file descriptor leak when rsync is called
allow rsync_t init_t:unix_stream_socket ioctl;

# upon exec rsync inherits chasync's stdout/stderr fifo files
allow rsync_t polaris_chasync_t:fifo_file { getattr write };# in chasync_prepost_rsync.sh, CHASYNC_PID_DIR (rsync pid files) is deleted by rsync
fs_getattr_tmpfs(rsync_t)

# allow file:map for rsync_tmp_t
allow rsync_t rsync_tmp_t:file map;
dev_getattr_generic_blk_files(rsync_t)
dev_getattr_loop_control(rsync_t)
# need access to /usr/bin/mount
mount_entry_type(rsync_t)
# need access to dev/sda1
storage_getattr_fixed_disk_dev(rsync_t)
ifdef(`ngwc_family',`

#Read and write RPC sysctls
kernel_rwlock_sysctls(rsync_t)
mount_domtrans(rsync_t)
fstools_domtrans(rsync_t)
#Create/read/write on fixed device disk nodes
storage_manage_fixed_disk(rsync_t)
#stat -f -L -c %T /mnt/usb0
polaris_getattr_removable(rsync_t)
storage_filetrans_all_named_dev(rsync_t)
')

#================= polaris_dynconfig =================
polaris_dynconfig_tmp_read(rsync_t)

#================= polaris_chasync_t =================
polaris_btrace_persistent_data_search(polaris_chasync_t)
#chasync.sh code executes mv command
allow polaris_chasync_t self:process { setfscreate };#chasync.sh code executes ping command to check if ping works before trying rsync for the first time
netutils_domtrans_ping(polaris_chasync_t)
#chasync.sh code in wlc saves logs during cleanup to /var/log/chasync
type polaris_chasync_log_t:
logging_log_file(polaris_chasync_log_t)
manage_files_pattern(polaris_chasync_t, polaris_chasync_log_t, polaris_chasync_log_t)
manage_dirs_pattern(polaris_chasync_t, polaris_chasync_log_t, polaris_chasync_log_t)
logging_log_filetrans(polaris_chasync_t, polaris_chasync_log_t, dir, "chasync")

polaris_process_domain_template(chasfs_boottime)

unconfined_domain(polaris_chasfs_boottime_t)

# chasfs_boottime.sh starts cman_fp or cmand with -C option; allow its
# transition to fman_fp_t type
optional_policy("
polaris_cm_rp_domtrans(polaris_chasfs_boottime_t)
")
optional_policy("
polaris_cm_fp_domtrans(polaris_chasfs_boottime_t)
")
optional_policy("
polaris_cm_cc_domtrans(polaris_chasfs_boottime_t)
")

ifdef(‘ngwc_family’,

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 39585
# Allow iox_polaris.conf read
polaris_caf_files_read(polaris_chasync_t)

# Allow losetup in helper script
fstools_domtrans(polaris_chasync_t)

# Manage alternate hdd files
polaris_iox_alt_hdd_manage(polaris_chasync_t)

# Allow console logging
term_open_unallocated_ttys(polaris_chasync_t)

# Allow logger which is used for syslog message
allow polaris_chasync_t self:unix_dgram_socket { connect create };
logging_send_syslog_msg(polaris_chasync_t)

# logger needs to run pidof
dev_read_sysfs(polaris_chasync_t)
domain_read_all_domains_state(polaris_chasync_t)

'}
type polaris_chasync_files_t;
files_type(polaris_chasync_files_t)
polaris_pfile_type(polaris_chasync_files_t)

optional_policy('
gen_require('
    type polaris_disk_harddisk_t;
    type polaris_disk_bootflash_t;
')
filetrans_pattern(polaris_chasync_t, {polaris_disk_bootflash_t polaris_disk_harddisk_t}, polaris_chasync_files_t, dir, "sys_report")
filetrans_pattern(polaris_chasync_t, {polaris_disk_bootflash_t polaris_disk_harddisk_t}, polaris_chasync_files_t, dir, "fp_cc_crash")
filetrans_pattern(polaris_chasync_t, polaris_disk_bootflash_t, polaris_chasync_files_t, file, "user_input_custom.xml")

# chasync can manage files inside of its own polaris_disk_chasync_t directories
manage_dirs_pattern(polaris_chasync_t, polaris_chasync_files_t, polaris_chasync_files_t)
manage_files_pattern(polaris_chasync_t, polaris_chasync_files_t, polaris_chasync_files_t)
allow polaris_chasync_t polaris_chasync_files_t:dir watch;
polaris_install_disk_read(polaris_chasync_t)
')

optional_policy(''
# chasync invoked sys_report does ls /tmp/ufs/crashinfo
polaris_ncd_tmp_read(polaris_chasync_t)

`)  

# chasync moves inv files from /tftp/inv to chasfs directory
allow polaris_chasync_t self:capability { chown fowner fsetid };  
gen_require('  
type brctl_t;  
')  

# pd_iox.sh invokes brctl which needs access to chasfs
polaris_chasfs_read(brctl_t)

#allow chasync to unmount flash partition
mount_domtrans(polaris_chasync_t)

sysnet_domtrans_ifconfig(polaris_chasync_t)

# chasync.sh needs read access to /bootflash/.installer/install issu state
polaris_disk_install_read(polaris_chasync_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarischasfs.te
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#  
# March 2017, Victor Kamensky  
#  
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#  

policy_module(polariscpp, 1.0);

##############################################################################
# Polaris cpp (ultra)
##############################################################################

type polaris_cpp_device_t;
dev_node(polaris_cpp_device_t)

# deals with /dev/shm files semaphors, etc
type polaris_cpp_tmpfs_t;
files_tmpfs_file(polaris_cpp_tmpfs_t)
attribute polaris_cpp_domain;
fs_tmpfs_filetrans(polaris_cpp_domain, polaris_cpp_tmpfs_t, file)
manage_files_pattern(polaris_cpp_domain, tmpfs_t, polaris_cpp_tmpfs_t)
allow polaris_cpp_domain polaris_cpp_tmpfs_t:file map;
polaris_cpp_tmpfs_manage(polaris_cpp_domain)
polaris_cerr_shm_manage(polaris_cpp_domain)
# on TSN ucode_dram lives in hugetlbfs
fs_hugetlbfs_filetrans(polaris_cpp_domain, polaris_cpp_tmpfs_t, file)
gen_require(
    type hugetlbfs_t;
')
manage_files_pattern(polaris_cpp_domain, hugetlbfs_t, polaris_cpp_tmpfs_t)

# deals with cpp /tmp files
type polaris_cpp_tmp_t;
files_tmp_file(polaris_cpp_tmp_t)
files_tmp_filetrans(polaris_cpp_domain, polaris_cpp_tmp_t, file, "cpp_anon_db")
files_tmp_filetrans(polaris_cpp_domain, polaris_cpp_tmp_t, file, "qm_rt_dbg")
files_tmp_filetrans(polaris_cpp_domain, polaris_cpp_tmp_t, fifo_file, "cpp_ifdev_rep")
files_tmp_filetrans(polaris_cpp_domain, polaris_cpp_tmp_t, fifo_file, "cpp_ifdev_req")
manage_files_pattern(polaris_cpp_domain, tmp_t, polaris_cpp_tmp_t)
manage_fifo_files_pattern(polaris_cpp_domain, tmp_t, polaris_cpp_tmp_t)
allow polaris_cpp_domain polaris_cpp_tmp_t:file map;

fs_getattr_tmpfs(polaris_cpp_domain)

# overlord/neptune access /sys/bus/pci/devices/0000:01:00.0/resource0
# when initializing the CPP DMAP library
optional_policy(
    polaris_cpp_cavium_dma_map(polaris_cpp_domain)
')

type polaris_i95_device_t;
dev_node(polaris_i95_device_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscpp.te
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#
# March 2017, Victor Kamensky
#
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#

# some platforms have /usr/binos/bin/fman_fp as hardlink to
# /usr/binos/bin/fman_fp_image
/usr/binos/bin/fman_fp -- gen_context(system_u:object_r:polaris_fman_fp_exec_t,s0)
/usr/binos/bin/fman_fp_ledp -- gen_context(system_u:object_r:polaris_fman_fp_exec_t,s0)
/usr/binos/bin/fman_fp_vwlc_ledp -- gen_context(system_u:object_r:polaris_fman_fp_exec_t,s0)
/usr/binos/bin/fman_fp_us_ledp -- gen_context(system_u:object_r:polaris_fman_fp_exec_t,s0)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisfmanfp.fc
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#
# July 2017, Victor Kamensky
#
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#
## <summary>Polaris ngiolite Policy Rules. </summary>

########################################
## <summary>
##      Execute mcp_smartctl_cmds.sh in the polaris_smartctl domain.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed to transition.
##      </summary>
## </param>
#
interface(`polaris_smartctl_domtrans',`
        gen_require(
            type polaris_smartctl_t, polaris_smartctl_exec_t;
        )

        corecmd_search_bin($1)
        domtrans_pattern($1, polaris_smartctl_exec_t, polaris_smartctl_t)
    )

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisngiolite.if
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#
# February 2018, Manohar Hungund
#
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#
/dev/act2 -c gen_context(system_u:object_r:polaris_act2_device_t,s0)
/tmp/hw_entropy -- gen_context(system_u:object_r:polaris_hw_entropy_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarisact2.fc
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#

policy_module(polariscmcc, 1.0);

gen_require(`
    type polaris_cm_cc_t;
`)

  polaris_btrace_data_manage(polaris_cm_cc_t)
polaris_crft_data_manage(polaris_cm_cc_t)
polaris_chasfsmanage(polaris_cm_cc_t)
polaris_tdlresolve_read(polaris_cm_cc_t)
polaris_tlddb_list_dirs(polaris_cm_cc_t)
polaris_cpld_read(polaris_cm_cc_t)
polaris_lua_read(polaris_cm_cc_t)
polaris_flashlib_read(polaris_cm_cc_t)

  polaris_cpld_dev_use(polaris_cm_cc_t)
polaris_proc_rmonbifo_read(polaris_cm_cc_t)

  polaris_ripc_sman_ui_serv_connect(polaris_cm_cc_t)

optional_policy(`
  # access to /dev/iocp0
  polaris_spa_dev_use(polaris_cm_cc_t)
`)
optional_policy(`
  # access to /dev/htdb[0-9]*
  polaris_htdp_dev_use(polaris_cm_cc_t)
`)

# read /proc/cmdline
kernel_read_system_state(polaris_cm_cc_t)
# work with /dev/i2c devices
polaris_i2c_use(polaris_cm_cc_t)

polaris_obfl_data_read(polaris_cm_cc_t)
# cmcc module as part of init calls cmem_obfl_write_voltage_log(),
# which writes to obfl device.
polaris_obfl_data_manage(polaris_cm_cc_t)
# on vxe platform /obfl is symlink to /varied
ifdef(`vxe_family',`
    polaris_disk_varied_list(polaris_cm_cc_t)
')

# on lng works with /dev/cpld-virtual-cc
polaris_cpp_dev_use(polaris_cm_cc_t)

polaris_i2c_use(polaris_cm_cc_t)
dev_rw_sysfs(polaris_cm_cc_t)

ifdef(`crankshaft_family',`
    # read,getattr, map access to /firmware/ files for Switzer-CC
    polaris_firmware_read(polaris_cm_cc_t)
    polaris_firmware_getattr(polaris_cm_cc_t)
    polaris_firmware_map(polaris_cm_cc_t)
')

# allow objstore access
polaris_disk_objstore_read(polaris_cm_cc_t)

# get interface address cmlib_if_config_addr at cman/lib/cmlib_msgs/src/cmlib_eobc.c
allow polaris_cm_cc_t self:udp_socket { create ioctl }

# on utah need to get model info
optional_policy(`
    polaris_dash_dev_use(polaris_cm_cc_t)
')

#access to /dev/dash_fpga device on fugazi platform
ifdef(`fugazi_platform',`
    polaris_dash_dev_mcp_use(polaris_cm_cc_t)
')

#access to /dev/nutella_fpga device on nutella platform
optional_policy(`
    polaris_nutella_fpga_dev_use(polaris_cm_cc_t)
')

# handle /tmp/pci files on utah
type polaris_pci_tmp_t;
files_tmp_file(polaris_pci_tmp_t)
# /tmp/pci/bus, /tmp/pci/vendor, /tmp/pci/device created by systemd unit
gen_require(`
    type initrc_t;
    type unconfined_service_t;
    type tmp_t;
')
files_tmp_filetrans({ unconfined_service_t initrc_t }, polaris_pci_tmp_t, dir, "pci")
manages_dirs_pattern(initrc_t, tmp_t, polaris_pci_tmp_t)
manages_files_pattern(initrc_t, polaris_pci_tmp_t, polaris_pci_tmp_t)
manages_files_pattern(polaris_cm_cc_t, polaris_pci_tmp_t, polaris_pci_tmp_t)

logging_send_syslog_msg(polaris_cm_cc_t)

# cmcc module creates the PCI rescan shm mutex.
# /dev/shm/rescan_shm file.
type polaris_cm_cc_tmpfs_t;
files_tmpfs_file(polaris_cm_cc_tmpfs_t)
fs_tmpfs_filetrans(polaris_cm_cc_t, polaris_cm_cc_tmpfs_t, file)
manages_files_pattern(polaris_cm_cc_t, tmpfs_t, polaris_cm_cc_tmpfs_t)
mmmap_files_pattern(polaris_cm_cc_t, tmpfs_t, polaris_cm_cc_tmpfs_t)
dev_read_sysfs(polaris_cm_cc_t)
dev_getattr_sysfs_fs(polaris_cm_cc_t)
fso_getattr_tmpfs(polaris_cm_cc_t)

# /tmp/udev-cc should not be polaris_udev_tmp_t
type polaris_cm_cc_tmpfs_t;
files_tmpfs_file(polaris_cm_cc_tmpfs_t)
files_tmpfs_filetrans(polaris_cm_cc_t, polaris_cm_cc_tmpfs_t, dir, "udev-cc")
manages_files_pattern(polaris_cm_cc_t, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
gen_require(
        type tmp_t;
    )
manages_dirs_pattern(polaris_cm_cc_t, { tmp_t polaris_cm_cc_tmpfs_t }, polaris_cm_cc_tmpfs_t)

# on tsn need access to /dev/moka_fpga
optional_policy(
        polaris_mokafpga_dev_use(polaris_cm_cc_t)
    )

optional_policy(
    # betelgeuse need access to /dev/sirius_fpga
    polaris_sirius_fpga_dev_use(polaris_cm_cc_t)
)

# on macallan need access to /dev/quack
optional_policy(
        polaris_quack_dev_use(polaris_cm_cc_t)
    )

polaris_cpld_write(polaris_cm_cc_t)

optional_policy(
    # on starfleet access gettysburg_fpga
    polaris_gettysburg_fpga_dev_use(polaris_cm_cc_t)
)
/dev/epactrlN on qwlc
optional_policy(
polaris_epa_dev_use(polaris_cm_cc_t)
')

/dev/luna_fpga on qwlc
optional_policy(
polaris_luna_mbfpga_dev_use(polaris_cm_cc_t)
')

/dev/astro on qwlc
optional_policy(
polaris_astro_dev_use(polaris_cm_cc_t)
')

/dev/huron_fpga on Sumatra
optional_policy(
polaris_huron_dev_use(polaris_cm_cc_t)
')

type polaris_nim_xxd_tmp_t;
files_tmp_file(polaris_nim_xxd_tmp_t)
files_tmp_filetrans(polaris_cm_cc_t, polaris_nim_xxd_tmp_t, file, "nim_xxd_present")
manage_files_pattern(polaris_cm_cc_t, polaris_nim_xxd_tmp_t, polaris_nim_xxd_tmp_t)
ifdef(`starfleet_platform',
  # In cman_cc
  # cmcc_starfleet_act2_authentication_udl in cman/cc/src/cmcc_starfleet.c
  # cmcc_starfleet_cpuboard_act2_authentication_udl cman/cc/src/cmcc_starfleet.c
  # tam_lib_device_open infra/act2/tam_act2/tam_lib/src/tam_lib_device.c:
  polaris_act2_dev_use(polaris_cm_cc_t)
')

ifdef(`crankshaft_family',
  # modprobe sm_nim_adpt.ko for Switzer-CC
  modutils_domtrans_insmod(polaris_cm_cc_t)
  # /dev/sm_nim_adpt device files for Switzer-CC
  polaris_sm_nim_adpt_dev_use(polaris_cm_cc_t)
')

# Mapping permission for /dev/shm/<name>
ifdef(`crankshaft_family',
gen_require(
  type systemd_tmpfiles_t;
')
mmap_files_pattern(systemd_tmpfiles_t, polaris_cm_cc_tmpfs_t, polaris_cm_cc_tmpfs_t)
# on ngwc cmcc needs to access /dev/chdrvmmap for asic memory mapping
optional_policy('polaris_chdrvmmap_dev_use(polaris_cm_cc_t)
')

ifdef('vxe_family',
# bind to BMC_AGENT_CLIENT_PORT port from cman_tlv_init
corenent_tcp_bind_polaris_bmc_agent_client_port(polaris_cm_cc_t)
')

# allow /usr/binos/bin/cmcc to access /tmp/hd_sz
gen_require('read_files_pattern(polaris_cm_cc_t, udev_tmp_t, udev_tmp_t)
')

# allow /usr/sbin/smartctl to be operated on fsadm_exec_t
fstools_exec(polaris_cm_cc_t)

# using existing interface "polaris_cm_rp_tmp_manage" for polaris_cm_cc_t
# to acces /tmp/cmlib_eeprom_sim_smartctl.out
polaris_cm_rp_tmp_manage(polaris_cm_cc_t)
files_tmp_filetrans(polaris_cm_cc_t, polaris_cm_rp_tmp_t, file, "cmlib_eeprom_sim_smartctl.out")

# allow access to /dev/nvme*
dev_nvme_chr_files_manage(polaris_cm_cc_t)
dev_nvme_blk_files_manage(polaris_cm_cc_t)

# access to /dev/ttyS0
term_use_unallocated_ttys(polaris_cm_cc_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscmcc.te
No license file was found, but licenses were detected in source scan.

# June 2017, Victor Kamensky
#
# Copyright (c) 2017-2019 by Cisco Systems, Inc.
# All rights reserved
#
## <summary>Polaris tservice Policy Rules.</summary>

Found in path(s):*
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristservice.if
No license file was found, but licenses were detected in source scan.

#  
# March 2017, Victor Kamensky  
#  
# Copyright (c) 2016-2019 by Cisco Systems, Inc.  
# All rights reserved  
#  
## <summary>Polaris polarissortfiles Policy Rules.</summary>

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissortfiles.if

No license file was found, but licenses were detected in source scan.

#  
# March 2017, Victor Kamensky  
#  
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# All rights reserved  
#  
## <summary>Polaris Storage Policy Rules.</summary>

# Persistent storage policy

# Make the specified type usable as default type for files
# in a Polaris persistent (bootflash, hardisk, etc) filesystem.
## </summary>
## <param name="type">  
## Type to be used for files.  
## </param>
#
interface(`polaris_disk_type`,
    files_type($1)
    gen_require(`
        attribute polaris_disk;
    `)
    typeattribute $1 polaris_disk;
`)  

##########################################################
## <summary>
## Make the specified type usable for files
## in a Polaris persistent (bootflash, hardisk, etc)
## filesystem.
## </summary>
##
## <param name="type">
## Type to be used for files.
## </param>
#
# interface(`polaris_pfile_type`,
   files_type($1)
   gen_require(
        attribute polaris_disk;
   )
   typeattribute $1 polaris_disk;
)
interface('polaris_persistent_getattr',
    gen_require(
        attribute polaris_disk;
    )
    list_dirs_pattern($1, polaris_disk, polaris_disk)
    getattr_files_pattern($1, polaris_disk, polaris_disk)
    getattr_lnk_files_pattern($1, polaris_disk, polaris_disk)
)

#######################################
## <summary>
## Listdir of any regular directory from persistent storage.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_persistent_list_dirs',
    gen_require(
        attribute polaris_disk;
    )
    list_dirs_pattern($1, polaris_disk, polaris_disk)
)

#######################################
## <summary>
## Write/read any regular file/directory from persistent storage.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_persistent_manage',
    gen_require(
        attribute polaris_disk;
    )
    manage_files_pattern($1, polaris_disk, polaris_disk)
    manage_dirs_pattern($1, polaris_disk, polaris_disk)
    manage_lnk_files_pattern($1, polaris_disk, polaris_disk)
)

#######################################

```
### Map any regular file/directory from persistent storage.

### <summary>

### <param name="domain">

### <summary>

### </summary>

### </param>

# interface('polaris_persistent_map',
  
   gen_require(  
       attribute polaris_disk;  
   
   )  

allow $1 polaris_disk:file map;

)


# debug.conf


### <summary>

### <param name="domain">

### <summary>

### </summary>

### </param>

# interface('polaris_read_debug_conf',
  
   gen_require(  
       type polaris_debug_conf_t;  
       type polaris_disk_bootflash_t;  
       type polaris_disk_harddisk_t;  
       type tmp_t;  
   
   )  

read_files_pattern($1, polaris_disk_bootflash_t, polaris_debug_conf_t)
read_files_pattern($1, polaris_disk_harddisk_t, polaris_debug_conf_t)
read_files_pattern($1, tmp_t, polaris_debug_conf_t)
read_lnk_files_pattern($1, tmp_t, polaris_debug_conf_t)
polaris_disk_bootflash_read_link($1)

)


# packages.conf


### <summary>
### Read packages.conf from persistent storage.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
interface('polaris_read_packages_conf',
    gen_require(
        type polaris_packages_conf_t;
        type polaris_disk_bootflash_t;
        type polaris_disk_harddisk_t;
    )
    read_files_pattern($1, polaris_disk_bootflash_t, polaris_packages_conf_t)
    read_files_pattern($1, polaris_disk_harddisk_t, polaris_packages_conf_t)
    )

#######################################
### <summary>
### Manage packages.conf in persistent storage.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
### </param>
#
interface('polaris_manage_packages_conf',
    gen_require(
        type polaris_packages_conf_t;
        type polaris_disk_bootflash_t;
        type polaris_disk_harddisk_t;
    )
    manage_files_pattern($1, polaris_disk_bootflash_t, polaris_packages_conf_t)
    manage_files_pattern($1, polaris_disk_harddisk_t, polaris_packages_conf_t)
    )

#######################################
### <summary>
### Write/read any regular file/directory from varied
### </summary>
### <param name="domain">
### Domain allowed access.
### </summary>
### </param>
# interface('polaris_disk_varied_manage',
        gen_require(
            type polaris_disk_varied_t;
        )
        manage_files_pattern($1, polaris_disk_varied_t, polaris_disk_varied_t)
    )

#######################################
## <summary>
##      read any regular file/directory from /varied
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface('polaris_disk_varied_read',
        gen_require(
            type polaris_disk_varied_t;
        )
        read_files_pattern($1, polaris_disk_varied_t, polaris_disk_varied_t)
        list_dirs_pattern($1, polaris_disk_varied_t, polaris_disk_varied_t)
    )

#######################################
#######################################
## <summary>
##      Search /varied directory
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface('polaris_disk_varied_search',
        gen_require(
            type polaris_disk_varied_t;
        )
        search_dirs_pattern($1, polaris_disk_varied_t, polaris_disk_varied_t)
    )

#######################################
#######################################
## <summary>
##      List/read /varied directory
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_disk_varied_list',``
    gen_require(`
      type polaris_disk_varied_t;
    `)
    list_dirs_pattern($1, polaris_disk_varied_t, polaris_disk_varied_t)
  `)

interface('polaris_core_file_manage',``
    gen_require(`
      type polaris_core_file_t;
    `)
    allow $1 polaris_core_file_t:dir rmdir;
    manage_files_pattern($1, polaris_core_file_t, polaris_core_file_t)

    allow $1 polaris_core_file_t:dir watch;
  `)

interface('polaris_core_file_search',``
    gen_require(`
      type polaris_core_file_t;
    `)
  ``
}
search_dirs_pattern($1, polaris_core_file_t, polaris_core_file_t)
}

### <summary>
### Read/Open/Search polaris_core_file_t dir
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
# interface('polaris_core_file_read',
# gen_require(
#     type polaris_core_file_t;
# )
# allow $1 polaris_core_file_t:dir read;
# getattr_files_pattern($1, polaris_core_file_t, polaris_core_file_t)
#
### <summary>
### Get attrib of bootflash fifo file.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
#
# interface('polaris_disk_bootflash_fifo_file_getattr',
# gen_require(
#     type polaris_disk_bootflash_t;
# )
#getattr_fifo_files_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
#
### <summary>
### Get attrib of bootflash sock file.
### </summary>
### <param name="domain">
### Domain allowed access.
### </param>
## </param>
#
interface(`polaris_disk_bootflash_sock_file_getattr',
    gen_require(`
        type polaris_disk_bootflash_t;
    `)
    setattr_sock_files_pattern($1, polaris_disk_bootflash_t,
        polaris_disk_bootflash_t)
    `)


### <summary>
### Read links of polaris_disk_bootflash_t
### </summary>
### <param name="domain">
###     <summary>
###     Domain allowed access.
###     </summary>
### </param>
#
interface(`polaris_disk_bootflash_read_lnk',
    gen_require(`
        type polaris_disk_bootflash_t;
    `)
    read_lnk_files_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
    `)


### <summary>
### Search polaris_disk_bootflash_t dir
### </summary>
### <param name="domain">
###     <summary>
###     Domain allowed access.
###     </summary>
### </param>
#
interface(`polaris_disk_bootflash_search',
    gen_require(`
        type polaris_disk_bootflash_t;
    `)
    search_dirs_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
    `)


### <summary>
### Write/read any regular file/directory under /csl_p_0/, /csl_p_1,
interface('polaris_disk_csl_manage',
    gen_require(  
        type polaris_disk_csl_p_t;  
        type polaris_disk_csl_s_t;  
  
)  
manage_files_pattern($1, polaris_disk_csl_p_t, polaris_disk_csl_p_t)  
manage_files_pattern($1, polaris_disk_csl_s_t, polaris_disk_csl_s_t)  
read_lnk_files_pattern($1, polaris_disk_csl_p_t, polaris_disk_csl_p_t)  
read_lnk_files_pattern($1, polaris_disk_csl_s_t, polaris_disk_csl_s_t)  
)

interface('polaris_disk_csl_read',
    gen_require(  
        type polaris_disk_csl_p_t;  
        type polaris_disk_csl_s_t;  
  
)  
read_files_pattern($1, polaris_disk_csl_p_t, polaris_disk_csl_p_t)  
read_files_pattern($1, polaris_disk_csl_s_t, polaris_disk_csl_s_t)  
read_lnk_files_pattern($1, polaris_disk_csl_p_t, polaris_disk_csl_p_t)  
read_lnk_files_pattern($1, polaris_disk_csl_s_t, polaris_disk_csl_s_t)  
)
interface('polaris_disk_objstore_manage:',
    gen_require(
        type polaris_disk_objstore_t;
    )
    manage_files_pattern($1, polaris_disk_objstore_t, polaris_disk_objstore_t)
    read_lnk_files_pattern($1, polaris_disk_objstore_t, polaris_disk_objstore_t)
)

interface('polaris_disk_objstore_read:',
    gen_require(
        type polaris_disk_objstore_t;
    )
    read_files_pattern($1, polaris_disk_objstore_t, polaris_disk_objstore_t)
    list_dirs_pattern($1, polaris_disk_objstore_t, polaris_disk_objstore_t)
)

interface('polaris_disk_harddisk_read_lnk:',
    gen_require(
        type polaris_disk_harddisk_t;
    )
    read_lnk_files_pattern($1, polaris_disk_harddisk_t, polaris_disk_harddisk_t)
)

interface('polaris_harddisk_read',
    gen_require(
        type polaris_disk_harddisk_t;
    )
)
type polaris_disk_harddisk_t;
)
read_files_pattern($1, polaris_disk_harddisk_t, polaris_disk_harddisk_t)
list_dirs_pattern($1, polaris_disk_harddisk_t, polaris_disk_harddisk_t)
)

###############################################################################
## <summary>
##      Read bootflash files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_bootflash_read',`
gen_require(`
    type polaris_disk_bootflash_t;
    )
read_files_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
read_lnk_files_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
list_dirs_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
)

###############################################################################
## <summary>
##      Manage bootflash files
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_bootflash_manage',`
gen_require(`
    type polaris_disk_bootflash_t;
    )
manage_files_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
manage_lnk_files_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
manage_dirs_pattern($1, polaris_disk_bootflash_t, polaris_disk_bootflash_t)
')

###############################################################################
## <summary>
##	Create an object in the polaris_disk_bootflash_t directories,
## with a private type using a type transition.
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
## <param name="private type">
## The type of the object to be created.
## </param>
## <param name="object">
## The object class of the object being created.
## </param>
## <param name="name" optional="true">
## The name of the object being created.
## </param>
#
interface('polaris_bootflash_filetrans',
  gen_require(
    type polaris_disk_bootflash_t;
  ')
)

filetrans_pattern($1, polaris_disk_bootflash_t, $2, $3, $4)
')

########################################################################
## Manage bootflash files
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_harddisk_manage',
  gen_require(
    type polaris_disk_harddisk_t;
  ')
)

manage_files_pattern($1, polaris_disk_harddisk_t, polaris_disk_harddisk_t)
manage_lnk_files_pattern($1, polaris_disk_harddisk_t, polaris_disk_harddisk_t)
manage_dirs_pattern($1, polaris_disk_harddisk_t, polaris_disk_harddisk_t)
## <summary>
Create an object in the polaris_disk_harddisk_t directories,
with a private type using a type transition.
</summary>

## <param name="domain">
## Domain allowed access.
## </param>

## <param name="private type">
## The type of the object to be created.
## </param>

## <param name="object">
## The object class of the object being created.
## </param>

## <param name="name" optional="true">
## The name of the object being created.
## </param>

interface(`polaris_harddisk_filetrans',
  gen_require(`
  type polaris_disk_harddisk_t;
  `)
)

filetrans_pattern($1, polaris_disk_harddisk_t, $2, $3, $4)

## <summary>
Getattr of polaris_disk_crashinfo_t (typically /crashinfo
symbolic link and real disk it points to)
</summary>

## <param name="domain">
## Domain allowed access.
## </param>

## </param>

interface('polaris_disk_crashinfo_getattr',
    gen_require(
        type polaris_disk_crashinfo_t;
    )
read_lnk_files_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
getattr_lnk_files_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
getattr_files_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
getattr_dirs_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
)


interface('polaris_disk_crashinfo_manage',
    gen_require(
        type polaris_disk_crashinfo_t;
    )
manage_files_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
manage_lnk_files_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
manage_dirs_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
)

interface('polaris_disk_crashinfo_read_lnk',
    gen_require(
        type polaris_disk_crashinfo_t;
    )
read_lnk_files_pattern($1, polaris_disk_crashinfo_t, polaris_disk_crashinfo_t)
)
### <summary>
## Write/read polaris_disk_license_t files/directories
### </summary>
### <param name="domain">
### <summary>
Domain allowed access.
### </summary>
### </param>
#
interface('polaris_disk_license_manage',`
gen_require(`
    type polaris_disk_license_t;
`)
manage_files_pattern($1, polaris_disk_license_t, polaris_disk_license_t)
manage_lnk_files_pattern($1, polaris_disk_license_t, polaris_disk_license_t)
allow $1 polaris_disk_license_t:file map;
`)

### <summary>
## Read polaris_disk_license_t files/directories
### </summary>
### <param name="domain">
### <summary>
Domain allowed access.
### </summary>
### </param>
#
interface('polaris_disk_license_read',`
gen_require(`
    type polaris_disk_license_t;
`)
read_files_pattern($1, polaris_disk_license_t, polaris_disk_license_t)
read_lnk_files_pattern($1, polaris_disk_license_t, polaris_disk_license_t)
`)

### <summary>
## Get the attributes of an removable filesystem.
### </summary>
### <param name="domain">
### <summary>
Domain allowed access.
### </summary>
### </param>
#
interface('polaris_getattr_removable',
    gen_require(
        type removable_t;
    )
)

allow $1 removable_t:filesystem getattr;
allow $1 removable_t:dir getattr;
')

###################################################################
## <summary>
##      Create, read, write, and delete all removable files.
## </summary>
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_removable_manage',
    gen_require(
        type removable_t;
    )
)
manage_files_pattern($1, removable_t, removable_t)
manage_dirs_pattern($1, removable_t, removable_t)
')

###################################################################
## <summary>
##      read all removable files.
## </summary>
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
interface('polaris_removable_read',
    gen_require(
        type removable_t;
    )
)
read_files_pattern($1, removable_t, removable_t)
list_dirs_pattern($1, removable_t, removable_t)
read_lnk_files_pattern($1, removable_t, removable_t)
')

###################################################################
## <summary>
##      Get the attributes of silent roll partition
##      filesystem.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_getattr_filesystem_disk_ucode',`
  gen_require(`
    type polaris_disk_ucode_t;
  `)
    allow $1 polaris_disk_ucode_t:filesystem getattr;
`)

##############################################################################
## <summary>
##      Get the attributes of an bootflash
##      filesystem.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_getattr_bootflash',`
  gen_require(`
    type polaris_disk_bootflash_t;
  `)
  allow $1 polaris_disk_bootflash_t:filesystem getattr;
`)

##############################################################################
## <summary>
##      Get the attributes of an harddisk
##      filesystem.
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
#
# interface(`polaris_getattr_hdd',`
  gen_require(`
    type polaris_disk_hdd_t;
  `)
  allow $1 polaris_disk_hdd_t:filesystem getattr;
`)

Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 39612
interface('polaris_getattr_harddisk',
    gen_require(
        type polaris_disk_harddisk_t;
    )
)
allow $1 polaris_disk_harddisk_t:filesystem getattr;
)

#########################################################################
## <summary>
## Get the attributes of an harddisk file.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
#
interface('polaris_getattr_file_harddisk',
    gen_require(
        type polaris_disk_harddisk_t;
    )
    getattr_files_pattern($1, polaris_disk_harddisk_t, polaris_disk_harddisk_t)
)
#########################################################################
## <summary>
## Watch persistent file or directories
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
##<rolebase/>
#
interface('polaris_persistent_watch',
    gen_require(
        attribute polaris_disk;
    )
    allow $1 polaris_disk: {dir file } watch;
)

#########################################################################
## <summary>
## Create an object in the polaris_disk_crashinfo_t directories,
## with a private type using a type transition.
## <summary>
## Domain allowed access.
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
## <param name="private type">
## <summary>
## The type of the object to be created.
## </summary>
## </param>
## <param name="object">
## <summary>
## The object class of the object being created.
## </summary>
## </param>
## <param name="name" optional="true">
## <summary>
## The name of the object being created.
## </summary>
## </param>

#
interface('polaris_crashinfo_filetrans',
    gen_require(''
        type polaris_disk_crashinfo_t;
    '))

    filetrans_pattern($1, polaris_disk_crashinfo_t, $2, $3, $4)
)

####################################################################
## <summary>
## Get the attributes of an polaris_disk_config_t file or directory.
## </summary>
## <param name="domain">
## <summary>
## Domain allowed access.
## </summary>
## </param>
#
interface('polaris_getattr_disk_config',
    gen_require(''
        type polaris_disk_config_t;
    '))
    setattr_files_pattern($1, polaris_disk_config_t, polaris_disk_config_t)
    setattr_dirs_pattern($1, polaris_disk_config_t, polaris_disk_config_t)
)
Create an object in the polaris_disk_config_t directories, with a private type using a type transition.

## <summary>
## Domain allowed access.
## </summary>

## <param name="domain">
## Domain allowed access.
## </param>

## <param name="private type">
## The type of the object to be created.
## </param>

## <param name="object">
## The object class of the object being created.
## </param>

## <param name="name" optional="true">
## The name of the object being created.
## </param>

interface(`polaris_disk_config_filetrans',
gen_require(`
type polaris_disk_config_t;
')
filetrans_pattern($1, polaris_disk_config_t, $2, $3, $4)
')

## Manage bootflash files mmap

## <param name="domain">
## Domain allowed access.
## </param>

# interface(`polaris_bootflash_files_mmap',
gen_require(`
type polaris_disk_bootflash_t;
')
policy_module(polarisjvm, 1.0);

gen_require(
    type polaris_jvm_t;
)

# access /etc/passwd
auth_use_nsswitch(polaris_jvm_t)

# java through posix_sysconf accesses /sys/devices/system/cpu
# to get number of CPUs
dev_read_sysfs(polaris_jvm_t)

# checks whether IPV6 is configured accessing /proc/pid/net/if_inet6
kernel_read_network_state(polaris_jvm_t)

# handling ~/.oracle_jre_usage
files_type(polaris_jvm_home_t)
gen_require(
    type user_home_dir_t;
)
filetrans_pattern(polaris_jvm_t, user_home_dir_t, polaris_jvm_home_t, dir, ".oracle_jre_usage")
manage_dirs_pattern(polaris_jvm_t, user_home_dir_t, polaris_jvm_home_t)
manage_files_pattern(polaris_jvm_t, polaris_jvm_home_t, polaris_jvm_home_t)

# handling /tmp/hsperfdata_root
files_type(polaris_jvm_tmp_t)
gen_require(
    type tmp_t;
)
files_tmp_filetrans(polaris_jvm_t, polaris_jvm_tmp_t, dir, "hsperfdata_root")
manage_dirs_pattern(polaris_jvm_t, tmp_t, polaris_jvm_tmp_t)
manage_files_pattern(polaris_jvm_t, polaris_jvm_tmp_t, polaris_jvm_tmp_t)
mmap_files_pattern(polaris_jvm_t, polaris_jvm_tmp_t, polaris_jvm_tmp_t)

# listen on 9093 websocket tcp port
corenets_tcp_bind_polaris_poljvm_websocket_port(polaris_jvm_t)
corenets_tcp_bind_generic_node(polaris_jvm_t)
allow polaris_jvm_t self:tcp_socket create_stream_socket_perms;

# java uses jit and needs executable anonymous mapping
allow polaris_jvm_t self:process execmem;

# Allow JDK access to read cpu and memory utilization data on start up
gen_require(
  type proc_t;
')

allow polaris_jvm_t proc_t:file { getattr open read };
fs_read_cgroup_files(polaris_jvm_t)
fs_search_cgroup_dirs(polaris_jvm_t)

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.10/selinux-tar/selinux/polarisjvm.te
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#
# March 2017, Victor Kamensky
#
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#

## <summary>Polaris plogd Policy Rules.</summary>

Found in path(s):
  * /opt/cola/permits/1103963160_1615183271.10/selinux-tar/selinux/polarisplogd.if
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#

## <summary>Polaris hm Policy Rules.</summary>

##############################################################################
## <summary>
## Write into fifo file created by hman, typical case when
## hman starts script under popen.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolecap/>

interface('polaris_hman_use_fifo',
    gen_require('type polaris_hm_t;
    ')
    write_fifo_files_pattern($1, polaris_hm_t, polaris_hm_t)
')

## <summary>
## Read tmp files created by hman. I.e /tmp/myhostname.
## </summary>
## <param name="domain">
## Domain allowed access.
## </param>
## <rolecap/>

interface('polaris_hm_tmp_read',
    gen_require('type polaris_hm_tmp_t;
    ')
    read_files_pattern($1, polaris_hm_tmp_t, polaris_hm_tmp_t)
')

## <summary>
## Execute pkg_summary.sh in its own domain
## </summary>
## <param name="domain">
## Domain allowed access.
## </summary>
## <rolecap/>
# interface('polaris_pkg_summary_domtrans',
    gen_require(
        type polaris_pkg_summary_t;
        type polaris_pkg_summary_exec_t;
    ')

corecmd_search_bin($1)
domtrans_pattern($1, polaris_pkg_summary_exec_t, polaris_pkg_summary_t)
')

########################################################################
## <summary>
##      Execute pkg_to_tree.sh in its own domain
## </summary>
## <param name="domain">
##      <summary>
##      Domain allowed access.
##      </summary>
## </param>
## <rolecap/>
#
interface('polaris_pkg_to_tree_domtrans',
    gen_require(
        type polaris_pkg_to_tree_t;
        type polaris_pkg_to_tree_exec_t;
    ')

corecmd_search_bin($1)
domtrans_pattern($1, polaris_pkg_to_tree_exec_t, polaris_pkg_to_tree_t)
')

########################################################################
## <summary>
##	Execute hman in the polaris_cli_fs_cmds domain.
## </summary>
## <param name="domain">
##	<summary>
##	Domain allowed to transition.
##	</summary>
## </param>
#
interface('polaris_cli_fs_cmds_domtrans',
    gen_require(
        type polaris_cli_fs_cmds_t, polaris_cli_fs_cmds_exec_t;
    ')
corecmd_search_bin($1)
domtrans_pattern($1, polaris_cli_fs_cmds_exec_t, polaris_cli_fs_cmds_t)
')

#########################################################
## <summary>
##  Read file /tmp/pkg_summary.txt file
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_pkg_summary_tmp_read',
    gen_require(
        type polaris_pkg_summary_tmp_t;
    ')
    read_files_pattern($1, polaris_pkg_summary_tmp_t, polaris_pkg_summary_tmp_t)
')

#########################################################
## <summary>
##  read the contents of /tmp/show_provision_temp
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_show_provision_temp_read',
    gen_require(
        type polaris_show_provision_tmp_t;
    ')
    read_files_pattern($1, polaris_show_provision_tmp_t, polaris_show_provision_tmp_t)
')

#########################################################
## <summary>
##  manage the contents of /tmp/show_provision_temp
## </summary>
## <param name="domain">
##   <summary>
##   Domain allowed access.
##   </summary>
## </param>
#
interface('polaris_show_provision_temp_manage',

gen_require(c
    type polaris_show_provision_tmp_t;
  )
manage_files_pattern($1, polaris_show_provision_tmp_t, polaris_show_provision_tmp_t)
manage_lnk_files_pattern($1, polaris_show_provision_tmp_t, polaris_show_provision_tmp_t)
manage_dirs_pattern($1, polaris_show_provision_tmp_t, polaris_show_provision_tmp_t)
files_tmp_filetrans($1, polaris_show_provision_tmp_t, { file dir })

')

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarishm.if
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#
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#
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#

policy_module(polarispsvp, 1.0);
polaris_process_domain_template(psvp)

# transition to pman domain, once pman is invoked by psvp
polaris_pman_domtrans(polaris_psvp_t)
# transition to pvp domain, once pvp is invoked by psvp
polaris_pvp_domtrans(polaris_psvp_t)
corecmd_exec_bin(polaris_psvp_t)
corecmd_exec_shell(polaris_psvp_t)

# can execute process in polaris domain
polaris_exec(polaris_psvp_t)

# LOOK AT ME start-stop-daemon from busy box iterates all
# /proc/<pid> directories and reads /proc/<pid>/cmdline
# /proc/<pid>/exe. Le it need quite a bit of priviledges
domain_read_all_domains_state(polaris_psvp_t)

# another issue of running busybox start-stop-daemon under
# psvp.t label
# type=AVC msg=audit(1480527500.482:46): avc: denied { sys_ptrace } for pid=14853 comm="start-stop-daem"
capability=19 scontext=system_u:system_r:polaris_psvp_t:s0 tcontext=system_u:system_r:polaris_psvp_t:s0
tclass=capability
allow polaris_psvp_t self:capability sys_ptrace;
# allow to read /proc/meminfo
kernel_read_system_state(polaris_psvp_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_psvp_t)

# run ldd, which in turns execve "ld.so --verify"
libs_exec_ld_so(polaris_psvp_t)

# work with /tmp files
type polaris_psvp_tmp_t;
files_tmp_file(polaris_psvp_tmp_t)
manage_dirs_pattern(polaris_psvp_t, tmp_t, polaris_psvp_tmp_t)
manage_files_pattern(polaris_psvp_t, polaris_psvp_tmp_t, polaris_psvp_tmp_t)
manage_fifo_files_pattern(polaris_psvp_t, polaris_psvp_tmp_t, polaris_psvp_tmp_t)
files_tmp_filetrans(polaris_psvp_t, polaris_psvp_tmp_t, { file dir })
filetrans_pattern(domain, tmp_t, polaris_psvp_tmp_t, dir, "psvp")

ifdef(`ngwc_family',`
# also need to be able to ls /tmp/ufs/ on ngwc
optional_policy(`
polaris_ncd_tmp_read(polaris_psvp_t)
')
')

# note split entry another psvp capability listed above
allow polaris_psvp_t self:capability sys_resource;

polaris_pvp_getattrs_tmp_dirs(polaris_psvp_t)
dmidecode_domtrans(polaris_psvp_t)
polaris_btrace_data_manage(polaris_psvp_t)
polaris_chasfs_manage(polaris_psvp_t)
polaris_cpld_read(polaris_psvp_t)
polaris_cpld_write(polaris_psvp_t)
polaris_monbifo_tmp_read(polaris_psvp_t)
polaris_ddldb_list_dirs(polaris_psvp_t)
polaris_boot_tmp_read(polaris_psvp_t)
polaris_disk_crashinfo_getattr(polaris_psvp_t)
polaris_flashlib_read(polaris_psvp_t)
polaris_read_debug_conf(polaris_psvp_t)

allow polaris_psvp_t self:capability dac_override;

# watch /tmp/sai/psvp
allow polaris_psvp_t polaris_psvp_tmp_t:dir watch;
# creates /tmp/sai/pvp/rp/run_stg2
polaris_pvp_manage_tmp_files(polaris_psvp_t)

# Allow /tmp/ufs/bootflash & /tmp/ufs/harddisk read access
ifdef(`vwlc_platform',`
optional_policy(`
polaris_ncd_tmp_read(polaris_psvp_t)
')
')

# permissions during shutdown
polaris_pvp_manage_tmp_files(polaris_psvp_t);

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarispsvp.te
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#
# October 2019, Patrick O'Halloran
#
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#

policy_module(polariscrft, 1.0);

########################################################################
# CRFT policy
########################################################################
gen_require(`
  attribute domain;
  attribute polaris_extended_domain;
')

# persistent CRFT files stored under crft_data
type polaris_crft_data_t;
files_type(polaris_crft_data_t)

# allow crft data file reside on persistent storage
polaris_pfile_type(polaris_crft_data_t)

attribute polaris_crft_data_domain;

typeattribute polaris_crft_data_t polaris_crft_data_domain;

# Start of mcp_crft_request context elements
polaris_utility_domain_template(crft_request)
# smand calls the mcp_crf_request.sh in bexec context
polaris_bexecute_domtrans(polaris_crf_request_t)
polaris_bexecute_domain(polaris_crf_request_t, polaris_crf_request_exec_t)

# read the cpld information
polaris_cpld_read(polaris_crf_request_t)

# dev/pty access as part of bexec operations
telnet_use_ptys(polaris_crf_request_t)

# filesystem attributes for df /
fs_getattr_xattr_fs(polaris_crf_request_t)

# btrace used in script uses these
polaris_btrace_tmppub_manage(polaris_crf_request_t)
polaris_use_btrace_fifo(polaris_crf_request_t)

# read /proc/rmonbifo files such as env_var.sh
polaris_rmonbifo_tmpp_read(polaris_crf_request_t)

# read /tmp/sw/boot/base_pkg
polaris_boot_tmp_manage(polaris_crf_request_t)

# ufs information captured by the chasfs utils
ifdef(`ngwc_family',`
optional_policy(`
polaris_ncd_tmpp_manage(polaris_crf_request_t)
`')
')
# scripts read /proc/cmdline
kernel_read_system_state(polaris_crf_request_t)

# ping the vrf
netutils_domtrans_ping(polaris_crf_request_t)
sysnet_domtrans_ifconfig(polaris_crf_request_t)

# rsync operations for members and standby rps
gen_require(`
    type rsync_exec_t;
    type rsync_port_t;
')
allow polaris_crf_request_t rsync_exec_t:file { execute execute_no_trans getattr map open read };
allow polaris_crf_request_t rsync_port_t:tcp_socket name_connect;

# access to /etc/hosts for rp/members information
gen_require(`
    type net_conf_t;
')
files_etc_filetrans(polaris_crft_request_t, net_conf_t, file, "hosts")
auth_use_nsswitch(polaris_crft_request_t)

# execute the bash script
corecmd_exec_bin(polaris_crft_request_t)

# net namespace filesystem
fs_read_nsfs_files(polaris_crft_request_t)
polaris_chasfs_manage(polaris_crft_request_t)

# script also accesses the persistent files from crft
polaris_persistent_manage(polaris_crft_request_t)
polaris_crft_data_manage_all(polaris_crft_request_t)

# ping operations via ip netns
gen_require(
    type ifconfig_t;
')
netutils_domtrans_ping(ifconfig_t)

# Curl accesses from IoT boxes like petra/sparrow
gen_require(
    type polaris_curl_t;
    type polaris_iosd_t;
')
allow polaris_curl_t polaris_crft_request_t:process sigchld;

# handle mktemp creation and cleanup
files_manage_generic_tmp_dirs(polaris_crft_request_t)
allow polaris_crft_request_t self:capability sys_resource;

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscrft.te
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#
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#

policy_module(polaristamdrp, 1.0);

gen_require(
    type polaris_tamd_rp_t;
')
polaris_btrace_data_manage(polaris_tamd_rp_t)
polaris_crft_data_manage(polaris_tamd_rp_t)
polaris_chasfs_manage(polaris_tamd_rp_t)
polaris_tdlresolve_read(polaris_tamd_rp_t)
polaris_tdlldb_list_dirs(polaris_tamd_rp_t)
polaris_flashlib_read(polaris_tamd_rp_t)
logging_send_syslog_msg(polaris_tamd_rp_t)

# allow read of /etc/passwd
auth_use_nsswitch(polaris_tamd_rp_t)

polaris_cpld_read(polaris_tamd_rp_t)
polaris_cpld_write(polaris_tamd_rp_t)

polaris_quack_dev_use(polaris_tamd_rp_t)

# tmp file for udi authentication
type polaris_tamd_rp_tmp_t;
files_tmp_file(polaris_tamd_rp_tmp_t);
files_tmp_filetrans(polaris_tamd_rp_t, polaris_tamd_rp_tmp_t, file, "tam_uid_validation")
manage_files_pattern(polaris_tamd_rp_t, polaris_tamd_rp_tmp_t, polaris_tamd_rp_tmp_t)
polaris_cm_rp_tmp_manage(polaris_tamd_rp_t)

# hybrid tam needs access to /objstore/.swtam
gen_require(''
    type polaris_disk_objstore_t;
    type root_t;
')
filetrans_pattern(polaris_tamd_rp_t, root_t, polaris_disk_objstore_t, dir, "objstore")
manage_dirs_pattern(polaris_tamd_rp_t, polaris_disk_objstore_t, polaris_disk_objstore_t)
polaris_disk_objstore_manage(polaris_tamd_rp_t)

# need access to dash fpga to read/write TAM
optional_policy(''
    polaris_dash_dev_use(polaris_tamd_rp_t)
')

#access to /dev/dash_fpga device on fugazi platform
ifdef('fugazi_platform','
    polaris_dash_dev_mcp_use(polaris_tamd_rp_t)
')

allow polaris_tamd_rp_t self:capability net_admin;

# LOOK AT ME tamd_rp needs shell access to do something like this
# sh -c "echo 0x04 > /sys/devices/platform/cpld/reg_rp_reset_control"
# need to rework into simple open,write,close
corecmd_exec_shell(polaris_tamd_rp_t)
# LOOK AT ME access should be restricted after /flash/dummy_check is removed, 
# which is tracked under CSCVh68866. Allow access to bootflash till then.
polaris_bootflash_read(polaris_tamd_rp_t)

optional_policy(
    # Allow /dev/dmammap access
    polaris_dmammap_dev_use(polaris_tamd_rp_t)
)

# LOOK AT ME: /dev/mem access restriction
polaris_dev_mem_use(polaris_tamd_rp_t)

optional_policy(
    polaris_ngwc_shm_manage(polaris_tamd_rp_t)
)

optional_policy(
    polaris_remap_mem_dev_use(polaris_tamd_rp_t)
)

polaris_cpld_dev_use(polaris_tamd_rp_t)

optional_policy(
    # allow access to /sys/devices/virtual/misc/gpio/gpio_out_assert
    polaris_ggpio_dev_read_write(polaris_tamd_rp_t)
)

optional_policy(
    polaris_quake_i2c_manage(polaris_tamd_rp_t)
)

# /dev/aikido access
polaris_aikido_dev_use(polaris_tamd_rp_t)

# tamlib debug file access
polaris_tamlib_dbg_file_manage(polaris_tamd_rp_t)

# tam gpio sysfs access
optional_policy(
    dev_rw_sysfs(polaris_tamd_rp_t)
)

ifdef(`petra_platform`,
    #allow access to /dev/i2c-0 for hash value
    polaris_i2c_use(polaris_tamd_rp_t)
)
Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polaristamdrp.te
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/usr/bin/os/conf/sort_files_by_inode.sh -- gen_context(system_u:object_r:polaris_sort_files_exec_t,s0)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polarissortfiles.fc
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policy_module(polariscedgestart, 1.0);

gen_require(
    type polaris_cedge_start_t;
    )

polaris_chasfs_manage(polaris_cedge_start_t)
polaris_boot_tmp_read(polaris_cedge_start_t)
polaris_bootflash_manage(polaris_cedge_start_t)
polaris_cpld_read(polaris_cedge_start_t)
polaris_flashlib_read(polaris_cedge_start_t)
polaris_rmonbifo_tmp_read(polaris_cedge_start_t)
polaris_btrace_tmppub_read(polaris_cedge_start_t)

# needed by install_util.sh
polaris_read_packages_conf(polaris_cedge_start_t)

corecmd_exec_bin(polaris_cedge_start_t)
corecmd_exec_shell(polaris_cedge_start_t)
auth_use_nsswitch(polaris_cedge_start_t)
polaris_dmi_ports_fetch_domtrans(polaris_cedge_start_t)

# runs ps -C cfgmgr -o pid=

---

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# ps needs access to proc_t
kernel_read_system_state(polaris_cedge_start_t)

# ps needs access to state of all domains
domain_read_all_domains_state(polaris_cedge_start_t)

# "ps" needs read access to /sys/devices/system/cpu/online
# "ps" needs read access to /proc/uptime
dev_read_sysfs(polaris_cedge_start_t)

# runs vip-confd-startup.sh needs transition into polaris_confd_t domain
polaris_confd_domtrans(polaris_cedge_start_t)

# runs systemctl start logrotate.service
systemd_exec_systemctl(polaris_cedge_start_t)

# manage /etc/viptela
polaris_cedge_etc_manage(polaris_cedge_start_t)

# runs install_assist.sh
polaris_install_engine_domtrans(polaris_cedge_start_t)

# write /bootflash/installer/images/pkg_boot_17.3.01/version
polaris_disk_install_manage(polaris_cedge_start_t)
gen_require(
    type polaris_disk_install_t;
')

# du -s /bootflash/installer/images/pkg_boot_17.3.01/confd0/cdb
allow polaris_cedge_start_t polaris_disk_install_t:filesystem getattr;

# chown -R binos /bootflash/sdwan
fs_getattr_xattr_fs(polaris_cedge_start_t)
allow polaris_cedge_start_t self:capability { chown fowner net_admin };

# PLEASE LOOK AT ME cedge_start.sh modifies set of directories that
# are supposed to be read only, like usr_t, etc_t, root_t
files_rw_usr_dirs(polaris_cedge_start_t)
gen_require(
    type usr_t;
')
manage_link_files_pattern(polaris_cedge_start_t, usr_t, usr_t)
libs_manage_lib_dirs(polaris_cedge_start_t)
gen_require(
    type lib_t;
')
manage_link_files_pattern(polaris_cedge_start_t, lib_t, lib_t)
files_manage_etc_symlinks(polaris_cedge_start_t)
files_manage_var_symlinks(polaris_cedge_start_t)
# creates /home directory in root
gen_require(
    type root_t;
')
manage_dirs_pattern(polaris_cedge_start_t, root_t, root_t)
manage_lnk_files_pattern(polaris_cedge_start_t, root_t, root_t)
# creates /var/log/sdwan
gen_require(' 
    type var_log_t;
')
manage_dirs_pattern(polaris_cedge_start_t, var_log_t, var_log_t)
manage_lnk_files_pattern(polaris_cedge_start_t, var_log_t, var_log_t)
corecmd_manage_bin_files(polaris_cedge_start_t)
# PLEASE LOOK AT ME copy unit files into /lib/systemd/system
# cp /tmp/sw/rp/0/0/rp_daemons/mount/lib/systemd/system/logrotate.service /lib/systemd/system
gen_require(' 
    type systemd_unit_file_t;
')
read_lnk_files_pattern(polaris_cedge_start_t, systemd_unit_file_t, systemd_unit_file_t)
# PLEASE LOOK AT ME need to have separate label for logrotate.service
# allow only to start if, do it once copy of logrotate.service is fixed
systemd_config_generic_services(polaris_cedge_start_t)
init_start(polaris_cedge_start_t)
# creates /var/log/confd
polaris_confd_var_log_manage(polaris_cedge_start_t)
# executes touch /etc/resolv.conf for case when it is missing
# check create_etc_resolv_conf make sure that it becomes net_conf_t
gen_require(' 
    type net_conf_t;
')
files_etc_filetrans(polaris_cedge_start_t, net_conf_t, file, "resolv.conf")
sysnet_create_config(polaris_cedge_start_t)
sysnet_write_config(polaris_cedge_start_t)
# creates /var/confd0 when box boots with startup config disabled
polaris_confd_var_filetrans(polaris_cedge_start_t, dir, "confd0")
polaris_confd_var_dir_manage(polaris_cedge_start_t)

# During controller-mode enablement/bringup,
# viptela scripts are not loaded as part of the base packages.
# viptela-start.sh script takes care of creating these references.
# It creates softlink copies them as below to desired location depending on the packaging (mono vs subpackage).
# "cp PKG_PATH/lib/systemd/system/logrotate.service /lib/systemd/system"
# Below policy statement allow copy access needed for viptela-logrotate.sh
# for updating /lib/systemd/system and /usr/binos/conf path
write_files_pattern(polaris_cedge_start_t, systemd_unit_file_t, systemd_unit_file_t)

# While creating soflink as below
# "ln -sf SPKG_PATH/usr/binos/conf/viptela-logrotate.sh /usr/binos/conf/viptela-logrotate.sh"
# As the ln command tries to create the new link, it removes the already existing link.
# ln deletes the file associated with the path name if this path name is the last link to the file.
# If ln can't get rid of the conflicting path name, it does not attempt to establish the new link.
# If ln successfully removes the conflicting path name, it then establishes the link.
# delete file permissions are hence needed for ln command to perform unlinking previous link
files_delete_etc_files(polaris_cedge_start_t)

# During cEdge upgrade, viptela-start.sh needs permissions to maintain the
# state of roll back timer in /bootflash/.rollback_timer/*
polaris_rbtimer_bootflash_manage(polaris_cedge_start_t)

#Nutella-XE - Vedge image install
#!/bin/bash /tmp/sw/rp/0/0/rp_security/mount/usr/binos/conf/viptela-start.sh
mount_domtrans(polaris_cedge_start_t)

Found in path(s):
* /opt/cola/permits/1103963160_1615183271.1/0/selinux-tar/selinux/polariscedgestart.te

1.3051 pciutils 3.7.0-1.el8

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* /opt/cola/permits/1262699138_1643432297.84/0/netty-transport-native-epoll-4-1-38-final-sources-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /opt/cola/permits/1262699138_1643432297.84/0/netty-transport-native-epoll-4-1-38-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1262699138_1643432297.84/0/netty-transport-native-epoll-4-1-38-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
* /opt/cola/permits/1262699138_1643432297.84/0/netty-transport-native-epoll-4-1-38-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
* /opt/cola/permits/1262699138_1643432297.84/0/netty-transport-native-epoll-4-1-38-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /opt/cola/permits/1262699138_1643432297.84/0/netty-transport-native-epoll-4-1-38-final-sources-jar/io/netty/channel/AbstractEpollChannel.java
* /opt/cola/permits/1262699138_1643432297.84/0/netty-transport-native-epoll-4-1-38-final-sources-jar/io/netty/channel/EpollChannelOption.java
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 * Set the { code TCP_MD5SIG } option on the socket. See { code linux/tcp.h } for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */

/**
 * Set the { code TCP_QUICKACK } option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

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 * Set the [code TCP_MD5SIG] option on the socket. See [code linux/tcp.h] for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */

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1.3053 wso2-carbon-mediation-configadmin-stub 4.6.105

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1.3061 jetty-util 9.4.20.v20190813

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle
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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions. http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.
org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.3063 ring-json 0.3.1
# Ring-JSON


Standard Ring middleware functions for handling JSON requests and responses.

## Installation

To install, add the following to your project `:dependencies`:

```
[ring/ring-json "0.3.1"]
```

## Usage

The `wrap-json-response` middleware will convert any response with a collection as a body (e.g. map, vector, set, seq, etc) into JSON:

```
clojure
(use [ring.middleware.json :only [wrap-json-response]]
  [ring.util.response :only [response]])

defn handler [request]
  (response {:foo "bar"})

def app
  (wrap-json-response handler)
```

The `wrap-json-body` middleware will parse the body of any request with a JSON content-type into a Clojure data structure:

```
clojure
(use [ring.middleware.json :only [wrap-json-body]]
  [ring.util.response :only [response]])

defn handler [request]
  (prn (get-in request [:body "user"]))
  (response "Uploaded user.")

def app
  (wrap-json-body handler {:keywords? true :bigdecimals? true})
```

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The `wrap-json-params` middleware will parse any request with a JSON content-type and body and merge the resulting parameters into a params map:

```clojure
(use '[ring.middleware.json :only [wrap-json-params]]
     [ring.util.response :only [response]])

(defn handler [request]
  (prn (get-in request [:params "user"]))
  (response "Uploaded user.")
)

(def app
  (wrap-json-params handler))
```

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(defproject ring/ring-json "0.3.1"
  :description "Ring middleware for handling JSON"
  :url "https://github.com/ring-clojure/ring-json"
  :license {:name "The MIT License" :url "http://opensource.org/licenses/MIT"}
  :dependencies [[org.clojure/clojure "1.3.0"]
                  [cheshire "5.3.1"]
                  [ring/ring-core "1.2.2"]]
  :profiles
  [:1.4 [:dependencies [[org.clojure/clojure "1.4.0"]]]
   :1.5 [:dependencies [[org.clojure/clojure "1.5.1"]]]
   :1.6 [:dependencies [[org.clojure/clojure "1.6.0"]]]])

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Found in path(s):
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/META-INF/maven/org.jline/jline-terminal/pom.xml

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auto_left_margin, bw, bw
auto_right_margin, am, am
back_color_erase, bce, ut
can_change, ccc, cc
ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smso, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms
needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc, NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i
row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
xon_xoff, xon, xo
columns, cols, co
init_tabs, it, it
label_height, lh, lh
label_width, lw, lw
lines, lines, li
lines_of_memory, lm, lm
magic_cookie_glitch, xmc, sg
max_attributes, ma, ma
max_colors, colors, Co
max_pairs, pairs, pa
maximum_windows, wnum, MW
no_color_video, ncv, NC
num_labels, nlab, Nl
padding_baud_rate, pb, pb
virtual_terminal, vt, vt
width_status_line, wsl, ws
bit_image_entwining, bitwin, Yo
bit_image_type, bitype, Yp
buffer_capacity, bufsz, Ya
buttons, btns, BT
dot_horz_spacing, spinh, Yc
dot_vert_spacing, spinv, Yb
max_micro_address, maddr, Yd
max_micro_jump, mjump, Ye
micro_col_size, mcs, Yf
micro_line_size, mls, Yg
number_of_pins, npins, Yh
output_res_char, orc, Yi
output_res_horz_inch, orhi, Yk
output_res_line, orl, Yj
output_res_vert_inch, orvi, Yl
print_rate, cps, Ym
wide_char_size, widcs, Yn
acs_chars, acsc, ac
back_tab, cbt, bt
bell, bel, bl
carriage_return, cr, cr
change_char_pitch, cpi, ZA
change_line_pitch, lpi, ZB
change_res_horz, chr, ZC
change_res_vert, cvr, ZD
change_scroll_region, csr, cs
char_padding, rmp, rP
clear_all_tabs, tbc, ct
clear_margins, mgc, MC
clear_screen, clear, cl
clr_bol, e11, cb
clr_eol, el, ce
clr_eos, ed, cd
column_address, hpa, ch
command_character, cmdch, CC
create_window, cwin, CW
cursor_address, cup, cm
cursor_down, cud1, do
cursor_home, home, ho
exit_insert_mode, rmir, ei
exit_italics_mode, ritm, ZR
exit_leftward_mode, rlm, ZS
exit_micro_mode, rmicm, ZT
exit_shadow_mode, rshm, ZU
exit_standout_mode, rmso, se
exit_subscript_mode, rsubm, ZV
exit_superscript_mode, rsupm, ZW
exit_underline_mode, rmul, ue
exit_upward_mode, rum, ZX
exit_xon_mode, rmxon, RX
fixed_pause, pause, PA
flash_hook, hook, fh
flash_screen, flash, vb
form_feed, ff, ff
from_status_line, fsl, fs
goto_window, wingo, WG
hangup, hup, HU
init_1string, is1, i1
init_2string, is2, is
init_3string, is3, i3
init_file, if, if
init_prog, iprog, iP
initialize_color, initc, Ic
initialize_pair, initp, Ip
insert_character, ich1, ic
insert_line, il1, al
insert_padding, ip, ip
key_a1, ka1, K1
key_a3, ka3, K3
key_b2, kb2, K2
key_backspace, kbs, kb
key_beg, kbeg, @1
key_btab, kcbt, kB
key_c1, kc1, K4
key_c3, kc3, K5
key_cancel, kcan, @2
key_catab, ktbc, ka
key_clear, kclr, kC
key_close, kclo, @3
key_command, kcmd, @4
key_copy, kcpy, @5
key_create, kcret, @6
key_cctab, kctab, kt
key_dc, kdch1, kD
key_dl, kdl1, kL
key_down, kcud1, kd
key_ec, krmir, KM
key_f48, kf48, Fc
key_f49, kf49, Fd
key_f5, kf5, k5
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key_f51, kf51, Ff
key_f52, kf52, Fg
key_f53, kf53, Fh
key_f54, kf54, Fi
key_f55, kf55, Fj
key_f56, kf56, Fk
key_f57, kf57, Fl
key_f58, kf58, Fm
key_f59, kf59, Fn
key_f6, kf6, k6
key_f60, kf60, Fo
key_f61, kf61, Fp
key_f62, kf62, Fq
key_f63, kf63, Fr
key_f7, kf7, k7
key_f8, kf8, k8
key_f9, kf9, k9
key_find, kfnd, @0
key_help, khlp, %1
key_home, khome, kh
key_ic, kich1, kI
key_il, kil1, kA
key_left, kcub1, kl
key_ll, kll, kH
key_mark, kmrk, %2
key_message, kmsg, %3
key_move, kmov, %4
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key_options, kopt, %7
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key_previous, kprv, %8
key_print, kprt, %9
key_redo, krdo, %0
key_reference, kref, &1
key_refresh, krfr, &2
key_replace, krpl, &3
key_restart, krst, &4
key_resume, kres, &5
key_right, kcuf1, kr
key_save, ksav, &6
key_sbeg, kBEG, &9
key_scancel, kCAN, &0
key_scommand, kCMD, *1
key_scopy, kCPY, *2
key_screate, kCRT, *3
key_sdc, kDC, *4
key_sdl, kDL, *5
key_select, kslt, *6
key_send, kEND, *7
key_seol, kEOL, *8
key_sexit, kEXT, *9
key_sf, kind, kF
key_sfind, kFND, *0
key_shelp, kHLP, #1
key_shome, kHOM, #2
key_sic, kIC, #3
key_sleft, kLFT, #4
key_smmessage, kMSG, %a
key_smove, kMOV, %b
key_snext, kNXT, %c
key_soptions, kOPT, %d
key_sprevious, kPRV, %e
key_sprint, kPRT, %f
key_sr, kri, kR
key_sredo, kRDO, %g
key_sreplace, kRPL, %h
key_sright, kRIT, %i
key_srsume, kRES, %j
key_ssave, kSAV, !1
key_ssuspend, kSPD, !2
key_stab, khts, kT
key_sundo, kUND, !3
key_suspend, kspd, &7
key_undo, kund, &8
key_up, kcuu1, ku
keypad_local, rmkx, ke
keypad_xmit, smkx, ks
lab_f0, lf0, 10
lab_f1, lf1, 11
lab_f10, lf10, la
lab_f2, lf2, 12
lab_f3, lf3, 13
lab_f4, lf4, 14
lab_f5, lf5, 15
lab_f6, lf6, 16
lab_f7, lf7, 17
lab_f8, lf8, 18
lab_f9, lf9, 19
label_format, fln, Lf
label_off, rmln, LF
label_on, smln, LO
meta_off, rmn, mo
meta_on, smm, mm
micro_column_address, mhpa, ZY
micro_down, mcdn1, ZZ
micro_left, mcbl1, Za
micro_right, mcbr1, Zb
micro_row_address, mvpa, Zc
micro_up, mcuu1, Zd
newline, nel, nw
order_of_pins, porder, Ze
orig_colors, ocl, oc
orig_pair, op, op
pad_char, pad, pc
parm_dch, dch, DC
parm_delete_line, dl, DL
parm_down_cursor, cud, DO
parm_down_micro, mcud, Zf
parm_ich, ich, IC
parm_index, indn, SF
parm_insert_line, il, AL
parm_left_cursor, cub, LE
parm_left_micro, mcbl, Zg
parm_right_cursor, cur, RI
parm_right_micro, mcbr, Zh
parm_rindex, rin, SR
parm_up_cursor, cuu, UP
parm_up_micro, mcuu, Zd
pkey_key, pfkey, pk
pkey_local, pfloc, pl
pkey_xmit, pfxt, px
plab_norm, pln, pn
print_screen, mc0, ps
prtr_non, mc5p, pO
prtr_off, mc4, pf
prtr_on, mc5, po
pulse, pulse, PU
quick_dial, qdial, QD
remove_clock, rmclk, RC
repeat_char, rep, rp
req_for_input, rfi, RF
reset_1string, rs1, r1
reset_2string, rs2, r2
reset_3string, rs3, r3
reset_file, rf, rf
restore_cursor, rc, rc
row_address, vpa, cv
save_cursor, sc, sc
char_set_names, csnm, Zy
code_set_init, csin, ci
color_names, colornm, Yw
define_bit_image_region, defbi, Yx
device_type, devt, dv
display_pc_char, dispc, S1
end_bit_image_region, endbi, Yy
enter_pc_charset_mode, smpch, S2
enter_scancode_mode, smsc, S4
exit_pc_charset_mode, rmpch, S3
exit_scancode_mode, rmsec, S5
get_mouse, getm, Gm
key_mouse, kmous, Km
mouse_info, minfo, Mi
pc_term_options, pctrm, S6
pkey_plab, pfsl, xl
req_mouse_pos, reqmp, RQ
scancode_escape, scesc, S7
set0_des_seq, s0ds, s0
set1_des_seq, s1ds, s1
set2_des_seq, s2ds, s2
set3_des_seq, s3ds, s3
set_a_background, setab, AB
set_a_foreground, setaf, AF
set_color_band, setcolor, Yz
set_lr_margin, smglr, ML
set_page_length, slines, YZ
set_tb_margin, smgtb, MT
enter_horizontal_hl_mode, ehhlm, Xh
enter_left_hl_mode, elhlm, Xl
enter_low_hl_mode, elohlm, Xo
enter_right_hl_mode, erhlm, Xr
enter_top_hl_mode, ethlm, Xt
enter_vertical_hl_mode, evhlm, Xv
set_a_attributes, sgr1, sA
set_pglen_inch, slength, SL

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* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/ExternalTerminal.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingReader.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/LineDisciplineTerminal.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/PosixSysTerminal.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/Colors.java
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* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/DumbTerminal.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/PosixPtyTerminal.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingReaderImpl.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/AttributedStringBuilder.java
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* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/InputStreamReader.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/AttributedString.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/WCWidth.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/Signals.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/package-info.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/Attributes.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/ShutdownHooks.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/ClosedException.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/ExecHelper.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/OSUtils.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/spi/Pty.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/MouseEvent.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/ExecPty.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/package-info.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/Log.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/Levenshtein.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/CursorSupport.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/Cursor.java
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/MouseSupport.java

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maroon  
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purple  
teal  
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grey  
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lime  
yellow  
blue  
fuchsia  
aqua  
white  
grey0  
navyblue  
darkblue  
blue3  
blue3a  
blue1  
darkgreen  
deepskyblue4  
deepskyblue4a  
deepskyblue4b  
dodgerblue3  
dodgerblue2  
green4
Found in path(s):
* /opt/cola/permits/1260641921_1643189388.73/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/colors.txt

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* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/DefaultExpander.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/history/package-info.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Macro.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Binding.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/EndOfFileException.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/UndoTree.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/DefaultHighlighter.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/ReaderUtils.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Widget.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/completer/EnumCompleter.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Reference.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/keymap/KeyMap.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/package-info.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Parser.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/UserInterruptedException.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/completer/AggregateCompleter.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Expander.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/completer/NullCompleter.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/completer/package-info.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/Highlighter.java
* /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/impl/completer/StringsCompleter.java

No license file was found, but licenses were detected in source scan.

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  * /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/SyntaxError.java
  * /opt/cola/permits/1260642180_1643189485.8/0/jline-reader-3-12-1-sources-jar/org/jline/reader/EOFError.java

1.3070 curl 7.52.1-5+deb9u10
1.3070.1 Available under license :
  License Mixing
  =============

  libcurl can be built to use a fair amount of various third party libraries,
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  using their own licenses. Even libcurl itself contains code that may cause
  problems to some. This document attempts to describe what licenses libcurl and
  the other libraries use and what possible dilemmas linking and mixing them all
  can lead to for end users.

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  One common dilemma is that [GPL](https://www.gnu.org/licenses/gpl.html)
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  particular problem was addressed when the [Modified BSD
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  not have the announcement clause that collides with GPL.

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## libressl

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## c-ares

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

## zlib

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

## MIT Kerberos

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## Heimdal

(May be used for GSS support) Heimdal is Original BSD licensed with the announcement clause.

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## libidn

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## OpenLDAP

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## libssh2

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1.3071 libpython3-7-stdlib 3.7.3-2+deb10u2

1.3071.1 Available under license:

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python
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<th>Owner</th>
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NekoHTML is written using the Xerces Native Interface (XNI) that is the foundation of the Xerces2 implementation. This enables you to use the NekoHTML parser with existing XNI tools without modification or rewriting code.
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JUnit test library (junit-3.8.1.jar)

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1.3090 c-ares 1.32.0

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1.3091 python-cachetools 3.1.0-2

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1.3092 gdk-pixbuf2-modules 2.36.12-5.el8

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      <configuration>
        <archive>
          <manifestEntries>
            <Automatic-Module-Name>org.jooq.meta</Automatic-Module-Name>
          </manifestEntries>
        </archive>
      </configuration>
    </plugin>
  </plugins>
</build>

<dependencies>
  <dependency>
    <groupId>org.jooq</groupId>
    <artifactId>jooq</artifactId>
  </dependency>
</dependencies>
</dependencies>
</project>

Found in path(s):
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-jar/META-INF/maven/org.jooq/jooq-meta/pom.xml
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 */

Found in path(s):
jar/org/jooq/meta/tools/FilenameComparator.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/firebird/FirebirdRoutineDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/DefaultIdentityDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/cubrid/CUBRIDTableDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/DefaultDataTypeDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/DefaultRelations.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/firebird/FirebirdDatabase.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/tools/FileComparator.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/AbstractElementContainerDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/DefaultDomainDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/postgres/PostgresTableDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/jdbc/JDBCDatabase.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/postgres/PostgresUDTDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/sqlite/SQLiteTableDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/InOutDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/mysql/MySQLDatabase.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/EmbeddableColumnDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/tools/FilePattern.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/DomainDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/xml/XMLTableDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/JavaTypeResolver.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/tools/FlywayFileComparator.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/AbstractIndexDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
jar/org/jooq/meta/AbstractTableDefinition.java
* /opt/cola/permits/1274596046_1645218330.36/0/jooq-meta-3-12-3-sources-
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1.3101 plexus-sec-dispatcher 1.4

1.3102 perl-text-parsewords 3.30-395.el8

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---

abstract: parse text into an array of tokens or array of arrays
author:
  - 'Alexandr Ciornii <alexchorny@gmail.com>'
bUILD_REQUIRES:
  ExtUtils::MakeMaker: 0
  Scalar::Util: 0
configure requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.78, CPAN::Meta::Converter version 2.143240'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Text-ParseWords
use Text::ParseWords;
@lists = nested_quotewords($delim, $keep, @lines);
@words = quotewords($delim, $keep, @lines);
@words = shellwords(@lines);
@words = parse_line($delim, $keep, $line);
@words = old_shellwords(@lines); # DEPRECATED!

=head1 DESCRIPTION

The nested_quotewords() and quotewords() functions accept a delimiter (which can be a regular expression) and a list of lines and then breaks those lines up into a list of words ignoring delimiters that appear inside quotes. quotewords() returns all of the tokens in a single long list, while nested_quotewords() returns a list of token lists corresponding to the elements of @lines. parse_line() does tokenizing on a single string. The quotewords() functions simply call parse_line(), so if you're only splitting one line you can call parse_line() directly and save a function call.

The $keep argument is a boolean flag. If true, then the tokens are split on the specified delimiter, but all other characters (including quotes and backslashes) are kept in the tokens. If $keep is false then the quotewords() functions remove all quotes and backslashes that are not themselves backslash-escaped or inside of single quotes (i.e., quotewords() tries to interpret these characters just like the Bourne
NB: these semantics are significantly different from the original version of this module shipped with Perl 5.000 through 5.004. As an additional feature, $keep may be the keyword "delimiters" which causes the functions to preserve the delimiters in each string as tokens in the token lists, in addition to preserving quote and backslash characters.

&shellwords() is written as a special case of &quotewords(), and it does token parsing with whitespace as a delimiter-- similar to most Unix shells.

=head1 EXAMPLES

The sample program:

use Text::ParseWords;
@words = quotewords('\\+\s', 0, q{this is \"a test\" of\ quotewords \"for you\});
$i = 0;
foreach (@words) {
   print "$i: <$_>
   $i++;
}

produces:

0: <this>
1: <is>
2: <a test>
3: <of quotewords>
4: <"for>
5: <you>

demonstrating:

=over 4

=item 0Z<>
a simple word

=item 1Z<>
multiple spaces are skipped because of our $delim

=item 2Z<>
use of quotes to include a space in a word
use of a backslash to include a space in a word

use of a backslash to remove the special meaning of a double-quote

another simple word (note the lack of effect of the backslashed double-quote)

Replacing \s+ with q{this is...} is a simpler way to accomplish the same thing.

SEE ALSO

L::CSV - for parsing CSV files

AUTHORS

Maintainer: Alexandr Ciornii <alexchorny AT gmail.com>.

Previous maintainer: Hal Pomeranz <pomeranz@netcom.com>, 1994-1997 (Original author unknown). Much of the code for &parse_line() (including the primary regexp) from Joerk Behrends <jbehrends@multimediaproduzenten.de>.

Examples section another documentation provided by John Heidemann <johnh@ISI.EDU>

Bug reports, patches, and nagging provided by lots of folks-- thanks everybody! Special thanks to Michael Schwern <schwern@envirolink.org> for assuring me that a &nested_quotewords() would be useful, and to Jeff Friedl <jfrield@ yahoo-inc.com> for telling me not to worry about error-checking (sort of-- you had to be there).

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548109_1591379857.65/0/perl-Text-ParseWords-3.30-395.el8.src.rpm-cosi-expand-archive-hLfeekCO/perl-Text-ParseWords.spec

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6.4.50
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1.3106 jetty-security 9.4.29.v20200521

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.3107 concurrent-trees 2.6.0

1.3108 java-property-utils 1.9.0.wso2v1
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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK
If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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Assorted

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Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the @dfn{Lesser} General Public License because it does @emph{Less} to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less
of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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@page
@appendixsubsec How to Apply These Terms to Your New Libraries

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You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

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@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
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(This file is under construction.)

If you've contributed to gas and your name isn't listed here, it is not meant as a slight. I just don't know about it. Email me, nickc@redhat.com and I'll correct the situation.

This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

++++++++++++++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for
gdb-specific debug information and the 68k series machines, most of
the preprocessing pass, and extensive changes in messages.c,
input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various
efficiencies and many bug fixes, including merging support for several
processors, breaking gas up to handle multiple object file format
backends (including heavy rewrite, testing, an integration of the coff
and b.out backends), adding configuration including heavy testing and
verification of cross assemblers and file splits and renaming,
converted gas to strictly ansi C including full prototypes, added
support for m680[34]0 & cpu32, considerable work on i960 including a
coff port (including considerable amounts of reverse engineering), a
sparc opcode file rewrite, decstation, rs6000, and hp300hpux host
ports, updated "know" assertions and made them work, much other
reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of
the code in format-specific I/O modules.
The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner.
of the Open Software Foundation (i386 mainly), and Ken Raeburn of
Cygnum Solutions (sparc, initial 64-bit support).

Several engineers at Cygnum Solutions have also provided many small
bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon
University. Additional work was done by Ken Raeburn of Cygnum
Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000
series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30
(tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error
checking, updating the code, and improving the 16 bit support, using
patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If
you've contributed significant work and are not mentioned on this list, and
want to be, let us know. Some of the history has been lost; we aren't
intentionally leaving anyone out.

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  jar/org/codehaus/plexus/archiver/manager/NoSuchArchiverException.java
* /opt/cola/permits/1221463597_1635432552.78/0/plexus-archiver-4-2-1-sources-
  jar/org/codehaus/plexus/archiver/manager/DefaultArchiverManager.java
* /opt/cola/permits/1221463597_1635432552.78/0/plexus-archiver-4-2-1-sources-
  jar/org/codehaus/plexus/archiver/UnixStat.java
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MySQL Connector/C++ 8.0

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the
users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that
you conspicuously and appropriately publish on each copy an
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all the notices that refer to this License and to the absence of any
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You may charge a fee for the physical act of transferring a copy,
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2. You may modify your copy or copies of the Library or any portion
of it, thus forming a work based on the Library, and copy and
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a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices
stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a
table of data to be supplied by an application program that uses
the facility, other than as an argument passed when the facility
is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that
uses the Library”, as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

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[This is the first released version of the library GPL. It is numbered 2
because it goes with version 2 of the ordinary GPL.]

Preamble

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share and change it. By contrast, the GNU General Public Licenses are
intended to guarantee your freedom to share and change free software--to make
sure the software is free for all its users.
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designated Free Software Foundation software, and to any other libraries
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When we speak of free software, we are referring to freedom, not price. Our
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wish), that you receive source code or can get it if you want it, that you
can change the software or use pieces of it in new free programs; and that
you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to
deny you these rights or to ask you to surrender the rights. These
restrictions translate to certain responsibilities for you if you distribute
copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a
fee, you must give the recipients all the rights that we gave you. You must
make sure that they, too, receive or can get the source code. If you link a
program with the library, you must provide complete object files to the
recipients so that they can relink them with the library, after making
changes to the library and recompiling it. And you must show them these terms
so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the
library, and (2) offer you this license which gives you legal permission to
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library is modified by someone else and passed on, we want its recipients to
know that what they have is not the original version, so that any problems
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Finally, any free program is threatened constantly by software patents. We
wish to avoid the danger that companies distributing free software will
individually obtain patent licenses, thus in effect transforming the program
into proprietary software. To prevent this, we have made it clear that any
patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU
General Public License, which was designed for utility programs. This
license, the GNU Library General Public License, applies to certain
designated libraries. This license is quite different from the ordinary one;
be sure to read it in full, and don't assume that anything in it is the same
as in the ordinary license.
The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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"modification".

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

   a) The modified work must itself be a software library.
   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)
These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.
5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

   a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
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* Fixed minor IBM xlC compiler build issues
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1.3113 jackson-xc 2.12.3

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This is an attempt to acknowledge early contributions to the garbage 
collector. Later contributions should instead be mentioned in 
README.changes.

HISTORY -

Early versions of this collector were developed as a part of research 
projects supported in part by the National Science Foundation 
and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for 
the Russell programming language implementation. The first version of the 
garbage collector was written primarily by Al Demers. It was then refined 
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., 
the University of Washington, Rice University (where it was first used for 
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant 
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in 
README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. 
The Encore Multimax modifications were supplied by 
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely 
due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the 
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson (jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bde@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks (agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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Mathias Koch (mkoch - at - idesis.de 7 : email to boost-owner@lists.boost.org Sep 2007 13:20:09 +0200)

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The header `<boost/mp11/mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

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* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/senders/SenderResolver.java
* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/senders/NoopSenderFactory.java
* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/JaegerObjectFactory.java
* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/exceptions/TraceIdOutOfBoundException.java
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* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/senders/NoopSender.java
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* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/exceptions/BaggageRestrictionManagerException.java
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* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/spi/BaggageRestrictionManager.java
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* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/utils/Java6CompatibleThreadLocalRandom.java
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* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/spi/MetricsFactory.java
* /opt/cola/permits/1177915146_1625543476.07/0/jaeger-core-1-6-0-sources-jar/io/jaegertracing/internal/propagation/CompositeCodec.java
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/*

Id: UberJarRealmClassLoader.java 112 2004-11-03 17:37:23Z mhw $

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/*
$Id: ClassWorldException.java 78 2004-07-01 13:59:13Z jvanzyl $

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/*
$Id: ClassWorld.java 78 2004-07-01 13:59:13Z jvanzyl $

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/*
$Id: ClassRealm.java 94 2004-08-09 22:00:16Z jvanzyl $

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$Id: InitialClassLoader.java 78 2004-07-01 13:59:13Z jvanzyl $

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* /opt/cola/permits/1136703427_1613865017.18/0/classworlds-1-1-sources-4-jar/org/codehaus/classworlds/uberjar/boot/InitialClassLoader.java
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/*
$Id: Launcher.java 108 2004-11-02 18:41:08Z mhw $

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$Id: Bootstrapper.java 78 2004-07-01 13:59:13Z jvanzyl $
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/*
Sld: Entry.java 89 2004-07-18 00:40:00Z dandiep $

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/*
* NoSuchRealmException.java 78 2004-07-01 13:59:13Z jvanzyl *

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Julian Seward, Cambridge, UK.
jseward@acm.org
bzip2/libbzip2 version 1.0.2 of 30 December 2001

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 minibz2
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 usage: minibz2 [-d] [-[1,2,...9]] [[srcfilename] destfilename]
 */
1.3130 leveldb 1.11

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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionParserState.java
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1.3136 alpine-keys 2.2-r0

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jar/io/netty/resolver/dns/SingletonDnsServerAddresses.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
jar/io/netty/resolver/dns/DnsQueryContextManager.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
jar/io/netty/resolver/dns/RotationalDnsServerAddresses.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
jar/io/netty/resolver/dns/SequentialDnsServerAddressStream.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
jar/io/netty/resolver/dns/DnsServerAddressStream.java
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  jar/io/netty/resolver/dns/DnsAddressDecoder.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
  jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
  jar/io/netty/resolver/dns/NoopDnsCnameCache.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
  jar/io/netty/resolver/dns/DnsCnameCache.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
  jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
  jar/io/netty/resolver/dns/DnsAddressResolveContext.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
  jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
  jar/io/netty/resolver/dns/DnsRecordResolveContext.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
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  jar/io/netty/resolver/dns/NameServerComparator.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-
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* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
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* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
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* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
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* /opt/cola/permits/1271008377_1644868655.02/0/netty-resolver-dns-4-1-32-final-sources-jar/i...
1.3139 httpparser 2.8.0-9.el8

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1.3140 wso2-carbon-identity-authz-valve

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 * $Revision: 1.2 $
 * $Date: 2002/06/06 22:49:36 $
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  jar/org/apache/commons/cli/PatternOptionBuilder.java
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 * $Header: /home/cvs/jakarta-commons-
  sandbox/cli/src/java/org/apache/commons/cli/AlreadySelectedException.java,v 1.4 2002/06/06 09:37:26 jstrachan
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 * $Revision: 1.4 $ 
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  jar/org/apache/commons/cli/AlreadySelectedException.java
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 * $Header: /home/cvs/jakarta-commons-sandbox/cli/src/java/org/apache/commons/cli/ParseException.java,v 1.2
2002/06/06 09:37:26 jstrachan Exp $
 * $Revision: 1.2 $
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* /opt/cola/permits/1136279811_1613727097.48/0/commons-cli-1-0-sources-1-
  jar/org/apache/commons/cli/ParseException.java

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/*
* $Header: /home/cvs/jakarta-commons-sandbox/cli/src/java/org/apache/commons/cli/CommandLine.java,v 1.4
* 2002/06/06 22:32:37 bayard Exp $
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* /opt/cola/permits/1136279811_1613727097.48/0/commons-cli-1-0-sources-1-
  jar/org/apache/commons/cli/CommandLine.java
* /opt/cola/permits/1136279811_1613727097.48/0/commons-cli-1-0-sources-1-
  jar/org/apache/commons/cli/HelpFormatter.java
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/*
  22:59:43 jkeyes Exp $ 
* $Revision: 1.10 $ 
* $Date: 2002/09/19 22:59:43 $ 
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* /opt/cola/permits/1136279811_1613727097.48/0/commons-cli-1-0-sources-1-
jar/org/apache/commons/cli/Parser.java
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/**
 * $Header: /home/cvs/jakarta-commons-
sandbox/cli/src/java/org/apache/commons/cli/MissingArgumentException.java,v 1.2 2002/06/06 09:37:26 jstrachan
Exp $ * $Revision: 1.2 $ *
* $Date: 2002/06/06 09:37:26 $ *
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  jar/org/apache/commons/cli/MissingArgumentException.java
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/*/ 
* $Header: /home/cvs/jakarta-commons/cli/src/java/org/apache/commons/cli/PosixParser.java,v 1.11 2002/09/19 
  22:59:43 jkeyes Exp $ 
* $Revision: 1.11 $ 
* $Date: 2002/09/19 22:59:43 $ 
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2002/06/06 22:32:37 bayard Exp $
* $Revision: 1.5 $
* $Date: 2002/06/06 22:32:37 $
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  22:50:14 bayard Exp $ 
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* $Header: /home/cvs/jakarta-commons-sandbox/cli/src/java/org/apache/commons/cli/MissingOptionException.java,v 1.2 2002/06/06 09:37:26 jstrachan
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* $Revision: 1.2 $
* $Date: 2002/06/06 09:37:26 $
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* $Revision: 1.12 $
* $Date: 2002/10/15 22:50:45 $
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/ *
* $Header: /home/cvs/jakarta-commons-sandbox/cli/src/java/org/apache/commons/cli/TypeHandler.java,v 1.2
  2002/06/06 22:49:36 bayard Exp $ 
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* jar/org/apache/commons/cli/TypeHandler.java

**1.3142 vim 8.0.1763 15.el8**

**1.3143 commons-beanutils 1.8.0**

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1.3146 jackson-datatype-jdk8 2.10.5

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Bnd-LastModified: 1595301005506
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Add-on module for Jackson (http://jackson.codehaus.org) to support JDK 8 data types.
Bundle-DocURL: https://github.com/FasterXML/jackson-modules-java8/jackson-datatype-jdk8
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Bundle-Name: Jackson datatype: jdk8
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1.3148 org.jaggeryjs.modules.uuid 1.5.6

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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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This option is useful when you wish to copy part of the code of
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which the executable runs, unless that component itself accompanies
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1.3154 kubernetes-model 5.10.2

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* /opt/cola/permits/1273551860_1645116870.83/0/kubernetes-model-admissionregistration-5-10-2-sources-jar/manifest.vm
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* /opt/cola/permits/1273551860_1645116870.83/0/kubernetes-model-admissionregistration-5-10-2-sources-
1.3155 bash 4.2.46 33.el7

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From friedman@cli.com Thu May 25 12:19:06 1995
Flags: 10
Return-Path: friedman@cli.com

Received: from po.cwru.edu (root@po.CWRU.Edu [129.22.4.2]) by odin.INS.CWRU.Edu with ESMTP (8.6.10+cwru/CWRU-2.1-ins)
id MAA08685; Thu, 25 May 1995 12:19:05 -0400 (from friedman@cli.com for <chet@odin.INS.CWRU.Edu>)
Received: from cli.com (cli.com [192.31.85.1]) by po.cwru.edu with SMTP (8.6.10+cwru/CWRU-2.3)
id MAA11299; Thu, 25 May 1995 12:19:00 -0400 (from friedman@cli.com for <chet@po.cwru.edu>)
Received: from tepui.cli.com by cli.com (4.1/SMI-4.1)
id AA27213; Thu, 25 May 95 11:18:25 CDT
Received: by tepui.cli.com (4.1) id AA16031; Thu, 25 May 95 11:18:23 CDT
Message-Id: <9505251618.AA16031@tepui.cli.com>
From: friedman@gnu.ai.mit.edu (Noah Friedman)
To: chet@po.cwru.edu
Subject: Bash scripts
Reply-To: friedman@gnu.ai.mit.edu
In-Reply-To: <chet@odin.ins.cwru.edu> Thu, 25 May 1995 11:19:59 -0400
References: <9505251519.AA06424.SM@odin.INS.CWRU.Edu>
Date: Thu, 25 May 95 11:18:21 CST

>Hi. I snagged some of your bash functions from your home directory on
>the FSF machines (naughty, I know), and I was wondering if you'd let
>me distribute them with bash-2.0. Thanks.

Sure. I think there's a later copy in
~ftp/friedman/shell-inits/init-4.89.tar.gz. There are also some elisp and
es frobs in that file.

It should serve as a pretty good example of how to get carried away. :-)
Sure. The canonical versions are available on ftp.armory.com; you might want to pick up the latest versions before modifying them.

John

On May 9, 1:36pm, Chet Ramey wrote:
} Subject: ksh scripts
} From odin.ins.cwru.edu!chet Tue May 9 10:39:51 1995
} Received: from odin.INS.CWRU.Edu by deepthought.armory.com id aa22336;
} 9 May 95 10:39 PDT
} Received: (chet@localhost) by odin.INS.CWRU.Edu (8.6.10+cwru/CWRU-2.1-ins)
} id NAA20487; Tue, 9 May 1995 13:39:24 -0400 (from chet)
} Date: Tue, 9 May 1995 13:36:54 -0400
} From: Chet Ramey <chet@odin.ins.cwru.edu>
} To: john@armory.com
} Subject: ksh scripts
} Cc: chet@odin.ins.cwru.edu
} Reply-To: chet@po.cwru.edu
} Message-ID: <9505091736.AA20411.SM@odin.INS.CWRU.Edu>
} Read-Receipt-To: chet@po.CWRU.Edu
} MIME-Version: 1.0
} Content-Type: text/plain; charset=us-ascii
} Status: OR
}
} Hi. I'm the maintainer of bash (the GNU `Bourne Again shell') for
} the FSF.
}
} I picked up a tar file of ksh scripts you wrote from an anon FTP site
} a while back. I'd like your permission to include modified versions
} of some of them in the next major bash distribution (with proper credit
} given, of course). Is it OK if I do that?
}
} Chet Ramey
}
} --
} ``The lyf so short, the craft so long to lerne.'' - Chaucer
}
} Chet Ramey, Case Western Reserve UniversityInternet: chet@po.CWRU.Edu
}-- End of excerpt from Chet Ramey

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Although the Lesser General Public License is less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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When a "work that uses the Library" uses material from a header file
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derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
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Any executables containing that work also fall under Section 6,
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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C.B. Barber
Arlington, MA

and

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1.3167 kafka-agent 0.20.0-SNAPSHOT

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[[contribution-getting-started]]
== Getting started
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. xref:setting-up-git[Install and set up Git]

[[contribution-accessibility]]
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.Example image caption and description
[source,asciidoc]
----
.Operators within the Strimzi architecture
image:operators.png[Operators within the Strimzi architecture]
----

.Example table headings
[source,asciidoc]
----
.File connectors
[cols="2*",options="header"]
|===
|File Connector
|Description
||=FileStreamSourceConnector
|Transfers data to your Kafka cluster from a file (the source).
|==
----

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Procedure

1. Open your terminal
2. `cd` to the directory where your documentation resides
3. Checkout the main branch
   +
   [source]
   ----
   $ git checkout main
   ----
4. Update your local repository and fork with the upstream content
   +
   [source]
   ----
   $ git pull upstream main
   $ git push origin main --force
   ----
5. Create a new branch for your work (using the issue number is helpful)
   +
   [source, options=":nowrap", subs="+quotes"]
   ----
   $ git checkout -b <branch-name>
   ----
6. Make your edits in the editor of your choice
7. Save your changes locally
8. Build your documentation to verify that there are no build errors and that everything looks right
   .. This can be done with the xref:make-tooling[Make tooling]
9. If you are creating new files, add the files to the repository
   +
   [source, options=":nowrap", subs="+quotes"]
   ----
   $ git status
   $ git add <file-name>
   ----
10. Commit your changes
   +
   [source, options=":nowrap", subs="+quotes"]
   ----
$ git commit -a -s -m "<message>"
----
+ Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the link:https://developercertificate.org/[developer certificate of origin (DCO)].
. Push your changes to your fork
+ [source]
----
$ git push origin HEAD
----
. If the update is rejected because the commit is behind, merge your changes
+ [source]
----
$ git pull upstream main
$ git push -f origin HEAD
----
. Visit your fork on GitHub
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1.3168 jackson-xc 2.9.9

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1.3170 psutil 5.5.1-1

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1.3171 wso2-carbon-bootstrap 4.4.35

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1.3172 libsepol 3.1 1

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in
a textual and legal sense, the linked executable is a combined work, a
derivative of the original library, and the ordinary General Public License
treats it as such.

Because of this blurred distinction, using the ordinary General
Public License for libraries did not effectively promote software
sharing, because most developers did not use the libraries. We
concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the
users of those programs of all benefit from the free status of the
libraries themselves. This Library General Public License is intended to
permit developers of non-free programs to use free libraries, while
preserving your freedom as a user of such programs to change the free
libraries that are incorporated in them. (We have not seen how to achieve
this as regards changes in header files, but we have achieved it as regards
changes in the actual functions of the Library.) The hope is that this
will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and
modification follow. Pay close attention to the difference between a
"work based on the library" and a "work that uses the library". The
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Note that it is possible for a library to be covered by the ordinary
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A "library" means a collection of software functions and/or data
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   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.
(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

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special circumstances.

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courage the widest possible use of a certain library, so that it becomes
a de-facto standard. To achieve this, non-free programs must be
allowed to use the library. A more frequent case is that a free
library does the same job as widely used non-free libraries. In this
case, there is little to gain by limiting the free library to free
software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free
programs enables a greater number of people to use a large body of
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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
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6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
Copyright (C) 19yy  <name of author>

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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) 19xx name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.
You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (a program to direct compilers to make passes at assemblers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

That's all there is to it!

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Version 3, 29 June 2007

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or can get the source code. And you must show them these terms so they know their rights.

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Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work
in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.


The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.
The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

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3. Protecting Users' Legal Rights From Anti-Circumvention Law.
No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

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You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

a) The work must carry prominent notices stating that you modified it, and giving a relevant date.

b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".

c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.
d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.

b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the
Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply
if neither you nor any third party retains the ability to install
modified object code on the User Product (for example, the work has
been installed in ROM).

The requirement to provide Installation Information does not include a
requirement to continue to provide support service, warranty, or updates
for a work that has been modified or installed by the recipient, or for
the User Product in which it has been modified or installed. Access to a
network may be denied when the modification itself materially and
adversely affects the operation of the network or violates the rules and
protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided,
in accord with this section must be in a format that is publicly
documented (and with an implementation available to the public in
source code form), and must require no special password or key for
unpacking, reading or copying.

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END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program’s name and a brief idea of what it does.>
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Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

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This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License. Of course, your program's commands
might be different; for a GUI interface, you would use an "about box".

You should also get your employer (if you work as a programmer) or school,
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The intent of this document is to state the conditions under which a
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Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those
When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.
However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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  jar/examples/SomeDatabaseServiceVertxEBProxy.java
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* /opt/cola/permits/1274596199_1645218316.05/0/vertx-service-proxy-3-9-1-sources-jar/io/vertx/serviceproxy/ServiceBinder.java
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* /opt/cola/permits/1274596199_1645218316.05/0/vertx-service-proxy-3-9-1-sources-jar/io/vertx/serviceproxy/generator/ServiceProxyProcessor.java

1.3180 wso2-carbon-event-template-manager-stub 5.1.42

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1.3199 libx11 1.6.4-3+deb9u1

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1.3210 glibc 2.28-10

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<martin@piware.de> was the package's maintainer up to version
2.7.19-1. The current maintainer is Jan Dittberner
<jandd@debian.org>.

It was downloaded from http://sourceforge.net/projects/cracklib

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Modifications: Added cronjob, configuration file, and man pages.

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Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde=r=20
GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.=20

-- Nathan
=20

Nathan Neulinger EMail: nneul@um... University of Missouri - Rolla Phone: (573) 341-6679
> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
>
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Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

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Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
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=20

------------------------------------------------------------
Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:33 PM
> To: Neulinger, Nathan
> Cc: cracklib-devel@li...; Alec Muffett
> Subject: Re: [Cracklib-devel] cracklib license
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In any case, I thank you both for working on sorting this out.

Cheers,

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Attachments: Message as HTML

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CrackLib was originally licensed with a variant of the Artistic license. In the
interests of wider acceptance and more modern licensing, it was switched with
the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed
as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address
that was used at the time. For any future emails regarding this, please
use nneul@neulinger.org.

-------------------------------------
From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
    by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
    by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMT P id 191Gxpr020623
for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
    by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMT P id 2C7734D311
for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (hello=[192.168.1.3])
    by rutherford.zen.co.uk with smtp (Exim 4.50)
    id 11cOcX-0004Qt-6L
for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd8071010010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain>
    <EC90713277D2BE41B7110CCD74E235CEF44F38@UMR-CMAIL1.umr.edu>
    <1b1b3fd8071010010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
Content-Type: text/plain; charset=US-ASCII; delsp=yes; format=flowed
Message-Id: <117A1264-F6DC-4E25-B0DD-56FBEFEB6E9F@crypticide.com>
Content-Transfer-Encoding: 7bit
From: Alec Muffett <alecm@crypticide.com>
Subject: Re: cracklib license
Date: Mon, 1 Oct 2007 17:59:46 +0100
To: Nathan Neulinger <nneul@neulinger.org>
X-Mailer: Apple Mail (2.752.2)
X-Originating-Rutherford-IP: [82.68.43.14]
Return-Path: alecm@crypticide.com
X-OriginalArrivalTime: 01 Oct 2007 17:26:03.0008 (UTC) FILETIME=[2420C000:01C80450]
Status: RO
Content-Length: 585
Lines: 21

> > ------ Forwarded message ------
> > From: Neulinger, Nathan <nneul@umr.edu>
> > Date: Sep 27, 2007 2:58 PM
> > Subject: RE: cracklib license
> > To: alecm@crypto.dircon.co.uk
> >
Any chance you could write me a self-contained email stating clearly that the license is being changed to GPL, so I could include that email in the repository and clean up the repository/tarballs? I have all the original discussion, but something succinct and self contained would be ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

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EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)
--------------

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
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University of Missouri - Rolla Phone: (573) 341-6679
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> [mailto:cracklib-devel-bounces@li...] On Behalf Of
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1.3212 iconv 2.28
1.3212.1 Available under license:

GNU GENERAL PUBLIC LICENSE
Version 3, 29 June 2007

Copyright (C) 2007 Free Software Foundation, Inc. <http://fsf.org/>
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Preamble

The GNU General Public License is a free, copyleft license for
software and other kinds of works.

The licenses for most software and other practical works are designed
to take away your freedom to share and change the works. By contrast,
the GNU General Public License is intended to guarantee your freedom to
share and change all versions of a program--to make sure it remains free
software for all its users. We, the Free Software Foundation, use the
GNU General Public License for most of our software; it applies also to
any other work released this way by its authors. You can apply it to
your programs, too.

When we speak of free software, we are referring to freedom, not
price. Our General Public Licenses are designed to make sure that you
have the freedom to distribute copies of free software (and charge for
them if you wish), that you receive source code or can get it if you
want it, that you can change the software or use pieces of it in new
free programs, and that you know you can do these things.

To protect your rights, we need to prevent others from denying you
these rights or asking you to surrender the rights. Therefore, you have
certain responsibilities if you distribute copies of the software, or if
you modify it: responsibilities to respect the freedom of others.
For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

For the developers' and authors' protection, the GPL clearly explains that there is no warranty for this free software. For both users' and authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will not be attributed erroneously to authors of previous versions.

Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this
License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.


The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A
"Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

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b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This
alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

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Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:
1.3213 daemon-tools 0.76-7

1.3213.1 Available under license :

No license file was found, but licenses were detected in source scan.

/* Public domain, */

/* sysdep: -sigaction */

Found in path(s):
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/hassgact.h
No license file was found, but licenses were detected in source scan.

/* Public domain, */

/* sysdep: +mkfifo */
#define HASMKFIFO 1

Found in path(s):
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/hasmkffo.h
No license file was found, but licenses were detected in source scan.

/* Public domain, */
/* sysdep: +waitpid */
#define HASWAITPID 1

Found in path(s):
  * /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-
    0.76/src/haswaitp.h2
No license file was found, but licenses were detected in source scan.

/* Public domain. */

#ifndef UINT64_H
#define UINT64_H

/* sysdep: -ulong64 */

typedef unsigned long long uint64;

#endif

Found in path(s):
  * /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-
    0.76/src/uint64.h1
No license file was found, but licenses were detected in source scan.

/* Public domain. */

/* sysdep: +shortsetgroups */
#define HASSHORTSETGROUPS 1

Found in path(s):
  * /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-
    0.76/src/hashsgtr.h2
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/* Public domain. */

/* sysdep: -waitpid */

Found in path(s):
  * /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-
    0.76/src/haswaitp.h1
No license file was found, but licenses were detected in source scan.

/* Public domain. */

#ifndef UINT64_H
#define UINT64_H
typedef unsigned long uint64;

#define HASFLOCK 1

/* sysdep: +flock */
/* sysdep: +ulong64 */
/* sysdep: -flock */
/* sysdep: -sigprocmask */
/* sysdep: -shortsetgroups */
/* Public domain. */

Found in path(s):
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/taia_less.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/sig_pause.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/ndelay.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/x86cpuid.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/trypoll.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/str_start.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/ndelay_on.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/stralloc_eady.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/stralloc.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/byte_copy.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/trycpp.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/strerr_sys.c
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* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/strerr.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/buffer_get.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/stralloc_pend.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/buffer.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/wait_pid.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/stralloc_cats.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/pathexec_env.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/tryulong64.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/stralloc_cats.c
0.76/src/buffer.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/taia.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/open_write.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/openreadclose.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/trymkffo.c
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* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/fifo.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/fmt_ulong.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/env.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0.76-orig-tar-gz/admin/daemontools-0.76/src/env.h
0.76/src/error.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/open_read.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/error_str.c
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* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/prot.h
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/coe.h
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* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/coe.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/tai_sub.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/prot.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/alloc_re.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/stralloc_cat.c
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/seek_set.c

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/* Public domain. */

/* sysdep: -mkfifo */

Found in path(s):

---

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/* Public domain. */

/* sysdep: +sigprocmask */
#define HASSIGPROCMASK 1

Found in path(s):
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/hassgprm.h
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/* sysdep: +sigaction */
#define HASSIGACTION 1

Found in path(s):
* /opt/cola/permits/1146929125_1617008988.83/0/daemontools-0-76-orig-tar-gz/admin/daemontools-0.76/src/hassgact.h

1.3214 base-passwd 3.5.43

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Maintainer: Colin Watson <cjwatson@debian.org>

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.
The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to
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In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.
When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
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will operate properly with a modified version of the library, if
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which the executable runs, unless that component itself accompanies
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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
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OW2
The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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1.3236 sonar-scanner-api 2.8

1.3237 wso2-carbon-registry-server 4.4.35

1.3238 python 2.7.16-1
1.3238.1 Available under license :

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This package was put together by Klee Dienes <klee@debian.org> from sources from ftp.python.org:/pub/python, based on the Debianization by the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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A. HISTORY OF THE SOFTWARE
=========================================

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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dh_python2, pycompile, pyclean and debpython module:

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Version 2.1, February 1999

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- Wichert Akkerman, 2012/02/02

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python’s principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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A. HISTORY OF THE SOFTWARE
==========================

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of
All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline
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* /opt/cola/permits/1258617753_1643096328.83/0/netty-handler-4-1-71-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java
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  jar/io/netty/handler/ssl/SniCompletionEvent.java
* /opt/cola/permits/1258617753_1643096328.83/0/netty-handler-4-1-71-final-sources-
  jar/io/netty/handler/ssl/OcspClientHandler.java
* /opt/cola/permits/1258617753_1643096328.83/0/netty-handler-4-1-71-final-sources-
  jar/io/netty/handler/ssl/SslClientHelloHandler.java

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* /opt/cola/permits/1258617753_1643096328.83/0/netty-handler-4-1-71-final-sources-java/io/netty/handler/traffic/TrafficCounter.java
* /opt/cola/permits/1258617753_1643096328.83/0/netty-handler-4-1-71-final-sources-java/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
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1.3257 jackson-annotations 2.9.5

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Contributing to the documentation

This section shows you how to contribute to the Strimzi documentation and contains important guidelines for creating accessible content.

Getting started

Before you begin you need to:

- Install and set up Git

Accessibility guidelines

Strimzi aims to make its content accessible.
When contributing to the documentation, ensure that your content adheres to the following guidelines:

* Images:
  ** Include a caption
  ** Provide alternative text
  ** Are described in the surrounding text
  * Images of text are not used (such as with code fragments)
  * Links provide descriptive text about the target (not _click here_)
Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

**Procedure**

1. Open your terminal
2. `cd` to the directory where your documentation resides
3. Checkout the main branch
   
   ```
   $ git checkout main
   ```
4. Update your local repository and fork with the upstream content
   
   ```
   $ git pull upstream main
   ```
$ git push origin main --force

Create a new branch for your work (using the issue number is helpful)

$ git checkout -b <branch-name>

Make your edits in the editor of your choice
Save your changes locally
Build your documentation to verify that there are no build errors and that everything looks right
This can be done with the make tooling
If you are creating new files, add the files to the repository

$ git status
$ git add <file-name>

Commit your changes

$ git commit -a -s -m "<message>"

Note that the project requires all commits to be signed off, indicating that you certify the changes with the developer certificate of origin (DCO).
Push your changes to your fork

$ git push origin HEAD

If the update is rejected because the commit is behind, merge your changes

$ git pull upstream main
$ git push -f origin HEAD

Visit your fork on GitHub
Click *Compare & pull request*
If a SME review is needed:
Add *SME Review Needed* label.
When SME review is complete, remove *SME Review Completed* label and go to step 16.
Add *Peer Review Needed* label and assign a Reviewer.
.. When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.

- When *Peer Review Done* label has been added:
  - If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.
  - If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Ready for Merge* label.
  - If you want an additional review on the updated content, add the *Peer Review Needed* label and ask for another review in a comment.

**1.3272 maven-resolver-spi 1.1.1-2.module_el8.0.0+39+6a9b6e22**

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1.3273 byte-buddy-agent 1.9.10

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* /opt/cola/permits/1145288430_1616148381.91/0/byte-buddy-agent-1-9-10-sources-2-
  jar/net/bytebuddy/agent/Installer.java
* /opt/cola/permits/1145288430_1616148381.91/0/byte-buddy-agent-1-9-10-sources-2-
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1.3275 busybox 1.31.1-r21

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Julian Seward, Cambridge, UK.
jseward@bzip.org
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Found in path(s):
```python
import io
import re
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("click/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r"__version__ = '(.*?)'\n", f.read()).group(1)

setup(
    name="Click",
    version=version,
    url="https://palletsprojects.com/p/click/",
    project_urls={
        "Documentation": "https://click.palletsprojects.com/",
        "Code": "https://github.com/pallets/click",
        "Issue tracker": "https://github.com/pallets/click/issues",
    },
    license="BSD",
    author="Armin Ronacher",
    author_email="armin.ronacher@active-4.com",
    maintainer="Pallets Team",
    maintainer_email="contact@palletsprojects.com",
    description="Composable command line interface toolkit",
    long_description=readme,
    packages=['click'],
    include_package_data=True,
    python_requires='>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*',
    classifiers=[
        "Development Status :: 5 - Production/Stable",
        "Intended Audience :: Developers",
        "License :: OSI Approved :: BSD License",
        "Operating System :: OS Independent",
        "Programming Language :: Python",
        "Programming Language :: Python :: 2",
        "Programming Language :: Python :: 2.7",
        "Programming Language :: Python :: 3",
        "Programming Language :: Python :: 3.4",
        "Programming Language :: Python :: 3.5",
        "Programming Language :: Python :: 3.6",
        "Programming Language :: Python :: 3.7",
    ],
)```
Found in path(s):
* /opt/cola/permits/1129816269_1612382757.18/0/python-click-7-0-orig-1-tar-gz/Click-7.0/setup.py
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\$ click\_

==========

Click is a Python package for creating beautiful command line interfaces in a composable way with as little code as necessary. It's the "Command Line Interface Creation Kit". It's highly configurable but comes with sensible defaults out of the box.

It aims to make the process of writing command line tools quick and fun while also preventing any frustration caused by the inability to implement an intended CLI API.

Click in three points:

- Arbitrary nesting of commands
- Automatic help page generation
- Supports lazy loading of subcommands at runtime

Installing
-----------

Install and update using `pip`:

.. code-block:: text

    $ pip install click

Click supports Python 3.4 and newer, Python 2.7, and PyPy.


A Simple Example
----------------

What does it look like? Here is an example of a simple Click program:

.. code-block:: python

    import click

    @click.command()
    @click.option('--count', default=1, help='Number of greetings.')
```python
@click.option("--name", prompt="Your name",
             help="The person to greet.")

def hello(count, name):
    
    
    """Simple program that greets NAME for a total of COUNT times.""
    for _ in range(count):
        click.echo("Hello, %s!" % name)

    if __name__ == '__main__':
        hello()

And what it looks like when run:

    $ python hello.py --count=3
    Your name: Click
    Hello, Click!
    Hello, Click!
    Hello, Click!

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```
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.. code-block:: python

    import click

    @click.command()
    @click.option("--count", default=1, help="Number of greetings.")
    @click.option("--name", prompt="Your name",
               help="The person to greet.")
    def hello(count, name):
        
        """Simple program that greets NAME for a total of COUNT times.""
        for _ in range(count):
            click.echo("Hello, %s!" % name)

    if __name__ == '__main__':
        hello()

And what it looks like when run:

```

```

$ python hello.py --count=3
Your name: Click
Hello, Click!
Hello, Click!
Hello, Click!
```

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```

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Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Requires-Python: >=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*

Found in path(s):
* /opt/cola/permits/1129816269_1612382757.18/0/python-click-7-0-orig-1-tar-gz/Click-7.0/Click.egg-info/PKG-INFO
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# binary only, patch it back to the system, and then use a wrapper

Found in path(s):
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.. _contrib:

=============
click-contrib
==============

As the userbase of Click grows, more and more major feature requests pop up in Click’s bugtracker. As reasonable as it may be for those features to be bundled
with Click instead of being a standalone project, many of those requested features are either highly experimental or have unproven practical use, while potentially being a burden to maintain.

This is why click-contrib exists. The GitHub organization is a collection of possibly experimental third-party packages whose feature set does not belong into Click, but also a playground for major features that may be added to Click in the future. It is also meant to coordinate and concentrate effort on writing third-party extensions for Click, and to ease the effort of searching for such extensions. In that sense it could be described as a low-maintenance alternative to extension repositories of other frameworks.

Please note that the quality and stability of those packages may be different than what you expect from Click itself. While published under a common organization, they are still projects separate from Click.

.. _click-contrib: https://github.com/click-contrib/

Found in path(s):
* /opt/cola/permits/1129816269_1612382757.18/0/python-click-7-0-orig-1-tar-gz/Click-7.0/docs/contrib.rst

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----

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(1) ExceptionConverter:
The original version of this class was published in an article by Heinz Kabutz. Read http://www.javaspecialists.eu/archive/Issue033.html

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(2)

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(3)

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In a mail sent to Bruno Lowagie on January 23, 2008, Brian Burkhalter (@sun.com)
writes: "This code is under a BSD license and supersedes the older codec packages
on which your code is based. It also includes numerous fixes among them being the
ability to handle a lot of 'broken' TIFFs."

Note that numerous fixes were applied to the code used in iText by Paulo Soares,
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FYI: Brian also added: "A bit of history might be in order.
The codec classes that you used originally were based on some
classes included with JAI but not strictly part of JAI.
As of Java SE 1.4 an official Image I/O framework was
added in javax.imageio.... This frameork supports these formats:

Java 1.4: GIF (read only), JPEG, PNG
Java 1.5: Added support for BMP and WBMP
Java 1.6: Added support for writing GIF

The JAI Image I/O Tools packages (jai-imageio-core) were created
to support formats handled by JAI but not included in Java SE
as well as some new things like JPEG2000."

(4) the file com/itextpdf/text/pdf/codec/TIFFConstants
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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html
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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL/GPLv2.html
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1.3291 asm 2.0

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## 1.3294 jackson 2.10.2

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---

**1.3297 perl 5.26.3 416.el8**

**1.3297.1 Available under license :**

Date: Sun, 15 Mar 2015 21:22:10 -0600
Subject: Re: Pod::Html license
From: Tom Christiansen <tchrist53147@gmail.com>
To: Petr abata <contyk@redhat.com>
Cc: Tom Christiansen <tchrist@perl.com>, marcgreen@cpan.org, jplesnik@redhat.com
MIME-Version: 1.0
Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset=utf-8

Yes, it was supposed to be licensed just like the rest of Perl.

Sent from my Sprint phone

Petr abata <contyk@redhat.com> wrote:

> Marc, Tom,
> 
> I'm reviewing licensing of our perl package in Fedora and
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> the Artistic license (only).
> 
> This is an issue for us as this license isn't considered free by
> FSF [0]. Unless the license of this core component changes, we
> will have to drop it from the tarball and remove support for it
> from all the modules we ship that use it, such as Module::Build
> or Module::Install.
> 
> What I've seen in the past is authors originally claiming their
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> an FSF free license. Is it possible this is also the case
> of Pod::Html?
> 
>
Thanks,
Petr

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010
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---
abstract: 'Build and install Perl modules'
author:
  - 'Ken Williams <kwilliams@cpan.org>'
  - "Development questions, bug reports, and patches should be sent to the\n    Module-Build mailing list at <module-build@perl.org>.'"
built_requires:
  File::Temp: 0.15
  Test::Harness: 3.16
  Test::More: 0.49
generated_by: 'Module::Build version 0.3608'
license: gpl
meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4
name: Module-Build
resources:
  MailingList: mailto:module-build@perl.org
license: http://dev.perl.org/licenses/
repository: http://github.com/dagolden/module-build/
version: 3

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```perl
=head1 NAME

copyright.t

=head1 DESCRIPTION

Tests that the latest copyright years in the top-level README file and the C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match reality.

Optionally you can pass the C<--now> option to check they are at the current year. This isn't checked by default, so that it doesn't fail for people working on older releases. It should be run before making a new release.

=cut

use strict;
use Config;
BEGIN { require './test.pl' }

if ( $Config{usecrosscompile} ) {
    skip_all( "Not all files are available during cross-compilation" );
}

my ($opt) = @ARGV;

my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now')
{
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else
{
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
# returns the latest copyright year from the top-level README file
{
    open my $readme, '<', '../README' or die "Opening README failed: $!";
    # The copyright message is the first paragraph:
    local $/ = ";
    my $copyright_msg = <$readme>;
    my ($year) = $copyright_msg =~ /.*\b(\d{4,})/s
        or die "Year not found in README copyright message $copyright_msg";
    $year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{
    my $output = runperl switches => ['-v'];
    my ($year) = $output =~ /copyright 1987.*\b(\d{4,})/i
        or die "Copyright statement not found in perl -v output $output";
    $year;
}
1.3298 go-runtime 1.8.3
1.3298.1 Available under license:

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# This is the official list of people who can contribute
# (and typically have contributed) code to the Go repository.
# The AUTHORS file lists the copyright holders; this file # lists people. For example, Google employees are listed here # but not in AUTHORS, because Google holds the copyright.
#
# Names should be added to this file only after verifying that # the individual or the individual's organization has agreed to # the appropriate Contributor License Agreement, found here:
#
#   http://code.google.com/legal/individual-cla-v1.0.html
#
# The agreement for individuals can be filled out on the web.

# Names should be added to this file like so:
#   Individual's name <submission email address>
# Individual's name <submission email address> <email2> <emailN>

# An entry with multiple email addresses specifies that the first address should be used in the submit logs and that the other addresses should be recognized as the same person when interacting with Gerrit.

# Please keep the list sorted.

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1.3307 wso2-carbon-event-receiver-ui 5.1.42

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1.3310 musl 1.1.24-r10

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THE BASIC LIBRARY FUNCTIONS
-----------------------------

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1.3314 perl-scalar-list-utils 1.49-2.el8

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=head1 NAME

List::Util::XS - Indicate if List::Util was compiled with a C compiler

=head1 SYNOPSIS

use List::Util::XS 1.20;

=head1 DESCRIPTION

C<List::Util::XS> can be used as a dependency to ensure List::Util was
installed using a C compiler and that the XS version is installed.

During installation C<List::Util::XS::VERSION> will be set to
C<undef> if the XS was not compiled.

Starting with release 1.23_03, Scalar-List-Util is B<always> using
the XS implementation, but for backwards compatibility, we still
ship the C<List::Util::XS> module which just loads C<List::Util>.

=head1 SEE ALSO

L<Scalar::Util>, L<List::Util>, L<List::MoreUtils>
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=head1 KNOWN BUGS

=head2 RT #95409

L<https://rt.cpan.org/Ticket/Display.html?id=95409>

If the block of code given to L</pairmap> contains lexical variables that are
captured by a returned closure, and the closure is executed after the block
has been re-used for the next iteration, these lexicals will not see the
correct values. For example:

my @subs = pairmap {
    my $var = "$a is $b";
    sub { print "$var\n" ;}
} one => 1, two => 2, three => 3;

$_->() for @subs;

Will incorrectly print

three is 3
three is 3
three is 3

This is due to the performance optimisation of using C</MULTICALL> for the code
block, which means that fresh SVs do not get allocated for each call to the
block. Instead, the same SV is re-assigned for each iteration, and all the
closures will share the value seen on the final iteration.

To work around this bug, surround the code with a second set of braces. This
creates an inner block that defeats the C</MULTICALL> logic, and does get fresh
SVs allocated each time:

my @subs = pairmap {
  { my $var = "$a is $b";
    sub { print "$var\n"; } }
} one => 1, two => 2, three => 3;

This bug only affects closures that are generated by the block but used afterwards. Lexical variables that are only used during the lifetime of the block's execution will take their individual values for each invocation, as normal.

=head2 uniqnum() on oversized bignums

Due to the way that C<uniqnum()> compares numbers, it cannot distinguish differences between bignums (especially bigints) that are too large to fit in the native platform types. For example,

my $x = Math::BigInt->new( "1" x 100 );
my $y = $x + 1;

say for uniqnum( $x, $y );

Will print just the value of C<$x>, believing that C<$y> is a numerically-equivalent value. This bug does not affect C<uniqstr()> which will correctly observe that the two values stringify to different strings.

=head1 SUGGESTED ADDITIONS

The following are additions that have been requested, but I have been reluctant to add due to them being very simple to implement in perl

# How many elements are true

sub true { scalar grep { $_ } @_ }

# How many elements are false

sub false { scalar grep { !$_ } @_ }

=head1 SEE ALSO

L<Scalar::Util>, L<List::MoreUtils>

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Recent additions and current maintenance by
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/*
----------------------------------------------------------------------
ppport.h -- Perl/Pollution/Portability Version 3.19_02

Automatically created by Devel::PPPort running under perl 5.010000.

Do NOT edit this file directly! -- Edit PPPort_pm.PL and the
includes in parts/inc/ instead.

Use 'perldoc ppport.h' to view the documentation below.

----------------------------------------------------------------------

SKIP
=pod

=head1 NAME

ppport.h - Perl/Pollution/Portability version 3.19_02

=head1 SYNOPSIS

perl ppport.h [options] [source files]

Searches current directory for files if no [source files] are given

--help                      show short help
--version                   show version
--patch=file                write one patch file with changes
--copy=suffix               write changed copies with suffix
--diff=program              use diff program and options
--compat-version=version    provide compatibility with Perl version
--cplusplus                 accept C++ comments
--quiet                     don't output anything except fatal errors
--nodiag                    don't show diagnostics
--nohints                   don't show hints
--nochanges                 don't suggest changes
--nofilter                  don't filter input files
--strip                     strip all script and doc functionality from
ppport.h
--list-provided             list provided API
--list-unsupported          list unsupported API
--api-info=name             show Perl API portability information

=head1 COMPATIBILITY

This version of F<ppport.h> is designed to support operation with Perl installations back to 5.003, and has been tested up to 5.11.5.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.
=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=I<file>

If this option is given, a single patch file will be created if any changes are suggested. This requires a working diff program to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automagically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither C<--patch> or C<--copy> are given, the default is to simply print the diffs for each file. This requires either C<Text::Diff> or a C<diff> program to be installed.

=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet

Be quiet. Don't print anything except fatal errors.
Don't output any diagnostic messages. Only portability alerts will be printed.

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.

Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

Strip all script and documentation functionality from F<ppport.h>. This reduces the size of F<ppport.h> dramatically and may be useful if you want to include F<ppport.h> in smaller modules without increasing their distribution size too much.

The stripped F<ppport.h> will have a C<--unstrip> option that allows you to undo the stripping, but only if an appropriate C<Devel::PPPort> module is installed.

Lists the API elements for which compatibility is provided by F<ppport.h>. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.

Lists the API elements that are known not to be supported by F<ppport.h> and below which version of Perl they probably won't be available or work.

Show portability information for API elements matching I<name>. If I<name> is surrounded by slashes, it is interpreted as a regular expression.
=head1 DESCRIPTION

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

=item *

Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

    perl ppport.h --list-provided

to see which API elements are provided by ppport.h.

=item *

You should avoid using deprecated parts of the API. For example, using global Perl variables without the C<PL_> prefix is deprecated. Also, some API functions used to have a C<perl_> prefix. Using this form is also deprecated. You can safely use the supported API, as F<ppport.h> will provide wrappers for older Perl versions.

=item *

If you use one of a few functions or variables that were not present in earlier versions of Perl, and that can't be provided using a macro, you have to explicitly request support for these functions by adding one or more C<#define>s in your source code before the inclusion of F<ppport.h>.

These functions or variables will be marked C<explicit> in the list shown by C<--list-provided>.

Depending on whether you module has a single or multiple files that use such functions or variables, you want either C<static> or global variants.

For a C<static> function or variable (used only in a single source file), use:

    #define NEED_function
    #define NEED_variable

For a global function or variable (used in multiple source files), use:
#define NEED_function_GLOBAL
#define NEED_variable_GLOBAL

Note that you mustn't have more than one global request for the same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_parser</td>
<td>NEED_PL_parser</td>
<td>NEED_PL_parser_GLOBAL</td>
</tr>
<tr>
<td>PL_signals</td>
<td>NEED_PL_signals</td>
<td>NEED_PL_signals_GLOBAL</td>
</tr>
<tr>
<td>eval_pv()</td>
<td>NEED_eval_pv</td>
<td>NEED_eval_pv_GLOBAL</td>
</tr>
<tr>
<td>grok_bin()</td>
<td>NEED_grok_bin</td>
<td>NEED_grok_bin_GLOBAL</td>
</tr>
<tr>
<td>grok_hex()</td>
<td>NEED_grok_hex</td>
<td>NEED_grok_hex_GLOBAL</td>
</tr>
<tr>
<td>grok_number()</td>
<td>NEED_grok_number</td>
<td>NEED_grok_number_GLOBAL</td>
</tr>
<tr>
<td>grok_numeric_radix()</td>
<td>NEED_grok_numeric_radix</td>
<td>NEED_grok_numeric_radix_GLOBAL</td>
</tr>
<tr>
<td>grok_oct()</td>
<td>NEED_grok_oct</td>
<td>NEED_grok_oct_GLOBAL</td>
</tr>
<tr>
<td>load_module()</td>
<td>NEED_load_module</td>
<td>NEED_load_module_GLOBAL</td>
</tr>
<tr>
<td>my_snprintf()</td>
<td>NEED_my_snprintf</td>
<td>NEED_my_snprintf_GLOBAL</td>
</tr>
<tr>
<td>my_sprintf()</td>
<td>NEED_my_sprintf</td>
<td>NEED_my_sprintf_GLOBAL</td>
</tr>
<tr>
<td>my_strlcat()</td>
<td>NEED_my_strlcat</td>
<td>NEED_my_strlcat_GLOBAL</td>
</tr>
<tr>
<td>my_strlcpy()</td>
<td>NEED_my_strlcpy</td>
<td>NEED_my_strlcpy_GLOBAL</td>
</tr>
<tr>
<td>newCONSTSUB()</td>
<td>NEED_newCONSTSUB</td>
<td>NEED_newCONSTSUB_GLOBAL</td>
</tr>
<tr>
<td>newRV_noinc()</td>
<td>NEED_newRV_noinc</td>
<td>NEED_newRV_noinc_GLOBAL</td>
</tr>
<tr>
<td>newSV_type()</td>
<td>NEED_newSV_type</td>
<td>NEED_newSV_type_GLOBAL</td>
</tr>
<tr>
<td>newSVpvn_flags()</td>
<td>NEED_newSVpvn_flags</td>
<td>NEED_newSVpvn_flags_GLOBAL</td>
</tr>
<tr>
<td>newSVpvn_share()</td>
<td>NEED_newSVpvn_share</td>
<td>NEED_newSVpvn_share_GLOBAL</td>
</tr>
<tr>
<td>pv_display()</td>
<td>NEED pv_display</td>
<td>NEED_pv_display_GLOBAL</td>
</tr>
<tr>
<td>pv_escape()</td>
<td>NEED_pv_escape</td>
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<tr>
<td>pv_pretty()</td>
<td>NEED_pv_pretty</td>
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<tr>
<td>sv_2pv_flags()</td>
<td>NEED sv_2pv_flags</td>
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<tr>
<td>sv_2pvbyte()</td>
<td>NEED sv_2pvbyte</td>
<td>NEED sv_2pvbyte_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf()</td>
<td>NEED sv_catpvf</td>
<td>NEED sv_catpvf_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf_mg_nocontext()</td>
<td>NEED sv_catpvf mg_nocontext</td>
<td>NEED sv_catpvf mg_nocontext_GLOBAL</td>
</tr>
<tr>
<td>sv_pvn_force_flags()</td>
<td>NEED sv_pvn_force_flags</td>
<td>NEED sv_pvn_force_flags_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf()</td>
<td>NEED sv_setpvf</td>
<td>NEED sv_setpvf_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf_mg_nocontext()</td>
<td>NEED sv_setpvf mg_nocontext</td>
<td>NEED sv_setpvf mg_nocontextGLOBAL</td>
</tr>
<tr>
<td>vload_module()</td>
<td>NEED vload_module</td>
<td>NEED vload_module_GLOBAL</td>
</tr>
<tr>
<td>vnewSVpvn()</td>
<td>NEED vnewSVpvn</td>
<td>NEED vnewSVpvn_GLOBAL</td>
</tr>
<tr>
<td>warner()</td>
<td>NEED warner</td>
<td>NEED warner_GLOBAL</td>
</tr>
</tbody>
</table>

To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C<DPPP_NAMESPACE> macro. Just C<#define> the macro before including C<ppport.h>:

```c
#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
```
The default namespace is C<DPPP_>.

=back

The good thing is that most of the above can be checked by running F<ppport.h> on your source code. See the next section for details.

=head1 EXAMPLES

To verify whether F<ppport.h> is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, F<ppport.h> can be run as a Perl script to check your source code. Simply say:

perl ppport.h

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in newer Perl releases, if you're aware that it uses C++ comments, and if you want all suggestions as a single patch file, you could use something like this:

perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff

If you only want your code to be scanned without any suggestions for changes, use:

perl ppport.h --nochanges

You can specify a different C<diff> program or options, using the C<--diff> option:

perl ppport.h --diff='diff -C 10'

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

perl ppport.h --copy=.new

To display portability information for the C<newSVpvn> function, use:

perl ppport.h --api-info=newSVpvn
Since the argument to `C<--api-info>` can be a regular expression, you can use

    perl ppport.h --api-info=/_nomg$/

to display portability information for all `C<_nomg>` functions or

    perl ppport.h --api-info=/ /

to display information for all known API elements.

=head1 BUGS

If this version of `ppport.h` is causing failure during the compilation of this module, please check if newer versions of either this module or `C<Devel::PPPort>` are available on CPAN before sending a bug report.

If `ppport.h` was generated using the latest version of `C<Devel::PPPort>` and is causing failure of this module, please file a bug report using the CPAN Request Tracker at L<http://rt.cpan.org/>.

Please include the following information:

=over 4

=item 1.

The complete output from running "perl -V"

=item 2.

This file.

=item 3.

The name and version of the module you were trying to build.

=item 4.

A full log of the build that failed.

=item 5.

Any other information that you think could be relevant.

=back
For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

=head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2010, Marcus Holland-Moritz.

Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

=head1 SEE ALSO

See L<Devel::PPPort>.

=cut

use strict;

# Disable broken TRIE-optimization
BEGIN { eval '{^RE_TRIE_MAXBUF} = -1' if $^v >= 5.009004 && $^v <= 5.009005 }

my $VERSION = 3.19_02;

my %opt = (
  quiet => 0,
  diag  => 1,
  hints => 1,
  changes => 1,
  cplusplus => 0,
  filter => 1,
  strip  => 0,
  version => 0,
);

my($ppport) = $0 =~ /\([\w.]+)\$/;
my $LF = '(?:\r\n|\[\r\n\])'; # line feed
my $HS = '[ \t]'; # horizontal whitespace

# Never use C comments in this file!
my $ccs = '/.*';
my $cce = '.*\/^'; # line feed
my $rccs = quotemeta $ccs;
my $rcce = quotemeta $cce;
eval { require Getopt::Long; Getopt::Long::GetOptions(%opt, qw(
   help quiet diag! filter! hints! changes! cplusplus strip version
   patch=s copy=s diff=s compat-version=s
   list-provided list-unsupported api-info=s
 )) or usage();
};

if ($@ and grep /^-/, @ARGV) {
    usage() if "$ARGV" =~ /^--?h(?:elp)?$/;
    die "Getopt::Long not found. Please don't use any options.
";
}

if ($opt{version}) {
    print "This is $0 $VERSION.
";
    exit 0;
}

usage() if $opt{help};
strip() if $opt{strip};

if (exists $opt{compat-version}) {
    my($r,$v,$s) = eval { parse_version($opt{compat-version}) };;
    if ($@) {
        die "Invalid version number format: "$opt{compat-version}"\n";
    }
    die "Only Perl 5 is supported\n" if $r != 5;
    die "Invalid version number: $opt{compat-version}\n" if $v >= 1000 || $s >= 1000;
    $opt{compat-version} = sprintf "%.%03d%03d", $r, $v, $s;
} else {
    $opt{compat-version} = 5;
}

my %API = map { /^\(\w+\)|[^|]*\)|([^|]*)\)|([^|]*)$/
   ? ( $1 => {
       ( $2                  ? ( base     => $2 ) : ()),
       ( $3                  ? ( todo     => $3 ) : ()),
       (index($4, 'v') >= 0 ? ( varargs => 1 ) : ()),
       (index($4, 'p') >= 0 ? ( provided => 1 ) : ()),
       (index($4, 'n') >= 0 ? ( nothxarg => 1 ) : ())
   })
   : die "invalid spec: $_
" } qw(AvFILLp|5.004050||p
AvFILL||
CLASS||

PERL_ULONG_MIN|5.004000||p
PERL_UNUSED_ARG|5.009003||p
PERL_UNUSED_CONTEXT|5.009004||p
PERL_UNUSED_DECL|5.007002||p
PERL_UNUSED_VAR|5.007002||p
PERL_UQUAD_MAX|5.004000||p
PERL_UQUAD_MIN|5.004000||p
PERL_USE_GCC_BRACE_GROUPS|5.009004||p
PERL_USHORT_MAX|5.004000||p
PERL_USHORT_MIN|5.004000||p
PERL_VERSION|5.006000||p
PL_DBsignal|5.005000||p
PL_DBsingle|||pn
PL_DBsub|||pn
PL_DBtrace|||pn
PL_Sv|5.005000||p
PL_bufend|5.011004||p
PL_bufptr|5.011004||p
PL_compiling|5.004050||p
PL_copline|5.011004||p
PL_curcop|5.004050||p
PL_curstash|5.004050||p
PL_debstash|5.004050||p
PL_defgv|5.004050||p
PL_diehook|5.004050||p
PL_dirty|5.004050||p
PL_dowarn|||pn
PL_errgv|5.004050||p
PL_error_count|5.011004||p
PL_expect|5.011004||p
PL_hexdigit|5.005000||p
PL_hints|5.005000||p
PL_in_my_stash|5.011004||p
PL_in_my|5.011004||p
PL_keyword_plugin|5.011002|
PL_last_in_gv|||n
PL_laststatval|5.005000||p
PL_lex_state|5.011004||p
PL_lex_stuff|5.011004||p
PL_linestr|5.011004||p
PL_modglobal|5.005000||n
PL_na|5.004050||pn
PL_no_modify|5.006000||p
PL_ofsgv|||n
PL_opfreehook|5.011000||n
PL_parser|5.009005|5.009005|p
PL_perl_destruct_level|5.004050||p
PL_perldb|5.004050||p
UVTYPE|5.006000||p
UVXf|5.007001||p
UVof|5.006000||p
UVuf|5.006000||p
UVxf|5.006000||p
WARN_ALL|5.006000||p
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WARN_ASSERTIONS|5.011004||p
WARN_BAREWORD|5.006000||p
WARN_CLOSED|5.006000||p
WARN_CLOSURE|5.006000||p
WARN_DEBUGGING|5.006000||p
WARN_DEPRECATED|5.006000||p
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amagic_incmp||
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do_spawn||
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hv_copy_hints_hv[]
hv_delayfree_ent[5.004000]
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hv_fetch_ent[5.004000]
hv_fetchs[5.009003]p
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hv_iterkeysyv[5.004000]
hv_iterkey[]
hv_iternext_flags[5.008000]
hv_iternextsv[]
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hv_kill_backrefs[]
hv_ksplit[5.004000]
hv_magic_check[]n
hv_magic[]
hv_name_set[5.009003]
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intuit more| |
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isALPHA| |
isASCII\[5.006000\]|p
isBLANK\[5.006001\]|p
isCTRL\[5.006000\]|p
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isGRAPH\[5.006000\]|p
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isPUNCT\[5.006000\]|p
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savepv[n]
savepvsv[5.009003]
savepv[5]
savesvsharedpv[5.009005]
savesvsharedpv[5.007003]
savestack_grow_cnt[5.008001]
savestack_grow[5]
savesvpv[5.009002]
sawparens[
scalar_mod_type[5h
scalarboolean[
scalarseq[

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xmldump_all|||
xmldump_attr|||
xmldump_eval|||
xmldump_form|||
xmldump_indent|||v
xmldump_packsubs_perl|||
xmldump_packsubs|||
xmldump_sub_perl|||
xmldump_sub|||
xmldump_vindent|||
yyerror|||
yylex|||
yyparse|||
yywarn|||
);
if (exists $opt{'list-unsupported'}) {
my $f;
for $f (sort { lc $a cmp lc $b } keys %API) {
next unless $API{$f}{todo};
print "$f ", '.'x(40-length($f)), " ", format_version($API{$f}{todo}), "\n";
}
exit 0;
}
# Scan for possible replacement candidates
my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";

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}
}
else { undef $hint }
}
$hint = [$1, [split /,?\s+/, $2]]
if m{^\s*$rccs\s+(Hint|Warning):\s+(\w+(?:,?\s+\w+)*)\s*$};
if ($define) {
if ($define->[1] =~ /\\$/) {
$define->[1] .= $_;
}
else {
if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_\(/) {
my @n = find_api($define->[1]);
push @{$depends{$define->[0]}}, @n if @n
}
undef $define;
}
}
$define = [$1, $2] if m{^\s*#\s*define\s+(\w+)(?:\([^)]*\))?\s+(.*)};
if ($function) {
if (/^}/) {
if (exists $API{$function->[0]}) {
my @n = find_api($function->[1]);
push @{$depends{$function->[0]}}, @n if @n
}
undef $function;
}
else {
$function->[1] .= $_;
}
}
$function = [$1, ''] if m{^DPPP_\(my_(\w+)\)};
$replace = $1 if m{^\s*$rccs\s+Replace:\s+(\d+)\s+$rcce\s*$};
$replace{$2} = $1 if $replace and m{^\s*#\s*define\s+(\w+)(?:\([^)]*\))?\s+(\w+)};
$replace{$2} = $1 if m{^\s*#\s*define\s+(\w+)(?:\([^)]*\))?\s+(\w+).*$rccs\s+Replace\s+$rcce};
$replace{$1} = $2 if m{^\s*$rccs\s+Replace (\w+) with (\w+)\s+$rcce\s*$};
if (m{^\s*$rccs\s+(\w+(\s*,\s*\w+)*)\s+depends\s+on\s+(\w+(\s*,\s*\w+)*)\s+$rcce\s*$}) {
my @deps = map { s/\s+//g; $_ } split /,/, $3;
my $d;
for $d (map { s/\s+//g; $_ } split /,/, $1) {
push @{$depends{$d}}, @deps;

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$need{$_} = 1 if m{/^if\s+defined\(NEED\(_{w+}\)?\?_GLOBAL\)?\)/};

for (values %depends) {
  my %s;
  $_ = [sort grep !$s{$_}++, @$_];
}

if (exists $opt{'list-provided'}) {
  my $f;
  my $count = 0;
  my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "$opt{'api-info'}";
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $f =~ /$match/;
    print "\n=== $f ===\n\n";
    my $info = 0;
    if ($API{$f}{base} || $API{$f}{todo}) {
      my $base = format_version($API{$f}{base} || $API{$f}{todo});
      print "Supported at least starting from perl-$base:\n";
      $info++;
    }
    if ($API{$f}{provided}) {
      my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
      print "Support by $ppport provided back to perl-$todo:\n";
      print "Support needs to be explicitly requested by NEED_$f\n" if exists $need{$f};
      print "Depends on: @{$depends{$f}}, .\n" if exists $depends{$f};
      print "\n\n$shints{$f}" if exists $shints{$f};
      print "\nWARNING:\n$warnings{$f}" if exists $warnings{$f};
      $info++;
    }
    print "\n\nNo portability information available:\n" unless $info;
    $count++;
  }
  $count or print "Found no API matching $opt{'api-info'}:";
  print "\n";
  exit 0;
}

if (exists $opt{'list-provided'}) {
  my $f;
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $API{$f}{provided};
    my @flags;
    push @flags, 'explicit' if exists $need{$f};
    push @flags, 'depend'   if exists $depends{$f};
  }
}
push @flags, 'hint' if exists $hints{$f};
push @flags, 'warning' if exists $warnings{$f};
my $flags = @flags ? ' ['.join(', ', @flags).']' : '';
print "$f$flags\n";
}
exit 0;
}
my @files;
my @srcext = qw( .xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;
if (@ARGV) {
my %seen;
for (@ARGV) {
if (-e) {
if (-f) {
push @files, $_ unless $seen{$_}++;
}
else { warn "'$_' is not a file.\n" }
}
else {
my @new = grep { -f } glob $_
or warn "'$_' does not exist.\n";
push @files, grep { !$seen{$_}++ } @new;
}
}
}
else {
eval {
require File::Find;
File::Find::find(sub {
$File::Find::name =~ /($srcext)$/i
and push @files, $File::Find::name;
}, '.');
};
if ($@) {
@files = map { glob "*$_" } @srcext;
}
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}

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if (@ARGV && @out) {
    warning("Skipping the following files (use --nofilter to avoid this):

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if ($c =~ /\b(?:Perl_)?($match)\b/) {
$file{uses_replace}{$1}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};
$file{uses_Perl}{$func}++ if $c =~ /\bPerl_$func\b/;
if (exists $API{$func}{provided}) {
$file{uses_provided}{$func}++;
if (!exists $API{$func}{base} || $API{$func}{base} > $opt{'compat-version'}) {
$file{uses}{$func}++;
my @deps = rec_depend($func);
if (@deps) {
$file{uses_deps}{$func} = \@deps;
for (@deps) {
$file{uses}{$_} = 0 unless exists $file{uses}{$_};
}
}
for ($func, @deps) {
$file{needs}{$_} = 'static' if exists $need{$_};
}
}
}
if (exists $API{$func}{todo} && $API{$func}{todo} > $opt{'compat-version'}) {
if ($c =~ /\b$func\b/) {
$file{uses_todo}{$func}++;
}
}
}
}
while ($c =~ /^$HS*#$HS*define$HS+(NEED_(\w+?)(_GLOBAL)?)\b/mg) {
if (exists $need{$2}) {
$file{defined $3 ? 'needed_global' : 'needed_static'}{$2}++;
}
else { warning("Possibly wrong #define $1 in $filename") }
}
for (qw(uses needs uses_todo needed_global needed_static)) {
for $func (keys %{$file{$_}}) {
push @{$global{$_}{$func}}, $filename;
}
}
$files{$filename} = \%file;
}
# Globally resolve NEED_'s
my $need;
for $need (keys %{$global{needs}}) {
if (@{$global{needs}{$need}} > 1) {
my @targets = @{$global{needs}{$need}};

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my @t = grep $files{$_}{needed_global}{$need}, @targets;
@targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;
my $c = $file{code};
my $warnings = 0;
for $func (sort keys %{$file{uses_Perl}}) {
if ($API{$func}{varargs}) {
unless ($API{$func}{nothxarg}) {
my $changes = ($c =~ s{\b(Perl_$func\s*\(\s*)(?!aTHX_?)(\)|[^\s)]*\))}
{ $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_ ') . $2 }ge);
if ($changes) {
warning("Doesn't pass interpreter argument aTHX to Perl_$func");
$file{changes} += $changes;
}
}
}
else {
warning("Uses Perl_$func instead of $func");
$file{changes} += ($c =~ s{\bPerl_$func(\s*)\((\s*aTHX_?)?\s*}
{$func$1(}g);
}
}
for $func (sort keys %{$file{uses_replace}}) {
warning("Uses $func instead of $replace{$func}");
$file{changes} += ($c =~ s/\b$func\b/$replace{$func}/g);
}
for $func (sort keys %{$file{uses_provided}}) {
if ($file{uses}{$func}) {
if (exists $file{uses_deps}{$func}) {

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diag("Uses $func, which depends on ", join(’,’, @{$file{uses_deps}{$func}}));
}
else {
    diag("Uses $func”);
}

$warnings += hint($func);

unless ($opt{quiet}) {
    for $func (sort keys %{$file{uses_todo}}) {
        print "*** WARNING: Uses $func, which may not be portable below perl ",
            format_version($API{$func}{todo}), ", even with 'ppport'u’;
        $warnings++;
    }
}

for $func (sort keys %{$file{needed_static}}) {
    my $message = "’;
    if (not exists $file{uses}{$func}) {
        $message = "No need to define NEED_$func if $func is never used”;
    }
    elsif (exists $file{needs}{$func} && $file{needs}{$func} ne 'static’) {
        $message = "No need to define NEED_$func when already needed globally”;
    }
    if ($message) {
        diag($message);
        $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_$func\b.*$LF//mg);
    }
}

for $func (sort keys %{$file{needed_global}}) {
    my $message = "’;
    if (not exists $global{uses}{$func}) {
        $message = "No need to define NEED_${func}_GLOBAL if $func is never used”;
    }
    elsif (exists $file{needs}{$func}) {
        if ($file{needs}{$func} eq 'extern') {
            $message = "No need to define NEED_${func}_GLOBAL when already needed globally”;
        }
        elsif ($file{needs}{$func} eq 'static’) {
            $message = "No need to define NEED_${func}_GLOBAL when only used in this file”;
        }
    }
    if ($message) {
        diag($message);
        $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_${func}_GLOBAL\b.*$LF//mg);
    }
}
$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
    my $pp = ";

    for $func (sort keys %{$file{needs}}) {
        my $type = $file{needs}{$func};
        next if $type eq 'extern';
        my $suffix = $type eq 'global' ? '_GLOBAL' : "";
        unless (exists $file{"needed_${type}"}{$func}) {
            if ($type eq 'global') {
                diag("Files [@ {$global{needs}{$func}}] need $func, adding global request");
            } else {
                diag("File needs $func, adding static request");
            }
            $pp .= 
"#define NEED_$func$suffix
";
        }
    }

    if ($pp && ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+)/$pp/m)) {
        $pp = ";
        $file{changes}++;
    }

    unless ($file{has_inc_ppport}) {
        diag("Needs to include '$ppport'");
        $pp .= qq(#include "$ppport\n")
    }

    if ($pp) {
        $file{changes} += ($c =~ s/\(^= s/\/\/$c\)/\s+$1\$pp/m) |
            ($c =~ s/\(^= s/\/\/$c\)/\s+$1\$pp/m) |
            ($c =~ s/\(^= s/\/\/$c\)/\s+$1\$pp/m) |
            ($c =~ s/\(^= s/\/\/$c\)/\s+$1\$pp/m);
    }

    else {
        if ($file{has_inc_ppport}) {
            diag("No need to include '$ppport'");
            $file{changes} += ($c =~ s/\(^= s/\/\/$c\)/\s+$1\$ppport\E.*\?SLF//m);
        }
    }

    # put back in our C comments
    my $ix;
}
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcce/$ccs$ccom[$ix] $cce/;
    } else {
        $c =~ s/$rccs$ix$rcce/$ccom[$ix]/;
    }
}

if ($cppc) {
    my $s = $cppc != 1 ? 's' : ';
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : ';
my $warn = $warnings ? " ($warnings warning$s)" : "
info("Analysis completed$warn")

if ($file{changes}) {
    if (exists $opt{copy}) {
        my $newfile = "$filename$opt{copy}";
        if (-e $newfile) {
            error("'$newfile' already exists, refusing to write copy of '$filename'");
        } else {
            local *F;
            if (open F, ">$newfile") {
                info("Writing copy of '$filename' with changes to '$newfile'");
                print F $c;
                close F;
            } else {
                error("Cannot open '$newfile' for writing: $!");";
            }
        }
    } else {
        error("Cannot open '$newfile' for writing: $!"");
    }
}

elsif (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {
        unless ($patch_opened) {
            if (open PATCH, ">$opt{patch}") {
                $patch_opened = 1;
            } else {
                error("Cannot open '$opt{patch}' for writing: $!")
            }
        }
    } else {
        delete $opt{patch};
    }
}
$opt{changes} = 1;
    goto fallback;
}
}
mydiff(\*PATCH, $filename, $c);
}
else {
    fallback:
    info("Suggested changes:");
    mydiff(\*STDOUT, $filename, $c);
    }
}
else {
    my $s = $file{changes} == 1 ? '' : 's';
    info("$file{changes} potentially required change$s detected");
    }
}
else {
    info("Looks good");
    }
}

close PATCH if $patch_opened;

exit 0;

sub try_use { eval "use @_;"; return $@ eq "" }

sub mydiff {
    local *F = shift;
    my($file, $str) = @_;
    my $diff;

    if (exists $opt{diff}) {
        $diff = run_diff($opt{diff}, $file, $str);
    }

    if (!defined $diff and try_use('Text::Diff')) {
        $diff = Text::Diff::diff($file, $str, { STYLE => 'Unified' });
        $diff = <<HEADER . $diff;
        --- $file
        +++ $file.patched
        HEADER
    }

    if (!defined $diff) {
$diff = run_diff('diff -u', $file, $str);

if (!defined $diff) {
    $diff = run_diff('diff', $file, $str);
}

if (!defined $diff) {
    error("Cannot generate a diff. Please install Text::Diff or use --copy.");
    return;
}

print F $diff;

sub run_diff {
    my($prog, $file, $str) = @_;  
    my $tmp = 'dppptemp';
    my $suf = 'aaa';
    my $diff = ";
    local *F;

    while (-e "$tmp.$suf") { $suf++ }
    $tmp = "$tmp.$suf";

    if (open F, ">$tmp") {
        print F $str;
        close F;

        if (open F, "$prog $file $tmp |") {
            while (<F>) {
                s/\Q$tmp\E/$file.patched/;
                $diff .= ";
            }
            close F;
            unlink $tmp;
            return $diff;
        }
    }
    unlink $tmp;
}
else {
    error("Cannot open '$tmp' for writing: $!");
}

return undef;
sub rec_depend
{
    my($func, $seen) = @_;
    return () unless exists $depends{$func};
    $seen = {%{$seen||{}||}};
    return () if $seen->{func}++;
    my %s;
    grep !$s{$_}++, map { ($_ rec_depend($_, $seen)) } @{$depends{$func}};
}

sub parse_version
{
    my $ver = shift;
    if ($ver =~ /^(\d+).+(\d+)\.(\d+)/) {
        return ($1, $2, $3);
    }
    elsif ($ver !~ /^\d+\.[\d_]+$/) {
        die "cannot parse version '$ver'
    }
    $ver =~ s/_//g;
    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /\d+/\.(\d{3})(\d{3})/;
    $v = int $v;
    $s = int $s;
    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "cannot parse version '$ver'\n";
        }
    }
    return ($r, $v, $s);
}

sub format_version
{
    my $ver = shift;
    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /\d+\.(\d{3})(\d{3})/;
    $v = int $v;
    $s = int $s;
    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "cannot parse version '$ver'\n";
        }
    }
    return ($r, $v, $s);
}
if ($r < 5 || ($r == 5 && $v < 6)) {
    if ($s % 10) {
        die "invalid version '$ver'\n";
    }
    $s /= 10;

    $ver = sprintf "%d.%03d", $r, $v;
    $s > 0 and $ver .= sprintf "_%02d", $s;

    return $ver;
}

return sprintf "%d.%d.%d", $r, $v, $s;
}

sub info
{
    $opt{quiet} and return;
    print @_, "\n";
}

sub diag
{
    $opt{quiet} and return;
    $opt{diag} and print @_, "\n";
}

sub warning
{
    $opt{quiet} and return;
    print "*** ", @_, "\n";
}

sub error
{
    print "*** ERROR: ", @_, "\n";
}

my %given_hints;
my %given_warnings;
sub hint
{
    $opt{quiet} and return;
    my $func = shift;
    my $rv = 0;
    if (exists $warnings{$func} && !$given_warnings{$func}++) {
        my $warn = $warnings{$func};
        print $warn, 

$warn =~ s!^!*** !mg;
print "*** WARNING: $func\n", $warn;
$rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
my $hint = $hints{$func};
$hint =~ s/^/ /mg;
print " --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/^\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;
print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
exit 2;
}
sub strip
{
my $self = do { local(@ARGV,$/)=($0); <> };
my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*^(.*?)^=\w+/ms;
$copy =~ s/^(?=\S+)/ /gms;
$self =~ s/^$HS+Do NOT edit.*?(?=^-)/$copy/ms;
$self =~ s/^SKIP.*(?=^__DATA__)/SKIP
if (\@ARGV && \$ARGV[0] eq '--unstrip') {
eval { require Devel::PPPort };
\$@ and die "Cannot require Devel::PPPort, please install.\\n";
if (eval \$Devel::PPPort::VERSION < $VERSION) {
die "$0 was originally generated with Devel::PPPort $VERSION.\\n"
. "Your Devel::PPPort is only version \$Devel::PPPort::VERSION.\\n"
. "Please install a newer version, or --unstrip will not work.\\n";
}
Devel::PPPort::WriteFile(\$0);
exit 0;
}

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print <<END;

Sorry, but this is a stripped version of \$0.

To be able to use its original script and doc functionality,
please try to regenerate this file using:

\$^X \$0 --unstrip

END

my($pl, $c) = $self =~ /(.*^__DATA__)(.*)/ms;
$c =~ s{/ (?: \*[^*]*\*+(?:[^$ccs]\[^*]*\*+)* / | /\[^
\]* | ( \"[^"\\]*(?:\\.[^"\\]*)*" | '[^'\\]*(?:\\.[^'\\]*)*' ) | ($HS+) }{ defined $2 ? ' ' : ($1 || '') }gsex;
$c =~ s!\s+$!!mg;
$c =~ s!^$LF!!mg;
$c =~ s!^\s*#!#!mg;
$c =~ s!^\s+!!mg;
open OUT, ">$0" or die "cannot strip $0: $!

print OUT "$pl$c

exit 0;

}__DATA__*/

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=head1 NAME

Scalar::Util - A selection of general-utility scalar subroutines

=head1 SYNOPSIS

use Scalar::Util qw(blessed dualvar isdual readonly refaddr reftype

tainted weaken isweak isvstring looks_like_number

C\langle Scalar::Util\rangle contains a selection of subroutines that people have expressed would be nice to have in the perl core, but the usage would not really be high enough to warrant the use of a keyword, and the size would be so small that being individual extensions would be wasteful.

By default C\langle Scalar::Util\rangle does not export any subroutines.

=head1 FUNCTIONS FOR REFERENCES

The following functions all perform some useful activity on reference values.

=head2 blessed

my $pkg = blessed( $ref );

If C<$ref> is a blessed reference, the name of the package that it is blessed into is returned. Otherwise C<undef> is returned.

$scalar = "foo";
$class  = blessed $scalar;  # undef

$ref   = [];
$class = blessed $ref;      # undef

$obj    = bless [], "Foo";
$class = blessed $obj;       # "Foo"

Take care when using this function simply as a truth test (such as in C<if(blessed $ref)...>) because the package name C<"0"> is defined yet false.

=head2 refaddr

my $addr = refaddr( $ref );

If C<$ref> is reference, the internal memory address of the referenced value is returned as a plain integer. Otherwise C<undef> is returned.

$addr = refaddr "string";  # undef
$addr = refaddr $var;      # eg 12345678
$addr = refaddr [];        # eg 23456784
```perl
$obj = bless {}, "Foo";
$addr = refaddr $obj;       # eg 88123488

=head2 reftype

my $type = reftype( $ref );

If C<$ref> is a reference, the basic Perl type of the variable referenced is returned as a plain string (such as C<ARRAY> or C<HASH>). Otherwise C<undef> is returned.

$type = reftype "string";   # undef
$type = reftype \$var;    # SCALAR
$type = reftype [];       # ARRAY

$obj = bless {}, "Foo";
$type = reftype $obj;      # HASH

=head2 weaken

weaken( $ref );

The lvalue C<$ref> will be turned into a weak reference. This means that it will not hold a reference count on the object it references. Also, when the reference count on that object reaches zero, the reference will be set to undef. This function mutates the lvalue passed as its argument and returns no value.

This is useful for keeping copies of references, but you don't want to prevent the object being DESTROY-ed at its usual time.

{  
    my $var;  
    $ref = \$var;  
    weaken($ref);    # Make $ref a weak reference  
}  
# $ref is now undef

Note that if you take a copy of a scalar with a weakened reference, the copy will be a strong reference.

my $var;  
my $foo = \$var;  
weaken($foo);    # Make $foo a weak reference  
my $bar = $foo;    # $bar is now a strong reference

This may be less obvious in other situations, such as C<grep()>, for instance when grepping through a list of weakened references to objects that may have
```
been destroyed already:

    @object = grep { defined } @object;

This will indeed remove all references to destroyed objects, but the remaining references to objects will be strong, causing the remaining objects to never be destroyed because there is now always a strong reference to them in the @object array.

=head2 unweaken

    unweaken( $ref );

I<Since version 1.36.>

The lvalue C<REF> will be turned from a weak reference back into a normal (strong) reference again. This function mutates the lvalue passed as its argument and returns no value. This undoes the action performed by L</weaken>.

This function is slightly neater and more convenient than the otherwise-equivalent code

    my $tmp = $REF;
    undef $REF;
    $REF = $tmp;

(because in particular, simply assigning a weak reference back to itself does not work to unweaken it; C<$REF = $REF> does not work).

=head2 isweak

    my $weak = isweak( $ref );

Returns true if C<$ref> is a weak reference.

    $ref  = \$foo;
    $weak = isweak($ref);       # false
    weaken($ref);
    $weak = isweak($ref);       # true

B<NOTE>: Copying a weak reference creates a normal, strong, reference.

    $copy = $ref;
    $weak = isweak($copy);      # false

=head1 OTHER FUNCTIONS
=head2 dualvar

    my $var = dualvar( $num, $string );

Returns a scalar that has the value C<$num> in a numeric context and the value C<$string> in a string context.

    $foo = dualvar 10, "Hello";
    $num = $foo + 2;                    # 12
    $str = $foo . " world";             # Hello world

=head2 isdual

    my $dual = isdual( $var );


If C<$var> is a scalar that has both numeric and string values, the result is true.

    $foo = dualvar 86, "Nix"
    $dual = isdual($foo);               # true

Note that a scalar can be made to have both string and numeric content through numeric operations:

    $foo = "10"
    $dual = isdual($foo);               # false
    $bar = $foo + 0
    $dual = isdual($foo);               # true

Note that although C<(!$)> appears to be a dual-valued variable, it is actually implemented as a magical variable inside the interpreter:

    !$ = 1;
    print("$!\n");                    # "Operation not permitted"
    $dual = isdual($!);                # false

You can capture its numeric and string content using:

    $err = dualvar $!, $!;
    $dual = isdual($err);             # true

=head2 isvstring

    my $vstring = isvstring( $var );

If C<$var> is a scalar which was coded as a vstring, the result is true.
$vs = v49.46.48;
$fmt = isvstring($vs) ? "%vd" : "%s"; #true
printf($fmt,$vs);

=head2 looks_like_number

my $isnum = looks_like_number( $var );

Returns true if perl thinks C<$var> is a number. See L<perlapi/looks_like_number>.

=head2 openhandle

my $fh = openhandle( $fh );

Returns C<$fh> itself if C<$fh> may be used as a filehandle and is open, or is
is a tied handle. Otherwise C<undef> is returned.

$fh = openhandle(*STDIN);       # \*STDIN
$fh = openhandle("STDIN");     # \*STDIN
$fh = openhandle("NOTOPEN");   # undef
$fh = openhandle("scalar");   # undef

=head2 readonly

my $ro = readonly( $var );

Returns true if C<$var> is readonly.

sub foo { readonly($_[0]) }

$readonly = foo($bar);       # false
$readonly = foo(0);           # true

=head2 set_prototype

my $code = set_prototype( $code, $prototype );

Sets the prototype of the function given by the C<$code> reference, or deletes
it if C<$prototype> is C<undef>. Returns the C<$code> reference itself.

set_prototype \&foo, '$$';

=head2 tainted

my $t = tainted( $var );
Return true if C<$var> is tainted.

```perl
$taint = tainted("constant");  # false
$taint = tainted($ENV{PWD});    # true if running under -T
```

=head1 DIAGNOSTICS

Module use may give one of the following errors during import.

=over

=item Weak references are not implemented in the version of perl

The version of perl that you are using does not implement weak references, to use L</isweak> or L</weaken> you will need to use a newer release of perl.

=item Vstrings are not implemented in the version of perl

The version of perl that you are using does not implement Vstrings, to use L</isvstring> you will need to use a newer release of perl.

=back

=head1 KNOWN BUGS

There is a bug in perl5.6.0 with UV's that are >= 1<<31. This will show up as tests 8 and 9 of dualvar.t failing

=head1 SEE ALSO

L</List::Util>

=head1 COPYRIGHT

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Additionally L</weaken> and L</isweak> which are

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This package contains a selection of subroutines that people have expressed would be nice to have in the perl core, but the usage would not really be high enough to warrant the use of a keyword, and the size so small such that being individual extensions would be wasteful.

After unpacking the distribution, to install this module type

    perl Makefile.PL
    make
    make test
    make install

KNOWN BUGS

There is a bug in perl5.6.0 with UV's that are >= 1<<31. This will show up as tests 8 and 9 of dualvar.t failing

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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
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jar/io/netty/channel/pool/package-info.java
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jar/io/netty/channel/pool/DefaultChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/channel/pool/ChannelHealthChecker.java
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/channel/DefaultSelectStrategy.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/channel/group/VoidChannelGroupFuture.java
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jar/io/netty/channel/SelectStrategy.java
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jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/channel/SelectStrategyFactory.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
jar/io/netty/channel/socket/DuplexChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
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jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/bootstrap/FailedChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/internal/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/internal/ChannelUtils.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
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 */
/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its {@link ChannelPipeline}.
 *
 * <h3>Sub-types</h3>
 * <p>
 *  {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 *  subtypes:
 *  <ul>
 *   <li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
 *   <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 *  </ul>
 *  </p>
 *  <p>
 *  Alternatively, the following adapter classes are provided for your convenience:
 *  <ul>
 *   <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
 *   <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
 *   <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
 *  </ul>
 *  </p>
 *  <p>
 *  For more information, please refer to the documentation of each subtype.
 *  </p>
 *
 *  <h3>The context object</h3>
 *  
 *  A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext} object. A {@link ChannelHandler} is supposed to interact with the
 *  {@link ChannelPipeline} it belongs to via a context object. Using the
 *  context object, the {@link ChannelHandler} can pass events upstream or
 *  downstream, modify the pipeline dynamically, or store the information
 *  (using {@link AttributeKey}s) which is specific to the handler.
* <h3>State management</h3>

* A `@link ChannelHandler` often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:

```java
public interface Message {
    // your methods here
}
```

* public class DataServerHandler extends `@link SimpleChannelInboundHandler<Message>` {

*     `private boolean loggedIn;`
* 
*     `@Override`
*     public void channelRead0(`@link ChannelHandlerContext` ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             `loggedIn = true;`
*         } else (message instanceof GetDataMessage) {
*             if (`loggedIn`) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
```

* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:

```java
// Create a new handler instance per channel.
// See `@link ChannelInitializer#initChannel(Channel)`.  
* public class DataServerInitializer extends `@link ChannelInitializer`{
*     `@Override`
*     public void initChannel(`@link Channel` channel) {
*         channel.pipeline().addLast("handler", `new DataServerHandler()");
*     }
* }
```

* <h4>Using `@link AttributeKey`s</h4>
* Although it's recommended to use member variables to store the state of a handler, for some reason you might not want to create many handler instances. In such a case, you can use [@link AttributeKey]s which is provided by [@link ChannelHandlerContext]:

```java
public interface Message {
    // your methods here
}
```

```java
@Sharable
public class DataServerHandler extends @link SimpleChannelInboundHandler&gt;{Message} {
private final @link AttributeKey&gt;{@link Boolean} auth = AttributeKey.valueOf("auth");

@Override
public void channelRead(@link ChannelHandlerContext ctx, Message message) {
    Attribute&lt;Boolean&gt; attr = ctx.attr(auth);
    if (message instanceof LoginMessage) {
        authenticate((LoginMessage) o);
        attr.set(true);
    } else if (message instanceof GetDataMessage) {
        if (Boolean.TRUE.equals(attr.get())) {
            ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
        } else {
            fail();
        }
    }
}
```

Now that the state of the handler is attached to the [@link ChannelHandlerContext], you can add the same handler instance to different pipelines:

```java
public class DataServerInitializer extends @link ChannelInitializer&gt;{@link Channel} {
private static final DataServerHandler SHARED = new DataServerHandler();

@Override
public void initChannel(@link Channel) channel) {
    channel.pipeline().addLast("handler", SHARED);
}
```

* The [@code @Sharable] annotation

<p>
In the example above which used an `@link AttributeKey`, you might have noticed the `@code @Sharable` annotation.

If a `@link ChannelHandler` is annotated with the `@code @Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `@link ChannelPipeline`s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like the JCIP annotations.

Please refer to the `@link ChannelHandler`, and `@link ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

Additional resources worth reading

Please refer to the `@link ChannelHandler`, and `@link ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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Version 3.1, 31 March 2009

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libssh v0.7.3

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libgcrypt v1.7.3

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of
those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification").

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not
supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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1.3319 libseccomp 2.3.3-4

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.
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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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**1.3320 libboost-timer1.67.0 1.67.0-13+deb10u1**

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

**HISTORY -**

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
The SPARC specific code was originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(acg@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)
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[[mpl]
# MPL Support, `<boost/mp11/mpl.hpp`
:toc:
:toc-title:
:idprefix:

The header `&lt;boost/mp11/mpl.hpp&gt;`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link::./../../libs/mpl[MPL] sequences.
NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

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=begin comment

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{{#appDescription}}

{{appDescription}}

{{/appDescription}}

{{#version}}OpenAPI spec version: {{version}}{{/version}}

{{#infoEmail}}Contact: {{{infoEmail}}}{{/infoEmail}}

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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \n| sed -s/\([^!]\)/\1.o $@ : /g" > $@; \n[ -s $@ ] || rm -f $@

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \n| sed -s/\([^!]\)/\1.o $@ : /g" > $@; \n[ -s $@ ] || rm -f $@

## Versioned libraries rules
$(RM) $@ & & ln -s {<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ & & ln -s {*F}.$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
## End BSD-specific setup

### Pako v1.0

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1.3338 libc 2.28-10

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* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/util/package-info.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/AbstractConnectionPool.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/Authentication.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/ContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/Destination.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/HttpConnectionUpgrader.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/HttpRequestException.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/AuthenticationStore.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/Connection.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/AuthenticationStore.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/BytesContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/MultiPartContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/ProtocolHandler.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/OutputStreamContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/ByteBufferContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/http/HttpReceiverOverHTTP.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/util/AbstractTypedContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/HttpSender.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/ProxyConfiguration.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/HttpReceiver.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/HttpChannel.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/HttpChannel.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/util/FormContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/util/PathContentProvider.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/AuthenticationProtocolHandler.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/util/FutureResponseListener.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/RedirectProtocolHandler.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/WWWAuthenticationProtocolHandler.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/HttpChannelOverHTTP.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/jmx/HttpClientMBean.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/ContinueProtocolHandler.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/Synchronizable.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/LeakTrackingConnectionPool.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/ContentResponse.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/DuplexConnectionPool.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/package-info.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/Response.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/api/Request.java
* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/org/eclipse/jetty/client/HttpContent.java
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* /opt/cola/permits/1282478507_1646511393.82/0/jetty-client-9-4-11-v20180605-sources-jar/about.html

1.3346 urllib3 1.24.1

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# Contributions to the urllib3 project

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## Contributors

In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDbFXQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
* IPv6 url support and test coverage

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  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
* Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPResponseDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture
* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance
* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jesse Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
* Bugfix to pyopenssl vending

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix `util.selectors._fileobj_to_fd` to accept `long`.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jesse Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to `contrib.securetransport`

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add `HTTPResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

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 */
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 */
/**
 * Utility class for [ @link ByteBuf] that encodes and decodes to and from
 * <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
 * The encoding and decoding algorithm in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
 * Base64 Encoder/Decoder</a>.
 */

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* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/base64/Base64.java

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 */
/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * 
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 * 
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 * <pre>
 * <b>lengthFieldOffset</b>   = <b>0</b>
 * <b>lengthFieldLength</b>   = <b>2</b>
 * lengthAdjustment    = 0
 * initialBytesToStrip = 0 (= do not strip header)
 * 
 * BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
 */
Because we can get the length of the content by calling
[@link ByteBuf#readableBytes()], you might want to strip the length
field by specifying <tt>initialBytesToStrip</tt>. In this example, we
specified <tt>2</tt>, that is same with the length of the length field, to
strip the first two bytes.

lengthFieldOffset   = 0
lengthFieldLength   = 2
lengthAdjustment    = 0
initialBytesToStrip = 2 (= the length of the Length field)

BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)

BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)

In most cases, the length field represents the length of the message body
only, as shown in the previous examples. However, in some protocols, the
length field represents the length of the whole message, including the
message header. In such a case, we specify a non-zero
lengthAdjustment. Because the length value in this example message
is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
as <tt>lengthAdjustment</tt> for compensation.

lengthFieldOffset   = 0
lengthFieldLength   = 2
lengthAdjustment    = -2 (= the length of the Length field)
initialBytesToStrip = 0

BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* \(<h3>3\) bytes length field at the end of 5 bytes header, do not strip header</h3>*

* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. \(<tt>lengthAdjustment</tt>\) is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* \(<pre>
* \(<b>lengthFieldOffset</b> = <b>2</b> (= the length of Header 1)
* \(<b>lengthFieldLength</b> = <b>3</b>
* \(<tt>lengthAdjustment</tt> = 0
* \(<tt>initialBytesToStrip</tt> = 0
*
* \(<h3>BEFORE DECODE (17 bytes) \nAFTER DECODE (17 bytes)</h3>\)
* \(\begin{array}{cccccccc}
* \hline
* \(<tt>Header 1| Length | Actual Content \ldots\ldots| Header 1| Length | Actual Content \ldots\ldots\)
* \hline
* \(<tt>0xCAFE|0x00000C|"HELLO, WORLD"|0xCAFE|0x00000C|"HELLO, WORLD"\)
* \hline
* \hline
* \</pre>\)
*
* \(<h3>3\) bytes length field at the beginning of 5 bytes header, do not strip header</h3>*

* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive \(<tt>lengthAdjustment</tt>\) so that the decoder counts the extra
* header into the frame length calculation.
* \(<pre>
* \(<b>lengthFieldOffset</b> = 0
* \(<b>lengthFieldLength</b> = 3
* \(<b>lengthAdjustment</b> = <b>2</b> (= the length of Header 1)
* \(<tt>initialBytesToStrip</tt> = 0
*
* \(<h3>BEFORE DECODE (17 bytes) \nAFTER DECODE (17 bytes)</h3>\)
* \(\begin{array}{cccccccc}
* \hline
* \(<tt>Length | Header 1 | Actual Content \ldots\ldots| Length | Header 1 | Actual Content \ldots\ldots\)
* \hline
* \(<tt>0x00000C|0xCAFE|"HELLO, WORLD"|0x00000C|0xCAFE|"HELLO, WORLD"\)
* \hline
* \hline
* \</pre>\)
*
* \(<h3>2\) bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>*

* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the \(<tt>lengthFieldOffset</tt>\) and the extra
* header affects the \(<tt>lengthAdjustment</tt>\). We also specified a non-zero
* \(<tt>initialBytesToStrip</tt>\) to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* <b> BEFORE DECODE </b> (16 bytes)   <b> AFTER DECODE </b> (13 bytes)
* +-----+--------+-----+----------------+      +-----+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-----+--------+-----+----------------+      +-----+----------------+
* </pre>
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>initialBytesToStrip</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* <b>lengthAdjustment</b> = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
* <b> BEFORE DECODE </b> (16 bytes)   <b> AFTER DECODE </b> (13 bytes)
* +-----+--------+-----+----------------+      +-----+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-----+--------+-----+----------------+      +-----+----------------+
* </pre>
* @see LengthFieldPrepender
*/

Found in path(s):
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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  jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/compression/Snappy.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/base64/package-info.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/CodecException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/MessageToByteEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/protobuf/package-info.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/TooLongFrameException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/DecoderException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/LengthFieldPrepender.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/ReplayingDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/Delimiters.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/string/StringDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/ClassLoaderClassResolver.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/marshalling/package-info.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/DecompressionException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/CompatibleObjectEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/StreamingDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/DefaultUnmarshallerProvider.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/DefaultMarshallerProvider.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/DecompressionException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/string/StringEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/EncoderException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/package-info.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/CompressionException.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/package-info.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/MessageAggregator.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/PrematureChannelClosureException.java

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jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/CharSequenceValueConverter.java
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    jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
  * /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
    jar/io/netty/handler/codec/compression/Crc32c.java
  * /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
    jar/io/netty/handler/codec/compression/JdkZlibDecoder.java

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jar/io/netty/handler/codec/compression/Zstd.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/BrotliEncoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/CompressionOptions.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/BrotliDecoder.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/Brotli.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/GzipOptions.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
jar/io/netty/handler/codec/compression/ZstdOptions.java

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/**
 * Enumeration of supported Base64 dialects.
 * <p>
 * The internal lookup tables in this class has been derived from
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jar/io/netty/handler/codec/base64/Base64Dialect.java

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  jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-
  jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
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* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
* /opt/cola/permits/1258617623_1643096352.03/0/netty-codec-4-1-71-final-sources-jar/io/netty/handler/codec/Headers.java

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1.3351 jetty-servlets 9.4.39.v20210325

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  * org.eclipse.jetty.orbit:javax.security.auth.message

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  * org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
  https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------
Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
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The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

Assorted

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4.1.45.Final

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  jar/netty_epoll_linuxsocket.c
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-
  jar/netty_epoll_linuxsocket.h
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-
  jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-
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* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-
  jar/io/netty/channel/epoll/EpollTcpInfo.java
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  jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-
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  jar/io/netty/channel/epoll/Epoll.java
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* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-
jar/io/netty/channel/epoll/EpollSocketChannel.java
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/package-info.java
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java

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 */
/**
 * Set the @code TCP_MD5SIG option on the socket. See @code linux/tcp.h for more details.
 */
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/

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*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollEventArray.java
*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
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*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollMode.java
*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/EpollServerChannelConfig.java
*/opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4.1.45-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java

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jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java

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*/
/**
/**
* Set the [@code TCP_MD5SIG] option on the socket. See [@code linux/tcp.h] for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/
/**
* Set the [@code TCP_QUICKACK] option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a> for more details.

*/

Found in path(s):
* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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* /opt/cola/permits/1257282394_1642795730.28/0/netty-transport-native-epoll-4-1-45-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannelConfig.java

1.3353 httpcomponents-mime 4.5.5
1.3353.1 Available under license:

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1.3354 pep517 0.10.0
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1.3356 perl-threads 2.21 2.el8

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---
abstract: 'Perl interpreter-based threads'
author:
  - 'Artur Bergman, Jerry D. Hedden <jdhedden AT cpan DOT org>'
build_requires:
  ExtUtils::MakeMaker: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.24, CPAN::Meta::Converter version 2.150010'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: threads
no_index:
directory:
  - t
  - inc
requires:
  Carp: '0'
  Config: '0'
  ExtUtils::testlib: '0'
  Hash::Util: '0'
  IO::File: '0'
  Test::More: '0'
  XSLoader: '0'
  overload: '0'
  strict: '0'
  warnings: '0'
  version: '2.21'
x_serialization_backend: 'CPAN::Meta::YAML version 0.018'

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* /opt/ws_local/PERMITS_SQL/1014324276_1591897366.99/0/perl-threads-2.21-2.el8.src.rpm-cosi-expand-
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/*

ppport.h -- Perl/Pollution/Portability Version 3.32

Automatically created by Devel::PPPort running under perl 5.022001.

Do NOT edit this file directly! -- Edit PPPort_pm.PL and the
includes in parts/inc/ instead.

Use 'perldoc ppport.h' to view the documentation below.

-----------------------------------------------------------------------------

SKIP

=pod

=head1 NAME

ppport.h - Perl/Pollution/Portability version 3.32

=head1 SYNOPSIS

perl ppport.h [options] [source files]

Searches current directory for files if no [source files] are given

--help show short help

--version show version

--patch=file write one patch file with changes
--copy=suffix write changed copies with suffix
--diff=program use diff program and options

--compat-version=version provide compatibility with Perl version
--cplusplus accept C++ comments

-----------------------------------------------------------------------------
--quiet       don't output anything except fatal errors
--nodiag      don't show diagnostics
--nohints     don't show hints
--nochanges   don't suggest changes
--nofilter    don't filter input files
--strip       strip all script and doc functionality from ppport.h

--list-provided list provided API
--list-unsupported list unsupported API
--api-info=name show Perl API portability information

=head1 COMPATIBILITY

This version of F<ppport.h> is designed to support operation with Perl installations back to 5.003, and has been tested up to 5.20.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.

=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=I<file>

If this option is given, a single patch file will be created if any changes are suggested. This requires a working diff program to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automagically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither C<--patch> or C<--copy> are given, the default is to simply print the diffs for each file. This requires either C<Text::Diff> or a C<diff> program to be installed.
=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet

Be quiet. Don't print anything except fatal errors.

=head2 --nodiag

Don't output any diagnostic messages. Only portability alerts will be printed.

=head2 --nohints

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.

=head2 --nochanges

Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.

=head2 --nofilter

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

=head2 --strip

Strip all script and documentation functionality from F<ppport.h>.
This reduces the size of \texttt{ppport.h} dramatically and may be useful if you want to include \texttt{ppport.h} in smaller modules without increasing their distribution size too much.

The stripped \texttt{ppport.h} will have a \texttt{--unstrip} option that allows you to undo the stripping, but only if an appropriate \texttt{Devel::PPPort} module is installed.

\section*{--list-provided}

Lists the API elements for which compatibility is provided by \texttt{ppport.h}. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.

\section*{--list-unsupported}

Lists the API elements that are known not to be supported by \texttt{ppport.h} and below which version of Perl they probably won't be available or work.

\section*{--api-info=I<name>}

Show portability information for API elements matching \texttt{I<name>}. If \texttt{I<name>} is surrounded by slashes, it is interpreted as a regular expression.

\section*{DESCRIPTION}

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

\item Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

\begin{verbatim}
 perl ppport.h --list-provided
\end{verbatim}

to see which API elements are provided by \texttt{ppport.h}.

\item You should avoid using deprecated parts of the API. For example, using global Perl variables without the \texttt{PL_} prefix is deprecated. Also, some API functions used to have a \texttt{perl_} prefix. Using this form is
also deprecated. You can safely use the supported API, as F<ppport.h>
will provide wrappers for older Perl versions.

=item *

If you use one of a few functions or variables that were not present in
earlier versions of Perl, and that can't be provided using a macro, you
have to explicitly request support for these functions by adding one or
more C<#define>s in your source code before the inclusion of F<ppport.h>.

These functions or variables will be marked C<explicit> in the list shown
by C<--list-provided>.

Depending on whether you module has a single or multiple files that
use such functions or variables, you want either C<static> or global
variants.

For a C<static> function or variable (used only in a single source
file), use:

```plaintext
#define NEED_function
#define NEED_variable
```

For a global function or variable (used in multiple source files),
use:

```plaintext
#define NEED_function_GLOBAL
#define NEED_variable_GLOBAL
```

Note that you mustn't have more than one global request for the
same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_parser</td>
<td>NEED_PL_parser</td>
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</tr>
<tr>
<td>PL_signals</td>
<td>NEED_PL_signals</td>
<td>NEED_PL_signals_GLOBAL</td>
</tr>
<tr>
<td>caller_cx()</td>
<td>NEED_caller_cx</td>
<td>NEED_caller_cx_GLOBAL</td>
</tr>
<tr>
<td>eval_pv()</td>
<td>NEED_eval_pv</td>
<td>NEED_eval_pv_GLOBAL</td>
</tr>
<tr>
<td>grok_bin()</td>
<td>NEED_grok_bin</td>
<td>NEED_grok_bin_GLOBAL</td>
</tr>
<tr>
<td>grok_hex()</td>
<td>NEED_grok_hex</td>
<td>NEED_grok_hex_GLOBAL</td>
</tr>
<tr>
<td>grok_number()</td>
<td>NEED_grok_number</td>
<td>NEED_grok_number_GLOBAL</td>
</tr>
<tr>
<td>grok_numeric_radix()</td>
<td>NEED_grok_numeric_radix</td>
<td>NEED_grok_numeric_radix_GLOBAL</td>
</tr>
<tr>
<td>grok_oct()</td>
<td>NEED_grok_oct</td>
<td>NEED_grok_oct_GLOBAL</td>
</tr>
<tr>
<td>load_module()</td>
<td>NEED_load_module</td>
<td>NEED_load_module_GLOBAL</td>
</tr>
<tr>
<td>mg_findext()</td>
<td>NEED_mg_findext</td>
<td>NEED_mg_findext_GLOBAL</td>
</tr>
<tr>
<td>my_snprintf()</td>
<td>NEED_my_snprintf</td>
<td>NEED_my_snprintf_GLOBAL</td>
</tr>
<tr>
<td>my_sprintf()</td>
<td>NEED_my_sprintf</td>
<td>NEED_my_sprintf_GLOBAL</td>
</tr>
<tr>
<td>my_strlcat()</td>
<td>NEED_my_strlcat</td>
<td>NEED_my_strlcat_GLOBAL</td>
</tr>
</tbody>
</table>
To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C<\texttt{DPPP_NAMESPACE}> macro. Just C<\texttt{#define}> the macro before including C<\texttt{ppport.h}>:

\begin{verbatim}
#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
\end{verbatim}

The default namespace is C<\texttt{DPPP}>.

=back

The good thing is that most of the above can be checked by running F<\texttt{ppport.h}> on your source code. See the next section for details.

=head1 EXAMPLES

To verify whether F<\texttt{ppport.h}> is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, F<\texttt{ppport.h}> can be run as a Perl script to check your source code. Simply say:

perl ppport.h

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.
If you know that your XS module uses features only available in newer Perl releases, if you're aware that it uses C++ comments, and if you want all suggestions as a single patch file, you could use something like this:

```plaintext
perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff
```

If you only want your code to be scanned without any suggestions for changes, use:

```plaintext
perl ppport.h --nochanges
```

You can specify a different `diff` program or options, using the `--diff` option:

```plaintext
perl ppport.h --diff='diff -C 10'
```

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

```plaintext
perl ppport.h --copy=.new
```

To display portability information for the `newSVpvn` function, use:

```plaintext
perl ppport.h --api-info=newSVpvn
```

Since the argument to `--api-info` can be a regular expression, you can use

```plaintext
perl ppport.h --api-info=/_nomg$/
```

to display portability information for all `/_nomg/` functions or

```plaintext
perl ppport.h --api-info=/
```

to display information for all known API elements.

=head1 BUGS

If this version of `ppport.h` is causing failure during the compilation of this module, please check if newer versions of either this module or `Devel::PPPort` are available on CPAN before sending a bug report.

If `ppport.h` was generated using the latest version of
C<Devel::PPPort> and is causing failure of this module, please file a bug report here: L<https://github.com/mhx/Devel-PPPort/issues/>

Please include the following information:

=item 1.
The complete output from running "perl -V"

=item 2.
This file.

=item 3.
The name and version of the module you were trying to build.

=item 4.
A full log of the build that failed.

=item 5.
Any other information that you think could be relevant.

For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

=head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2013, Marcus Holland-Moritz.

Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

=head1 SEE ALSO

See L<Devel::PPPort>.
use strict;

# Disable broken TRIE-optimization
BEGIN { eval '${^RE_TRIE_MAXBUF} = -1' if $] >= 5.009004 && $] <= 5.009005 }

my $VERSION = 3.32;

my %opt = (
    quiet => 0,
    diag => 1,
    hints => 1,
    changes => 1,
    cplusplus => 0,
    filter => 1,
    strip => 0,
    version => 0,
);

my($ppport) = $0 =~ /\[[A-Za-z.]+\]/;
my $LF = '(?:\r\n|\[\r\n\])';   # line feed
my $HS = \[ \t\];             # horizontal whitespace

# Never use C comments in this file!
my $ccs = '/\*.*\*/';
my $cce = '\*\/**/';
my $rccs = quotemeta $ccs;
my $rcce = quotemeta $cce;

eval {
    require Getopt::Long;
    Getopt::Long::GetOptions(%opt, qw(
        help quiet diag! filter! hints! changes! cplusplus strip version
        patch=s copy=s diff=s compat-version=s
        list-provided list-unsupported api-info=s
    )) or usage();
};

if ($@ and grep /^-/, @ARGV) {
    usage() if "@ARGV" =~ /^--?h(?:elp)?$/;
    die "Getopt::Long not found. Please don't use any options.\n";
}

if ($opt{version}) {
    print "This is $0 $VERSION.\n";
    exit 0;
}
usage() if $opt{help};
strip() if $opt{strip};

if (exists $opt{‘compat-version’}) {
    my($r,$v,$s) = eval { parse_version($opt{‘compat-version’}) };
    if ($@) {
        die "Invalid version number format: "$opt{‘compat-version’}"
    }
    die "Only Perl 5 is supported\n" if $r != 5;
    die "Invalid version number: "$opt{‘compat-version’}"
        if $v >= 1000 || $s >= 1000;
    $opt{‘compat-version’} = sprintf "%d.%03d%03d", $r, $v, $s;
} else {
    $opt{‘compat-version’} = 5;
}

my %API = map { /^([a-zA-Z]+)|([^|]*)|([^|]*)|([a-zA-Z]*)$/
    ? ( $1 => {
        ($2                  ? ( base     => $2 ) : ()),
        ($3                  ? ( todo     => $3 ) : ()),
        (index($4, ‘v’) >= 0 ? ( varargs => 1 ) : ()),
        (index($4, ‘p’) >= 0 ? ( provided => 1 ) : ()),
        (index($4, ‘n’) >= 0 ? ( nothxarg => 1 ) : ())
    } ) : die "invalid spec: $_" } qw(ASCII_TO_NEED|5.007001|AvFILLp|5.004050|AvFILL|BhkDISABLE|5.021008|BhkENABLE|5.021008|BhkENTRY_set|5.021008|BhkENTRY||BhkFLAGS||CALL_BLOCK_HOOKS||CLASS||nCPERLscope|5.005000|pCX_CURPAD_SAVE||CX_CURPAD_SV||CopFILEAV|5.006000|pCopFILEGV_set|5.006000|pCopFILEGV|5.006000|pCopFILESV|5.006000|pCopFILE_set|5.006000|pCopFILE|5.006000|pCopSTASHPV_set|5.006000|pCopSTASHPV|5.006000|pCopSTASH_eq|5.006000|pCopSTASH_set|5.006000|p)
PL_lex_stuff[5.021008]|p
PL_linestr[5.021008]|p
PL_modglobal[5.005000]|n
PL_na[5.004050]|pn
PL_no_modify[5.006000]|p
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PL_opfreehook[5.011000]|n
PL_parser[5.009005]|p
PL_peepp[5.007003]|n
PL_perl_destruct_level[5.004050]|p
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PL_rsfp_filters[5.021008]|p
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PL_stack_sp[5.004050]|p
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PL_tainting[5.004050]|p
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POP_MULTICALL[5.021008]|p
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POPi||n
POPn||n
POPPbytex[5.007001]|n
POPPx[5.005030]|n
POPP||n
POPs||n
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PTR2NV[5.006000]|p
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Renew||
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<th>Identifier</th>
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</tr>
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<td>SvPOK_only_UTF8</td>
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<tr>
<td>SvPVX_mutable</td>
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<td>SvPVX_force_nolen</td>
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<td>SvPVX_set</td>
<td></td>
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<td>SvPVXbyte_force</td>
<td>5.009002</td>
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<td>SvPVXbytex_force</td>
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<td></td>
</tr>
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<td>SvPVV</td>
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</table>
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dAX

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dTHXR[5.021008]|p
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if (exists $opt{'list-unsupported'}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{todo};
        print "$f ".repeat(40-length($f)), "\n", format_version($API{$f}{todo}), "$\n";
    }
    exit 0;
}

# Scan for possible replacement candidates

my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";
}
}
else { undef $hint }
}
$hint = [$1, [split /,?\s+/, $2]]
if m{^\s*$rccs\s+(Hint|Warning):\s+(\w+(?:,?\s+\w+)*)\s*$};
if ($define) {
if ($define->[1] =~ /\\$/) {
$define->[1] .= $_;
}
else {
if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_\(/) {
my @n = find_api($define->[1]);
push @{$depends{$define->[0]}}, @n if @n
}
undef $define;
}
}
$define = [$1, $2] if m{^\s*#\s*define\s+(\w+)(?:\([^)]*\))?\s+(.*)};
if ($function) {
if (/^}/) {
if (exists $API{$function->[0]}) {
my @n = find_api($function->[1]);
push @{$depends{$function->[0]}}, @n if @n
}
undef $function;
}

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else {
    $function->[1] = $_; 
}

$function = [$1, ""] if m{/DPPP_\((my_(\w+))\)/};

$replace = $1 if m{/s*rcce\s+Replace:\s+(d+)\s+rcce\s+$\}/;
$replace{[2]} = $1 if m{/s*define\s+(w+)\s+rcce\s+$\}/;
$replace{[2]} = $1 if m{/s*rcce\s+Replace\s+(w+)\s+rcce\s+$\}/;
$replace{[1]} = $2 if m{/s*rcce\s+ \s+ (w+)\s+ rcce\s+$\}/;

if (m{/s*rcce\s+(w+)\s+depends\s+ \s+ (w+)\s+ rcce\s+$\}/) {
    my @deps = map { s/\s+///g; $_ } split ",", $3;
    my $d;
    for $d (map { s/\s+///g; $_ } split ",", $1) {
        push @{$depends{$d}}, @deps;
    }
}

$need{[1]} = 1 if m{/^#if\s+defined\((NEED_(\w+)\s+GLOBAL)\)/};

for (values %depends) {
    my %s;
    $=_ = [sort grep !$s{$_}++, @$_];
}

if (exists $opt{'api-info'}) {
    my $f;
    my $count = 0;
    my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "^Q$opt{'api-info'}\E\$";
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $f =~ /$match/;
        print "\n=== $f ===\n\n";
        my $info = 0;
        if ($API{$f}{base} || $API{$f}{todo}) {
            my $base = format_version($API{$f}{base} || $API{$f}{todo});
            print "Supported at least starting from perl-$base.\n";
            $info++;
        }
        if ($API{$f}{provided}) {
            my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
            print "Support by $ppport provided back to perl-$todo.\n";
            print "Support needs to be explicitly requested by NEED_$f.\n" if exists $need[$f];
            print "Depends on: ", join(',', @{$depends{$f}}), "\n" if exists $depends[$f];
            print "Shints[$f]" if exists Shints[$f];
            print "WARNING:$warnings[$f]" if exists $warnings[$f];
        }
    }
}

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$info++; 
}
print "No portability information available\n" unless $info;
$count++; 
}
$count or print "Found no API matching '$opt{'api-info'}'.";
print "\n";
exit 0;
}
if (exists $opt{'list-provided'}) {
  my $f;
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $API{$f}{provided};
    my @flags;
    push @flags, 'explicit' if exists $need{$f};
    push @flags, 'depend' if exists $depends{$f};
    push @flags, 'hint' if exists $hints{$f};
    push @flags, 'warning' if exists $warnings{$f};
    my $flags = @flags ? ' [' . join( ', ', @flags) . ' ] ' : ' ;
    print "$f$flags\n";
  }
  exit 0;
}
my @files;
my @srcext = qw( .xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;
if (@ARGV) {
  my %seen;
  for (@ARGV) {
    if (-e) {
      if (-f) {
        push @files, $_ unless $seen{$_}++;
      } else { warn "$_ is not a file\n" }
    } else {
      my @new = grep { -f } glob $_
      or warn "$_ does not exist\n";
      push @files, grep { !$seen{$_}++ } @new;
    }
  }
} else {
  eval {
    require File::Find;
  }

File::Find::find(sub {
$File::Find::name =~ /($srcext)$/i
and push @files, $File::Find::name;
}, '.');
};
if ($@) {
@files = map { glob "*$_" } @srcext;
}
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}
if (@ARGV && @out) {
warning("Skipping the following files (use --nofilter to avoid this):\n| ", join "\n| ", @out);
}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;
my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}
info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);
# Temporarily remove C/XS comments and strings from the code
my @ccom;
$c =~ s{
( ^$HS*\#$HS*include\b[^\r\n]+\b(?:\Q$ppport\E|XSUB\.h)\b[^\r\n]*

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for $func (keys %API) {
    my $match = $func;
    $match .= "$revreplace{$func}" if exists $revreplace{$func};
    if ($c =~ /\b(?:Perl_)?($match)\b/) {
        $file{uses_replace}{$1}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};
        $file{uses_Perl}{$func}++ if $c =~ /\bPerl_\$func\b/;
        if (exists $API{${$func}{provided}}) {
            $file{uses_provided}{$func}++;
            if (exists $API{'API}{$func}{base}) || $API{${$func}{base}} > $opt{'compat-version'})) {
                $file{uses}{$func}++;
                my @deps = rec_depend($func);
                for (@deps) {
                    $file{needs}{'$_'} = 'static' if exists $need{'$_'};
                    }
                }
            }
            if (exists $API{${$func}{todo}} && $API{${$func}{todo}} > $opt{'compat-version'}) {
                if ($c =~ /\b$func\b/) {
                    $file{uses_todo}{$func}++;
                }
            }
        }
    }
    for ($func, @deps) {
        $file{needs}{'$_'} = 'static' if exists $need{'$_'};
        }
    }
}
while ($c =~ /\b\b\s*#\s*define\s+\(\w+\)?\w+\b/) {
    if (exists $need{'$2'}) {
        $file{defined '$3' ? 'needed_global' : 'needed_static'}{'$2'}++;
else { warning("Possibly wrong #define $1 in $filename") }
}
for (qw(uses needs uses_todo needed_global needed_static)) {
for $func (keys %{$file{$_}}) {
push @{$global{$_}{$func}}, $filename;
}
}
$files{$filename} = \%file;
}
# Globally resolve NEED_'s
my $need;
for $need (keys %{$global{needs}}) {
if (@{$global{needs}{$need}} > 1) {
my @targets = @{$global{needs}{$need}};
my @t = grep $files{$_}{needed_global}{$need}, @targets;
@targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;
my $c = $file{code};
my $warnings = 0;
for $func (sort keys %{$file{uses_Perl}}) {
if ($API{$func}{varargs}) {
unless ($API{$func}{nothxarg}) {
my $changes = ($c =~ s{\b(Perl_$func\s*\(\s*)(?!aTHX_?)(\)|[^\s)]*\))}
{ $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_ ') . $2 }ge);
if ($changes) {
warning("Doesn't pass interpreter argument aTHX to Perl_$func");
$file{changes} += $changes;
}

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} }
else {
  warning("Uses Perl_$func instead of $func");
  $file{changes} += ($c =~ s/{bPer$l_$func(\s*)/{(\s*aTHX_?)\?\s*}
       {func\$1\(\)g);
}
}

for $func (sort keys @{$file{uses_replace}}) {
  warning("Uses $func instead of $replace{$func}");
  $file{changes} += ($c =~ s/$func\/$replace{$func}/g);
}

for $func (sort keys @{$file{uses_provided}}) {
  if ($file{uses}{$func}) {
    if (exists $file{uses_deps}{$func}) {
      diag("Uses $func, which depends on ", join(', ', @{$func{uses_deps}{$func}}));
    } else {
      diag("Uses $func");
    }
  }
  $warnings += hint($func);
}

unless ($opt{quiet}) {
  for $func (sort keys @{$file{uses_todo}}) {
    print "*** WARNING: Uses $func, which may not be portable below perl ",
           format_version($API{'todo'}), ", even with '\$ppport\n";
    $warnings++;
  }
}

for $func (sort keys @{$file{needed_static}}) {
  my $message = ";
  if (not exists $file{uses}{$func}) {
    $message = "No need to define NEED_$func if $func is never used";
  } elsif (exists $file{needs}{$func} & $file{needs}{$func} ne 'static') {
    $message = "No need to define NEED_$func when already needed globally";
  } if ($message) {
    diag($message);
    $file{changes} += ($c =~ s/$HS*define$HS+NEED_$func$/CHO/);}
for $func (sort keys %{$file{needed_global}}) {
    my $message = "";
    if (not exists $global{uses}{$func}) {
        $message = "No need to define NEED_${func}_GLOBAL if $func is never used";
    }
    elsif (exists $file{needs}{$func}) {
        if ($file{needs}{$func} eq 'extern') {
            $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
        }
        elsif ($file{needs}{$func} eq 'static') {
            $message = "No need to define NEED_${func}_GLOBAL when only used in this file";
        }
    }
    if ($message) {
        diag($message);
        $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_${func}_GLOBAL\b.*$LF//mg);
    }
}

$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
    my $pp = "";
    for $func (sort keys %{$file{needs}}) {
        my $type = $file{needs}{$func};
        next if $type eq 'extern';
        my $suffix = $type eq 'global' ? '_GLOBAL' : "";
        unless (exists $file{"needed_$type"}{$func}) {
            if ($type eq 'global') {
                diag("Files [@ {global{needs}{$func}}] need $func, adding global request");
            }
            else {
                diag("File needs $func, adding static request");
            }
            $pp .= "#define NEED_${func}$suffix\n";
        }
    }
    if ($pp && ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+)/$pp/m)) {
        $pp = "";
        $file{changes}++;
    }
    unless ($file{has_inc_ppport}) {
        diag("Needs to include '$ppport'");
        $pp .= qq(#include "$ppport\n")
    }
}
if ($pp) {
    $file{changes} += ($c =~ s/^($HS*#$HS*define$HS+NEED_\w+.*?)/$1$pp/ms) || ($c =~ s/^(?=$HS*#$HS*include.*Q$ppport(E)\$/pp/m) || ($c =~ s/^($HS*#$HS*include.*XSUB.\ns+?)/\$/1\$/pp/m) || ($c =~ s/^/$pp/);
} }
else {
    if ($file{has_inc_ppport}) {
        diag("No need to include '$ppport'");
        $file{changes} += ($c =~ s/^$HS*?#$HS*include.*\Q$ppport\E\n//m);
    }
}

# put back in our C comments
my $ix;
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcce/$ccs$ccom[$ix] $cce/;
    } else {
        $c =~ s/$rccs$ix$rcce/$ccom[$ix]/;
    }
}

if ($cppc) {
    my $s = $cppc != 1 ? 's' : 's';
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : 's';
my $warn = $warnings ? " ($warnings warning$s)" : "
info("Analysis completed$warn");

if ($file{changes}) {
    if (exists Sopt{copy}) {
        my $newfile = "$filename$Sopt{copy}";
        if (-e $newfile) {
            error("'$newfile' already exists, refusing to write copy of '$filename'");
        } 
    else {
        local *F;
        if (open F, ">$newfile") {
            info("Writing copy of '$filename' with changes to '$newfile'");
        } else {
            error("Cannot create '$newfile'");
        }
    } else {
        if (-e $newfile) {
            error("'$newfile' already exists, refusing to write copy of '$filename'");
        } 
    else {
        local *F;
        if (open F, "$newfile") {
            info("Writing copy of '$filename' with changes to '$newfile'");
        } else {
            error("Cannot create '$newfile'");
        }
    }
} else {
    local *F;
    if (open F, "$newfile") {
        info("Writing copy of '$filename' with changes to '$newfile'");
    } else {
        error("Cannot create '$newfile'");
    }
}
print F $c;
close F;
}
else {
    error("Cannot open '$newfile' for writing: $!");
}
}
else {
    elsif (exists $opt{patch} || $opt{changes}) {
        if (exists $opt{patch}) {
            unless ($patch_opened) {
                if (open PATCH, ">$opt{patch}") {
                    $patch_opened = 1;
                }
            }
            else {
                error("Cannot open $opt{patch} for writing: $!");
                delete $opt{patch};
                $opt{changes} = 1;
                goto fallback;
            }
            mydiff(*PATCH, $filename, $c);
        }
        else {
            fallback:
            info("Suggested changes:");
            mydiff(*STDOUT, $filename, $c);
        }
    }
    else {
        my $s = $file{changes} == 1 ? "": 's';
        info("$file{changes} potentially required change$s detected");
    }
}
else {
    info("Looks good");
}

close PATCH if $patch_opened;

exit 0;

sub try_use { eval "@_;"; return $@ eq "

sub mydiff
{
local *F = shift;
my($file, $str) = @_;
my $diff;

if (exists $opt{diff}) {
    $diff = run_diff($opt{diff}, $file, $str);
}

if (!defined $diff and try_use('Text::Diff')) {
    $diff = Text::Diff::diff($file, \$str, { STYLE => 'Unified' });
    $diff = <<HEADER . $diff;
--- $file
+++ $file.patched
HEADER
}

if (!defined $diff) {
    $diff = run_diff('diff -u', $file, $str);
}

if (!defined $diff) {
    $diff = run_diff('diff', $file, $str);
}

if (!defined $diff) {
    error("Cannot generate a diff. Please install Text::Diff or use --copy.");
    return;
}

print F $diff;
}

sub run_diff
{
    my($prog, $file, $str) = @_;
    my $tmp = 'dppptemp';
    my $suf = 'aaa';
    my $diff = ";
    local *F;

    while (-e "$tmp.$suf") { $suf++ }
    $tmp = "$tmp.$suf";

    if (open F, ">$tmp") {
        print F $str;
        close F;
    }

    if (open F, "$prog $file $tmp |") {
while (<F>) {
  s/Q$tmp\E/$file.patched/;
  $diff .= $_;
}
close F;
unlink $tmp;
return $diff;
}

unlink $tmp;
}
else {
  error("Cannot open '$tmp' for writing: $!");
}
return undef;
}

sub rec_depend {
  my($func, $seen) = @_;;
  return () unless exists $depends{$func};
  $seen = %{${seen}||{}};
  return () if $seen->{$func}++;;
  my %s;
  grep !s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}};
}

sub parse_version {
  my $ver = shift;
  if ($ver =~ /^(\d+).(.\d+).(.\d+)/) {
    return ($1, $2, $3);
  }
  elsif ($ver !~ /^\d+\.[\d_]+$/) {
    die "cannot parse version '$ver'un";
  }

  $ver =~ s/_//g;
  $ver =~ s/$/000000/;

  my($r,$v,$s) = $ver =~ /\(\d+\).\(\d\{3\})\(\d\{3\})/;

  $v = int $v;
  $s = int $s;

  if ($r < 5 || ($r == 5 && $v < 6)) {
    

if ($s % 10) {
    die "cannot parse version \$ver\n";
}

return ($r, $v, $s);
}

sub format_version
{
    my $ver = shift;

    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /\d+(\d\d\d)(\d\d\d)/;

    $v = int $v;
    $s = int $s;

    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "invalid version \$ver\n";
        } $s /= 10;

        $ver = sprintf "%d.%03d", $r, $v;
        $s > 0 and $ver .= sprintf " _%02d", $s;

        return $ver;
    }

    return sprintf "%d.%d.%d", $r, $v, $s;
}

sub info
{
    $opt{quiet} and return;
    print @_, "\n";
}

sub diag
{
    $opt{quiet} and return;
    $opt{diag} and print @_, "\n";
}

sub warning
{
    $opt{quiet} and return;

print "*** ", @_, "\n";
}

sub error
{
print "*** ERROR: ", @_, "\n";
}

my %given_hints;
my %given_warnings;
sub hint
{
$opt{quiet} and return;
my $func = shift;
my $rv = 0;
if (exists $warnings{$func} & !$given_warnings{$func}++)
{
  my $warn = $warnings{$func};
  $warn =~ s!^!*** !mg;
  print "*** WARNING: $func\n", $warn;
  $rv++;
}
if ($opt{hints} & !exists $hints{$func} & !$given_hints{$func}++)
{
  my $hint = $hints{$func};
  $hint =~ s/^/   /mg;
  print "   --- hint for $func ---\n", $hint;
}
$rv;
}

sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;
print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
exit 2;
}

sub strip
my $self = do { local(@ARGV,$/)=($0); <> }; my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*(\*.*)\=\w+/ms; $copy =~ s/^(?=$HS+)/ /gms; $self =~ s/^$HS+Do NOT edit.*?(?=^-)/$copy/ms; $self =~ s/^SKIP.*(?=^-DATA__)/SKIP
if (@ARGV && ($ARGV[0] eq '--unstrip')) {
  eval { require Devel::PPPort; }
  
  if ($@ and die "Cannot require Devel::PPPort, please install.
"
    if (eval $Devel::PPPort::VERSION < $VERSION) {
      die "$0 was originally generated with Devel::PPPort $VERSION.
" . "Your Devel::PPPort is only version $Devel::PPPort::VERSION.
" . "Please install a newer version, or --unstrip will not work.
"
    }
  Devel::PPPort::WriteFile($0);
  exit 0;
}
print <<END;
Sorry, but this is a stripped version of $0.

To be able to use its original script and doc functionality,
please try to regenerate this file using:

\$\^X $0 --unstrip
END

my($pl, $c) = $self =~ /(.*^__DATA__)(.*)/ms;
$c =~ s{ / (?: \*[^*]*\*+(?:[^$ccs]\[^*]*\*+)* / | /\[^
\]* | \("[^"\[\[\]*\[\]\]\[\]\]\]\[\]\]\]*)\" | \(\^[\^]\]*)\(?::\^[\^]\]*)\)?\) | \(\^[\^]\*)\(?::\^[\^]\]*)\)\) \} defined$2 \ ? ' ' \ ($1 \| '" ') \} gsex;
$c =~ s!\s+$!!mg;
$c =~ s!\^!\!mg;
$c =~ s!\^!\!mg;
$c =~ s!\^!\!mg;
open OUT, ">$0" or die "cannot strip $0: $!
"
print OUT "$pl\$c
"
exit 0;
}
NAME
threads - Perl interpreter-based threads

VERSION
This document describes threads version 2.21

WARNING
The "interpreter-based threads" provided by Perl are not the fast, lightweight system for multitasking that one might expect or hope for. Threads are implemented in a way that make them easy to misuse. Few people know how to use them correctly or will be able to provide help.

The use of interpreter-based threads in perl is officially L<discouraged|perlpolicy/discouraged>.

SYNOPSIS

use threads ('yield',
'stack_size' => 64*4096,
'exit' => 'threads_only',
'stringify');

sub start_thread {
    my @args = @_; 
    print("Thread started: ", join(" ", @args), "\n");
}

my $thr = threads->create('start_thread', 'argument');
$thr->join();

threads->create(sub { print("I am a thread\n"); }) -> join();

my $thr2 = async { foreach (@files) { ... } };
$thr2->join();
if (my $err = $thr2->error()) {
    warn("Thread error: $err\n");
}

# Invoke thread in list context (implicit) so it can return a list
my ($thr) = threads->create(sub { return (qw/a b c/); });
# or specify list context explicitly
my $thr = threads->create({'context' => 'list'},
    sub { return (qw/a b c/); });
my @results = $thr->join();

$thr->detach();

# Get a thread's object
$thr = threads->self();
$thr = threads->object($tid);

# Get a thread's ID
$tid = threads->tid();
$tid = $thr->tid();
$tid = "$thr";

# Give other threads a chance to run
threads->yield();
yield();

# Lists of non-detached threads
my @threads = threads->list();
my $thread_count = threads->list();

my @running = threads->list(threads::running);
my @joinable = threads->list(threads::joinable);

# Test thread objects
if ($thr1 == $thr2) {
    ...
}

# Manage thread stack size
$stack_size = threads->get_stack_size();
$old_size = threads->set_stack_size(32*4096);

# Create a thread with a specific context and stack size
my $thr = threads->create( {'context' => 'list',
    'stack_size' => 32*4096,
    'exit' => 'thread_only'},
    &foo);

# Get thread's context
my $wantarray = $thr->wantarray();

# Check thread's state
if ($thr->is_running()) {
    sleep(1);
}
if ($thr->is_joinable()) {
    $thr->join();
}

# Send a signal to a thread
$thr->kill('SIGUSR1');

# Exit a thread
threads->exit();

=head1 DESCRIPTION

Since Perl 5.8, thread programming has been available using a model called I<interpreter threads> which provides a new Perl interpreter for each thread, and, by default, results in no data or state information being shared between threads.

(Prior to Perl 5.8, I<5005threads> was available through the C<Thread.pm> API. This threading model has been deprecated, and was removed as of Perl 5.10.0.)

As just mentioned, all variables are, by default, thread local. To use shared variables, you need to also load L<threads::shared>:

    use threads;
    use threads::shared;

When loading L<threads::shared>, you must C<use threads> before you C<use threads::shared>. (C<threads> will emit a warning if you do it the other way around.)

It is strongly recommended that you enable threads via C<use threads> as early as possible in your script.

If needed, scripts can be written so as to run on both threaded and non-threaded Perls:

    my $can_use_threads = eval 'use threads; 1';
    if ($can_use_threads) {
        # Do processing using threads
        ...
    } else {
        # Do it without using threads
        ...
    }

=item $thr = threads->create(FUNCTION, ARGS)
This will create a new thread that will begin execution with the specified entry point function, and give it the $ARGS list as parameters. It will return the corresponding threads object, or undef if thread creation failed.

$I<FUNCTION> may either be the name of a function, an anonymous subroutine, or a code ref.

my $thr = threads->create('func_name', ...);
   # or
my $thr = threads->create(sub { ... }, ...);
   # or
my $thr = threads->create(&$func, ...);

The C<new()> method is an alias for C<create()>.

=item $thr->join()

This will wait for the corresponding thread to complete its execution. When the thread finishes, C<join()> will return the return value(s) of the entry point function.

The context (void, scalar or list) for the return value(s) for C<join()> is determined at the time of thread creation.

# Create thread in list context (implicit)
my ($thr1) = threads->create(sub {
   my @results = qw(a b c);
   return (@results);
});
   # or (explicit)
my $thr1 = threads->create({'context' => 'list'},
   sub {
      my @results = qw(a b c);
      return (@results);
   });

# Retrieve list results from thread
my @res1 = $thr1->join();

# Create thread in scalar context (implicit)
my $thr2 = threads->create(sub {
   my $result = 42;
   return ($result);
});

# Retrieve scalar result from thread
my $res2 = $thr2->join();

# Create a thread in void context (explicit)
my $thr3 = threads->create({'void' => 1},
    sub { print("Hello, world\n"); });
# Join the thread in void context (i.e., no return value)
$thr3->join();

See L</"THREAD CONTEXT"> for more details.

If the program exits without all threads having either been joined or
detached, then a warning will be issued.

Calling C<-E<gt>join()> or C<-E<gt>detach()> on an already joined thread will
cause an error to be thrown.

=item $thr-put

Makes the thread unjoinable, and causes any eventual return value to be
discarded. When the program exits, any detached threads that are still
running are silently terminated.

If the program exits without all threads having either been joined or
detached, then a warning will be issued.

Calling C<-E<gt>join()> or C<-E<gt>detach()> on an already detached thread
will cause an error to be thrown.

=item threads-put

Class method that allows a thread to detach itself.

=item threads-put

Class method that allows a thread to obtain its own I<threads> object.

=item $thr-put

Returns the ID of the thread. Thread IDs are unique integers with the main
thread in a program being 0, and incrementing by 1 for every thread created.

=item threads-put

Class method that allows a thread to obtain its own ID.

=item "$thr"

If you add the C<stringify> import option to your C<use threads> declaration,
then using a threads object in a string or a string context (e.g., as a hash
key) will cause its ID to be used as the value:
use threads qw(stringify);

my $thr = threads->create(...);
print("Thread $thr started\n");  # Prints: Thread 1 started

=item threads->object($tid)

This will return the I<threads> object for the I<active> thread associated with the specified thread ID. If C<$tid> is the value for the current thread, then this call works the same as C<-E<gt>self(void)). Otherwise, returns C<undef> if there is no thread associated with the TID, if the thread is joined or detached, if no TID is specified or if the specified TID is undef.

=item threads->yield()

This is a suggestion to the OS to let this thread yield CPU time to other threads. What actually happens is highly dependent upon the underlying thread implementation.

You may do C<use threads qw(yield)>, and then just use C<yield()> in your code.

=item threads->list()
=item threads->list(threads::all)
=item threads->list(threads::running)
=item threads->list(threads::joinable)

With no arguments (or using C<threads::all>) and in a list context, returns a list of all non-joined, non-detached I<threads> objects. In a scalar context, returns a count of the same.

With a I<true> argument (using C<threads::running>), returns a list of all non-joined, non-detached I<threads> objects that are still running.

With a I<false> argument (using C<threads::joinable>), returns a list of all non-joined, non-detached I<threads> objects that have finished running (i.e., for which C<-E<gt>join()> will not I<block>).

=item $thr1->equal($thr2)

Tests if two threads objects are the same thread or not. This is overloaded to the more natural forms:

if ($thr1 == $thr2) {
    print("Threads are the same\n");
if ($thr1 != $thr2) {
    print("Threads differ\n");
}

(Thread comparison is based on thread IDs.)

=item async BLOCK;

C<async> creates a thread to execute the block immediately following it. This block is treated as an anonymous subroutine, and so must have a semicolon after the closing brace. Like C<threads-E<gt>create()> C<async> returns a I<threads> object.

=item $thr->error()

Threads are executed in an C<eval> context. This method will return C<undef> if the thread terminates I<normally>. Otherwise, it returns the value of C<$@> associated with the thread's execution status in its C<eval> context.

=item $thr->{_handle()}

This I<private> method returns a pointer (i.e., the memory location expressed as an unsigned integer) to the internal thread structure associated with a threads object. For Win32, this is a pointer to the C<HANDLE> value returned by C<CreateThread> (i.e., C<HANDLE *>); for other platforms, it is a pointer to the C<pthread_t> structure used in the C<pthread_create> call (i.e., C<pthread_t *>).

This method is of no use for general Perl threads programming. Its intent is to provide other (XS-based) thread modules with the capability to access, and possibly manipulate, the underlying thread structure associated with a Perl thread.

=item threads->{_handle()}

Class method that allows a thread to obtain its own I<handle>.

=back

=head1 EXITING A THREAD

The usual method for terminating a thread is to L<return()> from the entry point function with the appropriate return value(s).

=over
If needed, a thread can be exited at any time by calling `threads->exit()`. This will cause the thread to return `undef` in a scalar context, or the empty list in a list context.

When called from the `main` thread, this behaves the same as `exit(0)`.

When called from a thread, this behaves like `threads->exit()` (i.e., the exit status code is ignored).

When called from the `main` thread, this behaves the same as `exit(status)`.

Calling `die()` in a thread indicates an abnormal exit for the thread. Any `SIG{__DIE__}` handler in the thread will be called first, and then the thread will exit with a warning message that will contain any arguments passed in the `die()` call.

Calling `exit()` inside a thread causes the whole application to terminate. Because of this, the use of `exit()` inside threaded code, or in modules that might be used in threaded applications, is strongly discouraged.

If `exit()` really is needed, then consider using the following:

```
threads->exit() if threads->can('exit');  # Thread friendly
exit(status);
```

This globally overrides the default behavior of calling `exit()` inside a thread, and effectively causes such calls to behave the same as `threads->exit()`. In other words, with this setting, calling `exit()` causes only the thread to terminate.

Because of its global effect, this setting should not be used inside modules or the like.

The `main` thread is unaffected by this setting.

```
threads->create({'exit' => 'thread_only'}, ...)
```
This overrides the default behavior of `C<exit()>` inside the newly created thread only.

=item $thr->set_thread_exit_only(boolean)

This can be used to change the I<exit thread only> behavior for a thread after it has been created. With a I<true> argument, `C<exit()>` will cause only the thread to exit. With a I<false> argument, `C<exit()>` will terminate the application.

The I<main> thread is unaffected by this call.

=item threads->set_thread_exit_only(boolean)

Class method for use inside a thread to change its own behavior for `C<exit()>`.

The I<main> thread is unaffected by this call.

=back

=head1 THREAD STATE

The following boolean methods are useful in determining the I<state> of a thread.

=over

=item $thr->is_running()

Returns true if a thread is still running (i.e., if its entry point function has not yet finished or exited).

=item $thr->is_joinable()

Returns true if the thread has finished running, is not detached and has not yet been joined. In other words, the thread is ready to be joined, and a call to `C<$thr-E<gt>join()>` will not I<block>.

=item $thr->is_detached()

Returns true if the thread has been detached.

=item threads->is_detached()

Class method that allows a thread to determine whether or not it is detached.

=back
=head1 THREAD CONTEXT

As with subroutines, the type of value returned from a thread's entry point function may be determined by the thread's context: list, scalar or void. The thread's context is determined at thread creation. This is necessary so that the context is available to the entry point function via \texttt{wantarray()}. The thread may then specify a value of the appropriate type to be returned from \texttt{join()}. 

=head2 Explicit context

Because thread creation and thread joining may occur in different contexts, it may be desirable to state the context explicitly to the thread's entry point function. This may be done by calling \texttt{create()} with a hash reference as the first argument:

```perl
my $thr = threads->create({'context' => 'list'}, \&foo);
...
my @results = $thr->join();
```

In the above, the threads object is returned to the parent thread in scalar context, and the thread's entry point function \texttt{foo} will be called in list (array) context such that the parent thread can receive a list (array) from the \texttt{join()} call. (C<array> is synonymous with C<list>.)

Similarly, if you need the threads object, but your thread will not be returning a value (i.e., \texttt{void} context), you would do the following:

```perl
my $thr = threads->create({'context' => 'void'}, \&foo);
...
$thr->join();
```

The context type may also be used as the key in the hash reference followed by a true value:

```perl
threads->create({'scalar' => 1}, \&foo);
...
my ($thr) = threads->list();
my $result = $thr->join();
```

=head2 Implicit context

If not explicitly stated, the thread's context is implied from the context of the \texttt{create()} call:

```perl
# Create thread in list context
my ($thr) = threads->create(...);
```
# Create thread in scalar context
my $thr = threads->create(...);

# Create thread in void context
threads->create(...);

=head2 $thr->wantarray()

This returns the thread's context in the same manner as
L<wantarray()>.

=head2 threads->wantarray()

Class method to return the current thread's context. This returns the same
value as running L<wantarray()> inside the current thread's entry point function.

=head1 THREAD STACK SIZE

The default per-thread stack size for different platforms varies
significantly, and is almost always far more than is needed for most
applications. On Win32, Perl's makefile explicitly sets the default stack to
16 MB; on most other platforms, the system default is used, which again may be
much larger than is needed.

By tuning the stack size to more accurately reflect your application's needs,
you may significantly reduce your application's memory usage, and increase the
number of simultaneously running threads.

Note that on Windows, address space allocation granularity is 64 KB,
therefore, setting the stack smaller than that on Win32 Perl will not save any
more memory.

=over

=item threads->get_stack_size();

Returns the current default per-thread stack size. The default is zero, which
means the system default stack size is currently in use.

=item $size = $thr->get_stack_size();

Returns the stack size for a particular thread. A return value of zero
indicates the system default stack size was used for the thread.

=item $old_size = threads->set_stack_size($new_size);
Sets a new default per-thread stack size, and returns the previous setting.

Some platforms have a minimum thread stack size. Trying to set the stack size below this value will result in a warning, and the minimum stack size will be used.

Some Linux platforms have a maximum stack size. Setting too large of a stack size will cause thread creation to fail.

If needed, C<$new_size> will be rounded up to the next multiple of the memory page size (usually 4096 or 8192).

Threads created after the stack size is set will then either call C<pthread_attr_setstacksize()> I<(for pthreads platforms)>, or supply the stack size to C<CreateThread()> I<(for Win32 Perl)>.

(Obviously, this call does not affect any currently extant threads.)

=item use threads ('stack_size' => VALUE);

This sets the default per-thread stack size at the start of the application.

=item $ENV{'PERL5_ITHREADS_STACK_SIZE'}

The default per-thread stack size may be set at the start of the application through the use of the environment variable C<PERL5_ITHREADS_STACK_SIZE>:

PERL5_ITHREADS_STACK_SIZE=1048576
export PERL5_ITHREADS_STACK_SIZE
perl -e'use threads; print(threads->get_stack_size(), "\n")'

This value overrides any C<stack_size> parameter given to C<use threads>. Its primary purpose is to permit setting the per-thread stack size for legacy threaded applications.

=item threads->create({'stack_size' => VALUE}, FUNCTION, ARGS)

To specify a particular stack size for any individual thread, call C<-E<gt>create()> with a hash reference as the first argument:

my $thr = threads->create({'stack_size' => 32*4096},
    \&foo, @args);

=item $thr2 = $thr1->create(FUNCTION, ARGS)

This creates a new thread (C<$thr2>) that inherits the stack size from an existing thread (C<$thr1>). This is shorthand for the following:
my $stack_size = $thr1->get_stack_size();
my $thr2 = threads->create({'stack_size' => $stack_size},
    FUNCTION, ARGS);

=head1 THREAD SIGNALLING

When safe signals is in effect (the default behavior - see L</"Unsafe signals"> for more details), then signals may be sent and acted upon by individual threads.

=item $thr->kill('SIG...');

Sends the specified signal to the thread. Signal names and (positive) signal numbers are the same as those supported by L<kill()> for example, 'SIGTERM', 'TERM' and (depending on the OS) 15 are all valid arguments to C<-E<gt>kill()>.

Returns the thread object to allow for method chaining:

    $thr->kill('SIG...')->join();

=back

Signal handlers need to be set up in the threads for the signals they are expected to act upon. Here's an example for I<cancelling> a thread:

    use threads;

    sub thr_func
    {
        # Thread 'cancellation' signal handler
        $SIG{'KILL'} = sub { threads->exit(); };

        ...
    }

    # Create a thread
    my $thr = threads->create('thr_func');

    ...

    # Signal the thread to terminate, and then detach
    # it so that it will get cleaned up automatically
    $thr->kill('KILL')-&gt;detach();


Here's another simplistic example that illustrates the use of thread signalling in conjunction with a semaphore to provide rudimentary `suspend` and `resume` capabilities:

```perl
use threads;
use Thread::Semaphore;

sub thr_func
{
    my $sema = shift;

    # Thread 'suspend/resume' signal handler
    $SIG{'STOP'} = sub {
        $sema->down();    # Thread suspended
        $sema->up();      # Thread resumes
    };

    ...
}

# Create a semaphore and pass it to a thread
my $sema = Thread::Semaphore->new();
my $thr = threads->create('thr_func', $sema);

# Suspend the thread
$sema->down();
$thr->kill('STOP');

...

# Allow the thread to continue
$sema->up();
```

CAVEAT: The thread signalling capability provided by this module does not actually send signals via the OS. It *emulates* signals at the Perl-level such that signal handlers are called in the appropriate thread. For example, sending `C<$thr-E<gt>kill('STOP')>` does not actually suspend a thread (or the whole process), but does cause a `C<$SIG{'STOP'}>` handler to be called in that thread (as illustrated above).

As such, signals that would normally not be appropriate to use in the `C<kill()>` command (e.g., `C<kill('KILL', $$)>`) are okay to use with the `C<E<gt>kill()>` method (again, as illustrated above).

Correspondingly, sending a signal to a thread does not disrupt the operation the thread is currently working on: The signal will be acted upon after the current operation has completed. For instance, if the thread is `stuck` on
an I/O call, sending it a signal will not cause the I/O call to be interrupted such that the signal is acted up immediately.

Sending a signal to a terminated/finished thread is ignored.

=head1 WARNINGS

=over 4

=item Perl exited with active threads:

If the program exits without all threads having either been joined or detached, then this warning will be issued.

NOTE: If the I<main> thread exits, then this warning cannot be suppressed using C<no warnings 'threads';> as suggested below.

=item Thread creation failed: pthread_create returned #

See the appropriate I<man> page for C<pthread_create> to determine the actual cause for the failure.

=item Thread # terminated abnormally: ...

A thread terminated in some manner other than just returning from its entry point function, or by using C<threads-E<gt>exit()> . For example, the thread may have terminated because of an error, or by using C<die>.

=item Using minimum thread stack size of #

Some platforms have a minimum thread stack size. Trying to set the stack size below this value will result in the above warning, and the stack size will be set to the minimum.

=item Thread creation failed: pthread_attr_setstacksize(I<SIZE>) returned 22

The specified I<SIZE> exceeds the system's maximum stack size. Use a smaller value for the stack size.

=back

If needed, thread warnings can be suppressed by using:

    no warnings 'threads';

in the appropriate scope.

=head1 ERRORS
This Perl not built to support threads

The particular copy of Perl that you're trying to use was not built using the C<useithreads> configuration option.

Having threads support requires all of Perl and all of the XS modules in the Perl installation to be rebuilt; it is not just a question of adding the L<threads> module (i.e., threaded and non-threaded Perls are binary incompatible).

Cannot change stack size of an existing thread

The stack size of currently extant threads cannot be changed, therefore, the following results in the above error:

$thr->set_stack_size($size);

Cannot signal threads without safe signals

Safe signals must be in effect to use the C<-E<gt>kill()> signalling method. See L</"Unsafe signals"> for more details.

Unrecognized signal name: ...

The particular copy of Perl that you're trying to use does not support the specified signal being used in a C<-E<gt>kill()> call.

Thread-safe modules

See L<perlmod/"Making your module threadsafe"> when creating modules that may be used in threaded applications, especially if those modules use non-Perl data, or XS code.

Using non-thread-safe modules

BUGS AND LIMITATIONS

Before you consider posting a bug report, please consult, and possibly post a message to the discussion forum to see if what you've encountered is a known problem.
Unfortunately, you may encounter Perl modules that are not thread-safe. For example, they may crash the Perl interpreter during execution, or may dump core on termination. Depending on the module and the requirements of your application, it may be possible to work around such difficulties.

If the module will only be used inside a thread, you can try loading the module from inside the thread entry point function using `require` (and `import` if needed):

```perl
sub thr_func
{
    require Unsafe::Module
    # Unsafe::Module->import(...);

    ....
}
```

If the module is needed inside the `main` thread, try modifying your application so that the module is loaded (again using `require` and `import`) after any threads are started, and in such a way that no other threads are started afterwards.

If the above does not work, or is not adequate for your application, then file a bug report on L<http://rt.cpan.org/Public/> against the problematic module.

=item Memory consumption

On most systems, frequent and continual creation and destruction of threads can lead to ever-increasing growth in the memory footprint of the Perl interpreter. While it is simple to just launch threads and then `join()` or `detach()` them, for long-lived applications, it is better to maintain a pool of threads, and to reuse them for the work needed, using L<queues|Thread::Queue> to notify threads of pending work. The CPAN distribution of this module contains a simple example (F<examples/pool_reuse.pl>) illustrating the creation, use and monitoring of a pool of reusable threads.

=item Current working directory

On all platforms except MSWin32, the setting for the current working directory is shared among all threads such that changing it in one thread (e.g., using `chdir()`) will affect all the threads in the application.

On MSWin32, each thread maintains its own the current working directory setting.

=item Environment variables
Currently, on all platforms except MSWin32, all `system()` calls (e.g., using `C<system()>` or back-ticks) made from threads use the environment variable settings from the `main` thread. In other words, changes made to `C<$ENV>` in a thread will not be visible in `system()` calls made by that thread.

To work around this, set environment variables as part of the `system()` call. For example:

```perl
my $msg = 'hello';
system("FOO=$msg; echo \$FOO"); # Outputs 'hello' to STDOUT
```

On MSWin32, each thread maintains its own set of environment variables.

=item Catching signals

Signals are caught by the main thread (thread ID = 0) of a script. Therefore, setting up signal handlers in threads for purposes other than L</"THREAD SIGNALLING"> as documented above will not accomplish what is intended.

This is especially true if trying to catch `C<SIGALRM>` in a thread. To handle alarms in threads, set up a signal handler in the main thread, and then use L</"THREAD SIGNALLING"> to relay the signal to the thread:

```perl
# Create thread with a task that may time out
my $thr = threads->create(sub {
    threads->yield();
    eval {
        $SIG{ALRM} = sub { die("Timeout\n"); };  
        alarm(10);
        ... # Do work here
        alarm(0);
    };
    if ($@ =~ /Timeout/) {
        warn("Task in thread timed out\n");
    }
};

# Set signal handler to relay SIGALRM to thread
$SIG{ALRM} = sub { $thr->kill('ALRM') }; 

... # Main thread continues working
```

=item Parent-child threads

On some platforms, it might not be possible to destroy `parent` threads while there are still existing `child` threads.
=item Unsafe signals

Since Perl 5.8.0, signals have been made safer in Perl by postponing their handling until the interpreter is in a I<safe> state. See L<perl58delta/"Safe Signals"> and L<perlipc/"Deferred Signals (Safe Signals)"> for more details.

Safe signals is the default behavior, and the old, immediate, unsafe signalling behavior is only in effect in the following situations:

=over 4

=item * Perl has been built with C<PERL_OLD_SIGNALS> (see C<perl -V>).

=item * The environment variable C<PERL_SIGNALS> is set to C<unsafe> (see L<perlrun/"PERL_SIGNALS">).

=item * The module L<Perl::Unsafe::Signals> is used.
=back

If unsafe signals is in effect, then signal handling is not thread-safe, and the C<-E<gt>kill()> signalling method cannot be used.

=item Identity of objects returned from threads

When a value is returned from a thread through a C<join> operation, the value and everything that it references is copied across to the joining thread, in much the same way that values are copied upon thread creation. This works fine for most kinds of value, including arrays, hashes, and subroutines. The copying recurses through array elements, reference scalars, variables closed over by subroutines, and other kinds of reference.

However, everything referenced by the returned value is a fresh copy in the joining thread, even if a returned object had in the child thread been a copy of something that previously existed in the parent thread. After joining, the parent will therefore have a duplicate of each such object. This sometimes matters, especially if the object gets mutated; this can especially matter for private data to which a returned subroutine provides access.

=item Returning blessed objects from threads

Returning blessed objects from threads does not work. Depending on the classes involved, you may be able to work around this by returning a serialized version of the object (e.g., using L<Data::Dumper> or L<Storable>), and then reconstituting it in the joining thread. If you’re using Perl 5.10.0 or
later, and if the class supports L<shared objects|threads::shared">,
you can pass them via L<shared queues|Thread::Queue>.

=item END blocks in threads

It is possible to add L<END blocks|perlmod"> to threads by using L<require|perlfunc"> or
L<eval|perlfunc"> with the appropriate code. These C<END> blocks
will then be executed when the thread's interpreter is destroyed (i.e., either
during a C<-E<gt>join()> call, or at program termination).

However, calling any L<threads> methods in such an C<END> block will most
likely I<fail> (e.g., the application may hang, or generate an error) due to
mutexes that are needed to control functionality within the L<threads> module.

For this reason, the use of C<END> blocks in threads is B<strongly> discouraged.

=item Open directory handles

In perl 5.14 and higher, on systems other than Windows that do
not support the C<fchdir> C function, directory handles (see
L<opendir|perlfunc">) will not be copied to new
threads. You can use the C<d_fchdir> variable in L<Config.pm|Config> to
determine whether your system supports it.

In prior perl versions, spawning threads with open directory handles would
_crash the interpreter.

=item Detached threads and global destruction

If the main thread exits while there are detached threads which are still
running, then Perl's global destruction phase is not executed because
otherwise certain global structures that control the operation of threads and
that are allocated in the main thread's memory may get destroyed before the
detached thread is destroyed.

If you are using any code that requires the execution of the global
destruction phase for clean up (e.g., removing temp files), then do not use
detached threads, but rather join all threads before exiting the program.

=item Perl Bugs and the CPAN Version of L<threads>

Support for threads extends beyond the code in this module (i.e.,
F<threads.pm> and F<threads.xs>), and into the Perl interpreter itself. Older
versions of Perl contain bugs that may manifest themselves despite using the
latest version of L<threads> from CPAN. There is no workaround for this other
than upgrading to the latest version of Perl.

Even with the latest version of Perl, it is known that certain constructs with threads may result in warning messages concerning leaked scalars or unreferenced scalars. However, such warnings are harmless, and may safely be ignored.

You can search for L<threads> related bug reports at L<http://rt.cpan.org/Public/>. If needed submit any new bugs, problems, patches, etc. to: L<http://rt.cpan.org/Public/Dist/Display.html?Name=threads>

=head1 REQUIREMENTS

Perl 5.8.0 or later

=head1 SEE ALSO

threads on MetaCPAN:
L<https://metacpan.org/release/threads>

Code repository for CPAN distribution:
L<https://github.com/Dual-Life/threads>

L<threads::shared>, L<perlthrtut>

L<http://www.perl.com/pub/a/2002/06/11/threads.html> and 

Perl threads mailing list:
L<http://lists.perl.org/list/fthreads.html>

Stack size discussion:
L<http://www.perlmonks.org/?node_id=532956>

Sample code in the I<examples> directory of this distribution on CPAN.

=head1 AUTHOR

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CPAN version produced by Jerry D. Hedden <jdhedden AT cpan DOT org>

=head1 LICENSE

threads is released under the same license as Perl.
ACKNOWLEDGEMENTS

Richard Soderberg perl AT crystalflame DOT net -
Helping me out tons, trying to find reasons for races and other weird bugs!

Simon Cozens simon AT brecon DOT co DOT uk -
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Rocco Caputo troc AT netrus DOT net -

Vipul Ved Prakash mail AT vipul DOT net -
Helping with debugging

Dean Arnold darnold AT presicienc DOT com -
Stack size API

Found in path(s):
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1.3357 httpclient 4.3.1.wso2v3

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Jean-loup Gailly        Mark Adler
jloup@gzip.org          madler@alumni.caltech.edu

The following list of people, sorted by last name, have contributed code or patches to this implementation of sudo since I began maintaining it in 1993. This list is known to be incomplete--if you believe you should be listed, please send a note to sudo@sudo.ws.

Ackeret, Matt
Adler, Mark
Allbery, Russ
Anderson, Jamie
Andrew, Nick
Andric, Dimitry
Barron, Danny
Bates, Tom
Behan, Zdenk
Bellis, Ray
Benali, Elias
Beverly, Jamie
Boardman, Spider
Bos, Sander
Bostley, P.J.
Bowes, Keith
Boyce, Keith Garry
Brantley, Michael
Braun, Rob
Bezina, Pavel
Brooks, Pietie
Brown, Jerry
Burr, Michael E
Burton, Ross
Bussjaeger, Andreas
Calvin, Gary
Campbell, Aaron
Chazelas, Stephane
Cheloha, Scott
ek, Vtzslav
Coleman, Chris
Corzine, Deven T.
Cusack, Frank
Dai, Wei
Dill, David
Earickson, Jeff
Eckhardt, Drew
Edgington, Ben
Esipovich, Marc
Espie, Marc
Faigon, Ariel
Farrell, Brian
Fobes, Steve
Fryisinger, Mike
G., Daniel Richard
Gailly, Jean-loup
Gelman, Stephen
Gerraty, Simon J.
Graber, Stephane
Guillory, B.
Hayman, Randy M.
Henke, Joachim
Hideaki, Yoshifuji
Hieb, Dave
Holloway, Nick
Hoover, Adam
Hunter, Michael T.
Hutchings, Ben
Irgang, Eric
Jackson, Brian
Jackson, John R.
Jackson, Richard L., Jr.
Janssen, Mark
Jepeway, Chris
Jorge, Joel Pele
Jover, Guillem
Juhani, Timo
Kikuchi, Ayamura
Kadow, Kevin
Kasal, Stepan
Kienenberger, Mike
King, Dale
King, Michael
Klyachkin, Andrey
Knoble, Jim
Knox, Tim
Komarnitsky, Alek O.
Kondrashov, Nikolai
Kopeek, Daniel
Kranenburg, Paul
Krause, David
Lakin, Eric
Larsen, Case
Levin, Dmitry V.
Libby, Kendall
Lobbes, Phillip E.
McIntyre, Jason
MacKenzie, David J.
McLaughlin, Tom
Makey, Jeff
Mallayya, Sangamesh
Marchionna, Michael D.
Markham, Paul
Martinian, Emin
Meskes, Michael
Michael, David
Miller, Todd C.
Minier, Loc
Moffat, Darren
Moldung, Jan Thomas
Morris, Charles
Mueller, Andreas
Miller, Dworkin
Nieuwsma, Jeff
Nikitser, Peter A.
Nussel, Ludwig
Ouellet, Jean-Philippe
Paquet, Eric
Paradis, Chantal
Pasteleurs, Frederic
Percival, Ted
Perera, Andres
Peron, Christian S.J.
Peschel, Aaron
Peslyak, Alexander
Peterson, Toby
Petten, Diego Elio
Pickett, Joel
Plotnick, Alex
de Raadt, Theo
Rasch, Gudleik
Reid, Steve
Richards, Matt
Rossum, Guido van
Rouillard, John P.
Rowe, William A., Jr.
Roy, Alain
Ruusame, Elan
Ryabinkin, Eygene
Sato, Yuichi
Sanchez, Wilfredo
Sanders, Miguel
Sasaki, Kan
Saucier, Jean-Francois
Schoenfeld, Patrick
Schuring, Arno
Schwarze, Ingo
Scott, Dougal
Sieger, Nick
Simon, Thor Lancelot
Slemko, Marc
Smith, Andy
Sobrado, Igor
Soulen, Steven
Spangler, Aaron
Spradling, Cloyce D.
Spradling, Michael
Stier, Matthew
Stoeckmann, Tobias
Street, Russell
Stritzky, Tilo
Stroucken, Michael
Tarrall, Robert
Thomas, Matthew
Todd, Giles
Toft, Martin
Torek, Chris
Tucker, Darren
Uhl, Robert
Uzel, Petr
The following people have worked to translate sudo into other languages as part of the Translation Project, see https://translationproject.org for more details.

Albuquerque, Pedro
Blittermann, Mario
Bogusz, Jakub
Buo-ren, Lin
Casagrande, Milo
Castro, Felipe
Cho, Seong-ho
Chornoivan, Yuri
Diguez, Francisco
Fontenelle, Rafael
Garca-Fontes, Walter
Gezer, Volkan
Hamasaki, Takeshi
Hamming, Peter
Hansen, Joe
Hantrais, Frederic
Hein, Jochen
Hufthammer, Karl Ove
Jerovek, Damir
Karvonen, Jorma
Kazik, Duan
Kelemen, Gbor
Keecci, Mehmet
Koir, Klemen
Kozlov, Yuri
Kramer, Jakob
Krznar, Tomislav
Marchal, Frederic
Margevius, Algimantas
Maryanov, Pavel
Nikoli, Miroslav
Nylander, Daniel
Psa, Petr
Puente, Enol
Putanec, Boidar
Qun, Trn Ngc
Rasmussen, Sebastian
Regueiro, Leandro
Sarer, zgr
Sendn, Abel
Sikrom, ka
Spingos, Dimitris
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-----------------------------

Written by: Philip Hazel
Email local part: ph10
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PCRE JUST-IN-TIME COMPILATION SUPPORT

Written by: Zoltan Herczeg
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"src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:
include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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a) Accompany the work with the complete corresponding
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* /opt/ws_local/PERMITS_SQL/1069394861_1594653358.43/0/hibernate-validator-5-2-0-final-sources-jar/org/hibernate/validator/internal/xml/GroupConversionBuilder.java
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* /opt/ws_local/PERMITS_SQL/1069394861_1594653358.43/0/hibernate-validator-5-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/raw/AbstractConstrainedElement.java
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* /opt/ws_local/PERMITS_SQL/1069394861_1594653358.43/0/hibernate-validator-5.2.0-final-sources-jar/org/hibernate/validator/internal/metadata/provider/package.html
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 */
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 * A method-level constraint, that evaluates a script expression against the
 * annotated method or constructor. This constraint can be used to implement
 * validation routines that depend on several parameters of the annotated
 * executable.
 */
/**
 * Script expressions can be written in any scripting or expression language,
 * for which a a href="http://jcp.org/en/jsr/detail?id=223">JSR 223</a>
 */
/**
 * The following listing shows an example using the JavaScript engine which
 * comes with the JDK:
 */
/**
 * @code @ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
 * public void createEvent(Date start, Date end) { ... }
 * @endcode
 */
/**
 * Can be specified on any method or constructor.
 */
/**
 * @author Gunnar Morling
 */

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* /opt/ws_local/PERMITS_SQL/1069394861_1594653358.43/0/hibernate-validator-5-2-0-final-sources-
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-jar/io/netty/channel/unix/package-info.java

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* /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-jar/netty_unix_filedescriptor.c
* /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1-jar/netty_unix_socket.h
* /opt/cola/permits/1130189149_1612482437.1/0/netty-transport-native-unix-common-4-1-45-final-sources-1
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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson(jep@mtnaie.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zetalor.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn’t made it into the released version of the collector, yet.)
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[#mpl]

# MPL Support, <boost/mp11 mpl.hpp>
:toc:
:toc-title:
:idprefix:

The header `<boost/mp11 mpl.hpp>`, when included, defines the
necessary support infrastructure for `mp_list` and `std::tuple`
to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.
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1.3401 kafka-oauth-common 0.9.0

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1.3402 openssl 1.1.1g-15.el8_3
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     package io.swagger.annotations;

     import java.lang.annotation.ElementType;
     import java.lang.annotation.Retention;
     import java.lang.annotation.RetentionPolicy;
     import java.lang.annotation.Target;

     /**
     * License metadata available within the info section of a Swagger definition, see
     * https://github.com/OAI/OpenAPI-Specification/blob/master/versions/2.0.md#licenseObject
     * <p>
     * @since 1.5.0
     */

     @Target(ElementType.ANNOTATION_TYPE)
     @Retention(RetentionPolicy.RUNTIME)
     public @interface License {


/**
 * The name of the license.
 *
 * @return the name of the license
 */
String name();

/**
 * An optional URL for the license.
 *
 * @return an optional URL for the license.
 */
String url() default "";

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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 *
* Author: Balint Cristian <cbalint@redhat.com>
 *
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 *
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  * http://en.wikipedia.org/wiki/Matrix_multiplication
 *
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1.3424 netty-codec 4.1.45.Final

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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1-jar/io/netty/handler/codec/compression/LzfEncoder.java
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1.jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
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* /opt/ws_local/PERMITS_SQL/1068271428_1594339474.09/0/netty-codec-4-1-45-final-sources-1.jar/io/netty/handler/codec/compression/LzfDecoder.java

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 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 *
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 *
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
<table>
<thead>
<tr>
<th>lengthFieldOffset</th>
<th>lengthFieldLength</th>
<th>lengthAdjustment</th>
<th>initialBytesToStrip</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0 (= do not strip header)</td>
</tr>
</tbody>
</table>

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
| Length  | Actual Content | ----->| Length  | Actual Content |
| 0x000C  | "HELLO, WORLD"|      | 0x000C  | "HELLO, WORLD"|
* +--------+----------------+      +--------+----------------+
* </pre>

* 2 bytes length field at offset 0, strip header*

* Because we can get the length of the content by calling
* [ @link ByteBuf#readableBytes() ]}, you might want to strip the length
* field by specifying &lt;tt&gt;initialBytesToStrip&lt;/tt&gt;. In this example, we
* specified &lt;tt&gt;2&lt;/tt&gt;, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
<table>
<thead>
<tr>
<th>lengthFieldOffset</th>
<th>lengthFieldLength</th>
<th>lengthAdjustment</th>
<th>initialBytesToStrip</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>2</td>
<td>0</td>
<td>2 (= the length of the Length field)</td>
</tr>
</tbody>
</table>

* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
| Length  | Actual Content | ----->| Actual Content |
| 0x000C  | "HELLO, WORLD"|      | "HELLO, WORLD"|
* +--------+----------------+      +----------------+
* </pre>

* 2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message*

* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* &lt;tt&gt;lengthAdjustment&lt;/tt&gt;. Because the length value in this example message
* is always greater than the body length by &lt;tt&gt;2&lt;/tt&gt;, we specify &lt;tt&gt;-2&lt;/tt&gt;
* as &lt;tt&gt;lengthAdjustment&lt;/tt&gt; for compensation.
* <pre>
<table>
<thead>
<tr>
<th>lengthFieldOffset</th>
<th>lengthFieldLength</th>
<th>lengthAdjustment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>2</td>
<td>-2 (= the length of the Length field)</td>
</tr>
</tbody>
</table>

* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
| Length  | Actual Content | ----->| Actual Content |
| 0x000C  | "HELLO, WORLD"|      | "HELLO, WORLD"|
* +--------+----------------+      +----------------+
* initialBytesToStrip = 0
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE  | "HELLO, WORLD" |      | 0x00000C | 0xCAFE  | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* \(<h>lengthAdjustment</h> = \(<h>1</h> (= the length of HDR2)
* \(<h>initialBytesToStrip</h> = \(<h>3</h> (= the length of HDR1 + LEN)
* 
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +--------------------------------+ +--------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +--------------------------------+ +--------------------------------+
* </pre>
*
* 2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* \(<h>lengthAdjustment</h> = \(<h>-3</h> (= the length of HDR1 + LEN, negative)
* \(<h>initialBytesToStrip</h> = \(<h>3</h>
* 
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +--------------------------------+ +--------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +--------------------------------+ +--------------------------------+
* </pre>
*
* @see LengthFieldPrepender
*/

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 * <p>
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  jar/io/netty/handler/codec/CharSequenceValueConverter.java
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.  
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api  
* javax.annotation:javax.annotation-api  
* javax.transaction:javax.transaction-api  
* javax.websocket:javax.websocket-api

------
Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.  
http://openjdk.java.net/legal/gplv2+ce.html

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OW2
The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1274552167_1645214672.52/0/kafka-oauth-server-plain-0-8-1-sources-jar/io/strimzi/kafka/oauth/server/plain/JaasServerOauthOverPlainValidatorCallbackHandler.java
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1.3432 nss-util 3.53.1-17.el8_3

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Zokttk0bTHfwaa5TtxQbScw=
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Mailing Address: 4676 Admiralty Way, Suite 520
    Marina Del Rey, CA 90292

Point of Contact:
Full name: Gordon King
E-Mail:    gordon.king@simulalabs.com
Fax:       +1 800 822 0471

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Date:

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Name: Gordon King

Positions: Chief Operational Officer

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<table>
<thead>
<tr>
<th>Name</th>
<th>Date added</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simone Bordet</td>
<td>12 September 2006</td>
</tr>
</tbody>
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cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mecg/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mecg/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
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lib/libgss/g_seal.c
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
and the initial implementation of incremental propagation, including
the following new or changed files:

- include/iprop_hdr.h
- kadmin/server/ipropd_svc.c
- lib/kdb/iprop.x
- lib/kdb/kdb_convert.c
- lib/kdb/kdb_log.c
- lib/kdb/kdb_log.h
- lib/krb5/error_tables/kdb5_err.et
- kprop/kpropd_rpc.c
- kprop/kproplog.c

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* /opt/cola/permits/1226134097_1636506069.49/0/kubernetes-client-5-8-0-sources.jar/io/fabric8/kubernetes/client/dsl/v1/RollingUpdater.java
* /opt/cola/permits/1226134097_1636506069.49/0/kubernetes-client-5-8-0-sources.jar/io/fabric8/kubernetes/client/V1beta1AdmissionRegistrationAPIGroupExtensionAdapter.java
* /opt/cola/permits/1226134097_1636506069.49/0/kubernetes-client-5-8-0-sources.jar/io/fabric8/kubernetes/client/KubernetesClient.java
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* /opt/cola/permits/1226134097_1636506069.49/0/kubernetes-client-5-8-0-sources-jar/io/fabric8/kubernetes/client/V1AutoscalingAPIServiceGroupExtensionAdapter.java
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jar/io/fabric8/kubernetes/client/lib/FilenameUtils.java
* /opt/cola/permits/1226134097_1636506069.49/0/kubernetes-client-5-8-0-sources-
jar/io/fabric8/kubernetes/client/lib/FileSystem.java

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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Included for the use of the fix_strcasecmp.c module which works around a Solaris problem.

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src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
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* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformAccessArrayField.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/CompileError.java
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* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
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jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
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io.vertx.servicediscovery.types.impl.MongoDataSourceImpl

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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[[contributing-to-docs]]
= Contributing to the documentation

The following guide walks you through contributing to the Strimzi documentation.

[[contribution-getting-started]]
== Getting started
Before you begin you need to:

. xref:setting-up-git[Install and set up Git]

[contributing]
== Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

.Procedure

. Open your terminal
. `cd` to the directory where your documentation resides
. Checkout the master branch

[source]
----
$ git checkout master
----

. Update your local repository and fork with the upstream content

[source]
----
$ git pull upstream master
$ git push origin master --force
----

. Create a new branch for your work (using the issue number is helpful)

[source, options="nowrap", subs="+quotes"]
----
$ git checkout -b <branch-name>
----

. Make your edits in the editor of your choice
. Save your changes locally
. Build your documentation to verify that there are no build errors and that everything looks right

. This can be done with the xref:make-tooling[Make tooling]
. If you are creating new files, add the files to the repository

[source, options="nowrap", subs="+quotes"]
----
$ git status
$ git add <file-name>
----

. Commit your changes

[source, options="nowrap", subs="+quotes"]
----
$ git commit -a -s -m "<message>"

Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the link: https://developercertificate.org/[developer certificate of origin (DCO)].

. Push your changes to your fork
+ [source]

$ git push origin HEAD

. If the update is rejected because the commit is behind, merge your changes
+ [source]

$ git pull upstream master
$ git push -f origin HEAD

. Visit your fork on GitHub
. Click *Compare & pull request*
. If a SME review is needed:
  .. Add *SME Review Needed* label.
  .. When SME review is complete, remove *SME Review Completed* label and go to step 16.
  .. Add *Peer Review Needed* label and assign a Reviewer.
  .. When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.
  .. When *Peer Review Done* label has been added:
    .. If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.
    .. If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Ready for Merge* label.
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### 1.3476 fdisk 2.23.2

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* /

size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0
---
#1: 32 7648 0x83
#2: 7680 8704 0xa5
#5: 7936 4864 0x7 (freebsd)
#6: 12544 3584 0x7 (freebsd)

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Version 2, June 1991

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---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout--------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
-------------------
Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout--------
__ts_dev__1: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Device Boot Start End Blocks Id System
__ts_dev__1 2048 4095 1024 83 Linux
__ts_dev__2 4096 20479 8192 a5 FreeBSD

Create default BSD
2e1cee529cb59c9341afe0443f196a1 bsd.img

---layout--------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
# start end size fstype [fsise bsize cpg]
c: 4096 20479 16384 unused 0 0
d: 0 16064 16065 unused 0 0

BSD disklabel command (m for help):
Command (m for help):

---layout--------

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.
Command (m for help):

BSD disklabel command (m for help):
4 partitions:
#       start       end      size     fstype   [fsiz e bsize cpg]
a:     4096      6144      2049     4.2BSD        0     0     0
c:     4096     20479     16384     unused        0     0

d:        0     16064     16065     unused        0     0

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
0  unused           5  4.1BSD           d  boot
1  swap             6  Eighth Edition  a  unknown          e  ADOS
2  Version 6        7  4.2BSD           b  HPFS             f  HFS
3  Version 7        8  MS-DOS           c  ISO-9660        10  AdvFS
4  System V

BSD disklabel command (m for help):

1.3477 dnf-plugins-core 4.0.18-4.el8
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As the userbase of Click grows, more and more major feature requests pop up in Click's bugtracker. As reasonable as it may be for those features to be bundled with Click instead of being a standalone project, many of those requested features are either highly experimental or have unproven practical use, while potentially being a burden to maintain.

This is why click-contrib exists. The GitHub organization is a collection of possibly experimental third-party packages whose featureset does not belong into Click, but also a playground for major features that may be added to Click in the future. It is also meant to coordinate and concentrate effort on writing third-party extensions for Click, and to ease the effort of searching for such extensions. In that sense it could be described as a low-maintenance alternative to extension repositories of other frameworks.

Please note that the quality and stability of those packages may be different than what you expect from Click itself. While published under a common organization, they are still projects separate from Click.

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```python
import io
import re
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("click/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r"__version__ = "['](.*?)"", f.read()).group(1)

setup(
    name="Click",
    version=version,
    url="https://palletsprojects.com/p/click/",
    project_urls={
        "Documentation": "https://click.palletsprojects.com/",
        "Code": "https://github.com/pallets/click",
        "Issue tracker": "https://github.com/pallets/click/issues",
    },
    license="BSD",
    author="Armin Ronacher",
    author_email="armin.ronacher@active-4.com",
    maintainer="Pallets Team",
    maintainer_email="contact@palletsprojects.com",
    description="Composable command line interface toolkit",
    long_description=readme,
    packages=["click"],
    include_package_data=True,
    python_requires=">=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*",
    classifiers=[
        "Development Status :: 5 - Production/Stable",
        "Intended Audience :: Developers",
        "License :: OSI Approved :: BSD License",
        "Operating System :: OS Independent",
        "Programming Language :: Python",
        "Programming Language :: Python :: 2",
        "Programming Language :: Python :: 2.7",
        "Programming Language :: Python :: 3",
        "Programming Language :: Python :: 3.4",
    ],
)`
"Programming Language :: Python :: 3.5",
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]
)

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# binary only, patch it back to the system, and then use a wrapper

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\$ click\_

============

Click is a Python package for creating beautiful command line interfaces in a composable way with as little code as necessary. It's the "Command Line Interface Creation Kit". It's highly configurable but comes with sensible defaults out of the box.

It aims to make the process of writing command line tools quick and fun while also preventing any frustration caused by the inability to implement an intended CLI API.

Click in three points:

- Arbitrary nesting of commands
- Automatic help page generation
- Supports lazy loading of subcommands at runtime

Installing

----------

Install and update using `pip`:
.. code-block:: text

$ pip install click

Click supports Python 3.4 and newer, Python 2.7, and PyPy.


A Simple Example
----------------

What does it look like? Here is an example of a simple Click program:

.. code-block:: python

    import click

    @click.command()
    @click.option("--count", default=1, help="Number of greetings.")
    @click.option("--name", prompt="Your name",
                 help="The person to greet.")
    def hello(count, name):
        """Simple program that greets NAME for a total of COUNT times."""
        for _ in range(count):
            click.echo("Hello, %s!" % name)

    if __name__ == '__main__':
        hello()

And what it looks like when run:

.. code-block:: text

$ python hello.py --count=3
Your name: Click
Hello, Click!
Hello, Click!
Hello, Click!

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------

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-----------------------------

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk


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Written by: Zoltan Herczeg
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1.3480 postgresql-12-pgrouting-scripts 3.1.0-2.pgdg100+1

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Upstream-Name: pgRouting
Upstream-Contact: pgRouting Contributors <project@pgrouting.org>
Source: https://github.com/pgRouting/pgrouting

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The initial code for shuffling an array (originally in class
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a method in class "org.apache.commons.math3.util.MathArrays") was
inspired from the algorithm description provided in
"Algorithms", by Ian Craw and John Pulham (University of Aberdeen 1999).
The textbook (containing a proof that the shuffle is uniformly random) is
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boilerpipe

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Woodstox is an XML-parser that allows parsing of XML documents in so-called pull mode (aka "pull parsing"). It specifically implements StAX 1.0 API:


which defines what is closest to being the J2xE standard for XML pull parsers.

Woodstox was originally written by Tatu Saloranta (<tatu.saloranta@iki.fi>).

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analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt

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(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
Ljiljana Dolamic. These files reside in:
analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchStemmer2.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightIndexer.java
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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
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jar/org/apache/oro/text/awk/AwkMatchResult.java
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* */
/**
* Determines if the contents of a PatternMatcherInput, starting from the
* current offset of the input contains a pattern.
* If a pattern match is found, a MatchResult
* instance representing the <b>first</b> such match is made accessible via
* {@link #getMatch()}. The current offset of the
* PatternMatcherInput is set to the offset corresponding to the end
* of the match, so that a subsequent call to this method will continue
* searching where the last call left off. You should remember that the
* region between the begin and end offsets of the PatternMatcherInput are
* considered the input to be searched, and that the current offset
* of the PatternMatcherInput reflects where a search will start from.
* Matches extending beyond the end offset of the PatternMatcherInput
* will not be matched. In other words, a match must occur entirely
* between the begin and end offsets of the input. See
* {@link org.apache.oro.text.regex.PatternMatcherInput PatternMatcherInput}
* for more details.
As a side effect, if a match is found, the PatternMatcherInput match offset information is updated. See the PatternMatcherInput
[@link org.apache.oro.text.regex.PatternMatcherInput#setMatchOffsets
setMatchOffsets(int, int)] method for more details.

The pattern must be an AwkPattern instance, otherwise a ClassCastException will be thrown. You are not required to, and indeed should NOT try to (for performance reasons), catch a ClassCastException because it will never be thrown as long as you use an AwkPattern as the pattern parameter.

This method is usually used in a loop as follows:

```
PatternMatcher matcher;
PatternCompiler compiler;
Pattern pattern;
PatternMatcherInput input;
MatchResult result;

compiler = new AwkCompiler();
matcher = new AwkMatcher();

try {
pattern = compiler.compile(somePatternString);
} catch(MalformedPatternException e) {
  System.err.println("Bad pattern.");
  System.err.println(e.getMessage());
  return;
}

input = new PatternMatcherInput(someStringInput);

while(matcher.contains(input, pattern)) {
  result = matcher.getMatch();
  // Perform whatever processing on the result you want.
}
```

@param input  The PatternMatcherInput to test for a match.
@param pattern  The Pattern to be matched.
@return True if the input contains a pattern match, false otherwise.
@exception ClassCastException If a Pattern instance other than an AwkPattern is passed as the pattern parameter.
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  jar/examples/awk/matchesContainsExample.java
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* $Id: MalformedPatternException.java,v 1.8 2003/11/07 20:16:25 dfs Exp $
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1.3496 netty-buffer 4.1.62.Final

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Manifest-Version: 1.0
Implementation-Title: Netty/Buffer
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.buffer
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.buffer
Implementation-Version: 4.1.62.Final
Built-By: norman
Bnd-LastModified: 1617128225125
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.util;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.logging;version="[4.1,5)";sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.buffer;uses="io.netty.util";version="4.1.62"
,io.netty.buffer.search;uses="io.netty.util";version="4.1.62"
Bundle-Name: Netty/Buffer
Bundle-Version: 4.1.62.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-buffer/
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1.3497 sgml-data 2.0.11

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(last updated $Date: 1999/02/18 15:33:44 $)

References

1. http://www.w3.org/
3. http://www.inria.fr/
5. http://www.w3.org/
7. http://www.inria.fr/
10. mailto:site-policy@w3.org
11. http://w3.org/Help/Webmaster.html

Note that I received the following clarification from the W30 regarding their license.

From: "Joseph M. Reagle Jr. (W3C)" <reagle@w3.org>
Subject: Re: copyright question concerning published DTDs
To: Adam Di Carlo <adam@onshore.com>
Date: 22 Mar 1999 14:08:40 -0500
Replied: Mon, 22 Mar 1999 15:43:05 -0500
Replied: ""Joseph M. Reagle Jr. (W3C)" <reagle@w3.org> "
Return-Path: root@burrito.onshore.com
Received: from root by burrito.fake with local (Exim 2.05 #1 (Debian))
id 10PAD9-0002Yu-00; Mon, 22 Mar 1999 14:08:07 -0500
Received: from tux.w3.org (IDENT:root@tux.w3.org [18.29.0.27])
by queso.onshore.com (8.9.2/8.9.1/Debian/GNU) with ESMTP id NAA00675
for <adam@onshore.com>; Mon, 22 Mar 1999 13:08:43 -0600 (EST)
Received: from policy (root@localhost [127.0.0.1])
by tux.w3.org (8.8.7/8.8.7) with SMTP id OAA11727
for <adam@onshore.com>; Mon, 22 Mar 1999 14:08:41 -0500
Message-Id: <3.0.5.32.19990322140840.00a36100@localhost>
X-Sender: reagle@localhost
X-Mailer: QUALCOMM Windows Eudora Pro Version 3.0.5 (32)
At 12:51 PM 3/22/99 -0500, Adam Di Carlo wrote:
> Hello. I have the responsibility of assessing the current copyright
> of W3C DTDs accompanying your specifications, on behalf of the Debian
> project <URL:http://www.debian.org/>

Interesting question Adam!

> I would think that the W3C is
> happy to allow derivative DTDs so long as they don't represent
> themselves as W3C standards? If so, would it be possible to get
> clarification about the licensing and rights granted for DTDs?

You are right with respect to our general approach. I suspect that as long as the DOCTYPE is different from our own, and they attribute it as a work derived from W3C, we'd give permission. Let me bounce this off a few folks here, and I'll get you a definitive answer shortly.

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* /opt/cola/permits/1258059128_1643027375.42/0/netty-codec-4-1-33-final-sources.jar/io/netty/handler/codec/base64/Base64Dialect.java

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* /opt/cola/permits/1258059128_1643027375.42/0/netty-codec-4-1-33-final-sources-jar/io.netty.handler.codec/MessageToMessageDecoder.java
* /opt/cola/permits/1258059128_1643027375.42/0/netty-codec-4-1-33-final-sources-jar/io.netty.handler.codec/serialization/ObjectDecoder.java
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* /opt/cola/permits/1258059128_1643027375.42/0/netty-codec-4-1-33-final-sources-jar/io.netty.handler.codec/TooLongFrameException.java
* /opt/cola/permits/1258059128_1643027375.42/0/netty-codec-4-1-33-final-sources-jar/io.netty.handler.codec/Delimiters.java
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/**
 * A decoder that splits the received ByteBufs dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * 
 * @link LengthFieldBasedFrameDecoder] has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 */

/*
 * 2 bytes length field at offset 0, do not strip header
 *
 * The value of the length field in this example is 12 (0x0C) which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 *
 * <pre>
 * lengthFieldOffset   = 0
 * lengthFieldLength   = 2
 * lengthAdjustment    = 0
 * initialBytesToStrip = 0 (= do not strip header)
 * </pre>
 *
 * BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
 * +--------+----------------+      +--------+----------------+
 * | Length | Actual Content |----->| Length | Actual Content |
 * | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
 * +--------+----------------+      +--------+----------------+
 * </pre>
 *
 * 2 bytes length field at offset 0, strip header
 *
 * Because we can get the length of the content by calling
 * ByteBuf#readableBytes(), you might want to strip the length
 * field by specifying initialBytesToStrip. In this example, we
specified \texttt{2}, that is same with the length of the length field, to strip the first two bytes.

* \texttt{lengthFieldOffset} = 0
* \texttt{lengthFieldLength} = 2
* \texttt{lengthAdjustment} = 0
* \texttt{initialBytesToStrip} = \texttt{2} (= the length of the Length field)

* BEFORE DECODE (14 bytes) \hspace{1cm} AFTER DECODE (12 bytes)
* \begin{tabular}{|l|l|}
\hline
\texttt{Length} & \texttt{Actual Content} \\
\hline
\texttt{0x000C} & "HELLO, WORLD" \\
\hline
\end{tabular}
* \begin{tabular}{|l|l|}
\hline
\texttt{Length} & \texttt{Actual Content} \\
\hline
\texttt{0x000E} & "HELLO, WORLD" \\
\hline
\end{tabular}

* \texttt{initialBytesToStrip} = 0

* In most cases, the length field represents the length of the message body only, as shown in the previous examples. However, in some protocols, the length field represents the length of the whole message, including the message header. In such a case, we specify a non-zero \texttt{lengthAdjustment}. Because the length value in this example message is always greater than the body length by \texttt{2}, we specify \texttt{-2} for compensation.

* \texttt{lengthFieldOffset} = 0
* \texttt{lengthFieldLength} = 2
* \texttt{lengthAdjustment} = \texttt{0}

* BEFORE DECODE (14 bytes) \hspace{1cm} AFTER DECODE (14 bytes)
* \begin{tabular}{|l|l|}
\hline
\texttt{Length} & \texttt{Actual Content} \\
\hline
\texttt{0x000E} & "HELLO, WORLD" \\
\hline
\end{tabular}
* \begin{tabular}{|l|l|}
\hline
\texttt{Length} & \texttt{Actual Content} \\
\hline
\texttt{0x000E} & "HELLO, WORLD" \\
\hline
\end{tabular}

* \texttt{lengthFieldOffset} = \texttt{2} (= the length of Header 1)
* \texttt{lengthFieldLength} = 3
* \texttt{lengthAdjustment} = 0

* In most cases, the length field represents the length of the message body only, as shown in the previous examples. However, in some protocols, the length field represents the length of the whole message, including the message header. In such a case, we specify a non-zero \texttt{lengthAdjustment}. Because the length value in this example message is always greater than the body length by \texttt{2}, we specify \texttt{-2} for compensation.

* \texttt{lengthFieldOffset} = \texttt{2} (= the length of Header 1)
* \texttt{lengthFieldLength} = 3
* \texttt{lengthAdjustment} = 0

* The following message is a simple variation of the first example. An extra header value is prepended to the message. \texttt{lengthAdjustment} is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.
* initialBytesToStrip = 0

* BEFORE DECODE (17 bytes)          AFTER DECODE (17 bytes)
  * +-----------------+-----------------+-----------------+      +-----------------+-----------------+-----------------+
  * | Header 1 | Length | Actual Content |----> | Header 1 | Length | Actual Content |
  * | 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |
  * +-----------------+-----------------+-----------------+      +-----------------+-----------------+-----------------+

* </pre>

* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>

* This is an advanced example that shows the case where there is an extra
  * header between the length field and the message body. You have to specify a
  * positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
  * header into the frame length calculation.

* <pre>
  * lengthFieldOffset   = 0
  * lengthFieldLength   = 3
  * \textbf{lengthAdjustment}    = \textbf{2} (= the length of Header 1)
  * initialBytesToStrip = 0
  *
  * BEFORE DECODE (17 bytes)          AFTER DECODE (17 bytes)
  * +-----------------+-----------------+-----------------+      +-----------------+-----------------+-----------------+
  * | Length | Header 1 | Actual Content |----> | Length | Header 1 | Actual Content |
  * | 0x00000C | 0xCAFE   | "HELLO, WORLD" |      | 0x00000C | 0xCAFE   | "HELLO, WORLD" |
  * +-----------------+-----------------+-----------------+      +-----------------+-----------------+-----------------+

* </pre>

* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
  * strip the first header field and the length field</h3>

* This is a combination of all the examples above. There are the prepended
  * header before the length field and the extra header after the length field.
  * The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
  * header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
  * <tt>initialBytesToStrip</tt> to strip the length field and the prepended
  * header from the frame. If you don't want to strip the prepended header, you
  * could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.

* <pre>
  * lengthFieldOffset   = 1 (= the length of HDR1)
  * lengthFieldLength   = 2
  * \textbf{lengthAdjustment}    = \textbf{1} (= the length of HDR2)
  * \textbf{initialBytesToStrip} = \textbf{3} (= the length of HDR1 + LEN)
  *
  * BEFORE DECODE (16 bytes)          AFTER DECODE (13 bytes)
  * +-----------------+-----------------+      +-----------------+-----------------+
  * | HDR1 | Length | HDR2 | Actual Content |----> | HDR2 | Actual Content |
  * | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
Let's give another twist to the previous example. The only difference from
the previous example is that the length field represents the length of the
whole message instead of the message body, just like the third example.
We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
Please note that we don't need to take the length of HDR2 into account
because the length field already includes the whole header length.

```plaintext
lengthFieldOffset   =  1
lengthFieldLength   =  2
<string>lengthAdjustment</string> = <b>-3</b> (= the length of HDR1 + LEN, negative)
<string>initialBytesToStrip</string> = <b>3</b>

BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
+--------+--------+--------+----------------+      +--------+----------------+
| HDR1   | Length  | HDR2   | Actual Content |----->| HDR2   | Actual Content |
| 0xCA   | 0x0010  | 0xFE   | "HELLO, WORLD" |      | 0xFE   | "HELLO, WORLD" |
+--------+--------+--------+----------------+      +--------+----------------+
```

@see LengthFieldPrepender

*/

Found in path(s):
* /opt/cola/permits/1258059128_1643027375.42/0/netty-codec-4-1-33-final-sources-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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DRuntime: Runtime Library for the D Programming Language
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1.3505 nghttp2 1.33.0-3.el8_2.1

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set yrange [0:]
set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
set style fill solid border -1
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### 1.3507 wso2-carbon-governance-lcm-ui 4.7.27

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* /opt/cola/permits/1262700500_1643432220.0/0/netty-resolver-4-1-38-final-sources-jar/io/netty/resolver/NameResolver.java
* /opt/cola/permits/1262700500_1643432220.0/0/netty-resolver-4-1-38-final-sources-jar/io/netty/resolver/NoopAddressResolverGroup.java
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* /opt/cola/permits/1262700500_1643432220.0/0/netty-resolver-4-1-38-final-sources-jar/io/netty/resolver/package-info.java
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1.3511 connect-basic-auth-extension 2.3.1

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Zstd-jni: JNI bindings to Zstd Library

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```
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```
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Version 3, 29 June 2007

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* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/nio/SelectChannelEndPoint.java
* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/nio/SslConnection.java
* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/BufferCache.java
* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/bio/ByteArrayBuffer.java
* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/nio/NetworkTrafficSelectChannelEndPoint.java
* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/bio/StringEndPoint.java
* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/ConnectedEndPoint.java
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* /opt/cola/permits/1271133838_1644877836.77/0/jetty-io-7-6-13-v20130916-sources-jar/org/eclipse/jetty/io/Connection.java

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle
The following artifacts are CDDL + GPLv2 with classpath exception.  
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api  
* javax.annotation:javax.annotation-api  
* javax.transaction:javax.transaction-api  
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.  
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons  
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec  
org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.
org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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/**
/*
* Holder for web specializations of methods of [ @code Ints]. Intended to be empty for regular
* version.
*/

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jar/com/google/common/primitives/IntsMethodsForWeb.java
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jar/com/google/common/collection/ImmutableSortedAsList.java

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jar/com/google/common/collection/CollectSpliterators.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ImmutableBiMapFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/package-info.java

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<th>Description</th>
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/primitives/Primitives.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/eventbus/AsyncEventBus.java
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 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1- jar/com/google/common/util/concurrent/ForwardingLock.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1- jar/com/google/common/hash/AbstractHashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/ExecutionSequencer.java

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  jar/com/google/common/util/concurrent/IgnoreJRERequirement.java

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 * */

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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap class.
 * */

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  jar/com/google/common/util/concurrent/Striped.java

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  jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/GeneralRange.java
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 */
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p.TODO(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

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 */
/*
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 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/Quantiles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/VisibleForTesting.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/AbstractTable.java
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jar/com/google/common/util/concurrent/Runnables.java
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jar/com/google/common/base/Verify.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/BaseImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/JdkBackedImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/IndexedImmutableSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AllEqualOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/DescendingImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/EvictingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingNavigableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractNavigableMap.java

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/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
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*/

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/*
* This following method is a modified version of one found in
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableBiMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/IncidentEdgeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashing.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Traverser.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java

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 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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*/

/**
* Outer class that exists solely to let us write { @code Partially.GwtIncompatible} instead of plain
* { @code GwtIncompatible}. This is more accurate for { @link Futures#catching }, which is available under GWT but with a slightly different signature.
We can't use \[\text{@code PartiallyGwtIncompatible}\] because then the GWT compiler wouldn't recognize it as a \[\text{@code GwtIncompatible}\] annotation. And for \[\text{@code Futures.catching}\], we need the GWT compiler to autostrip the normal server method in order to expose the special, inherited GWT version.

```
*/

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Partially.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Graphs.java
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  jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/Network.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/Striped64.java

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  jar/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Doubles.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MinMaxPriorityQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractSequentialIterator.java
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/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable} key.</b>
 * Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}.</b>
 */

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/**
* Holder for web specializations of methods of { @code Floats }. Intended to be empty for regular
* version.
*/

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  jar/com/google/common/primitives/FloatsMethodsForWeb.java

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  jar/com/google/common/collect/DiscreteDomain.java
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  jar/com/google/common/collect/ImmutableClassToInstanceMap.java
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  jar/com/google/common/collect/ArrayTable.java
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Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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1.3578 perl-io-socket-ssl 2.066-4.module_el8.3.0+410+ff426aa3

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1.3580 python-iniparse 0.4 9.el7

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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  jar/org/codehaus/stax2/ri/Stax2WriterAdapter.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/ri/Stax2WriterImpl.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
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  jar/org/codehaus/stax2/ri/typed/Base64DecoderBase.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/ri/typed/CharArrayBase64Decoder.java
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 * /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
   jar/org/codehaus/stax2/typed/Base64Variants.java
 * /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
   jar/org/codehaus/stax2/XMLStreamReader2.java
 * /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
/* Reference Implementation of
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  jar/org/codehaus/stax2/ri/typed/ValueDecoderFactory.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
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  jar/org/codehaus/stax2/ri/Stack2EventReaderImpl.java
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lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
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kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
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One of the key reasons we got delayed on the CentOS-6 release was lack of suitable build resources, especially when we had to repeatedly build large chunks of code. Norwood S came forward and worked with me to setup a large build machine, then tune the build process and help improve the overall build, test and validate process we were using. This build machine he donated to the project was about 5 times more capable than the entire buildsystem we had. And he did this out of his own pocket, from his own time, and has since upgraded the machine as well. It's now a 128GB, 48 core machine, with 4 SSD's and 4 sata disks : but the key metric is that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver CentOS-7 as rapidly as we have been able to.
We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix, AZ, USA for his continued support for the project.

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* /opt/cola/permits/1283692527_1646737798.27/0/slf4j-log4j12-1-6-6-sources-jar/org/slf4j/impl/Log4jMDCAdapter.java
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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.3602 taglibs-standard 1.2.1.wso2v2

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* /opt/cola/permits/1258617833_1643096313.87/0/netty-codec-http2-4-1-71-final-sources-
  jar/io/netty/handler/codec/http2/DefaultHttp2PriorityFrame.java
* /opt/cola/permits/1258617833_1643096313.87/0/netty-codec-http2-4-1-71-final-sources-
  jar/io/netty/handler/codec/http2/Http2PriorityFrame.java
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* /opt/cola/permits/1258617833_1643096313.87/0/netty-codec-http2-4-1-71-final-sources-jar/io/netty/handler/codec/http2/CleartextHttp2ServerUpgradeHandler.java

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* /opt/cola/permits/1258617833_1643096313.87/0/netty-codec-http2-4-1-71-final-sources-
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* /opt/cola/permits/1258617833_1643096313.87/0/netty-codec-http2-4-1-71-final-sources-
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jar/io/netty/handler/codec/http2/AbstractHttp2ConnectionHandlerBuilder.java
* /opt/cola/permits/1258617833_1643096313.87/0/netty-codec-http2-4-1-71-final-sources-
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* /opt/cola/permits/1258617833_1643096313.87/0/netty-codec-http2-4-1-71-final-sources-
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-----
Local-Date: Fri, 06 Jun 2003 13:18:52 -0400
Date: Fri, 6 Jun 2003 10:18:52 -0700
From: Juan Gomez <juang@us.ibm.com>
To: Stephen Frost <sfrost@debian.org>
X-Mailer: Lotus Notes Release 5.0.2a (Intl) 23 November 1999
Subject: Re: Juan C. Gomez license in OpenLDAP Source

Stephen,

"There is no restriction on modifications and derived works" on the work I did for the openldap server as long as this is consistent with the openldap license. Please forward this email to Kurt so he does the appropriate changes to the files to reflect this.

Regards, Juan

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MA

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Local-Date: Thu, 05 Jun 2003 16:53:32 -0400
Date: Thu, 5 Jun 2003 16:53:32 -0400 (EDT)
From: Mark Adamson <adamson@andrew.cmu.edu>
To: Stephen Frost <sfrost@debian.org>
Subject: Re: Mark Adamson license in OpenLDAP source

Hi Stephen,

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-Mark

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---
After discussing this license with the OpenLDAP Foundation we received
clarification on it:
---

* To: Stephen Frost <sfrost@snowman.net>
* Subject: Re: OpenLDAP Licenseing issues
* From: "Kurt D. Zeilenga” <Kurt@OpenLDAP.org>
* Date: Wed, 28 May 2003 10:55:44 -0700
* Cc: Steve Langasek <vorlon@netexpress.net>, debian-legal@lists.debian.org, openldap-devel@OpenLDAP.org
* In-reply-to: <20030528162613.GB8524@ns.snowman.net>
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The Foundation sees no reason for it to expend its limited resources seeking clarifications which it believes are unnecessary. You are, of course, welcomed to expend time and energy seeking clarifications you think are necessary. I suggest you contact University's general counsel office (http://www.umich.edu/~vpge/).

Regards, Kurt

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1.3620 maven-resolver-api 1.1.1

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 * *
 * @created 2010
 */

// Because attribute values may be confidential, we don't want to log them!

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/crypto/CryptoToken.java
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 * @author Arshan Dabirsiahi <a href="http://www.aspectsecurity.com">Aspect Security</a>
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Found in path(s):
jar/org/owasp/esapi/waf/rules/DetectOutboundContentRule.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/waf/actions/DefaultAction.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/waf/actions/DoNothingAction.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/waf/rules/AuthenticatedRule.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/waf/rules/IPRule.java
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jar/org/owasp/esapi/waf/rules/AuthenticatedRule.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/waf/internal/InterceptingServletOutputStream.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/waf/internal/InterceptingHTTPServletResponse.java

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* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/util/DefaultMessageUtil.java

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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @author kevin.w.wall@gmail.com
 * @created 2007
 */

/**
 * Encrypts the provided plaintext and returns a ciphertext string using the
 * master secret key and default cipher transformation.
 * </p><p>
 * <b>Compatibility with earlier ESAPI versions:</b> The symmetric encryption
 * in ESAPI 2.0 and later is not compatible with the encryption in ESAPI 1.4
 * or earlier. Not only are the interfaces slightly different, but they format
 * of the serialized encrypted data is incompatible. Therefore, if you have
* encrypted data with ESAPI 1.4 or earlier, you must first encrypt it and
* then re-encrypt it with ESAPI 2.0. Backward compatibility with ESAPI 1.4
* was proposed to both the ESAPI Developers and ESAPI Users mailing lists
* and voted down. More details are available in the ESAPI document
* Why Is OWASP Changing ESAPI Encryption? </a>
* </p> <p>
* <b>Why this method is deprecated:</b> Most cryptographers strongly suggest
* that if you are creating crypto functionality for general-purpose use,
* at a minimum you should ensure that it provides authenticity, integrity,
* and confidentiality. This method only provides confidentiality, but not
* authenticity or integrity. Therefore, you are encouraged to use
* one of the other encryption methods referenced below. Because this
* method provides neither authenticity nor integrity, it may be
* removed in some future ESAPI Java release. Note: there are some cases
* where authenticity / integrity are not that important. For instance, consider
* a case where the encrypted data is never out of your application's control. For
* example, if you receive data that your application is encrypting itself and then
* storing the encrypted data in its own database for later use (and no other
* applications can query or update that column of the database), providing
* confidentiality alone might be sufficient. However, if there are cases
* where your application will be sending or receiving already encrypted data
* over an insecure, unauthenticated channel, in such cases authenticity and
* integrity of the encrypted data likely is important and this method should
* be avoided in favor of one of the other two.
* 
* @param plaintext
* the plaintext { @code String} to encrypt. Note that if you are encrypting
* general bytes, you should encrypt that byte array to a String using
* "UTF-8" encoding.
* 
* @return
* the encrypted, base64-encoded String representation of 'plaintext' plus
* the random IV used.
* 
* @throws EncryptionException
* if the specified encryption algorithm could not be found or another problem exists with
* the encryption of 'plaintext'
* 
* @see #encrypt(PlainText)
* @see #encrypt(SecretKey, PlainText)
* 
* @deprecated As of 1.4.2; use { @link #encrypt(PlainText)} instead, which
* also ensures message authenticity. This method will be
* completely removed as of the next major release or point
* release (3.0 or 2.1, whichever comes first) as per OWASP
* deprecation policy.
Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/Encryptor.java
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */

/**
 * An IntrusionException should be thrown anytime an error condition arises that is likely to be the result of an attack
 * in progress. IntrusionExceptions are handled specially by the IntrusionDetector, which is equipped to respond by
 * either specially logging the event, logging out the current user, or invalidating the current user's account.
 * 
 * Unlike other exceptions in the ESAPI, the IntrusionException is a RuntimeException so that it can be thrown from
 * anywhere and will not require a lot of special exception handling.
 * 
 * @author Jeff Williams (jeff.williams@aspectsecurity.com)
 */

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/errors/IntrusionException.java
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* The method is ESAPI's Key Derivation Function (KDF) that computes a
* derived key from the `@code keyDerivationKey` for either
* encryption / decryption or for authentication.
* 
* `<p>`
* `<b>CAUTION:</b>` If this algorithm for computing derived keys from the
* key derivation key is `<i>`ever</i>` changed, we risk breaking backward compatibility of being
* able to decrypt data previously encrypted with earlier / different versions
* of this method. Therefore, do not change this unless you are 100% certain that
* what you are doing will NOT change either of the derived keys for
* ANY "key derivation key" AT ALL!!!
* `<p>`
* `<b>NOTE:</b>` This method is generally not intended to be called separately.
* It is used by ESAPI's reference crypto implementation class `@code JavaEncryptor`
* and might be useful for someone implementing their own replacement class, but
* generally it is not something that is useful to application client code.
* 
* `@param keyDerivationKey` A key used as an input to a key derivation function
* to derive other keys. This is the key that generally
* is created using some key generation mechanism such as
* `{@link #generateSecretKey(String, int)}. The
* "input" key from which the other keys are derived.
* 
* The derived key will have the same algorithm type
* as this key.
* `@param keySizeThe cipher's key size (in bits) for the `{@code keyDerivationKey}.`
* Must have a minimum size of 56 bits and be an integral multiple of 8-bits.
* `<b>Note:</b>` The derived key will have the same size as this.
* `@param purposeThe purpose for the derived key. Must be either the
* string "encryption" or "authenticity". Use "encryption" for
* creating a derived key to use for confidentiality, and "authenticity"
* for a derived key to use with a MAC to ensure message authenticity.
* `@return` The derived `{@code SecretKey} to be used according
* to the specified purpose. Note that this serves the same purpose
* as "label" in section 5.1 of NIST SP 800-108.
* `@throws` NoSuchAlgorithmExceptionThe `{@code keyDerivationKey}` has an unsupported
* encryption algorithm or no current JCE provider supports
* "HmacSHA1".
* `@throws` EncryptionExceptionIf "UTF-8" is not supported as an encoding, then
* this is thrown with the original `{@code UnsupportedEncodingException]
* as the cause. (NOTE: This should never happen as "UTF-8" is supposed to
* be a common encoding supported by all Java implementations. Support
* for it is usually in rt.jar.)
* @throws InvalidKeyException Likely indicates a coding error. Should not happen.
* @throws EncryptionException Throw for some precondition violations.
* @deprecated Use (@code KeyDerivationFunction) instead. This method will be removed as of
* ESAPI release 2.1 so if you are using this, please change your code.
*/
/**
 * Return true if specified cipher mode is one of those specified in the
 * {@code ESAPI.properties} file that supports both confidentiality
 * and authenticity (i.e., a "combined cipher mode" as NIST refers
 * to it).
 * @param cipherMode The specified cipher mode to be used for the encryption
 * or decryption operation.
 * @return true if the specified cipher mode is in the comma-separated list
 * of cipher modes supporting both confidentiality and authenticity;
 * otherwise false.
 * @see org.owasp.esapi.SecurityConfiguration#getCombinedCipherModes()
*/

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
  jar/org/owasp/esapi/crypto/CryptoHelper.java
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
  jar/org/owasp/esapi/tags/BaseEncodeTag.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
  jar/org/owasp/esapi/tags/EncodeForVBScriptTag.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
  jar/org/owasp/esapi/tags/
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* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/codecs/CSSCodec.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/errors/ValidationAvailabilityException.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/errors/AuthenticatedHostException.java

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 * @created 2007
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Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/errors/ValidationAvailabilityException.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/validation/HTMLValidationRule.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/errors/AuthenticatedHostException.java
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* @created 2007
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Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/errors/EncryptionRuntimeException.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/errors/EnterpriseSecurityRuntimeException.java
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 */

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
jar/org/owasp/esapi/codecs/XMLEntityCodec.java
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 *
 * @author Mike Fauzy <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @author Rogan Dawes <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2008
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Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/package.html
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 *
 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created February 6, 2009
 */

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/filters/ClickjackFilter.java
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
* @author Rogan Dawes <a href="http://www.aspectsecurity.com">Aspect Security</a>  
* @created 2008
*/

Found in path(s):  
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/LogFactory.java  
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/**
* Encodes and decodes to and from Base64 notation.
* 
* The <tt>options</tt> parameter, which appears in a few places, is used to pass several pieces of information to the encoder. In the "higher level" methods such as <code>encodeBytes</code> the options parameter can be used to indicate such things as first gzipping the bytes before encoding them, not inserting linefeeds (though that breaks strict Base64 compatibility), and encoding using the URL-safe and Ordered dialects.

* The constants defined in Base64 can be OR-ed together to combine options, so you might make a call like this:

* <code>String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DONT_BREAK_LINES );</code>

* to compress the data before encoding it and then making the output have no newline characters.
*/
Change Log:

- v2.2.2 - Fixed encodeToFile and decodeToFile to use the Base64.InputStream class to encode and decode on the fly which uses less memory than encoding/decoding an entire file into memory before writing.
- v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug when using very small files (~< 40 bytes).
- v2.2 - Added some helper methods for encoding/decoding directly from one file to the next. Also added a main() method to support command line encoding/decoding from one file to the next. Also added these Base64 dialects:
  - The default is RFC3548 format.
  - Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates URL and file name friendly format as described in Section 4 of RFC3548. http://www.faqs.org/rfcs/rfc3548.html
  - Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates URL and file name friendly format that preserves lexical ordering as described in http://www.faqs.org/qa/rfcc-1940.html
  - Special thanks to Jim Kellerman at http://www.powerset.com for contributing the new Base64 dialects.
- v2.1 - Cleaned up javadoc comments and unused variables and methods. Added some convenience methods for reading and writing to and from files.
- v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems with other encodings (like EBCDIC).
- v2.0.1 - Fixed an error when decoding a single byte, that is, when the encoded data was a single byte.
- v2.0 - I got rid of methods that used booleans to set options. Now everything is more consolidated and cleaner. The code now detects when data that's being decoded is gzip-compressed and will decompress it automatically. Generally things are cleaner. You'll probably have to change some method calls that you were making to support the new options format.
- v1.5.1 - Fixed bug when decompressing and decoding to a byte[] using decode(String s, boolean gzipCompressed).
- Added the ability to "suspend" encoding in the Output Stream so you can turn on and off the encoding if you need to embed base64 data in an otherwise "normal" stream (like an XML file).
- v1.5 - Output stream pases on flush() command but doesn't do anything itself. This helps when using GZIP streams.
- Added the ability to GZip-compress objects before encoding them.
- v1.4 - Added helper methods to read/write files.
<ul>
<li>v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.</li>
<li>v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream
     where last buffer being read, if not completely full, was not returned.</li>
<li>v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.</li>
<li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
</ul>

I am placing this code in the Public Domain. Do with it as you will.
This software comes with no guarantees or warranties but with plenty of well-wishing instead!
Please visit &lt;a href="http://iharder.net/base64">http://iharder.net/base64&lt;/a&gt;
periodically to check for updates or to contribute improvements.

@author Robert Harder
@author rob@iharder.net
@version 2.2.2
*/

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/codecs/Base64.java
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 *
 * @author Chris Schmidt (chris.schmidt@owasp.org)
 * @created 2010
 */

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/crypto/CryptoDiscoverer.java
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@author Mike Fauzy
@author Jeff Williams
@created 2007

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*
* @author Jeff Williams
* @author kevin.w.wall@gmail.com
* @created 2007
*/

// Using cipher mode that supports both confidentiality and authenticity? If so, then
// If we are using a "preferred" cipher mode--i.e., one that supports both confidentiality and

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/**
* The method is ESAPI's Key Derivation Function (KDF) that computes a
* derived key from the { @code keyDerivationKey } for either
* encryption / decryption or for authentication.
* <p>
<b>CAUTION:</b> If this algorithm for computing derived keys from the key derivation key is ever changed, we risk breaking backward compatibility of being able to decrypt data previously encrypted with earlier / different versions of this method. Therefore, do not change this unless you are 100% certain that what you are doing will NOT change either of the derived keys for ANY "key derivation key" AT ALL!!!

</p>

</b>

NOTE:

This method is generally not intended to be called separately. It is used by ESAPI's reference crypto implementation class [@code JavaEncryptor] and might be useful for someone implementing their own replacement class, but generally it is not something that is useful to application client code.

@param keyDerivationKey  A key used as an input to a key derivation function to derive other keys. This is the key that generally is created using some key generation mechanism such as {
@link #generateSecretKey(String, int)}. The "input" key from which the other keys are derived.

The derived key will have the same algorithm type as this key. This KDK cannot be null.

@param keySize The cipher's key size (in bits) for the {
@code keyDerivationKey}. Must have a minimum size of 56 bits and be an integral multiple of 8-bits.

Note:

The derived key will have the same size as this.

@param purpose The purpose for the derived key. For the ESAPI reference implementation, [ @code JavaEncryptor], this must be either the string "encryption" or "authenticity", where "encryption" is used for creating a derived key to use for confidentiality, and "authenticity" is used for creating a derived key to use with a MAC to ensure message authenticity. However, since parameter serves the same purpose as the "Label" in section 5.1 of NIST SP 800-108, it really can be set to anything other than [ @code null] or an empty string when called outside of [ @code JavaEncryptor].

@return The derived [ @code SecretKey] to be used according to the specified purpose.

@throws NoSuchAlgorithmException The [ @code keyDerivationKey] has an unsupported encryption algorithm or no current JCE provider supports "HmacSHA1".

@throws EncryptionException If "UTF-8" is not supported as an encoding, then this is thrown with the original [ @code UnsupportedEncodingException] as the cause. (NOTE: This should never happen as "UTF-8" is supposed to be a common encoding supported by all Java implementations. Support for it is usually in rt.jar.)

@throws InvalidKeyException Likely indicates a coding error. Should not happen.

@throws EncryptionException Throw for some precondition violations.
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 *
 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */
/**
 * [ @inheritDoc ]
 *
 * The reference implementation sets the work directory, escapes the parameters as per the Codec in use,
 * and then executes the command without using concatenation. The exact, absolute, canonical path of each
 * executable must be listed as an approved executable in the ESAPI properties. The executable must also
 * exist on the disk. All failures will be logged, along with parameters if specified. Set the logParams to false if
 * you are going to invoke this interface with confidential information.
 */

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2.0.0-1-sources-1-
  jar/org/owasp/esapi/reference/DefaultExecutor.java

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Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/AbstractAccessReferenceMap.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/Log4JLogger.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/codecs/OracleCodec.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/Log4JLogFactory.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/DefaultHTTPUtilities.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/crypto/ReferenceEncryptedProperties.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/DefaultSecurityConfiguration.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/HTTPUtilities.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/Validator.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/Log4JLoggerFactory.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-jar/org/owasp/esapi/reference/FileBasedAuthenticator.java

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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */
/**
 * Executes a system command after checking that the executable exists and
 * escaping all the parameters to ensure that injection is impossible.
 * Implementations must change to the specified working
 * directory before invoking the command.
 *
 * @param executable
 * the command to execute
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* @created 2007
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Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
  jar/org/owasp/esapi/filters/SecurityWrapperRequest.java
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
  jar/org/owasp/esapi/filters/SecurityWrapperResponse.java

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/**
* This methods adds a provider to the {@code SecurityManager}
* either by some generic name or by the class name.
* </p><p>
* The following generic JCE provider names are built-in:
* </ul>
* </li>SunJCE</li>
* </li>IBMJCE [for WebSphere]</li>
* </li>GnuCrypto [for use with GNU Compiler for Java, i.e., gcj]</li>
* </li>BC [i.e., Bouncy Castle]</li>
* </li>IAIK</li>
* </li>CryptixCrypto (or Cryptix)
* </li>ABA
* </ul>
* Note that neither Cryptix or ABA are actively maintained so
* it is recommended that you do not start using them for ESAPI
* unless your application already has a dependency on them. Furthermore,
* the Cryptix JCE jars likely will not work as the Cryptix code signing
* certificate has expired as of August 28, 2009. (This likely is true
* for ABA, but I can't even find a copy to download!). Lastly, the IAIK
* provider is no longer offered as free, open source. It is not a
* commercial product. See {@link http://jce.iaik.tugraz.at/} for
* details. While some older versions were offered free, it is not clear
* whether the accompanying license still allows you to use it, and if
* it does, whether or not the code signing certificate used to sign
* their JCE jar(s) has expired are not. Therefore, if you are looking
* for a FOSS alternative to SunJCE, Bouncy Castle
* {@link http://www.bouncycastle.org/} is probably your best bet. The
* BC provider does support many the "combined cipher modes" that provide
* both confidentiality and authenticity. (See the {@code ESAPI.properties}
* property {@code Encryptor.cipher_modes.combined_modes} for details.)
* </p><p>
* For those working in the U.S. federal government, it should be noted
* that <i>none</i> of the providers listed here are considered validated
* by NIST's Cryptographic Module Validation Program and are therefore
* not considered FIPS 140-2 compliant. There are a few approved
* JCE compatible Java libraries that are on NIST's CMVP list, but this
* list changes constantly so they are not listed here. For further details
* on NIST's CMVP, see
* [ @link http://csrc.nist.gov/groups/STM/cmvp/index.html ].

Finally, if you wish to use some other JCE provider not recognized above,
* you must specify the provider's fully-qualified class name (which in
* turn must have a public, no argument constructor).

The application must be given the [ @code SecurityPermission ] with a
* value of [ @code insertProvider.&lt;provider_name&gt; ] (where
* &lt;provider_name&gt; is the name of the algorithm provider if
* a security manager is installed.

@method SecurityProviderLoader addJceProvider(java.lang.String, int)

@param algProvider Name of the JCE algorithm provider. If the name
* contains a ".", this is interpreted as the name
* of a [ @code java.security.Provider ] class name.

@param pos The preference position (starting at 1) that the
* caller would like for this provider. If you wish
* for it to be installed as the last provider
* (as of the time of this call), set [ @code pos ] to -1.

@return The actual preference position at which the provider was added,
* or -1 if the provider was not added because it is already
* installed.

@exception NoSuchProviderException - thrown if the provider class
* could not be loaded or added to the [ @code SecurityManager ] or
* any other reason for failure.

//

Found in path(s):
* /opt/cola/permits/1136415171_1613765306.4/0/esapi-2-0-1-sources-1-
  jar/org/owasp/esapi/crypto/SecurityProviderLoader.java
No license file was found, but licenses were detected in source scan.

/\*
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* 
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*/
Return a `List` of strings of combined cipher modes that support both confidentiality and authenticity. These would be preferred cipher modes to use if your JCE provider supports them. If such a cipher mode is used, no explicit separate MAC is calculated as part of the `CipherText` object upon encryption nor is any attempt made to verify the same on decryption.

The list is taken from the comma-separated list of cipher modes specified by the ESAPI property:

```
  [ @code Encryptor.cipher_modes.combined_modes ].
```

The parsed list of comma-separated cipher modes if the property was specified in `ESAPI.properties`; otherwise the empty list is returned.

---

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 */
/**
 * <p>Encodes and decodes to and from Base64 notation.</p>
 * <p>Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>.</p>
 * <p>Example:</p>
 * <code>String encoded = Base64.encode( myByteArray );</code><br />
 * <code>byte[] myByteArray = Base64.decode( encoded );</code>
 * <p>The <tt>options</tt> parameter, which appears in a few places, is used to pass several pieces of information to the encoder. In the "higher level" methods such as <code>encodeBytes</code> (bytes, options ) the options parameter can be used to indicate such things as first gzipping the bytes before encoding them, not inserting linefeeds, and encoding using the URL-safe and Ordered dialects.</p>
 * <p>Note, according to <a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548</a>, Section 2.1, implementations should not add line feeds unless explicitly told to do so. I've got Base64 set to this behavior now, although earlier versions broke lines by default.</p>
The constants defined in Base64 can be OR-ed together to combine options, so you might make a call like this:

```
String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );
```

to compress the data before encoding it and then making the output have newline characters.

Also...

```
String encoded = Base64.encodeBytes( crazyString.getBytes());
```

Change Log:

<ul>
  <li>v2.3.7 - Fixed subtle bug when base 64 input stream contained the value 01111111, which is an invalid base 64 character but should not throw an ArrayIndexOutOfBoundsException either. Led to discovery of mishandling (or potential for better handling) of other bad input characters. You should now get an IOException if you try decoding something that has bad characters in it.</li>
  <li>v2.3.6 - Fixed bug when breaking lines and the final byte of the encoded string ended in the last column; the buffer was not properly shrunk and contained an extra (null) byte that made it into the string.</li>
  <li>v2.3.5 - Fixed bug in [@link #encodeFromFile] where estimated buffer size was wrong for files of size 31, 34, and 37 bytes.</li>
  <li>v2.3.4 - Fixed bug when working with gzipped streams whereby flushing the Base64OutputStream closed the Base64 encoding (by padding with equals signs) too soon. Also added an option to suppress the automatic decoding of gzipped streams. Also added experimental support for specifying a class loader when using the [@link #decodeToObject(java.lang.String, int, java.lang.ClassLoader)] method.</li>
  <li>v2.3.3 - Changed default char encoding to US-ASCII which reduces the internal Java footprint with its CharEncoders and so forth. Fixed some javadocs that were inconsistent. Removed imports and specified things like java.io.IOException explicitly inline.</li>
  <li>v2.3.2 - Reduced memory footprint! Finally refined the "guessing" of how big the final encoded data will be so that the code doesn't have to create two output arrays: an oversized initial one and then a final, exact-sized one. Big win when using the [@link #encodeBytesToBytes(byte[])] family of methods (and not using the gzip options which uses a different mechanism with streams and stuff).</li>
  <li>v2.3.1 - Added [@link #encodeBytesToBytes(byte[], int, int, int)] and some similar helper methods to be more efficient with memory by not returning a String but just a byte array.</li>
  <li>v2.3 - This is not a drop-in replacement! This is two years of comments and bug fixes queued up and finally executed. Thanks to everyone who sent me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else. Much bad coding was cleaned up including throwing exceptions where necessary.</li>
</ul>
instead of returning null values or something similar. Here are some changes

* that may affect you:

* <ul>
* <li><em>Does not break lines, by default.</em> This is to keep in compliance with
* <li><em>Throws exceptions instead of returning null values.</em> Because some operations
* (especially those that may permit the GZIP option) use IO streams, there
* is a possibility of an java.io.IOException being thrown. After some discussion and
* thought, I've changed the behavior of the methods to throw java.io.IOExceptions
* rather than return null if ever there's an error. I think this is more
* appropriate, though it will require some changes to your code. Sorry,
* it should have been done this way to begin with.</li>
* <li><em>Removed all references to System.out, System.err, and the like.</em></li>
* Shame on me. All I can say is sorry they were ever there.</li>
* <li><em>Throws NullPointerExceptions and IllegalArgumentExceptions</em> as needed
* such as when passed arrays are null or offsets are invalid.</li>
* <li>Cleaned up as much javadoc as I could to avoid any javadoc warnings.
* This was especially annoying before for people who were thorough in their
* own projects and then had gobs of javadoc warnings on this file.</li>
* </ul>

* <li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug
* when using very small files (~&lt; 40 bytes).</li>
* <li>v2.2 - Added some helper methods for encoding/decoding directly from
* one file to the next. Also added a main() method to support command line
* encoding/decoding from one file to the next. Also added these Base64 dialects:
* </li>
* <ol>
* <li>The default is RFC3548 format.</li>
* <li>Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates
* URL and file name friendly format as described in Section 4 of RFC3548.
* </li>
* <li>Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates
* URL and file name friendly format that preserves lexical ordering as described
* </ol>
* Special thanks to Jim Kellerman at <a href="http://www.powerset.com/">http://www.powerset.com/</a>
* for contributing the new Base64 dialects.
* </li>
* 
* 
* <li>v2.1 - Cleaned up javadoc comments and unused variables and methods. Added
* some convenience methods for reading and writing to and from files.</li>
* <li>v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems
* with other encodings (like EBCDIC).</li>
* <li>v2.0.1 - Fixed an error when decoding a single byte, that is, when the
* encoded data was a single byte.</li>
* <li>v2.0 - I got rid of methods that used booleans to set options.
* Now everything is more consolidated and cleaner. The code now detects
* when data that's being decoded is gzip-compressed and will decompress it
* automatically. Generally things are cleaner. You'll probably have to
* change some method calls that you were making to support the new
  * options format (<tt>int</tt>s that you "OR" together).</li>
* <li>v1.5.1 - Fixed bug when decompressing and decoding to a byte[] using <tt>decode(String s, boolean gzipCompressed)</tt>.</li>
* Added the ability to "suspend" encoding in the OutputStream so you can turn on and off the encoding if you need to embed base64 data in an otherwise "normal" stream (like an XML file).</li>
* <li>v1.5 - OutputStream pases on flush() command but doesn't do anything itself.
  * This helps when using GZIP streams.</li>
* <li>v1.4 - Added helper methods to read/write files.</li>
* <li>v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.</li>
* <li>v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream where last buffer being read, if not completely full, was not returned.</li>
* <li>v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.</li>
* <li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
* <ul>
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  * Please visit <a href="http://iharder.net/base64">http://iharder.net/base64</a> periodically to check for updates or to contribute improvements.
  * @author Robert Harder
  * @author rob@iharder.net
  * @version 2.3.7
*/

Found in path(s):
* /opt/cola/permits/1229306441_1646934355.21/0/keycloak-common-7.0.0-sources-jar/org/keycloak/common/util/Base64.java
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  jar/org/keycloak/common/util/KeyUtils.java
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  jar/org/keycloak/common/util/SystemEnvProperties.java
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  jar/org/keycloak/common/util/MultivaluedHashMap.java
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  jar/org/keycloak/common/util/PemUtils.java
* /opt/cola/permits/1229306441_1646934355.21/0/keycloak-common-7-0-0-sources-
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Licensing Information User Manual

MySQL 8.0

Introduction

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
"src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglsP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:
include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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MySQL Router 8.0

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands.
as a successor of a language called ABC. Guido remains Python’s principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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Classification Classification
Cone_spanners_2 Cone-Based Spanners
Convex_decomposition_3 Convex Decomposition of Polyhedra
Convex_hull_2 2D Convex Hulls and Extreme Points
Convex_hull_3 3D Convex Hulls
Convex_hull_d dD Convex Hulls and Delaunay Triangulations
Envelope_2 2D Envelopes
Envelope_3 3D Envelopes
GraphicsView CGAL and the Qt Graphics View Framework
Inscribed_areas Inscribed Areas
Interpolation 2D and Surface Function Interpolation
Interval_skip_list Interval Skip List
Jet_fitting_3 Estimation of Local Differential Properties of Point-Sampled Surfaces
Matrix_search Monotone and Sorted Matrix Search
Mesh_2 2D Conforming Triangulations and Meshes
Mesh_3 3D Mesh Generation
Minkowski_sum_2 2D Minkowski Sums
Minkowski_sum_3 3D Minkowski Sum of Polyhedra
Nef_2 2D Boolean Operations on Nef Polygons
Nef_3 3D Boolean Operations on Nef Polyhedra
Nef_S2 2D Boolean Operations on Nef Polygons Embedded on the Sphere
Optimal_transportation_reconstruction_2 Optimal Transportation Curve Reconstruction
Partition_2 2D Polygon Partitioning
Periodic_2_triangulation_2 2D Periodic Triangulations
Periodic_3_mesh_3 3D Periodic Mesh Generation
Periodic_3_triangulation_3 3D Periodic Triangulations
Point_set_2 2D Range and Neighbor Search
Point_set_3 3D Point Set
Point_set_processing_3 Point Set Processing
Point_set_shape_detection_3 Point Set Shape Detection
Poisson_surface_reconstruction_3 Poisson Surface Reconstruction
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* /opt/cola/permits/1208967424_1632975965.36/0/netty-buffer-4-1-68-final-sources-jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java
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jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
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jar/io/netty/buffer/ByteBufAllocatorMetric.java
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Version 2, June 1991

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Date:
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1.3651 kerberos 1.15.1 37.el7_7.2

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lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mec/gssapiP_spnego.h
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lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
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lib/libgss/g_glue.c
lib/libgss/g_imp_name.c
lib/libgss/g_imp_sec_context.c
lib/libgss/g_init_sec_context.c
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
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lib/libgss/g_inquire_names.c
lib/libgss/g_process_context.c
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lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c
and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl
These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay
The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
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+ trivial database library - standalone version

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-
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Theodore Ts'o
23-June-2007

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

http://sourceforge.net/projects/e2fsprogs

Upstream Author: Theodore Ts'o <tytso@mit.edu>

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DAMAGE.

This is the Debian GNU/Linux prepackaged version of the ss
command-line interface parsing library. It is currently
distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

From the original distribution:

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#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
# In order to use this stub, the following makefile variables must be defined.
# 
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) 
$(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB) 
@-$(LDCONFIG)

install-strip: install
install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)/$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".
This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Gadi Oxman, August 1995

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NAME

Carp - alternative warn and die for modules

DESCRIPTION

The Carp routines are useful in your own modules because they act like
die() or warn(), but with a message which is more likely to be useful
to a user of your module.  In the case of cluck, confess, and longmess
that context is a summary of every call in the call-stack. For a shorter message you can use carp or croak which report the error as being from where your module was called. There is no guarantee that that is where the error was, but it is a good educated guess.

You can also alter the way the output and logic of Carp works, by changing some global variables in the Carp namespace.

INSTALLATION

perl Makefile.PL
make
make test
make install

AUTHOR

The Carp module first appeared in Larry Wall's perl 5.000 distribution. Since then it has been modified by several of the perl 5 porters. Andrew Main (Zefram) <zefram@fysh.org> divested Carp into an independent distribution.

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---
abstract: 'alternative warn and die for modules'
author:
- unknown
build_requires:
  ExtUtils::MakeMaker: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.1, CPAN::Meta::Converter version 2.150005'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
  name: Carp
  no_index:
  directory:
    - t
    - inc
  requires:
    Config: '0'
    Exporter: '0'
    ExtUtils::MakeMaker: '0'
    IPC::Open3: '1.0103'
    Test::More: '0.47'
    overload: '0'
    strict: '0'
    warnings: '0'
  version: '1.38'
  x_serialization_backend: 'CPAN::Meta::YAML version 0.017'

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=head1 NAME

Carp - alternative warn and die for modules

=head1 SYNOPSIS

use Carp;

    # warn user (from perspective of caller)
    carp "string trimmed to 80 chars";

    # die of errors (from perspective of caller)
    croak "We're outta here!";

    # die of errors with stack backtrace
confess "not implemented";

# cluck, longmess and shortmess not exported by default
use Carp qw(cluck longmess shortmess);
cluck "This is how we got here!";
$long_message = longmess( "message from cluck() or confess()" );
$short_message = shortmess( "message from carp() or croak()" );

=head1 DESCRIPTION

The Carp routines are useful in your own modules because they act like C<die()> or C<warn()> , but with a message which is more likely to be useful to a user of your module. In the case of <cluck()> and <confess()> , that context is a summary of every call in the call-stack; C<longmess()> returns the contents of the error message.

For a shorter message you can use C<carp()> or C<croak()> which report the error as being from where your module was called. C<shortmess()> returns the contents of this error message. There is no guarantee that that is where the error was, but it is a good educated guess.

C<Carp> takes care not to clobber the status variables C<$!> and C<$^E> in the course of assembling its error messages. This means that a C<$SIG{__DIE__}> or C<$SIG{__WARN__}> handler can capture the error information held in those variables, if it is required to augment the error message, and if the code calling C<Carp> left useful values there. Of course, C<Carp> can't guarantee the latter.

You can also alter the way the output and logic of C<Carp> works, by changing some global variables in the C<Carp> namespace. See the section on C<GLOBAL VARIABLES> below.

Here is a more complete description of how C<carp()> and C<croak()> work. What they do is search the call-stack for a function call stack where they have not been told that there shouldn't be an error. If every call is marked safe, they give up and give a full stack backtrace instead. In other words they presume that the first likely looking potential suspect is guilty. Their rules for telling whether a call shouldn't generate errors work as follows:

=over 4

=item 1.

Any call from a package to itself is safe.

=item 2.
Packages claim that there won't be errors on calls to or from packages explicitly marked as safe by inclusion in \texttt{C<@CARP_NOT>}, or (if that array is empty) \texttt{C<@ISA>}. The ability to override what \texttt{@ISA} says is new in 5.8.

=item 3.

The trust in item 2 is transitive. If A trusts B, and B trusts C, then A trusts C. So if you do not override \texttt{C<@ISA>} with \texttt{C<@CARP_NOT>}, then this trust relationship is identical to, "inherits from".

=item 4.

Any call from an internal Perl module is safe. (Nothing keeps user modules from marking themselves as internal to Perl, but this practice is discouraged.)

=item 5.

Any call to Perl's warning system (eg Carp itself) is safe. (This rule is what keeps it from reporting the error at the point where you call \texttt{C<carp>} or \texttt{C<croak>}.)

=item 6.

\texttt{C<$Carp::CarpLevel>} can be set to skip a fixed number of additional call levels. Using this is not recommended because it is very difficult to get it to behave correctly.

=back

=head2 Forcing a Stack Trace

As a debugging aid, you can force Carp to treat a croak as a confess and a carp as a cluck across \texttt{I<all>} modules. In other words, force a detailed stack trace to be given. This can be very helpful when trying to understand why, or from where, a warning or error is being generated.

This feature is enabled by 'importing' the non-existent symbol 'verbose'. You would typically enable it by saying

perl -MCarp=verbose script.pl

or by including the string \texttt{C<-MCarp=verbose>} in the \texttt{PERL5OPT} environment variable.
Alternately, you can set the global variable C<$Carp::Verbose> to true. See the C<GLOBAL VARIABLES> section below.

=head2 Stack Trace formatting

At each stack level, the subroutine's name is displayed along with its parameters. For simple scalars, this is sufficient. For complex data types, such as objects and other references, this can simply display C<HASH(0x1ab36d8)>.

Carp gives two ways to control this.

=over 4
=item 1.

For objects, a method, C<CARP_TRACE>, will be called, if it exists. If this method doesn't exist, or it recursively into C<Carp>, or it otherwise throws an exception, this is skipped, and Carp moves on to the next option, otherwise checking stops and the string returned is used. It is recommended that the object's type is part of the string to make debugging easier.

=item 2.

For any type of reference, C<$Carp::RefArgFormatter> is checked (see below). This variable is expected to be a code reference, and the current parameter is passed in. If this function doesn't exist (the variable is undef), or it recursively into C<Carp>, or it otherwise throws an exception, this is skipped, and Carp moves on to the next option, otherwise checking stops and the string returned is used.

=item 3.

Otherwise, if neither C<CARP_TRACE> nor C<$Carp::RefArgFormatter> is available, stringify the value ignoring any overloading.

=back

=head1 GLOBAL VARIABLES

=head2 $Carp::MaxEvalLen

This variable determines how many characters of a string-eval are to be shown in the output. Use a value of C<0> to show all text.

Defaults to C<0>.

=head2 $Carp::MaxArgLen
This variable determines how many characters of each argument to a
function to print. Use a value of C<0> to show the full length of the
argument.

Defaults to C<64>.

=head2 $Carp::MaxArgNums

This variable determines how many arguments to each function to show.
Use a false value to show all arguments to a function call. To suppress all
arguments, use C<-1> or C<0 but true>.

Defaults to C<8>.

=head2 $Carp::Verbose

This variable makes C<carp()> and C<croak()> generate stack backtraces
just like C<cluck()> and C<confess()> . This is how C<use Carp 'verbose'>
is implemented internally.

Defaults to C<0>.

=head2 $Carp::RefArgFormatter

This variable sets a general argument formatter to display references.
Plain scalars and objects that implement C<CARP_TRACE> will not go through
this formatter. Calling C<Carp> from within this function is not supported.

local $Carp::RefArgFormatter = sub {
   require Data::Dumper;
   Data::Dumper::Dump($_[0]); # not necessarily safe
};

=head2 @CARP_NOT

This variable, I<in your package>, says which packages are I<not> to be
considered as the location of an error. The C<carp()> and C<cluck()>functions will skip over callers when reporting where an error occurred.

NB: This variable must be in the package's symbol table, thus:

   # These work
   our @CARP_NOT; # file scope
   use vars qw(@CARP_NOT); # package scope
   @My::Package::CARP_NOT = ... ; # explicit package variable

   # These don't work
Example of use:

```perl
package My::Carping::Package;
use Carp;
our @CARP_NOT;
sub bar     { ... or _error('Wrong input') }
sub _error  {
    # temporary control of where'ness, __PACKAGE__ is implicit
    local @CARP_NOT = qw(My::Friendly::Caller);
    carp(@_)
  }

This would make C<Carp> report the error as coming from a caller not
in C<My::Carping::Package>, nor from C<My::Friendly::Caller>.

Also read the L</DESCRIPTION> section above, about how C<Carp> decides
where the error is reported from.

Use C<@CARP_NOT>, instead of C<$Carp::CarpLevel>.

Overrides C<Carp>'s use of C<@ISA>.

=head2 %Carp::Internal

This says what packages are internal to Perl. C<Carp> will never
report an error as being from a line in a package that is internal to
Perl. For example:

```perl
$Carp::Internal{ (__PACKAGE__) }++; # time passes...
sub foo { ... or confess("whatever"));
```

would give a full stack backtrace starting from the first caller
outside of __PACKAGE__. (Unless that package was also internal to
Perl.)

=head2 %Carp::CarpInternal

This says which packages are internal to Perl's warning system. For
generating a full stack backtrace this is the same as being internal
to Perl, the stack backtrace will not start inside packages that are
listed in C<%Carp::CarpInternal>. But it is slightly different for
the summary message generated by C<carp> or C<croak>. There errors
will not be reported on any lines that are calling packages in
C<%Carp::CarpInternal>. 
For example \texttt{C<Carp>} itself is listed in \texttt{C<%Carp::CarpInternal>}. Therefore the full stack backtrace from \texttt{C<confess>} will not start inside of \texttt{C<Carp>}, and the short message from calling \texttt{C<croak>} is not placed on the line where \texttt{C<croak>} was called.

\texttt{=head2 $Carp::CarpLevel}

This variable determines how many additional call frames are to be skipped that would not otherwise be when reporting where an error occurred on a call to one of \texttt{C<Carp>''s functions}. It is fairly easy to count these call frames on calls that generate a full stack backtrace. However it is much harder to do this accounting for calls that generate a short message. Usually people skip too many call frames. If they are lucky they skip enough that \texttt{C<Carp>} goes all of the way through the call stack, realizes that something is wrong, and then generates a full stack backtrace. If they are unlucky then the error is reported from somewhere misleading very high in the call stack.

Therefore it is best to avoid \texttt{C<$Carp::CarpLevel>}. Instead use \texttt{C<@CARP_NOT>, C<%Carp::Internal> and C<%Carp::CarpInternal>},

Defaults to \texttt{C<0>},

\texttt{=head1 BUGS}

The Carp routines don't handle exception objects currently. If called with a first argument that is a reference, they simply call \texttt{die()} or \texttt{warn()}, as appropriate.

\texttt{=head1 SEE ALSO}

\texttt{L<Carp::Always>, L<Carp::Clan>}

\texttt{=head1 AUTHOR}

The Carp module first appeared in Larry Wall's perl 5.000 distribution. Since then it has been modified by several of the perl 5 porters. Andrew Main (Zefram) <zefram@fysh.org> divested Carp into an independent distribution.

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1.3676 selinux 2.6-3+b3

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cmd/krb5/iprop/iprop_hdr.h
cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/meh/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/meh/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
```
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
lib/libgss/g_context_time.c
lib/libgss/g_delete_sec_context.c
lib/libgss/g_dsp_name.c
lib/libgss/g_dsp_status.c
lib/libgss/g_dup_name.c
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lib/libgss/g_export_name.c
lib/libgss/g_glue.c
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lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/mechglue/g_compare_name.c
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lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
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SampleServlet
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Version 2.1, February 1999

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a "work that uses the Library" with the Library
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library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
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Whether this is true is especially significant if the work can be
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threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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At the bottom of this file is a table that shows what each license indicated
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1.1.21

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1.3707 jackson-dataformat-yaml 2.11.2

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1.3709 maven-wagon-provider-api 3.1.0-
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1.3710 libatomic 10.3.0

1.3710.1 Available under license:

This is the Debian GNU/Linux prepackaged version of the GNU compiler collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C, Objective-C++, and Modula-2 compilers, documentation, and support libraries. In addition, Debian provides the gm2 compiler, either in the same source package, or built from a separate same source package. Packaging is done by the Debian GCC Maintainers <debian-gcc@lists.debian.org>, with sources obtained from:

   ftp://gcc.gnu.org/pub/gcc/releases/  (for full releases)
   svn://gcc.gnu.org/svn/gcc/        (for prereleases)
ftp://sourceware.org/pub/newlib/ (for newlib)
git://git.savannah.gnu.org/gm2.git (for Modula-2)

The current gcc-10 source package is taken from the SVN gcc-10-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

<table>
<thead>
<tr>
<th>Language</th>
<th>Compiler package</th>
<th>Library package</th>
<th>Documentation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ada</td>
<td>gnat-10</td>
<td>libgnat-10</td>
<td>gnat-10-doc</td>
</tr>
<tr>
<td>BRIG</td>
<td>gccbrig-10</td>
<td>libhsail-rt0</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>gcc-10</td>
<td></td>
<td>gcc-10-doc</td>
</tr>
<tr>
<td>C++</td>
<td>g++-10</td>
<td>libstdc++6</td>
<td>libstdc++6-10-doc</td>
</tr>
<tr>
<td>D</td>
<td>gdc-10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fortran 95</td>
<td>gfortran-10</td>
<td>libgfortran5</td>
<td>gfortran-10-doc</td>
</tr>
<tr>
<td>Go</td>
<td>gccgo-10</td>
<td>libgo0</td>
<td></td>
</tr>
<tr>
<td>Objective C</td>
<td>gobjc-10</td>
<td>libobjc4</td>
<td></td>
</tr>
<tr>
<td>Objective C++</td>
<td>gobj++-10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Modula-2</td>
<td>gm2-10</td>
<td>libgm2</td>
<td></td>
</tr>
</tbody>
</table>

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

<table>
<thead>
<tr>
<th>Language</th>
<th>Sources</th>
<th>Development</th>
<th>Debugging</th>
<th>Position-Independent</th>
</tr>
</thead>
<tbody>
<tr>
<td>C++</td>
<td>lstdc++6-10-dbg</td>
<td>lstdc++6-10-pic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>libphobos-10-dev</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Additional packages include:

All languages:
libgcc1, libgcc2, libgcc4 GCC intrinsics (platform-dependent)
gcc-10-base Base files common to all compilers
gcc-10-soft-float Software floating point (ARM only)
gcc-10-source The sources with patches

Ada:
libgnat-util10-dev, libgnat-util10 GNAT version library

C:
cpp-10, cpp-10-doc GNU C Preprocessor
libssp0-dev, libssp0 GCC stack smashing protection library
libquadmath0 Math routines for the __float128 type
fixincludes Fix non-ANSI header files
C, C++ and Fortran 95:
libomp1-dev, libomp1GCC OpenMP (GOMP) support library
libitm1-dev, libitm1GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
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- Various config files in gcc/config/ used in runtime libraries.
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Version 3.1, 31 March 2009

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  * Cygnus Support, drepper@cygnus.com.

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D:
gdc-10 GNU D Compiler
libphobos-10-dev D standard runtime library

The D source package is made up of the following components.

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- d/*

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The DMD Compiler implementation of the D programming language:
- d/dmd/*

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The Zlib data compression library:
- d/phobos/etc/c/zlib/*

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

-----

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas
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1.3713 passwd 0.79 5.el7

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gdal/frmts/hdf4/hdf-eos/*
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gdal/frmts/pcraster/libcsf
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gdal/alg/libqhull

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and

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gdal/frmts/pdf/pdfdataset.cpp (method PDFiumRenderPageBitmap())
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gdal/frmts/mrf/* (apply when MRF driver included in build)
---------------------------------------------------------------

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Assignors/Inventors: Maurer, Thomas (Redlands, CA); Gao, Peng (Redlands, CA); Becker, Peter (Redlands, CA).

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Appendix: How to Apply These Terms to Your New Programs

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
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You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

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    <signature of Ty Coon>, 1 April 1989
    Ty Coon, President of Vice

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or

table, the facility still operates, and performs whatever part of

its purpose remains meaningful.

(For example, a function in a library to compute square roots has

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it, the square

root function must still compute square roots.)

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identifiable sections of that work are not derived from the Library,

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Thus, it is not the intent of this section to claim rights or contest

your rights to work written entirely by you; rather, the intent is to

exercise the right to control the distribution of derivative or

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In addition, mere aggregation of another work not based on the Library

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2
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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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DRuntime: Runtime Library for the D Programming Language

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There are currently two explicit copyrights on portions of UnZip code (at least, of which Info-ZIP is aware):
Jim Luther's Mac OS File Manager interface code; and Christopher Evans' MacBinaryIII coding code (for the MacOS port). These copyrights are discussed in more detail below.
All remaining code is now (starting with UnZip version 5.41) covered by the new Info-ZIP license. For details, please read the accompanying file LICENSE. The terms and conditions in this license supersede the copyright conditions of the contributions by Igor Mandrichenko (vms/vms.c), Greg Roelofs (zipinfo.c, new version of unshrink.c), Mike White (Windows DLL code in "windll/*"), Steve P. Miller (Pocket UnZip GUI "wince/*"), and Mark Adler (inflate/explode decompression core routines, previously put into the public domain). All these Info-ZIP contributors (or "primary" authors) have permitted us to replace their copyright notes by the Info-ZIP License.

Frequently Asked Questions regarding (re)distribution of Zip and UnZip are near the end of this file.

There are no known patents on any of the code in UnZip. Unisys claims a patent on LZW encoding and on LZW decoding in an apparatus that performs LZW encoding, but the patent appears to exempt a stand-alone decoder (as in UnZip's unshrink.c). Unisys has publicly claimed otherwise, but the issue has never been tested in court. Since this point is unclear, unshrinking is not enabled by default. It is the responsibility of the user to make his or her peace with Unisys and its licensing requirements. (unshrink.c may be removed from future releases altogether.)

The original unzip source code has been extensively modified and almost entirely rewritten (changes include random zipfile access rather than sequential; replacement of unzipplode() with explode(); replacement of old unshrink() with new (unrelated) unshrink(); replacement of output routines; addition of inflate(), wildcards, filename-mapping, text translation, ...; etc.). As far as we can tell, only the core code of the unreduce method remained substantially similar to Mr. Smith's original source. As of UnZip 5.42, the complete core code is now covered by the Info-ZIP Licence. Therefore, support for the reduce method has been removed.

The drop of the reduce method should only affect some test Archives, reducing was never used in any publicly distributed Zip program. For pathologic cases where support for reduced archive entries is needed, the unreduce code copyrighted by Samuel H. Smith is available as a separate distribution (the restricted copyright of this code is cited below in the "historical" section).

The following copyright applies to the Mac OS File Manager interface code (macos/source/macstuff.[ch]), distributed with UnZip 5.4 and later:

* MoreFiles
*
A collection of File Manager and related routines

by Jim Luther (Apple Macintosh Developer Technical Support Emeritus)
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The following copyright applies to the Mac OS "macbin3" decoding code (extra field compatibility with ZipIt):

MacBinaryIII.h

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Regarding the first stipulation, Mr. Smith was tracked down in southern California some years back [Samuel H. Smith, The Tool Shop; as of mid-May 1994, (213) 851-9969 (voice), (213) 887-2127(?) (subscription BBS), 71150.2731@compuserve.com]:

"He says that he thought that whoever contacted him understood that he has no objection to the Info-ZIP group's inclusion of his code. His primary concern is that it remain freely distributable, he said."

Despite the fact that our "normal" code has been entirely rewritten and by default no longer contains any of Mr. Smith's code, Info-ZIP remains indebted and grateful to him. We hope he finds our contributions as useful as we have his.

Note that the third and fourth stipulations still apply to any company that wishes to incorporate the unreduce code into its products; if you wish to do so, you must contact Mr. Smith directly regarding licensing.

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The remaining code was written by many people associated with the Info-ZIP group, with large contributions from (but not limited to): Greg Roelofs (overall program logic, ZipInfo, unshrink, filename mapping/portability, etc.), Mark Adler (inflate, explode, funzip), Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows DLLs), Christian Spieler (overall logic, optimization, VMS, etc.) and others. See the file CONTRIBS in the source distribution for a much more complete list of contributors. The decompression core code for the deflate method (inflate.[ch], explode.c) was originally written by Mark Adler who submitted it as public domain code.

`
1.3732 spotbugs-annotations 3.1.9
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= Contributing to the documentation

This section shows you how to contribute to the Strimzi documentation and contains important guidelines for creating accessible content.

== Getting started

Before you begin you need to:

. xref:setting-up-git[Install and set up Git]

== Accessibility guidelines

Strimzi aims to make its content accessible. When contributing to the documentation, ensure that your content adheres to the following guidelines:

* Images:
  ** Include a caption
  ** Provide alternative text
  ** Are described in the surrounding text
Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.

.Procedure
  . Open your terminal
  . `cd` to the directory where your documentation resides
  . Checkout the main branch
+  [source]
  ----
  $ git checkout main
  ----
  . Update your local repository and fork with the upstream content
+  [[contributing]]

== Contributing to the documentation
$ git pull upstream main
$ git push origin main --force

. Create a new branch for your work (using the issue number is helpful)

$ git checkout -b <branch-name>

. Make your edits in the editor of your choice
. Save your changes locally
. Build your documentation to verify that there are no build errors and that everything looks right
. This can be done with the xref:make-tooling[Make tooling]
. If you are creating new files, add the files to the repository

$ git status
$ git add <file-name>

. Commit your changes

$ git commit -a -s -m "<message>"

Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the link:https://developercertificate.org/[developer certificate of origin (DCO)].

. Push your changes to your fork

$ git push origin HEAD

. If the update is rejected because the commit is behind, merge your changes

$ git pull upstream main
$ git push -f origin HEAD

. Visit your fork on GitHub
. Click *Compare & pull request*
. If a SME review is needed:
.. Add *SME Review Needed* label.
.. When SME review is complete, remove *SME Review Completed* label and go to step 16.
.. Add *Peer Review Needed* label and assign a Reviewer.
.. When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.
.. When *Peer Review Done* label has been added:
   .. If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.
   .. If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Ready for Merge* label.
   .. If you want an additional review on the updated content, add the *Peer Review Needed* label and ask for another review in a comment.

1.3734 maven-wagon 3.1.0-
1.module_el8.0.0+39+6a9b6e22
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1.3735 golang-protobuf-extensions 1.0.1

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1.3739 kmod 20 28.el7

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api
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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
artifacts may be included in the distribution or downloaded when ALPN
module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
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http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the
terms of http://asm.ow2.org/license.html
org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by
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1.3754 json-c 0.12.1+ds-2+deb10u1
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1.3756 openshift-model-machine 5.10.2

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Found in path(s):
1.3757 neko-html 1.9.10

1.3758 python3-dnspython 1.16.0-1

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1.3766 debianutils 4.11.2

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```makefile
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## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHARDLIBCFLAGS = -fPIC
SHARDLIBCXXFLAGS = -fPIC
SHARDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADS CPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,
```
## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPATIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<

%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<

%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \
| sed \"s/\(.*\)\.o\[ :]\$/\1.o $@ : /g\" $> ; \n[ -s $@ ] || rm -f $@

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \ 
| sed \"s/\(.*\)\.o\[ :]\$/\1.o $@ : /g\" $> ; \n[ -s $@ ] || rm -f $@

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@

%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic
# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

1.3777 wso2-carbon-operation-mgt 4.7.19

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1.3778 wso2-carbon-roles-mgt-stub 4.4.35

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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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Mersenne Twister

The `random` module includes code based on a download from http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html. The following are the verbatim comments from the original code::

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`
or `init_by_array(init_key, key_length)`.

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Sockets
------

The :mod:`socket` module uses the functions, :func:`getaddrinfo`, and
:func:`getnameinfo`, which are coded in separate source files from the WIDE

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MD5 message digest algorithm

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L. Peter Deutsch
ghost@aladdin.com

Independent implementation of MD5 (RFC 1321).

This code implements the MD5 Algorithm defined in RFC 1321, whose text is available at

http://www.ietf.org/rfc/rfc1321.txt

The code is derived from the text of the RFC, including the test suite (section A.5) but excluding the rest of Appendix A. It does not include any code or documentation that is identified in the RFC as being copyrighted.

The original and principal author of md5.h is L. Peter Deutsch <ghost@aladdin.com>. Other authors are noted in the change history that follows (in reverse chronological order):

2002-04-13 lpd Removed support for non-ANSI compilers; removed references to Ghostscript; clarified derivation from RFC 1321; now handles byte order either statically or dynamically.
1999-11-04 lpd Edited comments slightly for automatic TOC extraction.
1999-10-18 lpd Fixed typo in header comment (ansi2knr rather than md5); added conditionalization for C++ compilation from Martin Purschke <purschke@bnl.gov>.
1999-05-03 lpd Original version.

Asynchronous socket services

-----------------------------

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Modified by Jack Jansen, CWI, July 1995:
- Use binascii module to do the actual line-by-line conversion
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<one line to give the program's name and a brief idea of what it does.>
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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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++++++++++++++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c, input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various
enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k,
David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you’ve contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren’t intentionally leaving anyone out.

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THE BASIC LIBRARY FUNCTIONS
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Written by: Philip Hazel
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1.3801 glibc 2.28-1

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#### 5.12.153

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1.3810 libpcap 1.5.3 11.el7

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1.3811 resteasy-jaxb-provider 3.6.3.Final
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1.3812 aether-util 0.9.0.M2
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package org.eclipse.aether.util.repository;

import org.eclipse.aether.RepositorySystemSession;
import org.eclipse.aether.artifact.Artifact;
import org.eclipse.aether.metadata.Metadata;
import org.eclipse.aether.resolution.ResolutionErrorPolicy;
import org.eclipse.aether.resolution.ResolutionErrorPolicyRequest;

/**
 * A resolution error policy that allows to control caching for artifacts and metadata at a global level.
 */
public final class SimpleResolutionErrorPolicy
    implements ResolutionErrorPolicy
{

    private final int artifactPolicy;
private final int metadataPolicy;

/**
 * Creates a new error policy with the specified behavior for both artifacts and metadata.
 * @param cacheNotFound {@code true} to enable caching of missing items, {@code false} to disable it.
 * @param cacheTransferErrors {@code true} to enable caching of transfer errors, {@code false} to disable it.
 */
public SimpleResolutionErrorPolicy( boolean cacheNotFound, boolean cacheTransferErrors )
{
    this( ( cacheNotFound ? CACHE_NOT_FOUND : 0 ) | ( cacheTransferErrors ? CACHE_TRANSFER_ERROR : 0 ) );
}

/**
 * Creates a new error policy with the specified bit mask for both artifacts and metadata.
 * @param policy The bit mask describing the policy for artifacts and metadata.
 */
public SimpleResolutionErrorPolicy( int policy )
{
    this( policy, policy );
}

/**
 * Creates a new error policy with the specified bit masks for artifacts and metadata.
 * @param artifactPolicy The bit mask describing the policy for artifacts.
 * @param metadataPolicy The bit mask describing the policy for metadata.
 */
public SimpleResolutionErrorPolicy( int artifactPolicy, int metadataPolicy )
{
    this.artifactPolicy = artifactPolicy;
    this.metadataPolicy = metadataPolicy;
}

public int getArtifactPolicy( RepositorySystemSession session, ResolutionErrorPolicyRequest<Artifact> request )
{
    return artifactPolicy;
}

public int getMetadataPolicy( RepositorySystemSession session, ResolutionErrorPolicyRequest<Metadata> request )
{
    return metadataPolicy;
}
package org.eclipse.aether.util.repository;

import org.eclipse.aether.RepositorySystemSession;
import org.eclipse.aether.resolution.ArtifactDescriptorPolicy;
import org.eclipse.aether.resolution.ArtifactDescriptorPolicyRequest;

/**
 * An artifact descriptor error policy that allows to control error handling at a global level.
 */
public final class SimpleArtifactDescriptorPolicy
    implements ArtifactDescriptorPolicy
{
    private final int policy;

    /**
     * Creates a new error policy with the specified behavior.
     *
     * @param ignoreMissing [ @code true ] to ignore missing descriptors, [ @code false ] to fail resolution.
     * @param ignoreInvalid [ @code true ] to ignore invalid descriptors, [ @code false ] to fail resolution.
     */
    public SimpleArtifactDescriptorPolicy( boolean ignoreMissing, boolean ignoreInvalid )
    {
        this( ( ignoreMissing ? IGNORE_MISSING : 0 ) | ( ignoreInvalid ? IGNORE_INVALID : 0 ) );
    }

    /**
     * Creates a new error policy with the specified bit mask.
     *
     * @param policy The bit mask describing the policy.
     */
    public SimpleArtifactDescriptorPolicy( int policy )
    {
        this.policy = policy;
    }

    public int getPolicy( RepositorySystemSession session, ArtifactDescriptorPolicyRequest request )
    {
        return policy;
    }
}
1.3813 netty-tcnative-classes 2.0.46.Final

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jar/io/netty/internal/tcnative/Library.java
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jar/io/netty/internal/tcnative/Buffer.java
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* /opt/cola/permits/1239268354_1643325174.86/0/netty-tnative-classes-2-0-46-final-sources-jar/io/netty/internal/tnative/SSLPrivateKeyMethodTask.java
* /opt/cola/permits/1239268354_1643325174.86/0/netty-tnative-classes-2-0-46-final-sources-jar/io/netty/internal/tnative/SSLTask.java

1.3814 netty-buffer 4.1.71.Final
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* /opt/cola/permits/1258617860_1643096334.39/0/netty-buffer-4-1-71-final-sources-jar/io/netty/buffer/SimpleLeakAwareCompositeByteBuf.java
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* /opt/cola/permits/1258617860_1643096334.39/0/netty-buffer-4-1-71-final-sources-jar/io/netty/buffer/PooledDerivedByteBuf.java
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1.3819 jackson-databind 2.12.3
1.3819.1 Available under license :

# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
It is currently developed by a community of developers.

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1.3820 tdb 1.44.5

1.3820.1 Available under license:

This is the Debian GNU/Linux prepackaged version of the static EXT2
file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

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# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#
all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) "`echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \n$(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB) 
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: tdbsa/tdb.c
===============================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
 Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
 /*
 - Unix SMB/CIFS implementation.
 + trivial database library - standalone version

 - trivial database library - private includes
 -
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Theodore Ts'o
23-June-2007

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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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That's all there is to it!
This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of: tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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1.3823 wso2-carbon-event-output-adapter-ui

5.1.42

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A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python’s
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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Footnotes:

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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1.3835 operator-common 0.27.1

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Contributing to the documentation

This section shows you how to contribute to the Strimzi documentation and contains important guidelines for
creating accessible content.

Getting started

Before you begin you need to:

   . xref:setting-up-gith [Install and set up Git]
Strimzi aims to make its content accessible. When contributing to the documentation, ensure that your content adheres to the following guidelines:

* Images:
  ** Include a caption
  ** Provide alternative text
  ** Are described in the surrounding text
* Images of text are not used (such as with code fragments)
* Links provide descriptive text about the target (not _click here_)
* Tables:
  ** Include a caption
  ** Contain headings
  ** Provide a logical reading order
  ** Don't contain empty cells
* Color is not used as the only visual means to convey information (not _check the green text_)

.Example image caption and description
[source,asciidoc]
----
.Operators within the Strimzi architecture
image:operators.png[Operators within the Strimzi architecture]
----

.Example table headings
[source,asciidoc]
----
.File connectors
[cols="2*f",options="header"]
|===
|File Connector
|Description

|FileStreamSourceConnector
|Transfers data to your Kafka cluster from a file (the source).
|===
----

[[contributing]]
== Contributing to the documentation

Once you have your local repository set up and have up to date copies of upstream content you need to follow these steps to contribute to the documentation.
Procedure

1. Open your terminal
2. `cd` to the directory where your documentation resides
3. Checkout the main branch

```
$ git checkout main
```

4. Update your local repository and fork with the upstream content

```
$ git pull upstream main
$ git push origin main --force
```

5. Create a new branch for your work (using the issue number is helpful)

```
$ git checkout -b <branch-name>
```

6. Make your edits in the editor of your choice
7. Save your changes locally
8. Build your documentation to verify that there are no build errors and that everything looks right

   This can be done with the xref:make-tooling[Make tooling]
9. If you are creating new files, add the files to the repository

```
$ git status
$ git add <file-name>
```

10. Commit your changes

```
$ git commit -a -s -m "<message>"
```

   Note that the project requires all commits to be signed off, indicating that _you_ certify the changes with the link:https://developercertificate.org/[developer certificate of origin (DCO)].
11. Push your changes to your fork

```
$ git push origin HEAD
```
. If the update is rejected because the commit is behind, merge your changes
+
[source]

$ git pull upstream main
$ git push -f origin HEAD

. Visit your fork on GitHub
. Click *Compare & pull request*
. If a SME review is needed:
. Add *SME Review Needed* label.
. When SME review is complete, remove *SME Review Completed* label and go to step 16.
. Add *Peer Review Needed* label and assign a Reviewer.
. When peer review has been completed, the reviewer deletes the *Peer Review Needed* label and adds the *Peer Review Done* label.
. When *Peer Review Done* label has been added:
. If no changes are needed, remove *Peer Review Done* label and add *Ready for Merge* label.
. If changes are needed and the changes are minor, make changes to the files, commit, and push, and then remove *Peer Review Done* label and add *Ready for Merge* label.
. If you want an additional review on the updated content, add the *Peer Review Needed* label and ask for another review in a comment.

1.3836 dejavu-fonts-common 2.35-6.el8

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      (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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functions (ten lines or less in length), then the use of the object
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1.3843 libperl-dev 5.28.1-6+deb10u1

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1.3845 sizeof-agent 1.0.1

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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/flow/FlowControlHandler.java
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/logging/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/WriteTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/ReadTimeoutException.java
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
  jar/io/netty/handler/traffic/GlobalChannelTrafficShapingHandler.java
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  jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
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  jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
  jar/io/netty/handler/traffic/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
  jar/io/netty/handler/traffic/TrafficCounter.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
  jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java

1.3847 plexus-interpolation 1.14

1.3848 slf4j-simple 1.7.5
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* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-jar/com/hazelcast/web/SessionState.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-jar/com/hazelcast/web/package-info.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/WebDataSerializerHook.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/ClusteredSessionService.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/LocalCacheEntry.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/entryprocessor/GetAttributeNamesEntryProcessor.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/SessionListener.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/spring/package-info.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/entryprocessor/GetAttributeEntryProcessor.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
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* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/SessionListener.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/entryprocessor/package-info.java
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jar/com/hazelcast/web/entryprocessor/GetSessionStateEntryProcessor.java
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jar/com/hazelcast/web/spring/SpringAwareWebFilter.java
* /opt/cola/permits/1271134036_1644878064.11/0/hazelcast-wm-3-5-4-sources-
jar/com/hazelcast/web/HazelcastHttpSession.java

1.3850 less 530 1.el8
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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

--------------------------------------------------------------------------

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1.3857 json-path 0.9.1

1.3858 postgresql 42.2.12

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* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1.jar/io/netty/resolver/InetSocketAddressResolver.java
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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `case (a, b) => ...`
val x: ((Int, Int) => Int) = (((a, b)) => a)
^   
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `case (param1, param2) => ...`
val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
^   
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple3,
    or consider a pattern matching anonymous function: `case (param1, ..., param3) => ...`
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^   
3 errors
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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/tree/NamespaceCache.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBObjectHandler.java
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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/dtd/ElementDecl.java
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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBObjectModifier.java
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**1.3877 sqlite 3.36.0-r0**

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```c
/*
 ** CAPI3REF: Configuration Options
 ** KEYWORDS: {configuration option}
 **
 ** These constants are the available integer configuration options that
 ** can be passed as the first argument to the [sqlite3_config()] interface.
 **
 ** New configuration options may be added in future releases of SQLite.
 ** Existing configuration options might be discontinued. Applications
 ** should check the return code from [sqlite3_config()] to make sure that
 ** the call worked. The [sqlite3_config()] interface will return a
 ** non-zero [error code] if a discontinued or unsupported configuration option
 ** is invoked.
 **
 ** <dl>
 ** <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
 ** <dd>This option sets the [threading mode] to Single-thread. In other words, it disables
 ** all mutixing and puts SQLite into a mode where it can only be used
 ** by a single thread. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** it is not possible to change the [threading mode] from its default
 ** value of Single-thread and so [sqlite3_config()] will return
 ** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
 ** configuration option.</dd>
 **
 ** <dt>SQLITE_CONFIG_MULTITHREAD</dt>
 ** <dd>This option sets the [threading mode] to Multi-thread. In other words, it disables
 ** mutixing on [database connection] and [prepared statement] objects.
 ** The application is responsible for serializing access to
 ** [database connections] and [prepared statements]. But other mutexes
 ** are enabled so that SQLite will be safe to use in a multi-threaded
 ** environment as long as no two threads attempt to use the same
 ** [database connection] at the same time. ^If SQLite is compiled with
 ** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
 ** it is not possible to set the Multi-thread [threading mode] and
 ```
** [sqlite3_config()] will return SQLITE_ERROR if called with the SQLITE_CONFIG_MULTITHREAD configuration option.</dd>

**

** [[SQLITE_CONFIG_SERIALIZE]] <dt>SQLITE_CONFIG_SERIALIZE</dt>
** <dd>There are no arguments to this option. ^This option sets the threading mode) to Serialized. In other words, this option enables all mutexes including the recursive mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access to [database connection] and [prepared statements] so that the application is free to use the same [database connection] or the same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then it is not possible to set the Serialized [threading mode] and [sqlite3_config()] will return SQLITE_ERROR if called with the SQLITE_CONFIG_SERIALIZE configuration option.</dd>

**

** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies alternative low-level memory allocation routines to be used in place of the memory allocation routines built into SQLite.)^ ^SQLite makes its own private copy of the content of the [sqlite3_mem_methods] structure before the [sqlite3_config()] call returns.</dd>

**

** [[SQLITE_CONFIG_GET_MALLOC]] <dt>SQLITE_CONFIG_GET_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GET_MALLOC option takes a single argument which is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods] structure is filled with the currently defined memory allocation routines.)^ ^This option can be used to overload the default memory allocation routines with a wrapper that simulates memory allocation failure or tracks memory usage, for example. </dd>

**

** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of type int, interpreted as a boolean, which if true provides a hint to SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations, but some application might prefer to run slower in exchange for guarantees about memory fragmentation that are possible if large allocations are avoided. This hint is normally off.
** </dd>

**

** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int, ** interpreted as a boolean, which enables or disables the collection of ** memory allocation statistics. When memory allocation statistics are ** disabled, the following SQLite interfaces become non-operational: ** <ul> ** <li> sqlite3_hard_heap_limit64() ** <li> sqlite3_memory_used() ** <li> sqlite3_memory_highwater() ** <li> sqlite3_soft_heap_limit64() ** <li> sqlite3_status64() ** </ul> ** Memory allocation statistics are enabled by default unless SQLite is ** compiled with SQLITE_DEFAULT_MEMSTATUS=0 in which case memory ** allocation statistics are disabled by default. ** </dd> **

** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt> ** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used. ** </dd> **

** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt> ** <dd> The SQLITE_CONFIG_PAGECACHE option specifies a memory pool ** that SQLite can use for the database page cache with the default page ** cache implementation. ** This configuration option is a no-op if an application-defined page ** cache implementation is loaded using the SQLITE_CONFIG_PCACHE2. ** There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to ** 8-byte aligned memory (pMem), the size of each page cache line (sz), ** and the number of cache lines (N). ** The sz argument should be the size of the largest database page ** (a power of two between 512 and 65536) plus some extra bytes for each ** page header. The number of extra bytes needed by the page header ** can be determined using SQLITE_CONFIG_PCACHE_HDRSZ. ** It is harmless, apart from the wasted memory, ** for the sz parameter to be larger than necessary. The pMem ** argument must be either a NULL pointer or a pointer to an 8-byte ** aligned block of memory of at least sz*N bytes, otherwise ** subsequent behavior is undefined. ** When pMem is not NULL, SQLite will strive to use the memory provided ** to satisfy page cache needs, falling back to [sqlite3_malloc()] if ** a page cache line is larger than sz bytes or if all of the pMem buffer ** is exhausted. ** If pMem is NULL and N is non-zero, then each database connection ** does an initial bulk allocation for page cache memory ** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or ** of -1024*N bytes if N is negative. If additional ** page cache memory is needed beyond what is provided by the initial ** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
** additional cache line. </dd>
**

** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of Sqlites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>

** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite.) ^SQLite makes a copy of
** the content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR].</dd>

** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>

** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
**<dd>^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^  ^(SQLITE_CONFIG_LOOKASIDE
** sets the <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^  </dd>
**
** ** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object.  This object specifies
** the interface to a custom page cache implementation.)^  SQLite makes a copy of the [sqlite3_pcache_methods2] object.  </dd>
**
** ** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object.  SQLite copies of
** the current page cache implementation into that object.)^  </dd>
**
** ** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** ** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^  ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16() or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
If it is globally disabled, filenames are only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the database connection is opened. By default, URI handling is globally disabled. The default value may be changed by compiling with the [SQLITE_USE_URI] symbol defined.

The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer argument which is interpreted as a boolean in order to enable or disable the use of covering indices for full table scans in the query optimizer. The default setting is determined by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on" if that compile-time option is omitted.

The ability to disable the use of covering indices for full table scans is because some incorrectly coded legacy applications might malfunction when the optimization is enabled. Providing the ability to disable the optimization allows the older, buggy application code to work without change even with newer versions of SQLite.

These options are obsolete and should not be used by new code. They are retained for backwards compatibility but are now no-ops.

This option is only available if sqlite is compiled with the [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int). The second should be of type (void*). The callback is invoked by the library in three separate circumstances, identified by the value passed as the fourth parameter. If the fourth parameter is 0, then the database connection passed as the second argument has just been opened. The third argument points to a buffer containing the name of the main database file. If the fourth parameter is 1, then the SQL statement that the third parameter points to has just been executed. Or, if the fourth parameter is 2, then the connection being passed as the second parameter is being closed. The third parameter is passed NULL in this case. An example of using this configuration option can be seen in the "test_sqllog.c" source file in the canonical SQLite source tree.

[SQLITE_CONFIG_MMAP_SIZE] takes two 64-bit integer (sqlite3_int64) values that are the default mmap size limit (the default setting for [PRAGMA mmap_size]) and the maximum allowed mmap size limit. The default setting can be overridden by each database connection using the
either the [PRAGMA mmap_size] command, or by using the [SQLITE_FCNTL_MMAP_SIZE] file control. The maximum allowed mmap size will be silently truncated if necessary so that it does not exceed the compile-time maximum mmap size set by the [SQLITE_MAX_MMAP_SIZE] compile-time option. If either argument to this option is negative, then that argument is changed to its compile-time default.

[[SQLITE_CONFIG_WIN32_HEAPSIZE]]

The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro defined. SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value that specifies the maximum size of the created heap.

[[SQLITE_CONFIG_PCACHE_HDRSZ]]

The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which is a pointer to an integer and writes into that integer the number of extra bytes per page required for each page in SQLITE_CONFIG_PAGECACHE. The amount of extra space required can change depending on the compiler, target platform, and SQLite version.

[[SQLITE_CONFIG_PMASZ]]

The SQLITE_CONFIG_PMASZ option takes a single parameter which is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded sorter to that integer. The default minimum PMA Size is set by the [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched to help with sort operations when multithreaded sorting is enabled (using the [PRAGMA threads] command) and the amount of content to be sorted exceeds the page size times the minimum of the [PRAGMA cache_size] setting and this value.

[[SQLITE_CONFIG_STMTJRNL_SPILL]]

The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which becomes the [statement journal] spill-to-disk threshold. [Statement journals] are held in memory until their size (in bytes) exceeds this threshold, at which point they are written to disk. Or if the threshold is -1, statement journals are always held exclusively in memory. Since many statement journals never become large, setting the spill threshold to a value such as 64KiB can greatly reduce the amount of I/O required to support statement rollback. The default value for this setting is controlled by the [SQLITE_STMTJRNL_SPILL] compile-time option.
** [SQLITE_CONFIG_SORTERREF_SIZE]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
**
** [SQLITE_CONFIG_MEMDB_MAXSIZE]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control][file-control]. If this
** configuration setting is never used, then the default maximum is determined
** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that
** compile-time option is not set, then the default maximum is 1073741824.
** */

Found in path(s):
* /opt/cola/permits/1188427916_1645733692.08/0/sqlite-amalgamation-3380000-zip/sqlite-amalgamation-
  3380000/sqlite3.h
No license file was found, but licenses were detected in source scan.

/*
** CAPI3REF: Configuration Options
** KEYWORDS: [configuration option]
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked. The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
** "[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>**
** "[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>**
** "[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>**
** "[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>**
** "<dl>
** 
** [threading mode] to Single-thread. In other words, it disables
** all muting and puts SQLite into a mode where it can only be used
** by a single thread. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option.</dd>
**
** [SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>**
** "[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>**
** "[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>**
** "<dl>
** [threading mode] to Multi-thread. In other words, it disables
** muting on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements]. But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>**
** "<dl>
** [threading mode] to Serialized. In other words, this option enables
** all mutexing including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
**
** [SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>**
** "<dl>
** ^The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd> ^The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^When memory allocation statistics are
** disabled, the following SQLite interfaces become non-operational:
** <ul>
**   <li> [sqlite3_hard_heap_limit64()]
**   <li> [sqlite3_memory_used()]
**   <li> [sqlite3_memory_highwater()]
**   <li> [sqlite3_soft_heap_limit64()]
**   <li> [sqlite3_status64()]
** </ul>^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-defined page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].

** There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to

** 8-byte aligned memory (pMem), the size of each page cache line (sz),

** and the number of cache lines (N).

** The sz argument should be the size of the largest database page

** (a power of two between 512 and 65536) plus some extra bytes for each

** page header. ^The number of extra bytes needed by the page header

** can be determined using [SQLITE_CONFIG_PCACHE_HDERSZ].

** ^It is harmless, apart from the wasted memory,

** for the sz parameter to be larger than necessary. The pMem

** argument must be either a NULL pointer or a pointer to an 8-byte

** aligned block of memory of at least sz*N bytes, otherwise

** subsequent behavior is undefined.

** ^When pMem is not NULL, SQLite will strive to use the memory provided

** to satisfy page cache needs, falling back to [sqlite3_malloc()] if

** a page cache line is larger than sz bytes or if all of the pMem buffer

** is exhausted.

** ^If pMem is NULL and N is non-zero, then each database connection

** does an initial bulk allocation for page cache memory

** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or

** of -1024*N bytes if N is negative. ^If additional

** page cache memory is needed beyond what is provided by the initial

** allocation, then SQLite goes to [sqlite3_malloc()] separately for each

** additional cache line. </dd>

**

** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>

** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer

** that SQLite will use for all of its dynamic memory allocation needs

** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].

** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled

** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns

** [SQLITE_ERROR] if invoked otherwise.

** ^There are three arguments to SQLITE_CONFIG_HEAP:

** An 8-byte aligned pointer to the memory,

** the number of bytes in the memory buffer, and the minimum allocation size.

** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts

** to using its default memory allocator (the system malloc() implementation),

** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the

** memory pointer is not NULL then the alternative memory

** allocator is engaged to handle all of SQLite's memory allocation needs.

** The first pointer (the memory pointer) must be aligned to an 8-byte

** boundary or subsequent behavior of SQLite will be undefined.

** The minimum allocation size is capped at 2**12. Reasonable values

** for the minimum allocation size are 2**5 through 2**8.</dd>

**

** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>

** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a

** pointer to an instance of the [sqlite3_mutex_methods] structure.
The argument specifies alternative low-level mutex routines to be used in place of the routines built into SQLite. SQLite makes a copy of the content of the `sqlite3_mutex_methods` structure before the call to `sqlite3_config()` returns. If SQLite is compiled with the `SQLITE_THREADSAFE | SQLITE_THREADSAFE=0` compile-time option then the entire mutexing subsystem is omitted from the build and hence calls to `sqlite3_config()` with the `SQLITE_CONFIG_MUTEX` configuration option will return `SQLITE_ERROR`.

**`SQLITE_CONFIG_GETMUTEX`**

The `SQLITE_CONFIG_GETMUTEX` option takes a single argument which is a pointer to an instance of the `sqlite3_mutex_methods` structure. The `sqlite3_mutex_methods` structure is filled with the currently defined mutex routines. This option can be used to overload the default mutex allocation routines with a wrapper used to track mutex usage for performance profiling or testing, for example.

If SQLite is compiled with the `SQLITE_THREADSAFE | SQLITE_THREADSAFE=0` compile-time option then the entire mutexing subsystem is omitted from the build and hence calls to `sqlite3_config()` with the `SQLITE_CONFIG_GETMUTEX` configuration option will return `SQLITE_ERROR`.

**`SQLITE_CONFIG_LOOKASIDE`**

The `SQLITE_CONFIG_LOOKASIDE` option takes two arguments that determine the default size of lookaside memory on each database connection. The first argument is the size of each lookaside buffer slot and the second is the number of slots allocated to each database connection. SQLite makes a copy of the `sqlite3_pcache_methods2` object. This object specifies the interface to a custom page cache implementation.

**`SQLITE_CONFIG_PCACHE2`**

The `SQLITE_CONFIG_PCACHE2` option takes a single argument which is a pointer to an `sqlite3_pcache_methods2` object. This object specifies the interface to a custom page cache implementation. SQLite makes a copy of the `sqlite3_pcache_methods2` object.

**`SQLITE_CONFIG_GETPCACHE2`**

The `SQLITE_CONFIG_GETPCACHE2` option takes a single argument which is a pointer to an `sqlite3_pcache_methods2` object. SQLite copies of the current page cache implementation into that object.

**`SQLITE_CONFIG_LOG`**

The `SQLITE_CONFIG_LOG` option is used to configure the SQLite global error log. The `SQLITE_CONFIG_LOG` option takes two arguments: a pointer to a function with a call signature of `void(*)(void*,int,const char*)`,.
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** ### SQLITE_CONFIG_URI
** <dt>SQLITE_CONFIG_URI
** <dd>^The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()]) or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
**
** ### SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** ### SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dt> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [SQLITE_CONFIG_SQLLOG]
** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**
** [SQLITE_CONFIG_MMAP_SIZE]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^ 
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** [SQLITE_CONFIG_WIN32 HEAPSIZE]
** <dt>SQLITE_CONFIG_WIN32 HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32 HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^(SQLITE_CONFIG_WIN32 HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**
** [SQLITE_CONFIG_PCACHE_HDRSZ]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
** bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**
** [SQLITE_CONFIG_PMASZ]
** <dt>SQLITE_CONFIG_PMASZ
**
**The SQLITE_CONFIG_PMASZ option takes a single parameter which is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded sorter to that integer. The default minimum PMA Size is set by the [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched to help with sort operations when multithreaded sorting is enabled (using the [PRAGMA threads] command) and the amount of content to be sorted exceeds the page size times the minimum of the [PRAGMA cache_size] setting and this value.

**

The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which becomes the [statement journal] spill-to-disk threshold. [Statement journals] are held in memory until their size (in bytes) exceeds this threshold, at which point they are written to disk. Or if the threshold is -1, statement journals are always held exclusively in memory.

Since many statement journals never become large, setting the spill threshold to a value such as 64KiB can greatly reduce the amount of I/O required to support statement rollback. The default value for this setting is controlled by the [SQLITE_STMTJRNL_SPILL] compile-time option.

**

The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter of type (int) - the new value of the sorter-reference size threshold. Usually, when SQLite uses an external sort to order records according to an ORDER BY clause, all fields required by the caller are present in the sorted records. However, if SQLite determines based on the declared type of a table column that its values are likely to be very large - larger than the configured sorter-reference size threshold - then a reference is stored in each sorted record and the required column values loaded from the database as records are returned in sorted order. The default value for this option is to never use this optimization. Specifying a negative value for this option restores the default behaviour. This option is only available if SQLite is compiled with the [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.

**

The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter [sqlite3_int64] parameter which is the default maximum size for an in-memory database created using [sqlite3_deserialize()]. This default maximum size can be adjusted up or down for individual databases using the [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this configuration setting is never used, then the default maximum is determined by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that...
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/
/*
** The "printf" code that follows dates from the 1980's. It is in
** the public domain.
**
**************************************************************************
** This file contains code for a set of "printf"-like routines. These
** routines format strings much like the printf() from the standard C
** library, though the implementation here has enhancements to support
** SQLite.
*/
/*
** 2004 May 22
**
** The author disclaims copyright to this source code. In place of
** a legal notice, here is a blessing:
**
** May you do good and not evil.
** May you find forgiveness for yourself and forgive others.
** May you share freely, never taking more than you give.
**
**************************************************************************
** This file contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done. The default
** implementation uses Posix Advisory Locks. Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division. PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT. New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
** * General-purpose declarations and utility functions.
** * Unique file ID logic used by VxWorks.
** * Various locking primitive implementations (all except proxy locking):
**   + for Posix Advisory Locks
**   + for no-op locks
**   + for dot-file locks
** + for flock() locking
** + for named semaphore locks (VxWorks only)
** + for AFP filesystem locks (MacOSX only)
**  * sqlite3_file methods not associated with locking.
**  * Definitions of sqlite3_io_methods objects for all locking
**    methods plus "finder" functions for each locking method.
**  * sqlite3_vfs method implementations.
**  * Locking primitives for the proxy uber-locking-method. (MacOSX only)
**  * Definitions of sqlite3_vfs objects for all locking methods
**    plus implementations of sqlite3_os_init() and sqlite3_os_end().
*/
*/
** Return a pointer to the "temporary page" buffer held internally
** by the pager. This is a buffer that is big enough to hold the
** entire content of a database page. This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs. But other modules are free to use it too, as long as
** no rollbacks are happening.
*/

Found in path(s):
  * /opt/cola/permits/1188427916_1645733692.08/0/sqlite-amalgamation-3380000-zip/sqlite-amalgamation-
    3380000/sqlite3.c
No license file was found, but licenses were detected in source scan.

/* This will be more informative in a later version. */

Found in path(s):
  * /opt/cola/permits/1188427916_1645733692.08/0/sqlite-amalgamation-3380000-zip/sqlite-amalgamation-
    3380000/shell.c

1.3878 iputils 20180629-7.el8

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org.apache.tomcat:tomcat-jasper
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org.apache.tomcat:tomcat-util
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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* java.sun.security.ssl

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* org.apache.tomcat:tomcat-el-api
* org.apache.tomcat:tomcat-jasper-el
* org.apache.tomcat:tomcat-api
* org.apache.tomcat:tomcat-util-scan
* org.apache.tomcat:tomcat-util
* org.mortbay.jasper:apache-el
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Version: GnuPG v1.4.10 (GNU/Linux)
iQEcBAEAgAGQJQQb4tA0oJEMHHjBmtgF91HDcH/2nQDPuPztWFrBifnEoLF6JlRUKjZAPZaLDfDz7ucdRL1RDodmz4VIF2+fbKeBYQuZtXtIEghx+tKriK30M12guFkNLDeQp9h2pZu9JU3K0v4m84jDWq72HRm1nRyD6lzFhDGZ/D+69fFtgYGFwEti00MAq/lRbsXHLpBOY+Jyh/Xy+QRnQTCaAQ+tAgOl+3w+J5s2sGdesYLAJQacLeGh7eZtD3F+4KuT4c5ubL4dXSLAVJiu2OjZBfQLaJ3FA60Ti+i3knFNWKpzaeX+SqGmakf6hsuatXi6EsVksIaskwEgl6+Xk+HYWy23ZQ8BKQLKZTw=gaQN
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E-Mail: jstrachan@apache.org
Mailing Address: 1A Leigh Road, London, UK, N5 1ST

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Version: GnuPG v1.4.1 (Darwin)
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Point of Contact:
Full name: Gordon King
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Positions: Chief Operational Officer

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<table>
<thead>
<tr>
<th>Name</th>
<th>Date added</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simone Bordet</td>
<td>12 September 2006</td>
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*
*/

Found in path(s):
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/helpers/NOPMDCAdapter.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/IMarkerFactory.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/impl/StaticMarkerBinder.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/spi/MarkerIgnoringBase.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/211276241_1646171445.23/0/slf4j-api-1-7-28-sources-jar/org/slf4j/impl/StaticMDCBinder.java
1.3883 jetty 9.4.31.v20200723

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------
Oracle OpenJDK
If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

------

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.3884 diffutils 3.3 5.el7

1.3884.1 Available under license:

/* diff - compare files line by line


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#define GDIFF_MAIN
#include "diff.h"
#include <assert.h>
#include <c-stack.h>
#include <dirname.h>
#include <error.h>
#include <exclude.h>
#include <exitfail.h>
#include <filenamecat.h>
#include <file-type.h>
#include <fnmatch.h>
#include <getopt.h>
#include <hard-locale.h>
#include <prepargs.h>
#include <progenome.h>
#include <sh-quote.h>
#include <stat-time.h>
#include <timespec.h>
#include <version-etc.h>
#include <xalloc.h>
#include <xreadlink.h>
#include <binary-io.h>

/* The official name of this program (e.g., no 'g' prefix). */
#define PROGRAM_NAME "diff"

#define AUTHORS
proper_name ("Paul Eggert"),
proper_name ("Mike Haertel"),
proper_name ("David Hayes"),
proper_name ("Richard Stallman"),
proper_name ("Len Tower")

#ifndef GUTTER_WIDTH_MINIMUM
#define GUTTER_WIDTH_MINIMUM 3
#endif

struct regexp_list
{
  char *regexps;/* chars representing disjunction of the regexps */
  size_t len;/* chars used in 'regexps' */
  size_t size;/* size malloc'ed for 'regexps'; 0 if not malloc'ed */
  bool multiple_regexps;/* Does 'regexps' represent a disjunction? */
  struct re_pattern_buffer *buf;
};

static int compare_files (struct comparison const *, char const *, char const *);
static void add_regexp (struct regexp_list *, char const *);
static void summarize_regexp_list (struct regexp_list *);
static void specify_style (enum output_style);
static void specify_value (char const **, char const *, char const *);
static void try_help (char const *, char const *) __attribute__((noreturn));
static void check_stdout (void);
static void usage (void);

/* If comparing directories, compare their common subdirectories
 recursively. */
static bool recursive;

/* In context diffs, show previous lines that match these regexps. */
static struct regexp_list function_regexp_list;

/* Ignore changes affecting only lines that match these regexps. */
static struct regexp_list ignore_regexp_list;

#if O_BINARY
/* Use binary I/O when reading and writing data (--binary).
 On POSIX hosts, this has no effect. */
static bool binary;
#else
enum { binary = true };
#endif

/* If one file is missing, treat it as present but empty (-N). */
static bool new_file;

/* If the first file is missing, treat it as present but empty
 (--unidirectional-new-file). */
static bool unidirectional_new_file;

/* Report files compared that are the same (-s).
 Normally nothing is output when that happens. */
static bool report_identical_files;

static char const shortopts[] =
"0123456789abCc:deEfFhHiI:nNpPqrstU:vwW:xX:yZ";

/* Values for long options that do not have single-letter equivalents. */
enum
{
BINARY_OPTION = CHAR_MAX + 1,
FROM_FILE_OPTION,
HELP_OPTION,
HORIZON_LINES_OPTION,
IGNORE_FILE_NAME_CASE_OPTION,
INHIBIT_HUNK_MERGE_OPTION,
LEFT_COLUMN_OPTION,
LINE_FORMAT_OPTION,
NO_DEREFERENCE_OPTION,
NO_IGNORE_FILE_NAME_CASE_OPTION,
NORMAL_OPTION,
SDIFF_MERGE_ASSIST_OPTION,
STRIP_TRAILING_CR_OPTION,
SUPPRESS_BLANK_EMPTY_OPTION,
SUPPRESS_COMMON_LINES_OPTION,
TABSIZE_OPTION,
TO_FILE_OPTION,

/* These options must be in sequence. */
UNCHANGED_LINE_FORMAT_OPTION,
OLD_LINE_FORMAT_OPTION,
NEW_LINE_FORMAT_OPTION,

/* These options must be in sequence. */
UNCHANGED_GROUP_FORMAT_OPTION,
OLD_GROUP_FORMAT_OPTION,
NEW_GROUP_FORMAT_OPTION,
CHANGED_GROUP_FORMAT_OPTION
};

static char const group_format_option[][sizeof "--unchanged-group-format"] =
{
  "--unchanged-group-format",
  "--old-group-format",
  "--new-group-format",
  "--changed-group-format"
};

static char const line_format_option[][sizeof "--unchanged-line-format"] =
{
  "--unchanged-line-format",
  "--old-line-format",
  "--new-line-format"
};

static struct option const longopts[] =
{
  {"binary", 0, 0, BINARY_OPTION},
  {"brief", 0, 0, 'q'},
  {"changed-group-format", 1, 0, CHANGED_GROUP_FORMAT_OPTION},
  {"context", 2, 0, 'C'},
  {"ed", 0, 0, 'e'},
  {"exclude", 1, 0, 'x'},
/* Return a string containing the command options with which diff was invoked.
   Spaces appear between what were separate ARGV-elements.
   There is a space at the beginning but none at the end.
   If there were no options, the result is an empty string.

Arguments: OPTIONVEC, a vector containing separate ARGV-elements, and COUNT,
the length of that vector. */

static char *
option_list (char **optionvec, int count)
{
    int i;
    size_t size = 1;
    char *result;
    char *p;

    for (i = 0; i < count; i++)
        size += 1 + shell_quote_length (optionvec[i]);

    p = result = xmalloc (size);

    for (i = 0; i < count; i++)
    {
        *p++ = ' ';
        p = shell_quote_copy (p, optionvec[i]);
    }

    *p = '0';
    return result;
}

/* Return an option value suitable for add_exclude. */

static int
exclude_options (void)
{
    return EXCLUDE_WILDCARDS | (ignore_file_name_case ? FNM_CASEFOLD : 0);
}

int
main (int argc, char **argv)
{  
  int exit_status = EXIT_SUCCESS;  
  int c;  
  int i;  
  int prev = -1;  
  int ocontext = -1;  
  bool explicit_context = false;  
  size_t width = 0;  
  bool show_c_function = false;  
  char const *from_file = NULL;  
  char const *to_file = NULL;  
  uintmax_t numval;  
  char *numend;  
  
  /* Do our initializations. */  
  exit_failure = EXIT_TROUBLE;  
  initialize_main (&argc, &argv);  
  set_program_name (argv[0]);  
  setlocale (LC_ALL, "");  
  bindtextdomain (PACKAGE, LOCALEDIR);  
  textdomain (PACKAGE);  
  c_stack_action (0);  
  function_regexp_list.buf = &function_regexp;  
  ignore_regexp_list.buf = &ignore_regexp;  
  re_set_syntax (RE_SYNTAX_GREP | RE_NO_POSIX_BACKTRACKING);  
  excluded = new_exclude ();  
  
  /* Decode the options. */  
  while ((c = getopt_long (argc, argv, shortopts, longopts, NULL)) != -1)  
  {  
    switch (c)  
    {  
      case 0:  
        break;  
      case '0':  
        case '1':  
        case '2':  
        case '3':  
        case '4':  
        case '5':  
        case '6':  
        case '7':  
        case '8':  
        case '9':  
          if (! ISDIGIT (prev))  
            ocontext = c - '0';  
          break;  
    }  
  }  
}
else if (LIN_MAX / 10 < ocontext
 || ((ocontext = 10 * ocontext + c - '0') < 0))
 ocontext = LIN_MAX;
 break;

case 'a':
text = true;
break;

case 'b':
if (ignore_white_space < IGNORE_SPACE_CHANGE)
 ignore_white_space = IGNORE_SPACE_CHANGE;
break;

case 'Z':
if (ignore_white_space < IGNORE_SPACE_CHANGE)
 ignore_white_space |= IGNORE_TRAILING_SPACE;
break;

case 'B':
 ignore_blank_lines = true;
break;

case 'C':
case 'U':
{
 if (optarg)
 {
 numval = strtoumax (optarg, &numend, 10);
 if (*numend)
 try_help ("invalid context length "%s", optarg);
 if (LIN_MAX < numval)
 numval = LIN_MAX;
 }
 else
 numval = 3;

 specify_style (c == 'U' ? OUTPUT_UNIFIED : OUTPUT_CONTEXT);
 if (context < numval)
 context = numval;
 explicit_context = true;
 }
break;

case 'c':
specify_style (OUTPUT_CONTEXT);
if (context < 3)
 context = 3;
break;

case 'd':
    minimal = true;
    break;

case 'D':
    specify_style (OUTPUTIFDEF);
    {
        static char const C_ifdef_group_formats[] =
            "%%=%cifndef %s
%%<#endif /* ! %s */
%c#ifdef %s
%%>#endif /* %s */
%cifndef %s
%%<#else /* %s */
%%>#endif /* %s */
";
        char *b = xmalloc (sizeof C_ifdef_group_formats
            + 7 * strlen (optarg) - 14 /* 7*"%s" */
            - 8 /* 5*"%c" + 3*"%s" */);
        sprintf (b, C_ifdef_group_formats,
            optarg, optarg, 0,
            optarg, optarg, 0,
            optarg, optarg, optarg);
        for (i = 0; i < sizeof group_format / sizeof group_format[0]; i++)
            specify_value (&group_format[i], b, "-D");
        b += strlen (b) + 1;
    }
    break;

case 'e':
    specify_style (OUTPUTED);
    break;

case 'E':
    if (ignore_white_space < IGNORE_SPACE_CHANGE)
        ignore_white_space |= IGNORE_TAB_EXPANSION;
    break;

case 'f':
    specify_style (OUTPUT_FORWARDED);
    break;

case 'F':
    add_regexp (&function_regexp_list, optarg);
    break;

case 'h':
    /* Split the files into chunks for faster processing.
    Usually does not change the result.*/

This currently has no effect. */
break;

case 'H':
    speed_large_files = true;
    break;

case 'i':
    ignore_case = true;
    break;

case 'T':
    add_regexp (&ignore_regexp_list, optarg);
    break;

case 'T':
    if (!pr_program[0])
        try_help ("pagination not supported on this host", NULL);
   paginate = true;
#ifdef SIGCHLD
    /* Pagination requires forking and waiting, and
    System V fork+wait does not work if SIGCHLD is ignored. */
    signal (SIGCHLD, SIG_DFL);
#endif
    break;

case 'L':
    if (!file_label[0])
        file_label[0] = optarg;
    else if (!file_label[1])
        file_label[1] = optarg;
    else
        fatal ("too many file label options");
    break;

case 'n':
    specify_style (OUTPUT_RCS);
    break;

case 'N':
    new_file = true;
    break;

case 'p':
    show_c_function = true;
    add_regexp (&function_regexp_list, "^[[:alpha:]$\"]");
    break;
case 'P':
    unidirectional_new_file = true;
    break;

case 'q':
    brief = true;
    break;

case 'r':
    recursive = true;
    break;

case 's':
    report_identical_files = true;
    break;

case 'S':
    specify_value (&starting_file, optarg, "-S");
    break;

case 't':
    expand_tabs = true;
    break;

case 'T':
    initial_tab = true;
    break;

case 'u':
    specify_style (OUTPUT_UNIFIED);
    if (context < 3)
        context = 3;
    break;

case 'v':
    version_etc (stdout, PROGRAM_NAME, PACKAGE_NAME, Version,
                AUTHORS, (char *) NULL);
    check_stdout ();
    return EXIT_SUCCESS;

case 'w':
    ignore_white_space = IGNORE_ALL_SPACE;
    break;

case 'x':
    add_exclude (excluded, optarg, exclude_options ());
    break;
case 'X':
  if (add_exclude_file (add_exclude, excluded, optarg,
  exclude_options (), '\n'))
    pfatal_with_name (optarg);
  break;

case 'y':
  specify_style (OUTPUT_SDIFF);
  break;

case 'W':
  numval = strtoumax (optarg, &numend, 10);
  if (!(0 < numval && numval <= SIZE_MAX) || *numend)
    try_help ('invalid width '%s'', optarg);
  if (width != numval)
    { if (width)
      fatal ('conflicting width options');
      width = numval;
    }
  break;

case BINARY_OPTION:
  #if O_BINARY
  binary = true;
  if (! isatty (STDOUT_FILENO))
    set_binary_mode (STDOUT_FILENO, O_BINARY);
  #endif
  break;

case FROM_FILE_OPTION:
  specify_value (&from_file, optarg, "--from-file");
  break;

case HELP_OPTION:
  usage ();
  check_stdout ();
  return EXIT_SUCCESS;

case HORIZON_LINES_OPTION:
  numval = strtoumax (optarg, &numend, 10);
  if (*numend)
    try_help ('invalid horizon length '%s'', optarg);
  horizon_lines = MAX (horizon_lines, MIN (numval, LIN_MAX));
  break;

case IGNORE_FILE_NAME_CASE_OPTION:
Ignore file name case = true;
break;

case INHIBIT_HUNK_MERGE_OPTION:
    /* This option is obsolete, but accept it for backward
       compatibility. */
    break;

case LEFT_COLUMN_OPTION:
    left_column = true;
    break;

case LINE_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
        specify_value (&line_format[i], optarg, "--line-format");
    break;

case NO_DEREFERENCE_OPTION:
    no_dereference_symlinks = true;
    break;

case NO_IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = false;
    break;

case NORMAL_OPTION:
    specify_style (OUTPUT_NORMAL);
    break;

case SDIFF_MERGE_ASSIST_OPTION:
    specify_style (OUTPUT_SDIFF);
    sdiff_merge_assist = true;
    break;

case STRIP_TRAILING_CR_OPTION:
    strip_trailing_cr = true;
    break;

case SUPPRESS_BLANK_EMPTY_OPTION:
    suppress_blank_empty = true;
    break;

case SUPPRESS_COMMON_LINES_OPTION:
    suppress_common_lines = true;
    break;

case TABSIZE_OPTION:
numval = strtoumax(optarg, &numend, 10);
if (! (0 < numval && numval <= SIZE_MAX) || *numend)
    try_help("invalid tabsize \"%s\", optarg);
if (tabsize != numval)
    {
        if (tabsize)
            fatal("conflicting tabsize options");
        tabsize = numval;
    }
break;

case TO_FILE_OPTION:
    specify_value(&to_file, optarg, "--to-file");
    break;

case UNCHANGED_LINE_FORMAT_OPTION:
case OLD_LINE_FORMAT_OPTION:
case NEW_LINE_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    c -= UNCHANGED_LINE_FORMAT_OPTION;
    specify_value (&line_format[c], optarg, line_format_option[c]);
    break;

case UNCHANGED_GROUP_FORMAT_OPTION:
case OLD_GROUP_FORMAT_OPTION:
case NEW_GROUP_FORMAT_OPTION:
case CHANGED_GROUP_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    c -= UNCHANGED_GROUP_FORMAT_OPTION;
    specify_value (&group_format[c], optarg, group_format_option[c]);
    break;

default:
    try_help(NULL, NULL);
    }
    prev = c;
    }

if (output_style == OUTPUT_UNSPECIFIED)
    {
        if (show_c_function)
            {
                specify_style (OUTPUT_CONTEXT);
                if (ocontext < 0)
                    context = 3;
            }
        else
            specify_style (OUTPUT_NORMAL);
if (output_style != OUTPUT_CONTEXT || hard_locale (LC_TIME))
{
  #if (defined STAT_TIMESPEC || defined STAT_TIMESPEC_NS \n     || defined HAVE_STRUCT_STAT_ST_SPARE1)
    time_format = "%Y-%m-%d %H:%M:%S.%N %z";
  #else
    time_format = "%Y-%m-%d %H:%M:%S %z";
  #endif
  else
    /* See POSIX 1003.1-2001 for this format. */
    time_format = "%a %b %e %T %Y";
}

if (0 <= ocontext && (output_style == OUTPUT_CONTEXT
                      || output_style == OUTPUT_UNIFIED)
    && (context < ocontext || (ocontext < context && ! explicit_context))
    context = ocontext;

if (! tabsize)
  tabsize = 8;
if (! width)
  width = 130;

/* Maximize first the half line width, and then the gutter width,
   according to the following constraints:

1. Two half lines plus a gutter must fit in a line.
2. If the half line width is nonzero:
   a. The gutter width is at least GUTTER_WIDTH_MINIMUM.
   b. If tabs are not expanded to spaces,
      a half line plus a gutter is an integral number of tabs,
      so that tabs in the right column line up. */

intmax_t t = expand_tabs ? 1 : tabsize;
intmax_t w = width;
intmax_t off = (w + t + GUTTER_WIDTH_MINIMUM) / (2 * t) * t;
intmax_t sdiff_half_width = MAX (0, MIN (off - GUTTER_WIDTH_MINIMUM, w - off)),
intmax_t sdiff_column2_offset = sdiff_half_width ? off : w;

/* Make the horizon at least as large as the context, so that
shift_boundaries has more freedom to shift the first and last hunks. */
if (horizon_lines < context)
    horizon_lines = context;

summarize_regexp_list (&function_regexp_list);
summarize_regexp_list (&ignore_regexp_list);

if (output_style == OUTPUT_IFDEF)
{
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
        if (!line_format[i])
            line_format[i] = "%\n";

        if (!group_format[OLD])
            group_format[OLD] = group_format[CHANGED] ? group_format[CHANGED] : "%<";

        if (!group_format[NEW])
            group_format[NEW] = group_format[CHANGED] ? group_format[CHANGED] : "%>";

        if (!group_format[UNCHANGED])
            group_format[UNCHANGED] = "%=";

        if (!group_format[CHANGED])
            group_format[CHANGED] = concat (group_format[OLD],
                                            group_format[NEW], "\"");
}

no_diff_means_no_output =
    (output_style == OUTPUT_IFDEF ?
        (!*group_format[UNCHANGED] || (STREQ (group_format[UNCHANGED], "%=") && !*line_format[UNCHANGED])) :
        (output_style != OUTPUT_SDIFF) | suppress_common_lines);

files_can_be_treated_as_binary =
    (brief & binary & ~ (ignore_blank_lines | ignore_case | strip_trailing_cr | (ignore_regexp_list.regexps || ignore_white_space)));

switch_string = option_list (argv + 1, optind - 1);

if (from_file)
{
    if (to_file)
        fatal ("--from-file and --to-file both specified");
    else
        for (; optind < argc; optind++)
            int status = compare_files (NULL, from_file, argv[optind]);
        if (exit_status < status)
exit_status = status;
}
else
{
    if (to_file)
    for (; optind < argc; optind++)
    {
        int status = compare_files(NULL, argv[optind], to_file);
        if (exit_status < status)
            exit_status = status;
    }
    else
    {
        if (argc - optind != 2)
        {
            if (argc - optind < 2)
                try_help("missing operand after "%s", argv[argc - 1]);
            else
                try_help("extra operand "%s", argv[optind + 2]);
        }
        exit_status = compare_files(NULL, argv[optind], argv[optind + 1]);
    }
}

/* Print any messages that were saved up for last. */
print_message_queue();
check_stdout();
exit (exit_status);
return exit_status;

/* Append to REGLIST the regexp PATTERN. */
static void
add_regexp (struct regexp_list *reglist, char const *pattern)
{
    size_t patlen = strlen(pattern);
    char const *m = re_compile_pattern(pattern, patlen, reglist->buf);
    if (m != 0)
        error(0, 0, "%s: %s", pattern, m);
    else
    {
        char *regexps = reglist->regexps;
        size_t len = reglist->len;

bool multiple_regexps = reglist->multiple_regexps = regexps != 0;
size_t newlen = reglist->len = len + 2 * multiple_regexps + patlen;
size_t size = reglist->size;

if (size <= newlen)
{
  if (!size)
    size = 1;

do size *= 2;
while (size <= newlen);

reglist->size = size;
reglist->regexps = regexps = xrealloc (regexps, size);
}
if (multiple_regexps)
{
regexps[len++] = '\';
regexps[len++] = '|';
}
memcpy (regexps + len, pattern, patlen + 1);
}

/* Ensure that REGLIST represents the disjunction of its regexps. 
   This is done here, rather than earlier, to avoid O(N^2) behavior. */

static void summarize_regexp_list (struct regexp_list *reglist)
{
  if (reglist->regexps)
  {
    /* At least one regexp was specified. Allocate a fastmap for it. */
    reglist->buf->fastmap = xmalloc (1 << CHAR_BIT);
    if (reglist->multiple_regexps)
    {
      /* Compile the disjunction of the regexps.
         (If just one regexp was specified, it is already compiled.) */
      char const *m = re_compile_pattern (reglist->regexps, reglist->len,
                                          reglist->buf);
      if (m)
        error (EXIT_TROUBLE, 0, "%s: %s", reglist->regexps, m);
    }
    /* Compile the disjunction of the regexps.
       (If just one regexp was specified, it is already compiled.) */
    char const *m = re_compile_pattern (reglist->regexps, reglist->len,
                                         reglist->buf);
    if (m)
      error (EXIT_TROUBLE, 0, "%s: %s", reglist->regexps, m);
  }
  }
}

static void try_help (char const *reason_msgid, char const *operand)
static void
check_stdout (void)
{
    if (ferror (stdout))
        fatal ("write failed");
    else if (fclose (stdout) != 0)
        pfatal_with_name (_("standard output"));
}

static char const * const option_help_msgid[] = {
    N_("--normal                  output a normal diff (the default)")
    N_("-q, --brief                 report only when files differ"),
    N_("--report-identical-files    report when two files are the same")
    N_("-c, -C NUM, --context[NUM]   output NUM (default 3) lines of copied context")
    N_("-u, -U NUM, --unified[NUM]  output NUM (default 3) lines of unified context")
    N_("-e, --ed                     output an ed script")
    N_("-n, --rcs                    output an RCS format diff")
    N_("-y, --side-by-side           output in two columns")
    N_("-W, --width=NUM              output at most NUM (default 130) print columns")
    N_("--left-column                output only the left column of common lines")
    N_("--suppress-common-lines      do not output common lines")
    ""
    N_("--show-c-function           show which C function each change is in")
    N_("--show-function-line=RE     show the most recent line matching RE")
    N_("--label LABEL                use LABEL instead of file name")
    "(can be repeated)"
    ""
    N_("--expand-tabs               expand tabs to spaces in output")
    N_("--initial-tab               make tabs line up by prepending a tab")
    N_("--tabsize=NUM               tab stops every NUM (default 8) print columns")
    N_("--suppress-blank-empty      suppress space or tab before empty output lines")
    N_("--paginate                  pass output through 'pr' to paginate it")
    ""
    N_("--recursive                recursively compare any subdirectories found")
    N_("--no-dereference           don't follow symbolic links")
    N_("--new-file                 treat absent files as empty")
    N_("--unidirectional-new-file    treat absent first files as empty")
    N_("--ignore-file-name-case    ignore case when comparing file names")
    N_("--no-ignore-file-name-case  consider case when comparing file names")
    N_("--exclude=PAT               exclude files that match PAT")
};
N_("-X, --exclude-from=FILE exclude files that match any pattern in FILE"),
N_("-S, --starting-file=FILE start with FILE when comparing directories"),
N_("--from-file=FILE1 compare FILE1 to all operands;\n" " FILE1 can be a directory"),
N_("--to-file=FILE2 compare all operands to FILE2;\n" " FILE2 can be a directory"),

N_("-i, --ignore-case ignore case differences in file contents"),
N_("-E, --ignore-tab-expansion ignore changes due to tab expansion"),
N_("-Z, --ignore-trailing-space ignore white space at line end"),
N_("-b, --ignore-space-change ignore changes in the amount of white space"),
N_("-w, --ignore-all-space ignore all white space"),
N_("-B, --ignore-blank-lines ignore changes where lines are all blank"),
N_("-I, --ignore-matching-lines=RE ignore changes where all lines match RE"),

N_("-a, --text treat all files as text"),
N_("--strip-trailing-cr strip trailing carriage return on input"),

#endif
N_("--binary read and write data in binary mode"),

"ifdef=NAME output merged file with 'ifdef NAME' diffs"),
N_("--GTYPE-group-format=GFMT format GTYPE input groups with GFMT"),
N_("--line-format=LFMT format all input lines with LFMT"),
N_("--LTYPE-line-format=LFMT format LTYPE input lines with LFMT"),
N_("These format options provide fine-grained control over the output\n" " of diff, generalizing -D/--ifdef."),
N_(" LTYPE is 'old', 'new', or 'unchanged'. GTYPE is LTYPE or 'changed'."),
N_(" GFMT (only) may contain:\n\n%< lines from FILE1\n%> lines from FILE2\n%== lines common to FILE1 and FILE2\n%-][WIDTH][:[PREC]][(doxX)]LETTER printf-style spec for LETTER\nLETTERs are as follows for new group, lower case for old group:\n F first line number\n L last line number\n N number of lines = L-F+1\n E F-1\n M L+1\n
%(A=B?T:E) if A equals B then T else E"),
N_(" LFMT (only) may contain:\n\n%L contents of line\n%l contents of line, excluding any trailing newline\n%-][WIDTH][:[PREC]][(doxX)n printf-style spec for input line number"),
N_(" Both GFMT and LFMT may contain:\n\n%\% \%c'C' the single character C\n%\%\%OOO' the character with octal code OOO\n
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C the character C (other characters represent themselves)

```
N_("  --minimal try hard to find a smaller set of changes"),
N_("  --horizon-lines=NUM keep NUM lines of the common prefix and suffix"),
N_("  --speed-large-files assume large files and many scattered small changes"),
N_("  --help display this help and exit"),
N_("  --version output version information and exit"),
```

N_("FILES are 'FILE1 FILE2' or 'DIR1 DIR2' or 'DIR FILE...' or 'FILE... DIR'."),
N_("If --from-file or --to-file is given, there are no restrictions on FILE(s)."),
N_("If a FILE is '-', read standard input.").
N_("Exit status is 0 if inputs are the same, 1 if different, 2 if trouble.").
```
static void
usage (void)
{
    char const * const *p;

    printf (_("Usage: %s [OPTION]... FILES\n"), program_name);
    printf (_("\n\nMandatory arguments to long options are mandatory for short options too.\n"), stdout);

    for (p = option_help_msgid;  *p;  p++)
        { if (!**p)
            putchar ('
');
        else
            { char const *msg = _(*p);
                char const *nl;
                while ((nl = strchr (msg, '\n'))) {
                    int msglen = nl + 1 - msg;
                    printf (_(".%s\n"), msglen, msg);
                    msg = nl + 1;
                }

                printf (_("%s\n" + 2 * (*msg != ' ' && *msg != '-'), msg);
            }
        }
    emit_bug_reporting_address();
}
```
/* Set VAR to VALUE, reporting an OPTION error if this is a
conflict. */
static void
specify_value (char const **var, char const *value, char const *option)
{
if (*var && ! STREQ (*var, value))
{
error (0, 0, _("conflicting %s option value '%s'"), option, value);
try_help (NULL, NULL);
}
*var = value;
}
/* Set the output style to STYLE, diagnosing conflicts. */
static void
specify_style (enum output_style style)
{
if (output_style != style)
{
if (output_style != OUTPUT_UNSPECIFIED)
try_help ("conflicting output style options", NULL);
output_style = style;
}
}
/* Set the last-modified time of *ST to be the current time. */
static void
set_mtime_to_now (struct stat *st)
{
#ifdef STAT_TIMESPEC
gettime (&STAT_TIMESPEC (st, st_mtim));
#else
struct timespec t;
gettime (&t);
st->st_mtime = t.tv_sec;
# if defined STAT_TIMESPEC_NS
STAT_TIMESPEC_NS (st, st_mtim) = t.tv_nsec;
# elif defined HAVE_STRUCT_STAT_ST_SPARE1
st->st_spare1 = t.tv_nsec / 1000;
# endif
#endif
}
/* Compare two files (or dirs) with parent comparison PARENT
and names NAME0 and NAME1.
(If PARENT is null, then the first name is just NAME0, etc.)

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This is self-contained; it opens the files and closes them.

Value is EXIT_SUCCESS if files are the same, EXIT_FAILURE if different, EXIT_TROUBLE if there is a problem opening them. */

static int
cmp_files (struct comparison const *parent,
     char const *name0,
     char const *name1)
{
     struct comparison cmp;
#define DIR_P(f) (S_ISDIR (cmp.file[f].stat.st_mode) != 0)
register int f;
int status = EXIT_SUCCESS;
bool same_files;
char *free0;
char *free1;

/* If this is directory comparison, perhaps we have a file
that exists only in one of the directories.
If so, just print a message to that effect. */

if (!(name0 && name1)
|| (unidirectional_new_file && name1)
|| new_file))
{
     char const *name = name0 ? name0 : name1;
     char const *dir = parent->file[!name0].name;

     /* See POSIX 1003.1-2001 for this format. */
     message ("Only in %s: %s\n", dir, name);

     /* Return EXIT_FAILURE so that diff_dirs will return
EXIT_FAILURE ("some files differ"). */
     return EXIT_FAILURE;
}

memset (cmp.file, 0, sizeof cmp.file);
cmp.parent = parent;

/* cmp.file[f].desc markers */
#define NONEXISTENT (-1) /* nonexistent file */
#define UNOPENED (-2) /* unopened file (e.g. directory) */
#define ERRNO_ENCODE(errno) (-3 - (errno)) /* encoded errno value */
#define ERRNO_DECODE(desc) (-3 - (desc)) /* inverse of ERRNO_ENCODE */

cmp.file[0].desc = name0 ? UNOPENED : NONEXISTENT;
cmp.file[1].desc = name1 ? UNOPENED : NONEXISTENT;

/* Now record the full name of each file, including nonexistent ones. */

if (!name0)
    name0 = name1;
if (!name1)
    name1 = name0;

if (!parent)
{
    free0 = NULL;
    free1 = NULL;
    cmp.file[0].name = name0;
    cmp.file[1].name = name1;
}
else
{
    cmp.file[0].name = free0 = file_name_concat (parent->file[0].name, name0, NULL);
    cmp.file[1].name = free1 = file_name_concat (parent->file[1].name, name1, NULL);
}

/* Stat the files. */

for (f = 0; f < 2; f++)
{
    if (cmp.file[f].desc != NONEXISTENT)
    {
        if (f && file_name_cmp (cmp.file[f].name, cmp.file[0].name) == 0)
        {
            cmp.file[f].desc = cmp.file[0].desc;
            cmp.file[f].stat = cmp.file[0].stat;
        }
        else if (STREQ (cmp.file[f].name, "-"))
        {
            cmp.file[f].desc = STDIN_FILENO;
            if (binary && !isatty (STDIN_FILENO))
                set_binary_mode (STDIN_FILENO, O_BINARY);
            if (fstat (STDIN_FILENO, &cmp.file[f].stat) != 0)
                cmp.file[f].desc = ERRNO_ENCODE (errno);
            else
            {
                if (S_ISREG (cmp.file[f].stat.st_mode))
                {
                    off_t pos = lseek (STDIN_FILENO, 0, SEEK_CUR);
                    if (pos < 0)
cmp.file[f].desc = ERRNO_ENCODE (errno);
    else
    cmp.file[f].stat.st_size =
        MAX (0, cmp.file[f].stat.st_size - pos);
}

/* POSIX 1003.1-2001 requires current time for
   stdin. */
set_mtime_to_now (&cmp.file[f].stat);
}
}
else if ((no_dereference_symlinks
    ? lstat (cmp.file[f].name, &cmp.file[f].stat)
    : stat (cmp.file[f].name, &cmp.file[f].stat))
   != 0)
    cmp.file[f].desc = ERRNO_ENCODE (errno);
}
}

/* Mark files as nonexistent as needed for -N and -P; if they are
   inaccessible empty regular files (the kind of files that 'patch'
   creates to indicate nonexistent backups), or if they are
   top-level files that do not exist but their counterparts do
   exist. */
for (f = 0; f < 2; f++)
  if ((new_file || (f == 0 && unidirectional_new_file))
    && (cmp.file[f].desc == UNOPENED
    ? (S_ISREG (cmp.file[f].stat.st_mode)
        && ! (cmp.file[f].stat.st_mode & (S_IRWXU | S_IRWXG | S_IRWXO))
        && cmp.file[f].stat.st_size == 0)
    : ((cmp.file[f].desc == ERRNO_ENCODE (ENOENT)
        || cmp.file[f].desc == ERRNO_ENCODE (EBADF))
        && ! parent
        && (cmp.file[1 - f].desc == UNOPENED
        || cmp.file[1 - f].desc == STDIN_FILENO)))))
    cmp.file[f].desc = NONEXISTENT;

for (f = 0; f < 2; f++)
  if (cmp.file[f].desc == NONEXISTENT)
    {
    memset (&cmp.file[f].stat, 0, sizeof cmp.file[f].stat);
    cmp.file[f].stat.st_mode = cmp.file[1 - f].stat.st_mode;
    }

for (f = 0; f < 2; f++)
  {
  int e = ERRNO DECODE (cmp.file[f].desc);
  if (0 <= e)
errno = e;
perror_with_name(cmp.file[f].name);
status = EXIT_TROUBLE;
}
}

if (status == EXIT_SUCCESS && !parent && DIR_P (0) != DIR_P (1))
{
    /* If one is a directory, and it was specified in the command line,
     use the file in that dir with the other file's basename. */
    int fnm_arg = DIR_P (0);
    int dir_arg = 1 - fnm_arg;
    char const *fnm = cmp.file[fnm_arg].name;
    char const *dir = cmp.file[dir_arg].name;
    char const *filename = cmp.file[dir_arg].name = free0
    = find_dir_file_pathname (dir, last_component (fnm));

    if (STREQ (fnm, "-"))
        fatal ("cannot compare '-' to a directory");

    if ((no_dereference_symlinks
         ? lstat (filename, &cmp.file[dir_arg].stat)
         : stat (filename, &cmp.file[dir_arg].stat))
        != 0)
    {
        perror_with_name (filename);
        status = EXIT_TROUBLE;
    }

if (status != EXIT_SUCCESS)
{
    /* One of the files should exist but does not. */
}
else if (cmp.file[0].desc == NONEXISTENT
         && cmp.file[1].desc == NONEXISTENT)
{
    /* Neither file "exists", so there's nothing to compare. */
}
else if (same_files
         = (cmp.file[0].desc != NONEXISTENT
              && cmp.file[1].desc != NONEXISTENT
              && 0 < same_file (&cmp.file[0].stat, &cmp.file[1].stat)
              && same_file_attributes (&cmp.file[0].stat,
                                       &cmp.file[1].stat))
         && no_diff_means_no_output)
{  /* The two named files are actually the same physical file.  
   We know they are identical without actually reading them. */
}  
else if (DIR_P (0) & DIR_P (1))
{  
  if (output_style == OUTPUT_IFDEF)
    fatal ("-D option not supported with directories");

  /* If both are directories, compare the files in them. */

  if (parent && !recursive)
  {
    /* But don't compare dir contents one level down
       unless -r was specified.
       See POSIX 1003.1-2001 for this format. */
    message ("Common subdirectories: %s and %s\n",  
            cmp.file[0].name, cmp.file[1].name);
  }
  else
    status = diff_dirs (&cmp, compare_files);
}
}
else if ((DIR_P (0) | DIR_P (1))
  || (parent
    && !((S_ISREG (cmp.file[0].stat.st_mode)
      || S_ISLNK (cmp.file[0].stat.st_mode))
    && (S_ISREG (cmp.file[1].stat.st_mode)
      || S_ISLNK (cmp.file[1].stat.st_mode))))
{  
  if (cmp.file[0].desc == NONEXISTENT || cmp.file[1].desc == NONEXISTENT)
  {
    /* We have a subdirectory that exists only in one directory. */

    if ((DIR_P (0) | DIR_P (1))
      && recursive
      && (new_file
          || (unidirectional_new_file
            && cmp.file[0].desc == NONEXISTENT)))
      status = diff_dirs (&cmp, compare_files);
  else
    {
      char const *dir;

      /* PARENT must be non-NULL here. */
      assert (parent);
      dir = parent->file[cmp.file[0].desc == NONEXISTENT].name;

      /* See POSIX 1003.1-2001 for this format. */
  }
message ("Only in %s: %s\n", dir, name0);

status = EXIT_FAILURE;
}
}
else
{
/* We have two files that are not to be compared. */

/* See POSIX 1003.1-2001 for this format. */
message5 ("File %s is a %s while file %s is a %s\n",
file_label[0] ? file_label[0] : cmp.file[0].name,
file_type (&cmp.file[0].stat),
file_type (&cmp.file[1].stat));

/* This is a difference. */
status = EXIT_FAILURE;
}
} else if (S_ISLNK (cmp.file[0].stat.st_mode)
|| S_ISLNK (cmp.file[1].stat.st_mode))
{
/* We get here only if we use lstat(), not stat(). */
assert (no_dereference_symlinks);

if (S_ISLNK (cmp.file[0].stat.st_mode)
&& S_ISLNK (cmp.file[1].stat.st_mode))
{
/* Compare the values of the symbolic links. */
char *link_value[2] = { NULL, NULL };

for (f = 0; f < 2; f++)
{
    link_value[f] = xreadlink (cmp.file[f].name);
    if (link_value[f] == NULL)
    {
        perror_with_name (cmp.file[f].name);
        status = EXIT_TROUBLE;
        break;
    }
}
if (status == EXIT_SUCCESS)
{
    if ( ! STREQ (link_value[0], link_value[1]))
    {
        message ("Symbolic links %s and %s differ\n",
            cmp.file[0].name, cmp.file[1].name);
    }
/* This is a difference. */
status = EXIT_FAILURE;
}
}
for (f = 0; f < 2; f++)
free (link_value[f]);
} else {
/* We have two files that are not to be compared, because
one of them is a symbolic link and the other one is not. */
message5 ("File %s is a %s while file %s is a %s
", file_label[0] ? file_label[0] : cmp.file[0].name,
file_type (&cmp.file[0].stat),
file_type (&cmp.file[1].stat));
/* This is a difference. */
status = EXIT_FAILURE;
}
else if (files_can_be_treated_as_binary && S_ISREG (cmp.file[0].stat.st_mode)
&& S_ISREG (cmp.file[1].stat.st_mode)
&& cmp.file[0].stat.st_size != cmp.file[1].stat.st_size)
{
message ("Files %s and %s differ\n", file_label[0] ? file_label[0] : cmp.file[0].name,
status = EXIT_FAILURE;
} else {
/* Both exist and neither is a directory. */
/* Open the files and record their descriptors. */

int oflags = O_RDONLY | (binary ? O_BINARY : 0);

if (cmp.file[0].desc == UNOPENED)
if ((cmp.file[0].desc = open (cmp.file[0].name, oflags, 0)) < 0)
{
perror_with_name (cmp.file[0].name);
status = EXIT_TROUBLE;
}
if (cmp.file[1].desc == UNOPENED)
if (same_files)
    cmp.file[1].desc = cmp.file[0].desc;
else if ((cmp.file[1].desc = open (cmp.file[1].name, oflags, 0)) < 0)
{
    perror_with_name (cmp.file[1].name);
    status = EXIT_TROUBLE;
}

/* Compare the files, if no error was found. */

if (status == EXIT_SUCCESS)
    status = diff_2_files (&cmp);

/* Close the file descriptors. */

if (0 <= cmp.file[0].desc && close (cmp.file[0].desc) != 0)
{
    perror_with_name (cmp.file[0].name);
    status = EXIT_TROUBLE;
}
    if (0 <= cmp.file[1].desc && cmp.file[0].desc != cmp.file[1].desc
        && close (cmp.file[1].desc) != 0)
{
    perror_with_name (cmp.file[1].name);
    status = EXIT_TROUBLE;
}

/* Now the comparison has been done, if no error prevented it,
and STATUS is the value this function will return. */

if (status == EXIT_SUCCESS)
{
    if (report_identical_files && !DIR_P (0))
        message ('Files %s and %s are identical\n',
            file_label[0] ? file_label[0] : cmp.file[0].name,
}
else
{
    /* Flush stdout so that the user sees differences immediately.
This can hurt performance, unfortunately. */
    if (fflush (stdout) != 0)
        pfatal_with_name (_("standard output"));
}

free (free0);
free (free1);

return status;
}

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1.3887 libxcrypt 4.1.1-6.el8
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1.3895 jackson-dataformat-yaml 2.10.2

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1998-05-11
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abstract: 'Expand tabs and do simple line wrapping'
author:
  - 'David Muir Sharnoff <muir@idiom.org>'
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.62, CPAN::Meta::Converter version 2.112150'
license: unknown
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Text-Tabs+Wrap
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5.1.3

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Version 3, 29 June 2007
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Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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  */opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
  jar/org/springframework/beans/factory/config/BeanExpressionContext.java

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* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
  jar/org/springframework/beans/support/ResourceEditorRegistrar.java
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  jar/org/springframework/beans/factory/support/BeanDefinitionReader.java
* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
  jar/org/springframework/beans/TypeConverter.java
* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
  jar/org/springframework/beans/factory/support/ChildBeanDefinition.java
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* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
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* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
  jar/org/springframework/beans/xml/XmlBeanDefinitionReader.java
* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
  jar/org/springframework/beans/factory/config/TypedStringValue.java
* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
  jar/org/springframework/beans/factory/config/AutowireCapableBeanFactory.java
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jar/org/springframework/beans/factory/support/GenericTypeAwareAutowireCandidateResolver.java
* /opt/cola/permits/1136508409_1618993732.11/0/spring-beans-4-1-6-release-sources-1-
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 */
/**
**
* Handles or intercepts a { @link ChannelInboundInvoker } or { @link ChannelOutboundInvoker } operation, and
* forwards it
* to the next handler in a { @link ChannelPipeline }.
*
* <h3>Sub-types</h3>
* <p>
* { @link ChannelHandler } itself does not provide many methods. To handle a
* a { @link ChannelInboundInvoker } or { @link ChannelOutboundInvoker } operation
* you need to implement its sub-interfaces. There are many different sub-interfaces
* which handles inbound and outbound operations.
*
* But the most useful for developers may be:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} handles and intercepts inbound operations</li>
* <li>{@link ChannelOutboundHandlerAdapter} handles and intercepts outbound operations</li>
* </ul>
*
* You will also find more detailed explanation from the documentation of
* each sub-interface on how an event is interpreted when it goes upstream and
* downstream respectively.
*
* <h3>The context object</h3>
*
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object. A {@link ChannelHandler} is supposed to interact with the
* [{@link ChannelPipeline}] it belongs to via a context object. Using the
* context object, the [{@link ChannelHandler}] can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using [{@link AttributeKey}]s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
* *
*     private boolean loggedIn;
* }
* </pre>
* {
*     public void channelRead0([@link ChannelHandlerContext] ctx, Message message) {
*         [@link Channel] ch = e.getChannel();
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ch.write(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
*     }
* }
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* </pre>
* // Create a new handler instance per channel.
* // See {[@link ChannelInitializer#initChannel(Channel)]}.  
* public class DataServerInitializer extends {[@link ChannelInitializer]}&lt;[@link Channel]&gt; {}  
* {  
*     [@code @Override]  
*     public void initChannel([@link Channel] channel) {  
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);  
*     }  
* }  
* </pre>

* Although it's recommended to use member variables to store the state of a  
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {[@link AttributeKey]}s which is provided by
* {[@link ChannelHandlerContext]}:
* </pre>
* public interface Message {}  
*     // your methods here
* }  
* }  
* [@code @Sharable]  
* public class DataServerHandler extends {[@link SimpleChannelInboundHandler]}&lt;Message&gt; {}  
*     private final {[@link AttributeKey]}&lt;[@link Boolean]&gt; auth =  
*         {[@link AttributeKey#valueOf(String)} AttributeKey.valueOf("auth")};  
* }  
* [@code @Override]  
* public void channelRead([@link ChannelHandlerContext] ctx, Message message) {}  
*     {[@code @Attribute] &lt;[@link Boolean]&gt; attr = ctx.attr(auth);  
*     {[@link Channel]} ch = ctx.channel();  
*     if (message instanceof LoginMessage) {  
*         authenticate((LoginMessage) o);  
*         &lt;b&gt;attr.set(true)&lt;/b&gt;;  
*     } else (message instanceof GetDataMessage) {  
*         if (b&gt;Boolean.TRUE.equals(attr.get())) {}  
*         ch.write(fetchSecret((GetDataMessage) o));  
*     } else {}  
*         fail();
Now that the state of the handler is attached to the \{@link ChannelHandlerContext\}, you can add the same handler instance to different pipelines:

```java
public class DataServerInitializer extends \{@link ChannelInitializer\\<\@link Channel\>\} {

    private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();

    @Override
    public void initChannel(\@link Channel\ channel) {
        channel.pipeline().addLast("handler", <b>SHARED</b>);
    }
}
```

<h4>The \@Sharable annotation</h4>

In the example above which used an \@link AttributeKey\, you might have noticed the \@code \@Sharable\ annotation.

If a \@link ChannelHandler\ is annotated with the \@code \@Sharable\ annotation, it means you can create an instance of the handler just once and add it to one or more \@link ChannelPipeline\s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like \<a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.

<h3>Additional resources worth reading</h3>

Please refer to the \@link ChannelHandler\, and \@link ChannelPipeline\ to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/nio/NioEventLoop.java
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* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/socket/DefaultServerSocketChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/SimpleChannelPool.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/ChannelPool.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/package-info.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.7/0/netty-transport-4-0-39-final-sources-1-jar/io/netty/channel/pool/FixedChannelPool.java
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.70/netty-transport-4-0-39-final-sources-1-
jar/io/netty/channel/DefaultSelectStrategyFactory.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.70/netty-transport-4-0-39-final-sources-1-
jar/io/netty/channel/SelectStrategyFactory.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.70/netty-transport-4-0-39-final-sources-1-
jar/io/netty/channel/SelectStrategy.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.70/netty-transport-4-0-39-final-sources-1-
jar/io/netty/channel/socket/DuplexChannel.java
* /opt/ws_local/PERMITS_SQL/1069395265_1594653408.70/netty-transport-4-0-39-final-sources-1-
jar/io/netty/channel/DefaultSelectStrategy.java

1.3947 python3-cryptography 2.6.1-
3+deb10u2

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1.3948 nss 3.53.1 17.el8_3

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mpi-test.pod
prime.txt
prng.pod

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1.3949 connect-json 2.3.1

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/*
 * This following method is a modified version of one found in
 * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
 * which contained the following notice:
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/util/concurrent/MoreExecutors.java

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 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/primitives/ImmutableDoubleArray.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/primitives/ImmutableIntArray.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/primitives/ImmutableLongArray.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/hash/AbstractHashFunction.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/primitives/ImmutableLongArray.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/util/concurrent/ForwardingCondition.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/eventbus/SubscriberExceptionContext.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/reflect/TypeVisitor.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/io/CharSequenceReader.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/thirdparty/publicsuffix/PublicSuffixType.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/base/Utf8.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/collect/AbstractTable.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/base/VerifyException.java
 * /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/hash/HashingInputStream.java
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/opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Verify.java
/opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/FilteredMultimapValues.java
/opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
*/
jar/com/google/common/graph/Graphs.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/graph/ImmutableNetwork.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/math/Quantiles.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/eventbus/Dispatcher.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/eventbus/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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*/
/**
* Holder for web specializations of methods of [@code Shorts]. Intended to be empty for regular
* version.
*/

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 */

/**
 * Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
 * [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
 * under GWT but with a slightly different signature.
 *
 * <p>We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
 * it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
 */

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/Partially.java
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  jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/hash/LittleEndianByteArray.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/util/concurrent/Platform.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/hash/MacHashFunction.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/ReaderInputStream.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/util/concurrent/InterruptibleTask.java

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/TransformedIterator.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/TreeRangeMap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/TreeTraverser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/DescendingImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google_common/collection/CompactHashSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/FilteredMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ForwardingBlockingDeque.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ForwardingImmutableList.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/CompactHashMap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ForwardingNavigableSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/FilteredKeySetMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/DescendingMultiset.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ForwardingDeque.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/CompactLinkedHashMap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/CompactLinkedHashSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/RangeMap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ForwardingNavigableMap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/SortedMapDifference.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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  jar/com/google/common/collection/ForwardingSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/MinMaxPriorityQueue.java
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* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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/**
* Holder for web specializations of methods of { Ints }. Intended to be empty for regular
* version.
*/

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/**
 * Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
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  jar/com/google/common/collect/FilteredKeyMultimap.java
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  jar/com/google/common/io/FileWriteMode.java
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  jar/com/google/common/graph/EndpointPairIterator.java
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  jar/com/google/common/graph/NetworkConnections.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
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/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
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*/

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  jar/com/google/common/graph/IncidentEdgeSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collect/CompactHashing.java
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jar/com/google/common/collection/ForwardingMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/LinkedHashMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/NaturalOrdering.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/AbstractMultiset.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/AbstractBiMap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/ForwardingSortedMap.java
* /opt.ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/AbstractMapEntry.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/Multisets.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/SingletonImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/Iterators.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/MapDifference.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/UsingToStringOrdering.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/TreeMultiset.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/CompoundOrdering.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/Ordering.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/SortedSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collection/ForwardingObject.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/ForwardingListIterator.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/LinkedListMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/IndexedImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/ImmutableMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/ImmutableSetMultimap.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/RegularImmutableSortedSet.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/DiscreteDomain.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/SingletonImmutableList.java
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  jar/com/google/common/collection/SingletonImmutableTable.java
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  jar/com/google/common/collection/ComputationException.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/ImmutableClassToInstanceMap.java
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  jar/com/google/common/collection/ArrayTable.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/ComparisonChain.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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jar/com/google/common/primitives/Chars.java
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jar/com/google/common/base/CharMatcher.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/base/Joiner.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/FluentIterable.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/base/Stopwatch.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/base/Converter.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/primitives/Booleans.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/base/PercentEscaper.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/primitives/Escaper.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/primitives/Joiner.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/support/Chars.java
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jar/com/google/common/support/Escaper.java
jar/com/google/common/primitives/Ints.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/base/internal/Finalizer.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/io/MultiReader.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/escape/UnicodeEscaper.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/BaseGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/graph/Traverser.java

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/base/PatternCompiler.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/collect/SortedLists.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/primitives/package-info.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/cache/CacheBuilder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/ByteArrayInputStream.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/ByteSource.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/CharSource.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/Files.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/CharSink.java
*/
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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 */
/**
 * Holder for extra methods of { @code Objects} only in web. Intended to be empty for regular
 * version.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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*/
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODo(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/ObjectArrays.java

1.3954 cyrus-sasl 2.1.27~101-g0780600+dfsg-3
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 * Rob Siemborski
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* /opt/cola/permits/1258903793_1643122048.11/0/jetty-servlet-9-4-11-v20180605-sources.jar/org/eclipse/jetty/servlet/ListenerHolder.java
* /opt/cola/permits/1258903793_1643122048.11/0/jetty-servlet-9-4-11-v20180605-sources.jar/org/eclipse/jetty/servlet/Source.java
* /opt/cola/permits/1258903793_1643122048.11/0/jetty-servlet-9-4-11-v20180605-sources.jar/org/eclipse/jetty/servlet/jmx/ServletMappingMBean.java
* /opt/cola/permits/1258903793_1643122048.11/0/jetty-servlet-9-4-11-v20180605-sources.jar/org/eclipse/jetty/servlet/ServletMapping.java
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1.3958 zookeeper-jute 3.6.3

1.3958.1 Available under license:

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* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/META-INF/maven/org.apache.zookeeper/zookeeper-jute/pom.xml

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* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JavaGenerator.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JLong.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JCompType.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JFloat.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/Utils.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/CGenerator.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/CSharpGenerator.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JInt.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JDouble.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JBuffer.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JField.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JFile.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JBoolean.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JByte.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/CSHarpGenerator.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JInt.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JDouble.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/InputArchive.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/JString.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/Index.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/RecordWriter.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/RecordReader.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/ToStringOutputArchive.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/OutputArchive.java

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* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/RccTokenManager.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/ParseException.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/Token.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/Rcc.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/TokenMgrError.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/RccConstants.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/SimpleCharStream.java

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* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/proto/SetSASLResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/server/quorum/QuorumPacket.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/proto/CreateTTLRequest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/proto/GetMaxChildrenResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/proto/SyncResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/DeleteTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/MultiTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/TxnDigest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/ErrorTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/GetChildrenResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/SetDataTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/TxnDigest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/ErrorResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
  jar/org/apache/zookeeper/txn/GetChildrenResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-
jar/org/apache/zookeeper/proto/ReplyHeader.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/ACL.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/SetACLRequest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/SetDataResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/RequestHeader.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/SetACLRequest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/SetWatches.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/SetWatches.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/ReconfigRequest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/GetACLResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/data/StatPersisted.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/data/ACL.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/txn/TxnHeader.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/txn/Txn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/txn/CreateContainerTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/txn/CreateSessionTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/txn/CloseSessionTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/server/persistence/FileHeader.java
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* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/server/quorum/QuorumAuthPacket.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/ConnectResponse.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/CheckWatchesRequest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources.jar/org/apache/zookeeper/proto/CheckWatchesResponse.java
jar/org/apache/zookeeper/proto/Create2Response.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/zookeeper/proto/SetWatches2.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/zookeeper/proto/SyncRequest.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/zookeeper/jute/txn/CreateTxnV0.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/zookeeper/jute/txn/CreateTxn.java
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/zookeeper/jute/txn/CreateTTLTxn.java

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* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/package.html
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/package.html

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options {
STATIC=false;
}

PARSER_BEGIN(Rcc)
/**
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package org.apache.jute.compiler.generated;

import org.apache.jute.compiler.*/;
import java.util.ArrayList;
import java.util.Hashtable;
import java.io.File;
import java.io.FileReader;
import java.io.FileNotFoundException;
import java.io.IOException;
@SuppressWarnings("unused")
public class Rcc {
    private static Hashtable<String, JRecord> recTab = new Hashtable<String, JRecord>();
    private static String curDir = System.getProperty("user.dir");
    private static String curFileName;
    private static String curModuleName;
    public static void main(String args[]) {
        String language = "java";
        ArrayList<String> recFiles = new ArrayList<String>();
        JFile curFile=null;
        for (int i=0; i<args.length; i++) {
            if ("-l".equalsIgnoreCase(args[i]) ||
                
"--language".equalsIgnoreCase(args[i])) {
                language = args[i+1].toLowerCase();
                i++;
            } else {
                recFiles.add(args[i]);
            }
        }
        if (!"c++".equals(language) && !"java".equals(language) && !"c".equals(language)) {

System.out.println("Cannot recognize language:" + language);
System.exit(1);
}
if (recFiles.size() == 0) {
    System.out.println("No record files specified. Exiting.");
    System.exit(1);
}
for (int i=0; i<recFiles.size(); i++) {
    curFileName = recFiles.get(i);
    File file = new File(curFileName);
    try {
        curFile = parseFile(file);
    } catch (FileNotFoundException e) {
        System.out.println("File " + recFiles.get(i) + " Not found.");
        System.exit(1);
    } catch (ParseException e) {
        System.out.println(e.toString());
        System.exit(1);
    }
    System.out.println(recFiles.get(i) + " Parsed Successfully");
    try {
        curFile.genCode(language, new File("."));
    } catch (IOException e) {
        System.out.println(e.toString());
        System.exit(1);
    }
}

public static JFile parseFile(File file) throws FileNotFoundException, ParseException {
    curDir = file.getParent();
    curFileName = file.getName();
    FileReader reader = new FileReader(file);
    try {
        Rcc parser = new Rcc(reader);
        recTab = new Hashtable<String, JRecord>();
        return parser.Input();
    } finally {
        try {
            reader.close();
        } catch (IOException e) {
        }
    }
}

PARSER_END(Rcc)
|
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}

<DOUBLE_TKN: "double">
<USTRING_TKN: "ustring">
<BUFFER_TKN: "buffer">
<VECTOR_TKN: "vector">
<MAP_TKN: "map">
<LBRACE_TKN: "{">
<RBRACE_TKN: "}">
<LT_TKN: "<">
<GT_TKN: ">">
<SEMICOLON_TKN: ";">
<COMMA_TKN: ",">
<DOT_TKN: ".">
<CSTRING_TKN: "\"" ( ~["\""] )+ "\"">
<IDENT_TKN: ["A"-"Z","a"-"z"] (["a"-"z","A"-"Z","0"-"9","_"])*>

JFile Input() :
{
ArrayList<JFile> ilist = new ArrayList<JFile>();
ArrayList<JRecord> rlist = new ArrayList<JRecord>();
JFile i;
ArrayList <JRecord>l;
}
{
(
i = Include()
{ ilist.add(i); }
| l = Module()
{ rlist.addAll(l); }
)+
<EOF>
{ return new JFile(curFileName, ilist, rlist); }
}
JFile Include() :
{
String fname;
Token t;
}
{
<INCLUDE_TKN>
t = <CSTRING_TKN>
{
JFile ret = null;
fname = t.image.replaceAll("^\"", "").replaceAll("\"$","");
File file = new File(curDir, fname);
String tmpDir = curDir;
String tmpFile = curFileName;

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curDir = file.getParent();
curFileName = file.getName();
try {
    FileReader reader = new FileReader(file);
    Rcc parser = new Rcc(reader);
    try {
        ret = parser.Input();
        System.out.println(fname + " Parsed Successfully");
    } catch (ParseException e) {
        System.out.println(e.toString());
        System.exit(1);
    }
    try {
        reader.close();
    } catch (IOException e) {
    }
} catch (FileNotFoundException e) {
    System.out.println("File " + fname + " Not found.");
    System.exit(1);
}
curDir = tmpDir;
curFileName = tmpFile;
return ret;
}

ArrayList<JRecord> Module() :
{
    String mName;
    ArrayList<JRecord> rlist;
}
{
    <MODULE_TKN>
    mName = ModuleName()
    { curModuleName = mName; }
    <LBRACE_TKN>
    rlist = RecordList()
    <RBRACE_TKN>
    { return rlist; }
}

String ModuleName() :
{
    String name = "";
    Token t;
}
```java
t = <IDENT_TKN>
{ name += t.image; }
(
  <DOT_TKN>
  t = <IDENT_TKN>
  { name += "." + t.image; }
)*
{ return name; }
}

ArrayList<JRecord> RecordList() :
{
  ArrayList<JRecord> rlist = new ArrayList<JRecord>();
  JRecord r;
}
{
  r = Record()
  { rlist.add(r); }
}+
{ return rlist; }
}

JRecord Record() :
{
  String rname;
  ArrayList<JField> flist = new ArrayList<JField>();
  Token t;
  JField f;
}
{
  <RECORD_TKN>
  t = <IDENT_TKN>
  { rname = t.image; }
  <LBRACE_TKN>
  ( f = Field()
  { flist.add(f); }
  <SEMICOLON_TKN>
  )+
  <RBRACE_TKN>
  
  String fqn = curModuleName + "." + rname;
  JRecord r = new JRecord(fqn, flist);
  recTab.put(fqn, r);
  return r;
}
```
JField Field() :
{
  JType jt;
  Token t;
}
{
  jt = Type()
  t = <IDENT_TKN>
  { return new JField(jt, t.image); }
}

JType Type() :
{
  JType jt;
  Token t;
  String rname;
}
{
  jt = Map()
  { return jt; }
  jt = Vector()
  { return jt; }
  <BYTE_TKN>
  { return new JByte(); }
  <BOOLEAN_TKN>
  { return new JBoolean(); }
  <INT_TKN>
  { return new JInt(); }
  <LONG_TKN>
  { return new JLong(); }
  <FLOAT_TKN>
  { return new JFloat(); }
  <DOUBLE_TKN>
  { return new JDouble(); }
  <USTRING_TKN>
  { return new JString(); }
  <BUFFER_TKN>
  { return new JBuffer(); }
  rname = ModuleName()
  {
    if (rname.indexOf('.', 0) < 0) {
      rname = curModuleName + "." + rname;
    }
    JRecord r = recTab.get(rname);
    if (r == null) {
      System.out.println("Type " + rname + " not known. Exiting.");
      System.exit(1);
    }
  }
}
JMap Map() :
{
    JType jt1;
    JType jt2;
}
{
    <MAP_TKN>
    <LT_TKN>
    jt1 = Type()
    <COMMA_TKN>
    jt2 = Type()
    <GT_TKN>
    { return new JMap(jt1, jt2); } 
}

JVector Vector() :
{
    JType jt;
}
{
    <VECTOR_TKN>
    <LT_TKN>
    jt = Type()
    <GT_TKN>
    { return new JVector(jt); } 
}

Found in path(s):
* /opt/cola/permits/1204625930_1631958758.34/0/zookeeper-jute-3-6-3-sources-jar/org/apache/jute/compiler/generated/rcc.jj

1.3959 openjdk 1.8.0u322

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1.3960 djvulibre 3.5.27.1-7

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   Internationalization Fred Crary, Bill C Riemers.
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/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * \{[@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])\]
 * version.
 */
* @param mv
* the <code>MethodVisitor</code> to send the resulting inlined method code to (use <code>null</code> for none).
* @param access
* the method's access flags (see {@link Opcodes}). This parameter also indicates if the method is synthetic and/or deprecated.
* @param name
* the method's name.
* @param desc
* the method's descriptor (see {@link Type}).
* @param signature
* the method's signature. May be <tt>null</tt>.
* @param exceptions
* the internal names of the method's exception classes (see {@link Type#getInternalName() getInternalName()}). May be <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

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/**
 * Creates a new {link GeneratorAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param mv
 *   the method visitor to which this adapter delegates calls.
 * @param access
 */
* the method's access flags (see [@link Opcodes]).
* @param name
* the method's name.
* @param desc
* the method's descriptor (see [@link Type Type]).
* @throws IllegalStateException
* If a subclass calls this constructor.
*
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 */
/**
 * Constructs a new [@link Textifier]. <i>Subclasses must not use this
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 *
* @throws IllegalStateException
  *
  * If a subclass calls this constructor.
  */

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 */

/**
 * Constructs a new [ClassNode]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [ClassNode(int)]
 * version.
 *
 * @throws IllegalStateException
  *
  * If a subclass calls this constructor.
  */

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 */

/**
 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See {@link TypeReference}.
 *
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 *
 * @param start
 * the fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 *
 * @param end
 * the last instructions corresponding to the continuous ranges
 */
that make the scope of this local variable (exclusive). This array must have the same size as the 'start' array.

@param index
the local variable's index in each range. This array must have the same size as the 'start' array.

@param desc
the class descriptor of the annotation class.

/**

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/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
 * version.
 *
 * @param owner
 *      the owner's class name.
 * @param access
 *      the method's access flags (see @link Opcodes). 
 * @param name
 *      the method's name.
 * @param desc
 *      the method's descriptor (see @link Type). 
 * @param mv
 *      the method visitor to which this adapter delegates calls. May
 *      be <tt>null</tt>.
 * @throws IllegalStateException
 *      If a subclass calls this constructor.
 */

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1.3962 swagger-parser-v3 2.0.28

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    public License getLicense(ObjectNode node, String location, ParseResult result) {

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jar/io/swagger/v3/parser/util/OpenAPIDeserializer.java

1.3963 libgeotiff-dfsg 1.4.3~rc2-1~exp1

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1.3968 swagger-parser-v3 2.0.14

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    public License getLicense(ObjectNode node, String location, ParseResult result) {

    Found in path(s):
    * /opt/cola/permits/1274596249_1645218328.27/0/swagger-parser-v3-2-0-14-sources-jar/io/swagger/v3/parser/util/OpenAPIDeserializer.java

1.3969 fsnotify wso2-apimcli-1.2.0

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1.3970 okio 2.8.0

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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/RealBufferedSink.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/Okio.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/RealBufferedSource.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/Source.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/Buffer.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/internal/Buffer.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/PeekSource.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/-DeprecatedOkio.kt
* /opt/ cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/-DeprecatedUpgrade.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/Throttler.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/-DeprecratedOkio.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/- DeprecratedUpgrade.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/Throttler.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/Throttler.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/SegmentedByteString.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/ForwardingTimeout.kt

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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/AsyncTimeout.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/ForwardingSink.kt
* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/Source.kt
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/BufferedSink.kt

1.3971 thrift 0.14.1

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1.3987 libxkbcommon 0.9.1 1.el8

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1.3988 httpcomponents-core 4.4.5

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linkfarm/$(SYSROOT)$(ARCH)$(SDK)/usr/bin/systemct         usr/bin/systemctl
linkfarm/$(SYSROOT)$(ARCH)$(SDK)/usr/bin/systemd-inhibit            usr/bin/systemd-inhibit
linkfarm/$(SYSROOT)$(ARCH)$(SDK)/usr/bin/systemd-notify          usr/bin/systemd-notify
linkfarm/$(SYSROOT)$(ARCH)$(SDK)/usr/bin/systemd-tmpfiles      usr/bin/systemd-tmpfiles
linkfarm/$(SYSROOT)$(ARCH)$(SDK)/usr/bin/udevadm            usr/bin/udevadm
ccontrib/yocto/CGE7/journald.conf                          etc/systemd/journald.conf
infra/systemd/system.conf                                    etc/systemd/system.conf
linkfarm/$(SYSROOT)$(ARCH)$(SDK)/etc/systemd/user.conf         etc/systemd/user.conf
linkfarm/$(SYSROOT)$(ARCH)$(SDK)/etc/udev/udev.conf           etc/udev/udev.conf
/usr/lib/systemd/systemd                                       init
usr/lib/systemd/system/systemd-reboot.service
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/systemd-sysctl.service
usr/lib/systemd/system/systemd-sysctl.service
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/systemd-tmpfiles-setup-dev.service
usr/lib/systemd/system/systemd-tmpfiles-setup-dev.service
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/systemd-tmpfiles-setup.service
usr/lib/systemd/system/systemd-tmpfiles-setup.service
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/systemd-udev-settle.service
usr/lib/systemd/system/systemd-udev-settle.service
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/systemd-udev-trigger.service
usr/lib/systemd/system/systemd-udev-trigger.service
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/systemd-udevd-control.socket
usr/lib/systemd/system/systemd-udevd-control.socket
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/systemd-udevdkernel.socket
usr/lib/systemd/system/systemd-udevdkernel.socket
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/timers.target
usr/lib/systemd/system/timers.target
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/time-sync.target
usr/lib/systemd/system/time-sync.target
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/umount.target
usr/lib/systemd/system/umount.target
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd/systemd/systemd
usr/lib/systemd/systemd/systemd
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd/systemd-bootchart
usr/lib/systemd/systemd-systemd-bootchart
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd-systemd-fsck
usr/lib/systemd/systemd-systemd-fsck
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd-systemd-journald
usr/lib/systemd/systemd-systemd-journald
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd-systemd-modules-load
usr/lib/systemd/systemd-systemd-modules-load
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd-systemd-shutdown
usr/lib/systemd/systemd-systemd-shutdown
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd-systemd-sysct
usr/lib/systemd/systemd-systemd-sysctl
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd-systemd-timedated
usr/lib/systemd/systemd-systemd-timedated
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/systemd-systemd-udevd
usr/lib/systemd/systemd-systemd-udevd
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/udev/rules.d/50-udev-default.rules
usr/lib/udev/rules.d/50-udev-default.rules
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/udev/rules.d/99-systemd.rules
usr/lib/udev/rules.d/99-systemd.rules
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/bin/systemd-analyze
usr/bin/systemd-analyze
linkfarm/${SYSROOT}/${ARCH}/${SDK}/usr/lib/systemd/system/machine.slice
usr/lib/systemd/system/machine.slice
infra/systemd/systemd-journald.service.d/visible.conf
usr/lib/systemd/systemd-systemd-
Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/systemd-common
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(link include systemd-common)

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# files related to nfs-statd.service

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#files related to nfs-idmapd.service
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/rpc.idmapd  usr/sbin/rpc.idmapd
infra/systemd/var-lib-nfs-rpc_pipefs.mount  usr/lib/systemd/system/var-lib-nfs-rpc_pipefs.mount
# plugin nsswitch for rpc.idmapd can not be figure out autamatically by dependency.
# The directory for plugin is fix to usr/lib/libnfsidmap
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/${LIB}/libnfsidmap/nsswitch.so  usr/lib/libnfsidmap/nsswitch.so
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/etc/idmapd.conf  etc/idmapd.conf
infra/systemd/nfs-idmapd.service  usr/lib/systemd/system/nfs-idmapd.service

contrib/initscripts/binos/etc/$[NFS_VER]/nfs-utils.conf  etc/nfs-utils.conf

Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/nfsv4/nfs-common
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(include all-common)

(include systemd)

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linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/bin/dmesg  usr/bin/dmesg
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/bin/kill  usr/bin/kill
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/bin/mount  usr/bin/mount
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/bin/umount  usr/bin/umount
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/agetty  usr/sbin/agetty
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/blockdev  usr/sbin/blockdev
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/cfdisk  usr/sbin/cfdisk
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/ctrlaltdel  usr/sbin/ctrlaltdel
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/fdisk  usr/sbin/fdisk
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/fsck  usr/sbin/fsck
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/hwclock  usr/sbin/hwclock
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/mkswap  usr/sbin/mkswap
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/pivot_root  usr/sbin/pivot_root
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/sfdisk  usr/sbin/sfdisk
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/swapoff  usr/sbin/swapoff
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/sbin/swapon  usr/sbin/swapon
linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/bin/cal  usr/bin/cal
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/chrt usr/bin/chrt
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/col usr/bin/col
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/colcrt usr/bin/colcrt
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/colrm usr/bin/colrm
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/column usr/bin/column
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/flock usr/bin/flock
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/getopt usr/bin/getopt
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/hexdump usr/bin/hexdump
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/ionice usr/bin/ionice
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/ipcrm usr/bin/ipcrm
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/ipcs usr/bin/ipcs
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/isosize usr/bin/isosize
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/last usr/bin/last
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/logger usr/bin/logger
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/look usr/bin/look
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/lsblk usr/bin/lsblk
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/mesg usr/bin/mesg
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/namei usr/bin/namei
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/newgrp usr/bin/newgrp
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/nsenter usr/bin/nsenter
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/rename usr/bin/rename
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/renice usr/bin/renice
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/rev usr/bin/rev
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/script usr/bin/script
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/setsid usr/bin/setsid
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/setterm usr/bin/setterm
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/taskset usr/bin/taskset
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/ul usr/bin/ul
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/wall usr/bin/wall
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/whereis usr/bin/whereis
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/bin/write usr/bin/write
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/fdformat usr/sbin/fdformat
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/mkfs usr/sbin/mkfs
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/raw usr/sbin/raw
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/zramctl usr/sbin/zramctl

Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/util-linux

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#
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#
# This file contains all needed files related to nfs server daemon.
#
infra/systemd/nfs-mountd.service usrlib/systemd/system/nfs-mountd.service
infra/systemd/nfs-server.service usrlib/systemd/system/nfs-server.service
(include nfs-common)

# The following kernel modules are needed when NFSV4 support is configured
# in kernel.
# nfsd.ko depend on auth_rpcgss.ko
# auth_rpcgss.ko depend on oid_registry.ko

- ${PLATFORM_SYSROOT}/usr/lib/modules/${KERNEL_VER}/kernel/lib/oid_registry.ko

/usr/lib/modules/${KERNEL_VER}/kernel/lib/oid_registry.ko

${PLATFORM_SYSROOT}/usr/lib/modules/${KERNEL_VER}/kernel/net/sunrpc/auth_gss/auth_rpcgss.ko

/usr/lib/modules/${KERNEL_VER}/kernel/net/sunrpc/auth_gss/auth_rpcgss.ko

Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/nfsv4/nfs-utils

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linkfarm/$[SYSROOT]$[ARCH]$[SDK]/usr/bin/ipcalc  usr/bin/ipcalc

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* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/ipcalc

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(include audit)
(include bash)
(include binutils)
(include bridge-utils)
(include busybox)
(include bzip2)
(include coreutils)
(include cpp)
(include dbus)
(include diffutils)
(include dosfstools)
(include e2fsprogs)
(include ethtool)
Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/all-common
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(include systemd-common)
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/lib/systemd/system/preset/90-systemd.preset
usr/lib/systemd/system/preset/90-systemd.preset
/usr/lib/systemd/system/tmp.mount
infra/systemd/sysinit.target
infra/systemd/cpld-symlink.service
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/lib/systemd/system/systemd-journald.service
usr/lib/systemd/system/systemd-journald.service
infra/systemd/systemd-journald.service.d/visible.conf
usr/lib/systemd/system/systemd-journald.service.d/visible.conf
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/lib/systemd/system/systemd-timedated.service
usr/lib/systemd/system/systemd-timedated.service
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/lib/systemd/system/systemd-udevd.service
usr/lib/systemd/system/systemd-udevd.service
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/lib/systemd/system/tmp.mount
usr/lib/systemd/system/tmp.mount

Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/systemd
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#
# This file contains all needed files related to nfs server daemon.
#
infra/systemd/nfs-mountd.service
infra/systemd/nfs-server.service
infra/systemd/proc-fs-nfSD.mount
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/exportfs
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/rpc.mountd
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/rpc.nfsd

(include nfs-common)
# The following optional kernel modules are put here to allow forwarding compatible when NFSV4 support is configured in kernel.
# When nfsv4 is enabled in kernel, it brings in extra dependency for
# nfsv4, which is needed for nfsv3 version.
# so treat extra modules needed by nfsv4 as optional since it depends on kernel
# configure.
#
# nfsv4 depend on auth_rpsgss.ko
# auth_rpsgss.ko depend on oid_registry.ko

-{-PLATFORM_SYSROOT}/usr/lib/modules/{-KERNEL_VER}/kernel/lib/oid_registry.ko
usr/lib/modules/${KERNEL_VER}/kernel/lib/oid_registry.ko
- ${PLATFORM_SYSROOT}/usr/lib/modules/${KERNEL_VER}/kernel/net/sunrpc/auth_gss/auth_rpcgss.ko
usr/lib/modules/${KERNEL_VER}/kernel/net/sunrpc/auth_gss/auth_rpcgss.ko

Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/nfsv3/nfs-utils
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linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/rpc.statd        usr/sbin/rpc.statd
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/sm-notify        usr/sbin/sm-notify
infra/systemd/nfs-statd.service                       usr/lib/systemd/system/nfs-statd.service
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/nfsstat        usr/sbin/nfsstat
contrib/initscripts/binos/etc/${NFS_VER}/nfs-utils.conf  etc/nfs-utils.conf

Found in path(s):
* /opt/cola/permits/1130449912_1615191941.58/0/iptables-tar/linux-system/nfsv3/nfs-common
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(include all-common)

(include systemd-swrt)

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# This file is to store extra files needed to support NFsv4 client.
#
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/mount.nfs  usr/sbin/mount.nfs
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/unmount.nfs  usr/sbin/unmount.nfs
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/mount.nfs4  usr/sbin/mount.nfs4
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/unmount.nfs4  usr/sbin/unmount.nfs4

contrib/initscripts/binos/etc/${NFS_VER}/nfsmount.conf  etc/nfsmount.conf
${PLATFORM_SYSROOT}/usr/lib/modules/${KERNEL_VER}/kernel/fs/nfs/nfsv4.ko
usr/lib/modules/${KERNEL_VER}/kernel/fs/nfs/nfsv4.ko

---

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(include nfs-common)

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#
# May 2018, Victor Kamensky
#
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linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/auditd               usr/sbin/auditd
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/audispd              usr/sbin/audispd
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/autrace              usr/sbin/autrace
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/aureport             usr/sbin/aureport
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/auditctl             usr/sbin/auditctl
linkfarm/${SYSROOT}${ARCH}${SDK}/usr/sbin/aureport             usr/sbin/aureport

contrib/initscripts/binos/etc/audit/auditd.conf                etc/audit/auditd.conf
contrib/initscripts/binos/etc/audisp/audispd.conf              etc/audisp/audispd.conf
contrib/initscripts/binos/etc/audit/audit.rules                etc/audit/audit.rules
contrib/initscripts/binos/etc/audisp/plugins.d/syslog.conf     etc/audisp/plugins.d/syslog.conf
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1.3993 wso2-carbon-governance-generic-stub

4.7.27

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```
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cmd/krb5/iprop/iprop_hdr.h
cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
lib/libgss/g_context_time.c
lib/libgss/g_delete_sec_context.c
lib/libgss/g_dsp_name.c
lib/libgss/g_dsp_status.c
lib/libgss/g_dup_name.c
lib/libgss/g_exp_sec_context.c
lib/libgss/g_export_name.c
lib/libgss/g_glue.c
lib/libgss/g_imp_name.c
lib/libgss/g_imp_sec_context.c
```
lib/libgss/g_init_sec_context.c
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
lib/libgss/g_inquire_cred.c
lib/libgss/g_inquire_names.c
lib/libgss/g_process_context.c
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lib/libgss/g_seal.c
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lib/libgss/g_store_cred.c
lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
and the initial implementation of incremental propagation, including the following new or changed files:

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- kadmin/server/ipropd_svc.c
- lib/kdb/iprop.x
- lib/kdb/kdb_convert.c
- lib/kdb/kdb_log.c
- lib/kdb/kdb_log.h
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- kprop/kpropd_rpc.c
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- javaee_5.xsd
- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
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##
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# Jackson JSON processor

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["version":3,"file":"kotlin.js","sources":["wrapper.js","arrayUtils.js","callableReferenceUtils.js","conversions.js","core.js","long.js","markerFunctions.js","misc.js","polyfills.js","rtti.js","runtime/arrayUtils.kt","runtime/Enum.kt","primitiveCompanionObjects.kt","generated/_Arrays.kt","generated/_Ranges.kt","kotlin/UByte.kt","kotlin/UInt.kt","kotlin/UShort.kt","Ranges.kt","collections/Collections.kt","collections/Maps.kt","collections/Sets.kt","text/StringNumberConversions.kt","kotlin/UnsignedUtils.kt","collections/Iterables.kt","collections/Sequences.kt","util/ Preconditions.kt","generated/_ArraysJs.kt","comparisons/Comparisons.kt","util/Standard.kt","generated/_ComparisonsJs.kt","kotlin/ULong.kt","generated/_Collections.kt","kotlin/collections.kt","collections/Iterators.kt","generated/_Comparisons.kt","generated/_Maps.kt","generated/_Sequences.kt","generated/_Sets.kt","generated/_Strings.kt","text/Strings.kt","kotlin/text/string.kt","kotlin/UByteArray.kt","kotlin/UIntArray.kt","kotlin/ULongArray.kt","kotlin/UShortArray.kt","generated/_UArrays.kt","generated/_UCollections.kt","generated/_UComparisons.kt","generated/_URanges.kt","generated/_USequences.kt","kotlin/ExceptionsH.kt","kotlin/JsAnnotationsH.kt","Collections.kt","Iterators.kt","ProgressionIterators.kt","Progressions.kt","Range.kt","Unit.kt","annotation/Annotations.kt","internal/InternalAnnotations.kt","internal/progressionUtil.kt","kotlin/builtins.kt","kotlin/jsTypeOf.kt","kotlin/kotlin.kt","kotlin/coroutines/Coroutines.kt"]
(a) \( \text{if (a == null) return a;} \) \( \text{if (a instanceof Kotlin.BoxedChar) return a;} \) \( \text{return new Kotlin.BoxedChar(a);}} \) \( \text{\} 0
\text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n} \text{\}n}
32-bit integer in question.

* @return {!Kotlin.Long} The corresponding Long value.

* /anKotlin.Long.fromString =

* function(value) {

* if (-128 <= value && value < 128) {

* var cachedObj = Kotlin.Long.IntCache_[value];

* if (cachedObj) {

* return cachedObj;

* } } }

* var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);

* if (-128 <= value && value < 128) {


* } return obj;

* } //**

* Converts this number value to 'Long'.

* The fractional part, if any, is rounded down towards zero.

* Returns zero if this 'Double' value is 'NaN', 'Long.MIN_VALUE' if it's less than 'Long.MAX_VALUE',

* 'Long.MAX_VALUE' if it's bigger than 'Long.MAX_VALUE'.

* @param {number} value The number in question.

* @return {!Kotlin.Long} The corresponding Long value.

* /anKotlin.Long.fromNumber =

* function(value) {

* if (isNaN(value)) {

* return Kotlin.Long.ZERO;

* } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {

* return Kotlin.Long.MIN_VALUE;

* } else if (value + 1 >=

* Kotlin.Long.TWO_PWR_63_DBL_) {

* return Kotlin.Long.MAX_VALUE;

* } else if (value < 0) {

* return Kotlin.Long.fromNumber(-value).negate();

* } else {

* return new Kotlin.Long(

* (value %

* Kotlin.Long.TWO_PWR_32_DBL_) | 0,

* (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);

* }

* } //**

* Returns a Long representing the 64-bit integer that comes by concatenating the given high and low bits. Each is assumed to use 32 bits.

* @param {number} highBits The high 32-bits.

* @param {number} lowBits The low 32-bits.

* @return {!Kotlin.Long} The corresponding Long value.

* /anKotlin.Long.fromBits =

* function(lowBits, highBits) {

* return new Kotlin.Long(lowBits, highBits);

* } //**

* Returns a Long representation of the given string, written using the given `radix`.

* @param {string} str The textual representation of the Long.

* @param {number=} opt_radix The radix in which the text is written.

* @return {!Kotlin.Long} The long.

* /Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

* /Kotlin.Long.ONE = Kotlin.Long.fromInt(1);

* /Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);

* /Kotlin.Long.MAX_VALUE = 2^n * 0x7FFFFFFF

* /Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0x00000000, 0);

* /Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

* /Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;

* /Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ *

* Kotlin.Long.TWO_PWR_16_DBL_;

* /Kotlin.Long.TWO_PWR_31_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ *

* Kotlin.Long.TWO_PWR_16_DBL_;

* /Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ *

* Kotlin.Long.TWO_PWR_16_DBL_ *

* /Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ *

* Kotlin.Long.TWO_PWR_16_DBL_ *

* /Kotlin.Long.TWO_PWR_64_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ *

* Kotlin.Long.TWO_PWR_32_DBL_ *

* /Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ / 2;
Kotlin.Long.prototype.toInt = function() {
  return this.low_;
};

/** @return {number} The closest floating-point representation to this value. */
Kotlin.Long.prototype.toNumber = function() {
  return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +

  /* @return {number} The 32-bit hashCode of this value. */
Kotlin.Long.prototype.hashCode = function() {
  return this.high_ ^ this.low_;
};

/**
 * @param {number=} opt_radix The radix in which the text should be written.
 * @return {string} The textual representation of this value.
 * @override
 */
Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (this.isZero()) {
    return '0';
  }

  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      // We need to change the Long value before we can negate it, so we reuse it // the bottom-most digit in this base and then recurse to do the rest
      var radixLong = Kotlin.Long.fromNumber(radix);
      var div = this.div(radixLong);
      var rem = div.multiply(radixLong).subtract(this);

      return div.toString(radix) + rem.toInt().toString(radix);
    }
    else {
      return '-' + this.negate().toString(radix);
    }
  }

  // Do several (6) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 6));
  var rem = this;
  var result = '';
  while (true) {
    var div = rem.div(radixToPower);
    var intval = rem.subtract(div.multiply(radixToPower)).toInt();
    var digits = intval.toString(radix);

    rem = div;
    if (rem.isZero()) {
      return digits + result;
    } else {
      while (digits.length < 6) {
        digits = '0' + digits;
      }
      result = '' + digits + result;
    }
  }
};

/** @return {number} The high 32-bits as a signed value. */
Kotlin.Long.prototype.getHighBits = function() {
  return this.high_;
};

/** @return {number} The low 32-bits as a signed value. */
Kotlin.Long.prototype.getLowBits = function() {
  return this.low_;
};

/** @return {number} The low 32-bits as an unsigned value. */
Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return (this.low_ >= 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;
};

/**
 * @return {number} Returns the number of bits needed to represent the absolute value of this Long.
 */
Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      return this.negate().getNumBitsAbs();
    }
  } else {
    var val = this.high_ != 0 ? this.high_ : this.low_;
    for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;
      }
    }
    return this.high_ != 0 ? bit + 33 : bit + 1;
  }
};

/** @return {boolean} Whether this value is zero. */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

/** @return {boolean} Whether this value is negative. */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

/** @return {boolean} Whether this value is odd. */
Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
};

/** @return {boolean} Whether this value is less than the other. */
Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};

/** @return {boolean} Whether this value is less than or equal to the other. */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

/** @return {boolean} Whether this value is greater than the other. */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

/** @return {boolean} Whether this value is greater than or equal to the other. */
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

/** @return {boolean} Whether this value is equal to the other. */
Kotlin.Long.prototype.equals = function(other) {
  return this.compare(other) == 0;
};

/** @return {boolean} Whether this value is not equal to the other. */
Kotlin.Long.prototype.notEquals = function(other) {
  return this.compare(other) != 0;
};

/*@private
 */
Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);


Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.fromInt(1 << 32);

Kotlin.Long.prototype.fromNumber = function(num) {
  if (num < 0) {
    this.isNegative = true;
  }

  return num;
};

Kotlin.Long.prototype.toNumber = function() {
  return this;
};

Kotlin.Long.prototype.compare = function(other) {
  if (this.isZero()) {
    return 0;
  }

  if (other.isZero()) {
    return 0;
  }

  if (this.isNegative()) {
    if (other.isNegative()) {
      return this.compareTo(other);
    }
    else {
      return -1;
    }
  }

  if (other.isNegative()) {
    return 1;
  }

  if (this.isOdd()) {
    if (other.isOdd()) {
      return this.compare(other);
    }
    else {
      return 1;
    }
  }

  if (other.isOdd()) {
    return -1;
  }

  if (this.isZero() || other.isZero()) {
    return 0;
  }

  var a = this.getHighBits();
  var b = other.getHighBits();

  if (a < b) {
    return -1;
  }

  if (a > b) {
    return 1;
  }

  var c = this.getLowBits();
  var d = other.getLowBits();

  if (c < d) {
    return -1;
  }

  if (c > d) {
    return 1;
  }

  var e = this.getLowBitsUnsigned();
  var f = other.getLowBitsUnsigned();

  if (e < f) {
    return -1;
  }

  if (e > f) {
    return 1;
  }

  return 0;
};

Kotlin.Long.prototype.ZERO = Kotlin.Long.fromNumber(0);
Kotlin.Long.prototype.ONE = Kotlin.Long.fromNumber(1);

other Long to compare against.

```javascript
Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();

  if (thisNeg &
      otherNeg) {
    return -1;
  } else if (thisNeg &&
             !otherNeg) {
    return 1;
  } else if (!thisNeg &&
             otherNeg) {
    return 1;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();

  if (thisNeg &
      otherNeg) {
    return -1;
  } else if (thisNeg &&
             !otherNeg) {
    return 1;
  } else if (!thisNeg &&
             otherNeg) {
    return 1;
  }

  if (this.subtract(other).isNegative()) {
    return -1;
  } else {
    return 1;
  }
}
```

```javascript
Kotlin.Long.prototype.add = function(other) {
  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.

  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

  c00 += a00 * b00;
  c16 += a00 * b16;
  c32 += a00 * b32;
  c48 += a00 * b48;

  return Kotlin.Long.fromBits(c16 <= 16 | c00, (c48 <= 16 | c32);
```

```javascript
Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
}
```

```javascript
Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin<Long.MIN_VALUE>)) {
      return Kotlin<Long.ZERO>;
    } else if (!other.equalsLong(Kotlin<Long.ZERO>)) {
      return this.negate().multiply(other).negate();
    }
  }

  // If both longs are small, use float
  if (this.lessThan(Kotlin<Long.TWO_PWR_24_>) &&
      other.lessThan(Kotlin<Long.TWO_PWR_24_>) &&
     Kansas秀丽字体
approx.add(rem.div(other));
        return result;
      } else if
      (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
        return Kotlin.Long.ZERO;
      } else if (this.isNegative()) {
        var rem = this.negate().div(other.negate());
      } else return this.negate().div(other).negate();
    }
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.ZERO;
  }

  if (this.isNegative()) {
    return this.negate().div(other.negate());
  } else {
    return this.div(other).negate();
  }

  // Repeat the following until the remainder is less than other: find an
  // floating-point that approximates remainder / other *from below*, add this
  // into the result, and subtract it from
  // the remainder. It is critical that
  // the approximate value is less than or equal to the real value so that the
  // remainder never becomes negative.
  var res = Kotlin.Long.ZERO;
  var rem = this;
  while (rem.greaterThanOrEqual(other)) {
    // Approximate the result of division. This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.
    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, 2 - 48); // Decrease the approximation until it is smaller than the remainder. Note
    // that if it is too large, the product overflows and is negative.
    var approxRem = Kotlin.Long.fromNumber(approx); // Approximation error is
    // upper bounded by the precision of approxRem;
    // we will tweak it in the next step.
    var approx = approxRem.multiply(other); // We know the answer can’t be zero... and actually, zero would cause
    // infinite recursion since we would make no progress.
    if (approx.isZero()) {
      approx = Kotlin.Long.ONE;
    }

    var res = res.add(approxRem); // We know that the answer isn’t zero, so
    var rem = rem.subtract(approxRem);
  }
  return res;

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to
 * mod.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.div(other).multiply(other));
};

/** @return {!Kotlin.Long} The
 * bitwise-NOT of this value.
 */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
      ~this.high_);
};

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {!Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
      this.high_ & other.high_);
};

/**
 * Returns the bitwise-XOR of this Long
 * and the given one.
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
      this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits((low << numBits),
          (high << (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(0, (low >>> numBits));
    } else {
      return Kotlin.Long.fromBits(0, high >> (32 - numBits));
    }
  }
};

/**
 * Returns this Long with bits shifted to the right
 * by the given amount, with
 * zeros placed into the new leading bits.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount, with
 * zeros placed into the new leading bits.
 */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  var numBits
```javascript
&= 63;\n if (numBits == 0) {\n   return this;\n } else {\n   var high = this.high_;\n   if (numBits < 32) {\n     var low = this.low_;\n     return Kotlin.Long.fromBits(low >>> numBits, high >>> numBits);\n   } else if (numBits == 32) {\n     return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
   } else {\n     return Kotlin.Long.fromBits(high >>> numBits, 0);
   }
 }

Kotlin.Long.prototype.equals = function (other) {\n  return other instanceof Kotlin.Long &&
  this.equalsLong(other);
}

Kotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compareTo;

Kotlin.Long.prototype.inc = function() {\n  return this.add(Kotlin.Long.ONE);
}

Kotlin.Long.prototype.dec = function() {\n  return this.add(Kotlin.Long.NEG_ONE);
}

Kotlin.Long.prototype.valueOf = function() {\n  return this.toNumber();
}

Kotlin.Long.prototype.unaryPlus = function() {\n  return this;
}

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;

Kotlin.Long.prototype.rangeTo = function (other) {\n  return new Kotlin.kotlin.ranges.LongRange(this, other);
};

Kotlin.compareTo = function (a, b) {\n  var typeA = typeof a;
  if (typeA === "number") {\n    if (typeof b === "number") {\n      return Kotlin.doubleCompareTo(a, b);
    }\n    return Kotlin.primitiveCompareTo(a, b);
  }\n  if (typeA === "string" || typeA === "boolean") {\n    return Kotlin.primitiveCompareTo(a, b);
  }\n  return a.compareTo_11rb$(b);
}

Kotlin.charInc = function (value) {\n  return Kotlin.toChar(value+1);
}

Kotlin.charDec = function (value) {\n  return Kotlin.toChar(value-1);
}

Kotlin.imul = Math.imul || imul;

Kotlin.imulEmulated = imul;

function imul(a, b) {\n  return ((a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;
}
```

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/*
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 */

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {\n  return other instanceof Kotlin.Long &&
  this.equalsLong(other);
};

Kotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compareTo;

Kotlin.Long.prototype.inc = function() {\n  return this.add(Kotlin.Long.ONE);
}

Kotlin.Long.prototype.dec = function() {\n  return this.add(Kotlin.Long.NEG_ONE);
}

Kotlin.Long.prototype.valueOf = function() {\n  return this.toNumber();
}

Kotlin.Long.prototype.unaryPlus = function() {\n  return this;
}

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;

Kotlin.Long.prototype.rangeTo = function (other) {\n  return new Kotlin.kotlin.ranges.LongRange(this, other);
};
Kotlin.doubleToRawBits = function(value) {\n
bufFloat64[0] = value;\n
return
Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n };\n\n Kotlin.doubleFromBits =
function(value) {\n
bufInt32[lowIndex] = value.low_;\n
bufInt32[highIndex] = value.high_;\n
return
bufFloat64[0];\n };\n\n Kotlin.floatToBits = function(value) {\n
return Kotlin.floatToRawBits(isNaN(value)
? NaN : value);\n };\n\n Kotlin.floatToRawBits = function(value) {\n
bufFloat32[0] = value;\n
return
bufInt32[0];\n };\n\n Kotlin.floatFromBits = function(value) {\n
bufInt32[0] = value;\n
return
bufFloat32[0];\n };\n\n // returns zero value for number with positive sign bit and non-zero value for number
with negative sign bit.\n Kotlin.doubleSignBit = function(value) {\n
bufFloat64[0] = value;\n
return
bufInt32[highIndex] & 0x80000000;\n };\n\n Kotlin.numberHashCode = function(obj) {\n
if ((obj | 0) ===
obj) {\n
return obj | 0;\n
}\n
else {\n
bufFloat64[0] = obj;\n
return (bufInt32[highIndex]
* 31 | 0) + bufInt32[lowIndex] | 0;\n
}\n }\n})();\n\nKotlin.ensureNotNull = function(x) {\n return x != null
? x : Kotlin.throwNPE();\n};\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\nif (typeof String.prototype.startsWith === \"undefined\") {\n
Object.defineProperty(String.prototype, \"startsWith\", {\n
value: function (searchString, position) {\n
position = position || 0;\n
return this.lastIndexOf(searchString, position) === position;\n
}\n });\n}\nif
(typeof String.prototype.endsWith === \"undefined\") {\n Object.defineProperty(String.prototype, \"endsWith\",
{\n
value: function (searchString, position) {\n
var subjectString = this.toString();\n
if (position
=== undefined || position > subjectString.length) {\n
position = subjectString.length;\n
}\n
position -= searchString.length;\n
var lastIndex = subjectString.indexOf(searchString, position);\n
return lastIndex !== -1 && lastIndex === position;\n
}\n });\n}\n// ES6 Math polyfills\nif (typeof Math.sign
=== \"undefined\") {\n Math.sign = function(x) {\n
x = +x; // convert to a number\n
if (x === 0 ||
isNaN(x)) {\n
return Number(x);\n
}\n
return x > 0 ? 1 : -1;\n };\n}\nif (typeof Math.trunc ===
\"undefined\") {\n Math.trunc = function(x) {\n
if (isNaN(x)) {\n
return NaN;\n
}\n
if (x > 0)
{\n
return Math.floor(x);\n
}\n
return Math.ceil(x);\n };\n}\n\n(function() {\n var epsilon =
2.220446049250313E-16;\n var taylor_2_bound = Math.sqrt(epsilon);\n var taylor_n_bound =
Math.sqrt(taylor_2_bound);\n var upper_taylor_2_bound = 1/taylor_2_bound;\n var upper_taylor_n_bound =
1/taylor_n_bound;\n\n if (typeof Math.sinh === \"undefined\") {\n
Math.sinh = function(x) {\n
if
(Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) > taylor_2_bound) {\n
result += (x * x * x) / 6;\n
}\n
return result;\n
} else {\n
var y =
Math.exp(x);\n
var y1 = 1 / y;\n
if (!isFinite(y)) return Math.exp(x - Math.LN2);\n
if
(!isFinite(y1)) return -Math.exp(-x - Math.LN2);\n
return (y - y1) / 2;\n
}\n
};\n }\n if
(typeof Math.cosh === \"undefined\") {\n
Math.cosh = function(x) {\n
var y = Math.exp(x);\n
var
y1 = 1 / y;\n
if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);\n
return (y +
y1) / 2;\n
};\n }\n\n if (typeof Math.tanh === \"undefined\") {\n
Math.tanh = function(x){\n
if
(Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) > taylor_2_bound) {\n
result -= (x * x * x) / 3;\n
}\n
return result;\n
}\n
else {\n
var a =
Math.exp(+x), b = Math.exp(-x);\n
return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n
}\n
};\n }\n\n // Inverse hyperbolic function implementations derived from boost special math functions,\n
// Copyright Eric Ford & Hubert Holin 2001.\n\n if (typeof Math.asinh === \"undefined\") {\n
var asinh =
function(x) {\n
if (x >= +taylor_n_bound)\n
{\n
if (x > upper_taylor_n_bound)\n
{\n
if (x > upper_taylor_2_bound)\n
{\n
// approximation by laurent series in
1/x at 0+ order from -1 to 0\n
return Math.log(x) + Math.LN2;\n
}\n
else\n
{\n
// approximation by laurent series in 1/x at 0+ order from -1 to 1\n
return
Math.log(x * 2 + (1 / (x * 2)));\n
}\n
}\n
else\n
{\n
return
Math.log(x + Math.sqrt(x * x + 1));\n
}\n
}\n
else if (x <= -taylor_n_bound)\n
{\n
return -asinh(-x);\n
}\n
else\n
{\n
// approximation by taylor series in x at 0 up to
order 2\n
var result = x;\n
if (Math.abs(x) >= taylor_2_bound)\n
{\n
var x3 =

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if (typeof TypedArray.prototype.slice === "undefined") {  
  Object.defineProperty(TypedArray.prototype,  
    'slice', {  
      value: typedArraySlice  
    });  
}

if (typeof TypedArray.prototype.map === "undefined") {  
  Object.defineProperty(TypedArray.prototype,  
    'map', {  
      value: function(callback, self) {  
        return [].slice.call(this.map(callback, self));  
      }  
    });  
}

if (typeof TypedArray.prototype.sort === "undefined") {  
  Object.defineProperty(TypedArray.prototype,  
    'sort', {  
      value: function(compareFunction) {  
        return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);  
      }  
    });  
}

let Kotlin = {  
  Kind: {  
    CLASS: "class",  
    INTERFACE: "interface",  
    OBJECT: "object"  
  },  
  callGetter: function(thisObject, klass, propertyName) {  
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);  
    if (propertyDescriptor != null && propertyDescriptor.get != null) {  
      return propertyDescriptor.get.call(thisObject);  
    }  
    var propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);  
    if (propertyDescriptor != null && "value" in propertyDescriptor) {  
      return thisObject[propertyName];  
    }  
    return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);  
  },  
  callSetter: function(thisObject, klass, propertyName, value) {  
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);  
    if (propertyDescriptor != null && "value" in propertyDescriptor) {  
      thisObject[propertyName] = value;  
      return;  
    }  
    return Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value);  
  },  
  isType: function(object, klass) {  
    if (klass === Object) {  
      switch (typeof object) {  
        case "string":  
        case "number":  
        case "boolean":  
        case "function":  
          return true;  
        default:  
          return false;  
      }  
    }  
    if (object instanceof klass) {  
      return true;  
    }  
    if (superPrototype != null ? superPrototype.prototype : null) {  
      if (superPrototype.prototype.constructor === klass) {  
        return true;  
      }  
    }  
    return false;  
  }  
}

function isInheritanceFromInterface(ctor, iface) {  
  if (ctor === iface) return true;  
  if (ctor.prototype.$metadata$ && ctor.prototype.$metadata$.interfaces) {  
    for (var i = 0; i < ctor.prototype.$metadata$.interfaces.length; ++i) {  
      var metadata = ctor.prototype.$metadata$.interfaces[i];  
      if (metadata != null && metadata.interfaces) {  
        var interfaces = metadata.interfaces;  
        for (var i = 0; i < interfaces.length; ++i) {  
          if (isInheritanceFromInterface(interfaces[i], iface)) {  
            return true;  
          }  
        }  
      }  
    }  
  }  
  if (ctor.prototype.$metadata$ && ctor.prototype.$metadata$.superConstructor) {  
    return true;  
  }  
  return false;  
}

if (typeof TypedArray.prototype.slice === "undefined") {  
  Object.defineProperty(TypedArray.prototype,  
    'slice', {  
      value: typedArraySlice  
    });  
}

if (typeof TypedArray.prototype.map === "undefined") {  
  Object.defineProperty(TypedArray.prototype,  
    'map', {  
      value: function(callback, self) {  
        return [].slice.call(this.map(callback, self));  
      }  
    });  
}

if (typeof TypedArray.prototype.sort === "undefined") {  
  Object.defineProperty(TypedArray.prototype,  
    'sort', {  
      value: function(compareFunction) {  
        return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);  
      }  
    });  
}

let Kotlin = {  
  Kind: {  
    CLASS: "class",  
    INTERFACE: "interface",  
    OBJECT: "object"  
  },  
  callGetter: function(thisObject, klass, propertyName) {  
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);  
    if (propertyDescriptor != null && propertyDescriptor.get != null) {  
      return propertyDescriptor.get.call(thisObject);  
    }  
    var propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);  
    if (propertyDescriptor != null && "value" in propertyDescriptor) {  
      return thisObject[propertyName];  
    }  
    return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);  
  },  
  callSetter: function(thisObject, klass, propertyName, value) {  
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);  
    if (propertyDescriptor != null && "value" in propertyDescriptor) {  
      thisObject[propertyName] = value;  
      return;  
    }  
    return Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value);  
  },  
  isType: function(object, klass) {  
    if (klass === Object) {  
      switch (typeof object) {  
        case "string":  
        case "number":  
        case "boolean":  
        case "function":  
          return true;  
        default:  
          return false;  
      }  
    }  
    if (object instanceof klass) {  
      return true;  
    }  
    if (superPrototype != null ? superPrototype.prototype : null) {  
      if (superPrototype.prototype.constructor === klass) {  
        return true;  
      }  
    }  
    return false;  
  }  
}
object.constructor != null) {  */
    return isInheritanceFromInterface(object.constructor, klass);
  } /* return false;*/
  return Kotlin.isNumber(function (a) {  */
    return typeof a == "number" || a instanceof Kotlin.Long;
  }) /* return value instanceof Kotlin.BoxedChar;*/
  return Kotlin.isComparable(function (value) {  */
    var type = typeof value;
    return type === "string" ||
           type === "boolean" ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
  }) /* return type === "string" ||
    Kotlin.isType(value, Kotlin.kotlin.Sequence);*/

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   * A package is omitted to get declarations directly under the module.
   */

  @PublishedApi
  external internal fun <T> Array(size: Int): Array<T>

  @JsName("newArray")
  fun <T> newArray(size: Int, initValue: T) = fillArrayVal(Array<T>(size), initValue)

  @JsName("newArrayF")
  inline fun <T> arrayWithFun(size: Int, init: (Int) -> T) =
    fillArrayFun<Array<T>>(size, init)

  @JsName("fillArray")
  inline fun <T> fillArrayFun(array: Array<T>, init: Any): Array<T> {
    for (i in 0..array.size - 1) {
      array[i] = init
    }
    return array
  }

  @JsName("booleanArray")
  fun booleanArray(size: Int, init): Array<Boolean> {
    val result = Array<Boolean>(size)
    result.`$type$` = "BooleanArray"
    return when (init) {
      null, true -> fillArrayVal(result, false)
      else -> fillArrayFun<Boolean>(result, init)
    }

  @JsName("booleanArrayF")
  inline fun booleanArrayWithFun(size: Int, init: (Int) -> Boolean): Array<Boolean> =
    fillArrayFun(booleanArray(size, false), init)

  @JsName("charArray")
  @Suppress("UNUSED_PARAMETER")
  fun charArray(size: Int, init: Any): Array<Char> {
    val result = js("new Uint16Array(size)")
    result.`$type$` = "CharArray"
    return when (init) {
      null, true, false -> result // For consistency
      else -> fillArrayFun<Char>(result, init)
    }

  @JsName("charArrayF")
  inline fun charArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> =
    charArray(size, init)
    for (i in 0..array.size - 1) {
      js("array[i] = value;")
    }
    return array

  @JsName("untypedCharArrayF")
  inline fun untypedCharArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> =
    fillArrayFun(untypedCharArray(size), init)

  @JsName("longArray")
  fun longArray(size: Int, init): Array<Long> {
    val result = Array<Long>(size)
    result.`$type$` = "LongArray"
    return when (init) {
      null, true -> fillArrayVal(result, 0L)
      else -> fillArrayFun<Long>(result, init)
    }

  @JsName("longArrayF")
  inline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> =
    fillArrayFun(longArray(size), init)

  private fun <T> fillArrayVal(array: Array<T>, initValue: T): Array<T> {
    for (i in 0..array.size - 1) {
      array[i] = initValue
    }
    return array
  } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
   * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
   */

  package kotlin

  public class Enum<T : Enum<T>> : Comparable<Enum<T>> {
    @JsName("name$") private var _name: String = ""
    @JsName("ordinal$") private var _ordinal: Int = 0

    val name: String
      get() = _name

    val ordinal: Int
      get() = _ordinal

    override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)

    override fun equals(other: Any?) = this === other

    override fun hashCode(): Int = js("Kotlin.identityHashCode")(this)

    override fun toString() = name

    companion object
  } /* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
   * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
   */

  import kotlin.random.*
  import kotlin.ranges.contains
  import kotlin.ranges.reversed

  /**
   * Returns 1st *element* from the array.
   * 
   * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
   */

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*\@\n*public inline operator fun BooleanArray.component2(): Boolean { return 
get(1) * Returns 2nd *element* from the array. * Returns 2nd *element* from the array. 

*\@\n*public inline operator fun CharArray.component2(): Char { return 
get(1) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun <T> Array<T>.component3(): T { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun ShortArray.component3(): Short { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun IntArray.component3(): Int { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun LongArray.component3(): Long { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun FloatArray.component3(): Float { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun DoubleArray.component3(): Double { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun BooleanArray.component3(): Boolean { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun CharArray.component3(): Char { return 
get(2) * Returns 3rd *element* from the array. If the size of this array is less than 3, throws an 

*\@\n*public inline operator fun <T> Array<T>.component4(): T { return 
get(3) * Returns 4th *element* from the array. If the size of this array is less than 4, throws an 

*\@\n*public inline operator fun ShortArray.component4(): Short { return 
get(3) * Returns 4th *element* from the array. If the size of this array is less than 4, throws an 

*\@\n*public inline operator fun IntArray.component4(): Int { return 
get(3) * Returns 4th *element* from the array. If the size of this array is less than 4, throws an 

*\@\n*public inline operator fun LongArray.component4(): Long { return 
get(3) * Returns 4th *element* from the array. If the size of this array is less than 4, throws an 

*\@\n*public inline operator fun FloatArray.component4(): Float { return 
get(3) * Returns 4th *element* from the array. If the size of this array is less than 4, throws an 

*\@\n*public inline operator fun DoubleArray.component4(): Double { return 
get(3) * Returns 4th *element* from the array. If the size of this array is less than 4, throws an 

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*\@kotlin.internal.InlineOnly\n
public inline operator fun FloatArray.component4(): Float { return get(3)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun DoubleArray.component4(): Double { return get(3)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun BooleanArray.component4(): Boolean { return get(3)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun CharArray.component4(): Char { return get(3)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun <T> Array<out T>.component5(): T { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun ByteArray.component5(): Byte { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun ShortArray.component5(): Short { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun IntArray.component5(): Int { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun LongArray.component5(): Long { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun FloatArray.component5(): Float { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun DoubleArray.component5(): Double { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun BooleanArray.component5(): Boolean { return get(4)
}

*\@kotlin.internal.InlineOnly\n
public inline operator fun CharArray.component5(): Char { return get(4)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */

public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return any { it == element } || super.contains(element)
}

public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.asList().contains(element: T): Boolean {
    return any { it == element }
}
as in a list.\}

```kotlin
ReplaceWith("\any \{ it == element \}\}))\n@DeprecatedSinceKotlin(warningSince =
\"1.4\")\n\n@Suppress("DEPRECATION\")\n\npublic operator fun FloatArray.contains(element: Float): Boolean {
\n    return indexOf(element) >= 0
\n}\n@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed
soon. Use `\any \{ it == element \}` instead to continue using this behavior, or `\.asList().contains(element: T)` to get the
same search behavior as in a list.\", ReplaceWith("\any \{ it == element \}\}))\n\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\n\n@Suppress("DEPRECATION\")\n\npublic operator fun DoubleArray.contains(element: Double): Boolean {
\n    return indexOf(element) >= 0
\n}\n```

```kotlin
/**
 * Returns `true` if [element] is found in the array.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed
soon. Use `\any \{ it == element \}` instead to continue using this behavior, or `\.asList().contains(element: T)` to get the
same search behavior as in a list.\", ReplaceWith("\any \{ it == element \}\))")\n\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\n\n@Suppress("DEPRECATION\")\n\npublic operator fun DoubleArray.contains(element: Double): Boolean {
\n    return indexOf(element) >= 0
\n}\n```

```kotlin
/**
 * Returns `true` if [element] is found in the array.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed
soon. Use `\any \{ it == element \}` instead to continue using this behavior, or `\.asList().contains(element: T)` to get the
same search behavior as in a list.\", ReplaceWith("\any \{ it == element \}\))")\n\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\n\n@Suppress("DEPRECATION\")\n\npublic operator fun CharArray.contains(element: Char): Boolean {
\n    return indexOf(element) >= 0
\n}\n```

```kotlin
/**
 * Returns `true` if [element] is found in the array.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed
soon. Use `\any \{ it == element \}` instead to continue using this behavior, or `\.asList().contains(element: T)` to get the
same search behavior as in a list.\", ReplaceWith("\any \{ it == element \}\))")\n\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\n\n@Suppress("DEPRECATION\")\n\npublic operator fun CharArray.contains(element: Char): Boolean {
\n    return indexOf(element) >= 0
\n}\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n@sample samples.collections.Collections.Elements.elementAt\n@\n
\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```

```kotlin
/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this
array.
\n\nArray\<out T\>\.elementAt(index: Int): T\n\n\n\n\n```
CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}
DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)!
}

Array.findLast(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

ArrayOf<SomeType>.findLast(predicate: (SomeType) -> Boolean): SomeType? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)!
}

BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)!
}

CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)!
}

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[NoSuchElementException] if no such element is found.

```kotlin
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}
```

[NoSuchElementException] if no such element is found.

```kotlin
[NoSuchElementException] if no such element is found.

```
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short):
Short {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of
this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) ->
Int): Int {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n *
Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.getOrElse(index: Int,
defaultValue: (Int) -> Long): Long {\n return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) ->
Double): Double {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n
* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.getOrElse(index: Int,
defaultValue: (Int) -> Boolean): Boolean {\n return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the
[index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n
*/\npublic fun <T> Array<out T>.getOrNull(index: Int): T? {\n return if (index >= 0 && index <= lastIndex)
get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of
this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun
ByteArray.getOrNull(index: Int): Byte? {\n return if (index >= 0 && index <= lastIndex) get(index) else
null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n
* @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun ShortArray.getOrNull(index: Int):
Short? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at
the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n */\npublic fun IntArray.getOrNull(index: Int): Int? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n */\npublic fun LongArray.getOrNull(index: Int): Long? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n */\npublic fun FloatArray.getOrNull(index: Int): Float? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n */\npublic fun DoubleArray.getOrNull(index: Int): Double?
{\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the
given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample

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```kotlin
/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 */
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 */
public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 */
public fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

matching the predicate."

```kotlin
matching the predicate."

```
element matching the given [predicate], or `null` if no such element was found.

```
ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

RandomArray.lastOrNull(predicate: (Random) -> Boolean): Random? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

RandomArray.random(): Random? {
    val random = Random()
    return random
}
```

@throws NoSuchElementException if this array is empty.

```
@SinceKotlin("1.3")
inline fun Array<out T>.random(): T {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun ByteArray.random(): Byte {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun ShortArray.random(): Short {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun IntArray.random(): Int {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun LongArray.random(): Long {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun FloatArray.random(): Float {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun DoubleArray.random(): Double {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun BooleanArray.random(): Boolean {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun CharArray.random(): Char {
    return random(Random())
}

@SinceKotlin("1.3")
inline fun RandomArray.random(): Random {
    return random(Random())
}
```

@throws NoSuchElementException if this array is empty.
fun <T> Array<out T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal:inline
public inline fun <T> Array<out T>.randomOrNull(): T? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal:inline
public inline fun ByteArray.randomOrNull(): Byte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal:inline
public inline fun ShortArray.randomOrNull(): Short? {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal:inline
public inline fun IntArray.randomOrNull(): Int? {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal:inline
public inline fun LongArray.randomOrNull(): Long? {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal:inline
public inline fun FloatArray.randomOrNull(): Float? {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
random element from this array, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random)
}
```

Returns a random element from this array, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random)
}
```

Returns a random element from this array, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun CharArray.randomOrNull(): Char? {
    return randomOrNull(Random)
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun <T> Array<out T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun ByteArray.randomOrNull(random: Random): Byte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun ShortArray.randomOrNull(random: Random): Short? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun IntArray.randomOrNull(random: Random): Int? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun LongArray.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
throws an exception if the array is empty or has more than one element.

```kotlin
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
            @Suppress("UNCHECKED_CAST")
            return single as T
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

*Thrown exception if the array is empty or has more than one element.*
found = true
    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as Boolean
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}
found or more than one element was found.

 */
public inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgument Exception if [n] is negative.
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgument Exception if [n] is negative.
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgument Exception if [n] is negative.
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgument Exception if [n] is negative.
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgument Exception if [n] is negative.
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}
require(n >= 0) { "Requested element count $n is less than zero." } \n return take((size - \n n).coerceAtLeast(0))\n
/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T>
    Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {
    return filterTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return filterTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return filterTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return filterTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return filterTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * @param [predicate] function that takes the index of an element
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 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
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 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
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 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * @param [predicate] function that takes the index of an element
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 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
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 * and returns the result of predicate evaluation on the element.
 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
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 * and returns the result of predicate evaluation on the element.
 * @param [predicate] function that takes the index of an element
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 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
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 * and returns the result of predicate evaluation on the element.
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 * and returns the result of predicate evaluation on the element.
 * and returns the result of predicate evaluation on the element.
 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
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 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
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 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
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 * and returns the result of predicate evaluation on the element.
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 * and returns the result of predicate evaluation on the element.
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 * and returns the result of predicate evaluation on the element.
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 * @param [predicate] function that takes the index of an element
 * and the element itself
 * and returns the result of predicate evaluation on the element.
@param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.

```kotlin
@sample samples.collections.Collections.Filtering.filterIndexedTo

//public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    destination.add(element)
    return destination
}
```

This method appends all elements matching the given [predicate] to the given [destination].

```kotlin
@sample samples.collections.Collections.Filtering.filterIndexedTo
```

@sample samples.collections.Collections.Filtering.filterIndexedTo

```kotlin
//public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    destination.add(element)
    return destination
}
```

This method appends all elements that are instances of specified type parameter R to the given [destination].

```kotlin
@sample samples.collections.Collections.Filtering.filterIsInstanceTo

//public inline fun <reified R> Array<*>.filterIsInstanceTo(destination: MutableList<R>): List<R> {
    return filterIsInstanceTo(ArrayList<R>())
}
```

This method returns a list containing all elements that are instances of specified type parameter R.

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
//public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}
```

This method returns a list containing all elements not matching the given [predicate].

```kotlin
@sample samples.collections.Collections.Filtering.filter
```

```kotlin
@sample samples.collections.Collections.Filtering.filterNot

//public inline fun <T : Any> Array<out T>.filterNotNullTo(destination: MutableList<T>) {
    return filterNotNullTo(ArrayList<T>())
}
```

This method returns a list containing all elements that are not `null`.

```kotlin
@sample samples.collections.Collections.Filtering.filterNotNull
```

```kotlin
//public inline fun <C : MutableCollection<in T>, T : Any> Array<out T>.filterNotNullTo(destination: C): C {
    for (element in this)
```
destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements not matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n* Appends all elements matching the given [predicate] to the given [destination].\n  * @sample samples.collections.Collections.Filtering.filterTo\n
@public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}
IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element))
        return destination
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}
public fun byteArray.take(n: Int): List<Byte> {
    // Implement the logic here
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Array<out T>.take(n: Int): List<T> {
    // Implement the logic here
    return list
}
a list containing first \([n]\) elements.\n * \n * @throws IllegalArgumentException if \([n]\) is negative.\n * \n * @sample samples.collections.Collections.Transformations.take(n: Int): List<T> {\n    require(n >= 0) { "Requested element count \(n\) is less than zero." }\n    if (n == 0) return emptyList()\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<T>(n)\n    for (item in this) {\n        list.add(item)\n        if (++count == n)\n            break\n    }\n    return list\n}
require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Char>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last [n] elements.\n * @throws IllegalArgumentOutOfRangeException if [n] is negative.\n * @sample samples.collections.Collections.Transformations.take\n */
public fun CharArray.takeLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Char>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last \[n\] elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun BooleanArray.takeLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Boolean>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last \[n\] elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun DoubleArray.takeLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Double>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last \[n\] elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun FloatArray.takeLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Float>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last \[n\] elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun IntArray.takeLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Int>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last \[n\] elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun ShortArray.takeLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Short>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last \[n\] elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun ByteArray.takeLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Byte>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

/**
 * Returns a list containing last \[n\] elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n > size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<T>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}
val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse():

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse():

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse():

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse():

val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun <T> Array<T>.reverse():

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {
    val list = ArrayList<Byte>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {
    val list = ArrayList<Long>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {
    val list = ArrayList<Int>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    val list = ArrayList<Boolean>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<out T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item)) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (index in size - 1 downTo 0) {
        if (!predicate(this[index])) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in size - 1 downTo 0) {
        if (!predicate(this[index])) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in size - 1 downTo 0) {
        if (!predicate(this[index])) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in size - 1 downTo 0) {
        if (!predicate(this[index])) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in size - 1 downTo 0) {
        if (!predicate(this[index])) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in size - 1 downTo 0) {
        if (!predicate(this[index])) {
            break
        }
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in size - 1 downTo 0) {
        if (!predicate(this[index])) {
            break
        }
        list.add(item)
    }
    return list
}
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```
0..midPoint) { n val tmp = this[index] this[index] = this[reverseIndex] this[reverseIndex] = tmp
     |
     } n\n\n/** \n * Reverses elements in the specified range in-place. \n */ \npublic fun FloatArray.reverse(): Unit { n val midPoint = (size / 2) - 1 n if (midPoint < 0) return n var reverseIndex = lastIndex n for (index in 0..midPoint) { n val tmp = this[index] this[index] = this[reverseIndex] this[reverseIndex] = tmp
     |
     } n\n\n/** \n * Reverses elements in the array in-place. \n */ \npublic fun BooleanArray.reverse(): Unit { n val midPoint = (size / 2) - 1 n if (midPoint < 0) return n var reverseIndex = lastIndex n for (index in 0..midPoint) { n val tmp = this[index] this[index] = this[reverseIndex] this[reverseIndex] = tmp
     |
     } n\n\n/** \n * Reverses elements of the array in the specified range in-place. \n */ \npublic fun CharArray.reverse(): Unit { n var midPoint = (size / 2) - 1 n if (midPoint < 0) return n var reverseIndex = lastIndex n for (index in 0..midPoint) { n val tmp = this[index] this[index] = this[reverseIndex] this[reverseIndex] = tmp
     |
     } n\n\n/** \n * Reverses elements in the array in-place. \n */ \npublic fun ByteArray.reverse(): Unit { n var midPoint = (size / 2) - 1 n if (midPoint < 0) return n var reverseIndex = lastIndex n for (index in 0..midPoint) { n val tmp = this[index] this[index] = this[reverseIndex] this[reverseIndex] = tmp
     |
     } n\n\n/** \n * Reverses elements in the array in-place. \n */ \npublic fun ShortArray.reverse(): Unit { n var midPoint = (size / 2) - 1 n if (midPoint < 0) return n var reverseIndex = lastIndex n for (index in 0..midPoint) { n val tmp = this[index] this[index] = this[reverseIndex] this[reverseIndex] = tmp
     |
     } n\n\n/** \n * Reverses elements in the array in-place. \n */ \npublic fun IntArray.reverse(): Unit { n var midPoint = (size / 2) - 1 n if (midPoint < 0) return n var reverseIndex = lastIndex n for (index in 0..midPoint) { n val tmp = this[index] this[index] = this[reverseIndex] this[reverseIndex] = tmp
     |
     } n\n```
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].

LongArray.reverse(fromIndex: Int, toIndex: Int): Unit

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)

val midPoint = (fromIndex + toIndex) / 2

if (fromIndex == midPoint) return

var reverseIndex = toIndex - 1

for (index in fromIndex until midPoint) {
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Array<out T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun
FloatArray.reversed(): List<Float> { if (isEmpty()) return emptyList() val list = toMutableList() list.reverse() return list }  * Returns a list with elements in reversed order.

DoubleArray.reversed(): List<Double> { if (isEmpty()) return emptyList() val list = toMutableList() list.reverse() return list }  * Returns a list with elements in reversed order.

BooleanArray.reversed(): List<Boolean> { if (isEmpty()) return emptyList() val list = toMutableList() list.reverse() return list }  * Returns a list with elements in reversed order.

ByteArray.reversed(): ByteArray { if (isEmpty()) return this
val lastIndex = lastIndex
val result = ByteArray(size)
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

ShortArray.reversedArray(): ShortArray { if (isEmpty()) return this
val result = ShortArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

IntArray.reversedArray(): IntArray { if (isEmpty()) return this
val result = IntArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

LongArray.reversedArray(): LongArray { if (isEmpty()) return this
val result = LongArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

FloatArray.reversedArray(): FloatArray { if (isEmpty()) return this
val result = FloatArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

DoubleArray.reversedArray(): DoubleArray { if (isEmpty()) return this
val result = DoubleArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

BooleanArray.reversedArray(): BooleanArray { if (isEmpty()) return this
val result = BooleanArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

CharArray.reversedArray(): CharArray { if (isEmpty()) return this
val result = CharArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
    result[lastIndex - i] = this[i]
return result }  * Returns an array with elements of this array in reversed order.

Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4.4") public fun ByteArray.shuffle(): Unit { shuffle(Random) }  * Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4.4") public fun IntArray.shuffle(): Unit { shuffle(Random) }  * Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4.4") public fun LongArray.shuffle(): Unit { shuffle(Random) }  * Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4.4") public fun FloatArray.shuffle(): Unit { shuffle(Random) }  * Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4.4") public fun BooleanArray.shuffle(): Unit { shuffle(Random) }  * Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4.4") public fun CharArray.shuffle(): Unit { shuffle(Random) }  * Randomly shuffles elements in this array in-place.

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See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

public fun <T> Array<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun ByteArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun ShortArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun IntArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun LongArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun FloatArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun DoubleArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun BooleanArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the
 * source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public fun CharArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified
 * [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

/**
 * Sorts elements in the array in-place
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun
<T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) {
        sortWith(compareByDescending(selector))
    }
}

sortWith(reverseOrder()): Unit {
    * * * Sorts elements in the array in-place according to their natural sort order.
    * * * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
}

sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

sortWith(compareByDescending(ordering)): Unit {
    * * * Sorts elements in the array in-place according to their natural sort order.
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

DoubleArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

DoubleArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

DoubleArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

CharArray.sortDescending(): Unit {
if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according the specified comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of
 * the value returned by specified [selector] function.
 */
public fun FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}

BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}

CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}

Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}

ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
}

IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
}

LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
}

FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}

DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}

BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}

CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

Array<out T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}

ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed()
}

ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }
}

IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }
}

LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }
}

FloatArray.sortedDescending(): List<Float> {
    return copyOf().apply { sort() }
}

DoubleArray.sortedDescending(): List<Double> {
    return copyOf().apply { sort() }
}

BooleanArray.sortedDescending(): List<Boolean> {
    return copyOf().apply { sort() }
}

CharArray.sortedDescending(): List<Char> {
    return copyOf().apply { sort() }
}
Returns a list of all elements sorted according to their natural sort order.

public fun IntArray.sortedDescending(): List<Int> { return copyOf().apply { sort() }.reversed() }

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sortedDescending(): List<Long> { return copyOf().apply { sort() }.reversed() }

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order.
 * If two corresponding elements are nested arrays, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * Since Kotlin("1.1.1")@kotlin.internal.LowPriorityInOverloadResolution@unpublic expect
 */
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean

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same order.

* The specified arrays are also considered deeply equal if both are `null`.
* If two corresponding elements are nested arrays, they are also compared deeply.
* If any of arrays contains itself on any nesting level the behavior is undefined.
* The elements of other types are compared for equality with the
  [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* The specified arrays are also considered deeply equal if both are `null`.
* If any of arrays contains itself on any nesting level the behavior is undefined.
* The elements of other types are compared for equality with the
  [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

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  [equals][Any.equals] function.
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  [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

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  [equals][Any.equals] function.
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* If any of arrays contains itself on any nesting level the behavior is undefined.
* The elements of other types are compared for equality with the
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* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

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* If any of arrays contains itself on any nesting level the behavior is undefined.
* The elements of other types are compared for equality with the
  [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* The specified arrays are also considered deeply equal if both are `null`.
* If any of arrays contains itself on any nesting level the behavior is undefined.
* The elements of other types are compared for equality with the
  [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
*structurally* equal to one another,\n* contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.\n* @deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean\n@SinceKotlin("1.4")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean\n* Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.\n* @deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun charArray.contentEquals(other: charArray): Boolean\n@SinceKotlin("1.4")\npublic expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean\n@SinceKotlin("1.4")\npublic expect infix fun byteArray?.contentEquals(other: byteArray?): Boolean\n@SinceKotlin("1.4")\npublic expect infix fun shortArray?.contentEquals(other: shortArray?): Boolean\n@SinceKotlin("1.4")\npublic expect infix fun intArray?.contentEquals(other: intArray?): Boolean\n@SinceKotlin("1.4")\npublic expect infix fun longArray?.contentEquals(other: longArray?): Boolean\n@SinceKotlin("1.4")\npublic expect infix fun floatArray?.contentEquals(other: floatArray?): Boolean
equal to `0.0`.

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the `==` operator.
 */
@SinceKotlin("1.4")
public expect infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean
```
BooleanArray?.contentHashCode(): Int\n\n@SinceKotlin("1.4")
public expect fun CharArray?.contentHashCode(): Int\n\n@SinceKotlin("1.4")
public expect fun CharArray(contentToString): String\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun <T> Array<out T>.contentToString(): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun IntArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun LongArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun FloatArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun DoubleArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun BooleanArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun ByteArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun ShortArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun IntArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun ShortArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun IntArray(contentToString): String\n\n@SinceKotlin("1.4")
@sample samples.collections.Arrays.ContentOperations.contentToString\n\n@deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@deprecatedSinceKotlin(hidddenSince = "1.4")
public expect fun ShortArray(contentToString): String
as if it is [List].

```kotlin
@sample samples.collections.Arrays.ContentOperations.contentToString

/*@SinceKotlin("1.4")*/
public expect fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun BooleanArray?.contentToString(): String

/*@SinceKotlin("1.4")*/
public expect fun CharArray?.contentToString(): String

/*@SinceKotlin("1.4")*/
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>

/*@SinceKotlin("1.3")*/
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray

/*@SinceKotlin("1.3")*/
public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

/*@SinceKotlin("1.3")*/
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. 
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset]. 
* or when that index is out of the [destination] array indices range.

* * @return the [destination] array.

* * *

@SinceKotlin("1.3")
public expect fun IntArray.copyWithInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

* * *

@SinceKotlin("1.3")
public expect fun LongArray.copyWithInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

* * *

@SinceKotlin("1.3")
public expect fun FloatArray.copyWithInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

* * *

@SinceKotlin("1.3")
public expect fun DoubleArray.copyWithInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

* * *

@SinceKotlin("1.3")
public expect fun BooleanArray.copyWithInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

* * *
[destination] array and returns that array.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

CharsArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

CharArray.copyOf():

CharArray.copyOf(newSize: Int):
filled with zero values. The copy is either truncated or padded at the end with zero values if necessary. - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. - If [newSize] is greater than the size of the original array, all elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. - If [newSize] is greater than the size of the original array, all elements in the copy array are filled with null char (`\u0000`) values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedCopyOf

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

**/
IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

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to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*/
@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n */
@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n */
@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n */
@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n */
@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun <T> Array<out T>.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.\n * \n * @return the range of valid indices for the array.
 */
public fun CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}
*\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.isEmpty(): Boolean {\n    return size == 0\n}\n
/**\n * Returns the last valid index for the array.\n */\npublic val <T> Array<out T>.lastIndex: Int
    get() = size - 1\n
/**\n * Returns the last valid index for the array.\n */\npublic val ByteArray.lastIndex: Int
    get() = size - 1\n
/**\n * Returns the last valid index for the array.\n */\npublic val ShortArray.lastIndex: Int
    get() = size - 1\n
/**\n * Returns the last valid index for the array.\n */\npublic val IntArray.lastIndex: Int
    get() = size - 1\n
/**\n * Returns the last valid index for the array.\n */\npublic val LongArray.lastIndex: Int
    get() = size - 1\n
/**\n * Returns the last valid index for the array.\n */\npublic val FloatArray.lastIndex: Int
    get() = size - 1\n
/**\n * Returns the last valid index for the array.\n */\npublic val DoubleArray.lastIndex: Int
    get() = size - 1\n
/**\n * Returns the last valid index for the array.\n */\npublic val BooleanArray.lastIndex: Int
    get() = size - 1\n
/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect operator fun <T> Array<T>.plus(element: T): Array<T}\n
/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun ByteArray.plus(element: Byte): ByteArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun ShortArray.plus(element: Short): ShortArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun IntArray.plus(element: Int): IntArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun LongArray.plus(element: Long): LongArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun FloatArray.plus(element: Float): FloatArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun DoubleArray.plus(element: Double): DoubleArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun CharArray.plus(element: Char): CharArray

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun Collection<Byte>.plus(element: Byte): Collection<Byte>

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun Collection<Byte>.plus(element: Collection<Byte>): Collection<Byte>

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun Collection<ByteArray>.plus(element: Collection<ByteArray>): Collection<ByteArray>

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun Collection<ShortArray>.plus(element: Collection<ShortArray>): Collection<ShortArray>

/**\n * Returns an array containing all elements of the original array and then the given \[element\].\n */\npublic expect operator fun Collection<IntArray>.plus(element: Collection<IntArray>): Collection<IntArray>

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original array and then all elements of the given [elements] collection.

`public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

`public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

`public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

`public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

`public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray

`public expect fun <T> Array<T>.plusElement(element: T): Array<T>

`public expect fun IntArray.sort(): Unit

`public expect fun LongArray.sort(): Unit

`public expect fun ByteArray.sort(): Unit

`public expect fun ShortArray.sort(): Unit

`public expect fun DoubleArray.sort(): Unit

`public expect fun FloatArray.sort(): Unit

`public expect fun CharArray.sort(): Unit

`public expect fun <T : Comparable<T>> Array<T>.sort(): Unit

`public expect fun FloatArray.sort(): Unit

`public expect fun IntArray.sort(): Unit

`public expect fun LongArray.sort(): Unit

`public expect fun ByteArray.sort(): Unit

`public expect fun ShortArray.sort(): Unit

`public expect fun DoubleArray.sort(): Unit

`public expect fun FloatArray.sort(): Unit

`public expect fun CharArray.sort(): Unit

`public expect fun <T> Array<T>.sort(): Unit

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Array<T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Array<out T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<out T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<out T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<out T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<out T>): Array<T>

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@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<out T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<out T>): Array<T>
samples.collections.Arrays.Sorting.sortRangeOfArray

public expect fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.4")
public expect fun <T : Comparable<T>> Array<out T>.sortRangeOfArrayOfComparable

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.sortDescending(fromIndex: Int, toIndex: Int): Unit {
the specified range in-place.

* The elements are sorted descending according to their natural sort order.

* @param fromIndex the start of the range (inclusive) to sort.

* @param toIndex the end of the range (exclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {

    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)

}
less than zero or [toIndex] is greater than the size of this array.

```java
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

public expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns an array of Boolean containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Boolean containing all of the elements of this generic array.
 */
public fun Array<out Boolean>.sortWith(comparator: Comparator<in Boolean>, fromIndex: Int = 0, toIndex: Int = size): BooleanArray {
    return BooleanArray(size) { index -> this[index] }\n}

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Byte containing all of the elements of this generic array.
 */
public fun Array<out Byte>.sortWith(comparator: Comparator<in Byte>, fromIndex: Int = 0, toIndex: Int = size): ByteArray {
    return ByteArray(size) { index -> this[index] }\n}

/**
 * Returns an array of Char containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Char containing all of the elements of this generic array.
 */
public fun Array<out Char>.sortWith(comparator: Comparator<in Char>, fromIndex: Int = 0, toIndex: Int = size): CharArray {
    return CharArray(size) { index -> this[index] }\n}

/**
 * Returns an array of Double containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Double containing all of the elements of this generic array.
 */
public fun Array<out Double>.sortWith(comparator: Comparator<in Double>, fromIndex: Int = 0, toIndex: Int = size): DoubleArray {
    return DoubleArray(size) { index -> this[index] }\n}

/**
 * Returns an array of Float containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Float containing all of the elements of this generic array.
 */
public fun Array<out Float>.sortWith(comparator: Comparator<in Float>, fromIndex: Int = 0, toIndex: Int = size): FloatArray {
    return FloatArray(size) { index -> this[index] }\n}

/**
 * Returns an array of Int containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Int containing all of the elements of this generic array.
 */
public fun Array<out Int>.sortWith(comparator: Comparator<in Int>, fromIndex: Int = 0, toIndex: Int = size): IntArray {
    return IntArray(size) { index -> this[index] }\n}

/**
 * Returns an array of Long containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Long containing all of the elements of this generic array.
 */
public fun Array<out Long>.sortWith(comparator: Comparator<in Long>, fromIndex: Int = 0, toIndex: Int = size): LongArray {
    return LongArray(size) { index -> this[index] }\n}

/**
 * Returns an array of Short containing all of the elements of this generic array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @returns an array of Short containing all of the elements of this generic array.
 */
public fun Array<out Short>.sortWith(comparator: Comparator<in Short>, fromIndex: Int = 0, toIndex: Int = size): ShortArray {
    return ShortArray(size) { index -> this[index] }\n}
```

A sample conversion method for converting a `CharArray` to a `Map` is provided:

```java
/**
 * Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.
 * @param transform function applied to elements of the array.
 * @returns a Map containing key-value pairs provided by [transform] function applied to elements of the array.
 */
public inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

Similarly, conversion methods are provided for converting various array types to Map objects:

```java
/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param transform function applied to elements of the array.
 * @returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param transform function applied to elements of the array.
 * @returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param transform function applied to elements of the array.
 * @returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param transform function applied to elements of the array.
 * @returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param transform function applied to elements of the array.
 * @returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

These methods demonstrate how to transform arrays into Maps, allowing for easy interaction with key-value pairs in a typed manner.
elements of the given array. If any of two pairs would have the same key the last one gets added to the
map. The returned map preserves the entry iteration order of the original array. If any of two pairs would have the same key the last one gets added to the
map. The returned map preserves the entry iteration order of the original array. If any of two pairs would have the same key the last one gets added to the
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map. The returned map preserves the entry iteration order of the original array. If any of two pairs would have the same key the last one gets added to the
map. The returned map preserves the entry iteration order of the original array.

```kotlin
public inline fun <K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

public inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

public inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

public inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

public inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```kotlin
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), keySelector)
}
```

```kotlin
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), keySelector)
}
```

```kotlin
public inline fun <K> Transformations.associateArrayOfPrimitivesBy(keySelector: (Any) -> K): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), keySelector)
}
```
mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Byte>(capacity),
keySelector)\n\n\n* Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.\n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByMap*/\n\npublic inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {\n    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Short>(capacity),
keySelector)\n\n\n* Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.\n* If any two elements would have the same key
* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByMap*/\n\npublic inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {\n    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Int>(capacity),
keySelector)\n\n\n* Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.\n* If any two elements would have the same key
* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByMap*/\n\npublic inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {\n    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Long>(capacity),
keySelector)\n\n\n* Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.\n* If any two elements would have the same key
* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByMap*/\n\npublic inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {\n    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Float>(capacity),
keySelector)\n\n\n* Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.\n* If any two elements would have the same key
* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByMap*/\n\npublic inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {\n    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Double>(capacity),
keySelector)\n\n\n* Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.\n* If any two elements would have the same key
* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByMap*/\n\npublic inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {\n    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Boolean>(capacity),
keySelector)\n\n\n* Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.\n* If any two elements would have the same key
* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByMap*/\n\npublic inline fun <K>
CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity),
    keySelector)\n}/**
* Returns a [Map] containing the values provided by [valueTransform] and indexed by
* [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)\n}/**
* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)\n}/**
* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/
public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)\n}/**
* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/
public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)\n}/**
* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)\n}/**
* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n*/
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)\n}
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

```java
@public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V>
{
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
@public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V>
{
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. The returned map preserves the entry iteration order of the original array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
@public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
@public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
@public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
@public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
@public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
@public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
```

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* Populates and returns the `[destination]` mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last ones get added to the map. @sample

```kotlin
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

@public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {  
        destination.put(keySelector(element), element)
    }
    return destination
}

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

@public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {  
        destination.put(keySelector(element), element)
    }
    return destination
}

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

@public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {  
        destination.put(keySelector(element), element)
    }
    return destination
}

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

@public inline fun <K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {  
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

@sample

```kotlin
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

@public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {  
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

@sample

```kotlin
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

@public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {  
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

@sample

```kotlin
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
```
same key returned by [keySelector] the last one gets added to the map.

*/
public inline fun <K, V, M : MutableMap<K, V>, N> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {\n    for (element in this) {\n        destination.put(keySelector(element), \n                        valueTransform(element))\n    }\n    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where each pair is provided by 
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap<K, V>, N> Array<T>.associateByTo(destination: M, transform: (T) -> Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n}
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to
 * the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to
 * the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to
 * the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to
 * the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to
 * the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to
 * the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to
 * the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

```kotlin
/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
@SinceKotlin("1.4")
public inline
```

```kotlin
fun <K, V> Array<out K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashSet<K, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

```kotlin
/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
fun <K, V, M : MutableMap<in K, in V>> IntArray.associateWith(destination: M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateWith(destination: M, valueSelector: (Short) -> V): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
fun <K, V, M : MutableMap<in K, in V>> IntArray.associateWith(destination: M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateWith(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateWith(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateWith(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateWith
 */
public inline
```

```kotlin
fun <K, V, M : MutableMap<in K, in V>> CharArray.associateWith(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}
```
produced by the \{valueSelector\} function applied to each element.\n* \n* If any two elements are equal, the last one gets added to the map.\n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* @sample samples.collections.Collections.Transformations.associateWith\n*\n@SinceKotlin("1.4")@inline fun \<V>\nByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {\n    val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n} \n*\n\n@SinceKotlin("1.4")@inline fun \<V>\nShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {\n    val result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n} \n*\n\n@SinceKotlin("1.4")@inline fun \<V>\nIntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {\n    val result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n} \n*\n\n@SinceKotlin("1.4")@inline fun \<V>\nLongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {\n    val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n} \n*\n\n@SinceKotlin("1.4")@inline fun \<V>\nFloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {\n    val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n} \n*\n\n@SinceKotlin("1.4")@inline fun \<V>\nDoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {\n    val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n} \n*\n\n@SinceKotlin("1.4")@inline fun \<V>\nBooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {\n    val result = LinkedHashMap<Boolean, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n} \n*\n\nOpen Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49363
valueSelector)

    } else {
        return LinkedHashMap
    }
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> DynamicArray.associateWith(valueSelector: (Dynamic) -> V): Map<Dynamic, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. * If any two elements are equal, the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * * * *
 */
@sample samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@public inline fun <V> DynamicArray.associateWith(valueSelector: (Dynamic) -> V): Map<Dynamic, V> {
    val result = LinkedHashMap(16)
    return associateWithTo(result, valueSelector)
}
[destination] mutable map with key-value pairs for each element of the given array. *
* where key is the element itself and value is provided by the [valueSelector] function applied to that key. *
* * If any two elements are equal, the last one overwrites the former value in the map. *
* * @sample samples.collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public inline fun \<V, M : MutableMap\<in Double, in V>> DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M { *
* for (element in this) { *
* destination.put(element, valueSelector(element))
* } return destination
* } \@kotlin.internal.Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. *
* * where key is the element itself and value is provided by the [valueSelector] function applied to that key. *
* * If any two elements are equal, the last one overwrites the former value in the map. *
* * @sample samples.collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public inline fun \<V, M :MutableMap\<in Boolean, in V>> BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M { *
* for (element in this) { *
* destination.put(element, valueSelector(element))
* } return destination
* } \@kotlin.internal.Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. *
* * where key is the element itself and value is provided by the [valueSelector] function applied to that key. *
* * If any two elements are equal, the last one overwrites the former value in the map. *
* * @sample samples.collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public inline fun \<V, M :MutableMap\<in Char, in V>> CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M { *
* for (element in this) { *
* destination.put(element, valueSelector(element))
* } return destination
* } \@kotlin.internal.Populates and returns the [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T, C : MutableCollection\<in T>> Array\<out T\>.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Byte> ByteArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Short> ShortArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Int> IntArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Long> LongArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Float> FloatArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Double> DoubleArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Boolean> BooleanArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Char> CharArray.toCollection(destination: C): C { *
* for (item in this) { *
* destination.add(item)
* } return destination
* } \@kotlin.internal.Populates and returns all elements to the given [destination] collection. *
* * Append all elements to the given [destination] collection. *
* * @sample * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : HashSet\<in T>> Array\<out T\.toHashSet(): HashSet\<T\>: HashSet\<T\> { *
* return toCollection(HashSet\<T\>(mapCapacity\(size\)))
* } \@kotlin.internal.Populates and returns a new [HashSet] of all elements. *
* * @snippet * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Byte> HashSet\<Byte\>\(mapCapacity\(size\))\) : HashSet\<Byte\> { *
* return toCollection(HashSet\<Byte\>(mapCapacity\(size\)))
* } \@kotlin.internal.Populates and returns a new [HashSet] of all elements. *
* * @snippet * samples.Collections.Collections.Transformations.associateWithTo

* \[@SinceKotlin("1.4")@\*@kotlin.internal.InlineOnly\@public fun \(<T,B : Short> HashSet\<Short\>\(mapCapacity\(size\))\) : HashSet\<Short\> { *
* return toCollection(HashSet\<Short\>(mapCapacity\(size\)))
* } \@kotlin.internal.Populates and returns a new [HashSet] of all elements. *
* * @snippet * samples.Collections.Collections.Transformations.associateWithTo
*public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

/**
 * Returns a new [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf((this[0])
    } else -> this.toMutableList().toList()
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun <T> Array<out T>.toMutableList(): MutableList<T> {
    return ArrayList(this.asCollection())
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}
list.add(item)
    return list
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun <T> Array<out T>.toSet(): Set<T> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<T>(mapCapacity(size))){
                | -> emptySet()
            }
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun <T> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> LongArray.flatMap(transform: (Long) ->Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
transform
) * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

samples.collections.Collections.Transformations.flatMap

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 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

samples.collections.Collections.Transformations.flatMap

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samples.collections.Collections.Transformations.flatMap

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 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

samples.collections.Collections.Transformations.flatMap

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedToensemble")\n@kotlin.internal:inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedToensemble")\n@kotlin.internal:inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedToensemble")\n@kotlin.internal:inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedToensemble")\n@kotlin.internal:inline fun <T, R> Array<out T>.flatMapIndexedTo(destination: MutableCollection<R>, transform: (index: Int, T) -> Iterable<R>): MutableList<R> {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedToensemble")\n@kotlin.internal:inline fun <R> CharArray.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedToensemble")\n@kotlin.internal:inline fun <T, R> Array<out T>.flatMapIndexedTo(destination: MutableList<R>, transform: (index: Int, T) -> Iterable<R>): MutableList<R> {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedToensemble")\n@kotlin.internal:inline fun <R> ByteArray.flatMapIndexedTo(destination: MutableList<R>, transform: (index: Int, Byte) -> Iterable<R>): MutableList<R> {\n    var index = 0\n    for (element in this) {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}
ByLambdaReturnType

public inline fun <T, R, C : MutableCollection<R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <T, R, C : MutableCollection<R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @param samples.collections.Collections.Transformations\n * \n * @sample\n */

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returned map preserves the entry iteration order of the keys produced from the original array.

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The returned map preserves the entry iteration order of the keys produced from the original array.
associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues

/subpublic inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

Groups values returned by the `valueTransform` function applied to each element of the original array by the key returned by the given `keySelector` function and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues

/subpublic inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

Groups elements of the original array by the key returned by the given `keySelector` function applied to each element and puts to the `destination` map each group key associated with a list of corresponding elements.

```kotlin
.samples.collections.Collections.Transformations.groupBy

/subpublic inline fun <K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given `keySelector` function applied to each element and puts to the `destination` map each group key associated with a list of corresponding elements.

```kotlin
.samples.collections.Collections.Transformations.groupBy

/subpublic inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Byte>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given `keySelector` function applied to each element and puts to the `destination` map each group key associated with a list of corresponding elements.

```kotlin
.samples.collections.Collections.Transformations.groupBy

/subpublic inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given `keySelector` function applied to each element and puts to the `destination` map each group key associated with a list of corresponding elements.

```kotlin
.samples.collections.Collections.Transformations.groupBy

/subpublic inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given `keySelector` function applied to each element and puts to the `destination` map each group key associated with a list of corresponding elements.

```kotlin
.samples.collections.Collections.Transformations.groupBy

/subpublic inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}
```
Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values. * @return The [destination] map.

```kotlin
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

---

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original array\n by the key returned by the given [keySelector] function applied to the element\n and puts to the
[destination] map each group key associated with a list of corresponding values.\n  * @return The [destination]
map.\n  * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    \n    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
original array\n by the key returned by the given [keySelector] function applied to the element\n and puts to the
[destination] map each group key associated with a list of corresponding values.\n  * @return The [destination]
map.\n  * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    \n    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
original array\n by the key returned by the given [keySelector] function applied to the element\n and puts to the
[destination] map each group key associated with a list of corresponding values.\n  * @return The [destination]
map.\n  * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    \n    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
original array\n by the key returned by the given [keySelector] function applied to the element\n and puts to the
[destination] map each group key associated with a list of corresponding values.\n  * @return The [destination]
map.\n  * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    \n    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
original array\n by the key returned by the given [keySelector] function applied to the element\n and puts to the
[destination] map each group key associated with a list of corresponding values.\n  * @return The [destination]
map.\n  * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    \n    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
operations\n using the specified [keySelector] function to extract a key from each element.\n  * @sample samples.collections.Collections.Grouping.groupingByEachCount\n */\n@SinceKotlin("1.1")\npublic inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying
the given [transform] function\n to each element in the original array.\n  * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    \n    return mapTo(ArrayList<R>(size), transform)\n}
samples.collections.Collections.Transformations.map

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)/* @param [transform] function that takes the index of an element and the element itself*/n * returns the result of the transform applied to the element.n */public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)/* @param [transform] function that takes the index of an element and the element itself */n * returns the result of the transform applied to the element.n */public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)/* @param [transform] function that takes the index of an element and the element itself */n * returns the result of the transform applied to the element.n */public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)/* @param [transform] function that takes the index of an element and the element itself*/n * and appends only the non-null results to the given [destination].n */public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var index = 0
    for (item in this) destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function*/n * to each element and its index in the original array.n * @param [transform] function that takes the index of an element and the element itself */n * and returns the result of the transform applied to the element.n */public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this) destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array*/n * and returns the result of the transform applied to the element.n */public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    var index = 0
    for (item in this) destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array */n * and returns the result of the transform applied to the element.n */public inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this) destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array*/n * and returns the result of the transform applied to the element.n */public inline fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this) destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array */n * and returns the result of the transform applied to the element.n */public inline fun <R, C : MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this) destination.add(transform(index++, item))
    return destination
}
for (item in this)
    destination.add(transform(item))
return destination
}

/**
 * Applies
 * the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun <T> Array<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.
 * Among equal elements of the given array, only the first one will be present in the
 * resulting list.
 * The elements in the resulting list are in the same order as they were in the source
 * array.
 */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source
 * array.
 */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source
 * array.
 */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source
 * array.
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source
 * array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}
samples.collections.Collections.Transformations.distinctAndDistinctBy

*\n
public fun FloatArray.distinct():
List<Float> {\n    return this.toMutableSet().toList()\n}\n
/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public fun DoubleArray.distinct():
List<Double> {\n    return this.toMutableSet().toList()\n}\n
/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public fun CharArray.distinct():
List<Char> {\n    return this.toMutableSet().toList()\n}\n
/**
 * Returns a list containing only elements from the given array with equal keys, only the first one will be present in the resulting list.\n * * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public inline fun <T, K> Array<out
T>.distinctBy(selector: (T) -> K): List<T> {\n    val set = HashSet<K>()\n    val list = ArrayList<T>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n
/**
 * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public inline fun <K>
ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {\n    val set = HashSet<K>()\n    val list = ArrayList<Byte>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n
/**
 * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public inline fun <K>
ShortArray.distinctBy(selector: (Short) -> K): List<Short> {\n    val set = HashSet<K>()\n    val list = ArrayList<Short>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n
/**
 * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public inline fun <K>
IntArray.distinctBy(selector: (Int) -> K): List<Int> {\n    val set = HashSet<K>()\n    val list = ArrayList<Int>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n
/**
 * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public inline fun <K>
LongArray.distinctBy(selector: (Long) -> K): List<Long> {\n    val set = HashSet<K>()\n    val list = ArrayList<Long>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n
/**
 * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * * The elements in the resulting list are in the same order as they were in the source array.\n * * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */
public inline fun <K>
FloatArray.distinctBy(selector: (Float) -> K): List<Float> {\n    val set = HashSet<K>()\n    val list = ArrayList<Float>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key))\n            list.add(e)\n    }\n    return list\n}\n
Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49381
were in the source array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

The elements in the resulting list are in the same order as they were in the source array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by both this array and the specified collection.

The returned set preserves the element iteration order of the original array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.

The elements in the resulting list are in the same order as they were in the source array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by both this array and the specified collection.

The returned set preserves the element iteration order of the original array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by both this array and the specified collection.

The returned set preserves the element iteration order of the original array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by both this array and the specified collection.

The returned set preserves the element iteration order of the original array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by both this array and the specified collection.

The returned set preserves the element iteration order of the original array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by both this array and the specified collection.

The returned set preserves the element iteration order of the original array.

samples.collections.Collections.Transformations.distinctAndDistinctBy

BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Returns a set containing all elements that are contained by both this array and the specified collection.

The returned set preserves the element iteration order of the original array.
Set<Boolean> {\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n} \n
Returns a set containing all elements that are contained by both this array and the specified collection.\n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* To get a set containing all elements that are contained at least in one of these collections use [union].\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array \n
* \n
* Returns the set that contains all unique elements from the array.

* \n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array.\n
* \n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array.

* \n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array.\n
* \n
* \n
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* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
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* \n
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* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array.

* \n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array.

* \n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array.

* \n
* \n
* The returned set preserves the element iteration order of the original array.\n
* \n
* Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n
* \n
* Returns the set that contains all unique elements from the array.
toCollection(LinkedHashSet<Long>(mapCapacity(size)))) |\n\n\n/>\n Returns a new [MutableSet] containing all distinct elements from the given array.\n* \n* \n* The returned set preserves the element iteration order of the original array.\n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* \n* ```
To get a set containing all elements that are contained in both collections use \[\text{intersect}\].

```kotlin
 public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
 public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
 public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
 public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```
samples.collections.Collections.Aggregates.any

```kotlin
public fun CharArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @return the specified [initial] value if the array is empty.
 */
public inline fun <R> T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun Boolean: Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */
\n\n}/unpublic inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
}

*/unpublic inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
}

*/

*/

*/

*/

*/

*/

*/

*/

*/

*/

*/
accumulator value, and calculates the next accumulator value.

```kotlin
fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```
var accumulator = operation(index, get(index), accumulator)
--index
}

return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```

```
return accumulator

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
```
element and the element itself if * and performs the action on the element.

```kotlin
public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself if * and performs
 * the action on the element.
 */
public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself if * and performs
 * the action on the element.
 */
public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself if * and performs
 * the action on the element.
 */
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself if * and performs
 * the action on the element.
 */
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself if * and performs
 * the action on the element.
 */
public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself if * and performs
 * the action on the element.
 */
public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself if * and performs
 * the action on the element.
 */
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}
```

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Float>.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Array<out T>.max(): T? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.max(): Boolean? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.max(): Char? {
    return maxOrNull()
}
<T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

public inline fun
<R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun
<R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun
<R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun
<R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun
<R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun
<R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun
<R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun
<R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {
    return
    maxByOrNull(selector)[n]@Deprecated("Use maxByOrNull instead.",
    ReplaceWith("maxByOrNull(selector)"))n@DeprecatedSinceKotlin(warningSince = "1.4")
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.maxByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0] n
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
v = selector(e)
if (maxValue < v) {
    maxElem = e
    maxValue = v
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 *
 * @param elements The elements to process.
 * @param selector The selector function.
 * @return The maximum element or `null`.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 *
 * @param elements The elements to process.
 * @param selector The selector function.
 * @return The maximum element or `null`.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 *
 * @param elements The elements to process.
 * @param selector The selector function.
 * @return The maximum element or `null`.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
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 * @param elements The elements to process.
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@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by 
 * [selector] function \n * applied to each element in the array.
 * @param elements The elements to process.
 * @param selector The selector function.
 * @return The maximum value.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by 
 * [selector] function \n * applied to each element in the array.
 * @param elements The elements to process.
 * @param selector The selector function.
 * @return The maximum value.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOf(selector: (Byte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
` NaN`.

```kotlin
    @SinceKotlin("1.4")
    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
    @OverloadResolution
    ByLambdaReturnType
    @kotlin.internal.InlineOnly
    public inline fun ShortArray.maxOf(selector: (Short) -> Double): Double {
        if (isEmpty()) throw NoSuchElementException()
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            maxValue = maxOf(maxValue, v)
        }
        return maxValue
    }
}
```

```kotlin
    @SinceKotlin("1.4")
    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
    @OverloadResolution
    ByLambdaReturnType
    @kotlin.internal.InlineOnly
    public inline fun IntArray.maxOf(selector: (Int) -> Double): Double {
        if (isEmpty()) throw NoSuchElementException()
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            maxValue = maxOf(maxValue, v)
        }
        return maxValue
    }
}
```

```kotlin
    @SinceKotlin("1.4")
    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
    @OverloadResolution
    ByLambdaReturnType
    @kotlin.internal.InlineOnly
    public inline fun LongArray.maxOf(selector: (Long) -> Double): Double {
        if (isEmpty()) throw NoSuchElementException()
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            maxValue = maxOf(maxValue, v)
        }
        return maxValue
    }
}
```

```kotlin
    @SinceKotlin("1.4")
    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
    @OverloadResolution
    ByLambdaReturnType
    @kotlin.internal.InlineOnly
    public inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {
        if (isEmpty()) throw NoSuchElementException()
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            maxValue = maxOf(maxValue, v)
        }
        return maxValue
    }
}
```

```kotlin
    @SinceKotlin("1.4")
    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
    @OverloadResolution
    ByLambdaReturnType
    @kotlin.internal.InlineOnly
    public inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {
        if (isEmpty()) throw NoSuchElementException()
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            maxValue = maxOf(maxValue, v)
        }
        return maxValue
    }
}
```

```kotlin
    @SinceKotlin("1.4")
    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
    @OverloadResolution
    ByLambdaReturnType
    @kotlin.internal.InlineOnly
    public inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double {
        if (isEmpty()) throw NoSuchElementException()
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            maxValue = maxOf(maxValue, v)
        }
        return maxValue
    }
}
```

```kotlin
    @SinceKotlin("1.4")
    @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
    @OverloadResolution
    ByLambdaReturnType
    @kotlin.internal.InlineOnly
    public inline fun CharArray.maxOf(selector: (Char) -> Double): Double {
        if (isEmpty()) throw NoSuchElementException()
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            maxValue = maxOf(maxValue, v)
        }
        return maxValue
    }
}

```
each element in the array.

* If any of values produced by [selector] function is `NaN`, the returned result is
  `NaN`. *
* If any of values produced by [selector] function is `NaN`, the returned result is
  `NaN`. *
* @throws NoSuchElementException if the array is empty.

 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * *
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`. *
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOf(selector: (Byte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * *
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`. *
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * *
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`. *
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * *
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`. *
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOf(selector: (Long) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * *
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`. *
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * *
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`. *
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
maxValue
}\n\n/** \n* Returns the largest value among all values produced by [selector] function applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* @throws NoSuchElementException if the array is empty.\n*/
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue
}

/** \n* Returns the largest value among all values produced by [selector] function applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* @throws NoSuchElementException if the array is empty.\n*/
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic fun CharArray.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue
}

/** \n* Returns the largest value among all values produced by [selector] function applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* @throws NoSuchElementException if the array is empty.\n*/
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v
        }
    }
    return maxValue
}

/** \n* Returns the largest value among all values produced by [selector] function applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* @throws NoSuchElementException if the array is empty.\n*/
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v
        }
    }
    return maxValue
}

/** \n* Returns the largest value among all values produced by [selector] function applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* @throws NoSuchElementException if the array is empty.\n*/
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun <R : Comparable<R>> ShortArray.maxOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v
        }
    }
    return maxValue
}

/** \n* Returns the largest value among all values produced by [selector] function applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* @throws NoSuchElementException if the array is empty.\n*/
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun <R : Comparable<R>> IntArray.maxOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v
        }
    }
    return maxValue
}

/** \n* Returns the largest value among all values produced by [selector] function applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* @throws NoSuchElementException if the array is empty.\n*/
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
\npublic inline fun <R : Comparable<R>> LongArray.maxOf(selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v
        }
    }
    return maxValue
}
maxValue = \n    |\n    }\n    return maxValue\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws
 * NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R : Comparable<R>> FloatArray.maxOf(selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])\n    for (i in 1...lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws
 * NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R : Comparable<R>> DoubleArray.maxOf(selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])\n    for (i in 1...lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1...lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun ShortArray.maxOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1...lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1...lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun UnlockableInputStream.maxOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1...lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n
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Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements. * If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’. 

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@public inline fun IntArray.maxOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements. * If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’. 

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@public inline fun LongArray.maxOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements. * If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’. 

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements. * If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’. 

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements. * If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’. 

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements. * If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’. 

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@public inline fun CharArray.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements. * If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’. 

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
(T) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
ByLambdaReturnType

public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

public inline fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

public inline fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

public inline fun <R : Comparable<R>> ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

public inline fun <R : Comparable<R>> ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

public inline fun <R : Comparable<R>> IntArray.maxOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

public inline fun <R : Comparable<R>> LongArray.maxOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

public inline fun <R : Comparable<R>> FloatArray.maxOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? { in (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? { in (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

CharArray.maxOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

Array.<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

ByteArray.maxOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

ShortArray.maxOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

IntArray.maxOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.maxOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.maxOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.maxOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.maxOfWith(comparator: Comparator<in R>, selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

function applied to each element in the array or `null` if there are no elements.

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R>
ShortArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValues = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R>
IntArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValues = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R>
LongArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var maxValues = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R>
FloatArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var maxValues = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R>
DoubleArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValues = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R>
BooleanArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValues = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValues = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```
Returns the largest element or `null` if there are no elements.

```kotlin
fun Array<out Double>.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e, e)
    }
    return max
}
```

```kotlin
fun Array<out Float>.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e, e)
    }
    return max
}
```

```kotlin
fun <T : Comparable<T>> Array<out T>.maxOrNull(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
fun ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
fun ShortArray.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
fun IntArray.maxOrNull(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
fun LongArray.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
fun FloatArray.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}
```

```kotlin
fun DoubleArray.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}
```

```kotlin
fun CharArray.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4.1")
fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4.1")
fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4.1")
fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4.1")
fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4.1")
fun FloatArray.maxWith(comparator: Comparator<in Float>): Float? {
    return maxWithOrNull(comparator)
}
ReplaceWith("maxWithOrNull(comparator)"))

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Array<out T>.maxWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Float>.min(): Float? {
    return minOrNull()
}
ReplaceWith("\"minOrNull(\")\")@DeprecatedSinceKotlin(warningSince = \"1.4\")@public fun <T : Comparable<T>> Array<out T>.min(): T? {
    return minOrNull()
}

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> IntArray.min(): Int? {
    return minOrNull()
}

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.min(): Byte? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.min(): Short? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.min(): Long? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.min(): Char? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
element yielding the smallest value of the given function or ‘null’ if there are no elements.

```kotlin
returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
```
value among all values produced by [selector] function

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

@throws
NoSuchElementException if the array is empty.

 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * for each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws
NoSuchElementException if the array is empty.

 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * for each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws
NoSuchElementException if the array is empty.

 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * for each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws
NoSuchElementException if the array is empty.

 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * for each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws
NoSuchElementException if the array is empty.

 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * for each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws
NoSuchElementException if the array is empty.

 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementExce...
(i in 1..lastIndex) { \n    val v = selector(this[i])\n    minValue = minOf(minValue, v)\n}\nreturn minValue\n}\n\nreturn minValue\n}n\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException if the array is empty.\n    \n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException if the array is empty.\n    \n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOf(selector: (T) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException if the array is empty.\n    \n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOf(selector: (Byte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException if the array is empty.\n    \n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException if the array is empty.\n    \n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException if the array is empty.\n    \n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOf(selector: (Long) ->
Float): Float {\n    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) \n    for (i in 1..lastIndex) { \n        val v = selector(this[i]) \n        minValue = minOf(minValue, v) \n        if (v < minValue) { \n            minValue = v \n        } \n    } \n    return minValue \n}

/*anonymous*/

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array. \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun CharArray.minOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced \n * by [selector] function \n * applied to each element in the array. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced \n * by [selector] function \n * applied to each element in the array. \n * @throws NoSuchElementException if the array is empty. \n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
ShortArray.minOf(selector: (Short) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@Throws
NoSuchElementException if the array is empty.

IntArray.minOf(selector: (Int) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@Throws
NoSuchElementException if the array is empty.

LongArray.minOf(selector: (Long) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@Throws
NoSuchElementException if the array is empty.

FloatArray.minOf(selector: (Float) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@Throws
NoSuchElementException if the array is empty.

DoubleArray.minOf(selector: (Double) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@Throws
NoSuchElementException if the array is empty.

CharArray.minOf(selector: (Char) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@Throws
NoSuchElementException if the array is empty.

CharArray.minOf(selector: (Char) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
ByLambdaReturnType

open inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double?):

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double?):

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double?):

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@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double?):
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
`NaN`

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Float?): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double?): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Boolean?): Boolean? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Char?): Char? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

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IntArray.minOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
LongArray.minOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
FloatArray.minOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
DoubleArray.minOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
BooleanArray.minOfOrNull(selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
CharArray.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided 
 * [comparator] among all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Array<out T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided 
 * [comparator] among all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
ByteArray.minOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided 
 * [comparator] among all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> TArray.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
TArray.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> TArray.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

*Throws NoSuchElementException if the array is empty.*

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <R> ShortArray.minOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) { minValue = v }
    return minValue
} *Throws NoSuchElementException if the array is empty.*

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <R> IntArray.minOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) { minValue = v }
    return minValue
} *Throws NoSuchElementException if the array is empty.*

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <R> LongArray.minOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) { minValue = v }
    return minValue
} *Throws NoSuchElementException if the array is empty.*

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <R> FloatArray.minOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) { minValue = v }
    return minValue
} *Throws NoSuchElementException if the array is empty.*

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <R> DoubleArray.minOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) { minValue = v }
    return minValue
} *Throws NoSuchElementException if the array is empty.*

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <R> BooleanArray.minOfWith(comparator: Comparator<in R>, selector: (Boolean) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) { minValue = v }
    return minValue
} *Throws NoSuchElementException if the array is empty.*

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <R> CharArray.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throwNoSuchElementException()
    var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (comparator.compare(minValue, v) > 0) { minValue = v }
    return minValue
} *Throws NoSuchElementException if the array is empty.*
```

---

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return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
            return minValue
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
BooleanArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Array<out Double>.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Array<out Float>.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.minOrNull(): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.minOrNull(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.minOrNull(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.minOrNull(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.minOrNull(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
    return null
}
@SinceKotlin("1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
smallest value according to the provided [comparator] or `null` if there are no elements.

```kotlin
*\@SinceKotlin("1.4")*\n\public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>):
    Double? {\n        if (isEmpty()) return null
        var min = this[0]
        for (i in 1 .. lastIndex) {\n            val e = this[i]
            if (comparator.compare(min, e) > 0) min = e
        }
        return min
    }

*\@SinceKotlin("1.4")*\n\public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>):
    Boolean? {\n        if (isEmpty()) return null
        var min = this[0]
        for (i in 1 .. lastIndex) {\n            val e = this[i]
            if (comparator.compare(min, e) > 0) min = e
        }
        return min
    }
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {\n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1 .. lastIndex) {\n        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun ByteArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun ShortArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun IntArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun LongArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun FloatArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun DoubleArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun BooleanArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public fun CharArray.minWithOrNull(): Boolean {\n    return isEmpty()
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public inline fun <T> Array<T>.none(): Boolean {\n    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
*\@SinceKotlin("1.4")*\n\public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false
    return true
}
```
samples.collections.Collections.Aggregates.noneWithPredicate\n*/

```kotlin
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {$n for (element in this) if (predicate(element)) return false
    return true
}

*/

public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

*/

public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

*/

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEachIndexed(action: (Index: Int, T) -> Unit): T {
    return apply {
        forEachIndexed { index, element ->
            action(index, element)
        }
    }
}
```

samples.Collections.Aggregates.noneWithPredicate\n*/

```kotlin
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

*/

public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

*/

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEachIndexed(action: (Index: Int, T) -> Unit): T {
    return apply {
        forEachIndexed { index, element ->
            action(index, element)
        }
    }
}
```

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given [action] on each element, providing sequential index with the element.\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *@SinceKotlin("1.4")\n *@kotlin.internal.InlineOnly\n *@public inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray \n { return apply { forEachIndexed(action) } }\n */\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray \n { return apply { forEachIndexed(action) } }\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray \n { return apply { forEachIndexed(action) } }\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray \n { return apply { forEachIndexed(action) } }\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray \n { return apply { forEachIndexed(action) } }\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray \n { return apply { forEachIndexed(action) } }\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Unit): ByteArray \n { return apply { forEachIndexed(action) } }\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray \n { return apply { forEachIndexed(action) } }\n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray \n { return apply { forEachIndexed(action) } }\n
* @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *@SinceKotlin("1.4")\n *@kotlin.internal.InlineOnly\n *@public inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray \n { return apply { forEachIndexed(action) } }\n
* @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *@SinceKotlin("1.4")\n *@kotlin.internal.InlineOnly\n *@public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray \n { return apply { forEachIndexed(action) } }\n
* @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *@SinceKotlin("1.4")\n *@kotlin.internal.InlineOnly\n *@public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray \n { return apply { forEachIndexed(action) } }\n
* @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *@SinceKotlin("1.4")\n *@kotlin.internal.InlineOnly\n *@public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Unit): ByteArray \n { return apply { forEachIndexed(action) } }\n
* @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *@SinceKotlin("1.4")\n *@kotlin.internal.InlineOnly\n *@public inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray \n { return apply { forEachIndexed(action) } }\n
* @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduce\n */\n
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S \n { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n }\n
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte \n { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n }\n
public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short \n { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n }\n
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? \n { if (isEmpty()) return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n }\n
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? \n { if (isEmpty()) return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n }\n
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? \n { if (isEmpty()) return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n }
UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0]
for (index in 1..lastIndex)
    accumulator = operation(accumulator, this[index])
return accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current
accumulator value and each element. *Throws an exception if this array is empty. If the array can be empty
in an expected way,* *please use [reduceOrNull] instead. It returns `null` when its receiver is empty. *

@param [operation] function that takes current accumulator value and an element, and calculates the next
accumulator value.

IntArray.reduce(operation: (acc: Int, Int) -> Int): Int

Accumulates value starting with the first element and applying [operation] from left to right to current
accumulator value and each element. *Throws an exception if this array is empty. If the array can be empty
in an expected way,* *please use [reduceOrNull] instead. It returns `null` when its receiver is empty. *

LongArray.reduce(operation: (acc: Long, Long) -> Long): Long

FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float

DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double

BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean

CharArray.reduce(operation: (acc: Char, Char) -> Char): Char
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0] for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n} return accumulator

* * * * accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element with its index in the original array.\n* * * * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * * * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * * * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* * and calculates the next accumulator value.\n* * * * * sample\nsamples.collections.Collections.Aggregates.reduce\n
ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {\n    if (isEmpty()) throw\nUnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return accumulator

* * * * * * accumulates value starting with the first element and applying [operation] from left to right\n* * to current accumulator value and each element with its index in the original array.\n* * * * * * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * * * * * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * * * * * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* * * * * * and calculates the next accumulator value.\n* * * * * * * sample\nsamples.collections.Collections.Aggregates.reduce\n
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {\n    if (isEmpty()) throw\nUnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return accumulator

* * * * * * * * accumulates value starting with the first element and applying [operation] from left to right\n* * * * * * * * to current accumulator value and each element with its index in the original array.\n* * * * * * * * Throws an exception if this array is empty. If the array can be empty in an expected way,\n* * * * * * * * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n* * * * * * * * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* * * * * * * * and calculates the next accumulator value.\n* * * * * * * * * sample\nsamples.collections.Collections.Aggregates.reduce\n
LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): Long {\n    if (isEmpty()) throw\nUnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return accumulator

* * * * * * * * * * accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.

* Throws an exception if this array is empty. If the array can be empty in an expected way, please use `reduceIndexedOrNull` instead. It returns `null` when its receiver is empty.

* and each element with its index in the original array.

* Calculates the next accumulator value.

* @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduce

* *

* @public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduce

* *

* @public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduce

* *

* @public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduce

* *

* @public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduce

* *

* @public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduceOrNull

* *

* @SinceKotlin("1.4")

* public inline fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduceOrNull

* *

* @SinceKotlin("1.4")

* public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduceOrNull

* *

* @SinceKotlin("1.4")

* public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduceOrNull

* *

* @SinceKotlin("1.4")

* public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* * @param `operation` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* `@sample samples.collections.Collections.Aggregates.reduceOrNull

* *

* @SinceKotlin("1.4")

* public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {

* var accumulator = this[0] for (index in 1..lastIndex) {

* return accumulator

* } Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
Byte) -> Byte): Byte? {
    if (isEmpty())
        return null

    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null

    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null

    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull
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 */
@SinceKotlin("1.4")
    if (isEmpty())
        return null

    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null

    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null

    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null

    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
with its index in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * \n * and calculates the next accumulator value.\n * \n * @returns null if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * \n * and calculates the next accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * \n * and calculates the next accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * \n * and calculates the next accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * \n * and calculates the next 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/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns `null` if the array is empty.

 * @param [operation] function that takes current accumulator value and an element, and calculates the next
 * accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns `null` if the array is empty.

 * @param [operation] function that takes current accumulator value and an element, and calculates the next
 * accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
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public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns `null` if the array is empty.

 * @param [operation] function that takes current accumulator value and an element, and calculates the next
 * accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.

 * @param [operation] function that takes an element and current accumulator value, and calculates the next
 * accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.

 * @param [operation] function that takes an element and current accumulator value, and calculates the next
 * accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.

 * @param [operation] function that takes an element and current accumulator value, and calculates the next
 * accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
Accumulates value starting with the last element and applying \([operation]\) from right to left to each element and current accumulator value.\n *\n
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please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.\n *\n
@param \[operation\] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n *\n
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Throws an exception if this array is empty. If the array can be empty in an expected way,\n *\n
please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.\n *\n
@param \[operation\] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n *\n
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@param \[operation\] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n *\n
@sample samples.collections.Collections.Aggregates.reduceRight
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * 
 * Returns `null` when the array is empty.
 * 
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * 
 * Returns `null` when the array is empty.
 * 
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * 
 * Returns `null` when the array is empty.
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 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * 
 * Returns `null` when the array is empty.
 * 
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(--index)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(--index)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(--index)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(--index)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(--index)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
fun <S, Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49432
T: S> Array<out T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun FloatArray.reduceRightIndexedOrNull(operation: (index: Int, Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}
DoubleArray.reduceRightIndexedOrNull(operation: (index: Int, Double, acc: Double) -> Double): Double?

```kotlin
var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    index--
    accumulator = operation(index, get(index), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

```kotlin
samples.collections.Collections.Aggregates.reduceRightOrNull
```

**Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.**

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

```kotlin
BooleanArray.reduceRightIndexedOrNull(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean?
```

```kotlin
var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    index--
    accumulator = operation(index, get(index), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

```kotlin
CharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char?
```

```kotlin
var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    index--
    accumulator = operation(index, get(index), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```kotlin
Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S?
```

```kotlin
var index = lastIndex
if (index < 0) return null
var accumulator: S = get(index--)
while (index >= 0) {
    index--
    accumulator = operation(get(index--), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```kotlin
ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte?
```

```kotlin
var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    index--
    accumulator = operation(get(index--), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```kotlin
ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short?
```

```kotlin
var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    index--
    accumulator = operation(get(index--), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0)
        return null
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(accumulator, get(index--), get(index--), get(index--))
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(accumulator, get(index--))
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(accumulator, get(index--))
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(accumulator, get(index--))
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(accumulator, get(index--))
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(accumulator, get(index--))
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; it otherwise would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public inline fun
<T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    \n    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.runningFold(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.runningFold(initial: R, operation: (acc: R, Int) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.runningFold(initial: R, operation: (acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
operation(accumulator, element)\n    result.add(accumulator)\n   }\n   return result\n}\n
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* @param [initial] value.\n
/*\n@SinceKotlin("1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.runningFold(initial: R, operation: (acc: R, Double) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}\n
*/

@SinceKotlin("1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.runningFold(initial: R, operation: (acc: R, Boolean) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}

@SinceKotlin("1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}

@SinceKotlin("1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

@SinceKotlin("1.4\")\npublic inline fun <T, R> ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}
values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

*\@SinceKotlin("1.4\")\n*\@kotlin.internal.InlineOnly\n*public inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> { println(\n* if (isEmpty()) return listOf(initial)\n* val result = ArrayList<R>(size + 1).apply { add(initial) }\n* var accumulator = initial\n* for (index in indices) {\n* accumulator = operation(index, accumulator, this[index])\n* result.add(accumulator)\n* }\n* return result}/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

*\@SinceKotlin("1.4\")\n*\@kotlin.internal.InlineOnly\n*public inline fun <R> IntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> { println(\n* if (isEmpty()) return listOf(initial)\n* val result = ArrayList<R>(size + 1).apply { add(initial) }\n* var accumulator = initial\n* for (index in indices) {\n* accumulator = operation(index, accumulator, this[index])\n* result.add(accumulator)\n* }\n* return result}/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

*\@SinceKotlin("1.4\")\n*\@kotlin.internal.InlineOnly\n*public inline fun <R> LongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> { println(\n* if (isEmpty()) return listOf(initial)\n* val result = ArrayList<R>(size + 1).apply { add(initial) }\n* var accumulator = initial\n* for (index in indices) {\n* accumulator = operation(index, accumulator, this[index])\n* result.add(accumulator)\n* }\n* return result}/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

*\@SinceKotlin("1.4\")\n*\@kotlin.internal.InlineOnly\n*public inline fun <R> FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> { println(\n* if (isEmpty()) return listOf(initial)\n* val result = ArrayList<R>(size + 1).apply { add(initial) }\n* var accumulator = initial\n* for (index in indices) {\n* accumulator = operation(index, accumulator, this[index])\n* result.add(accumulator)\n* }\n* return result}/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

*\@SinceKotlin("1.4\")\n*\@kotlin.internal.InlineOnly\n*public inline fun <R> DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> { println(\n* if (isEmpty()) return listOf(initial)\n* val result = ArrayList<R>(size + 1).apply { add(initial) }\n* var accumulator =
and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce

*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly\n\nfun IntArray.runningReduce(operation: (Int, Int) -> Int): List<Int> {\n    var accumulator = this[0]\n    var result = ArrayList<Int>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly\n\nfun LongArray.runningReduce(operation: (Long, Long) -> Long): List<Long> {\n    var accumulator = this[0]\n    val result = ArrayList<Long>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly\n\nfun FloatArray.runningReduce(operation: (Float, Float) -> Float): List<Float> {\n    var accumulator = this[0]\n    val result = ArrayList<Float>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly\n\nfun DoubleArray.runningReduce(operation: (Double, Double) -> Double): List<Double> {\n    var accumulator = this[0]\n    val result = ArrayList<Double>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly\n\nfun BooleanArray.runningReduce(operation: (Boolean, Boolean) -> Boolean): List<Boolean> {\n    var accumulator = this[0]\n    val result = ArrayList<Boolean>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n
*\n@SinceKotlin("1.4")@kotlin.internal.InlineOnly\n\nfun CharArray.runningReduce(operation: (Char, Char) -> Char): List<Char> {\n    var accumulator = this[0]\n    val result = ArrayList<Char>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}
its index in the original array and current accumulator value that starts with the first element of this array.\n *\n * Note that ‘acc’ value passed to [operation] function should not be mutated; \n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current \n * accumulator value in * and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n *\n */
@SinceKotlin("1.4")\npublic inline fun <S, T : S> Array<out T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()\n    var accumulator: S = this[0]\n    val result = ArrayList<S>(size).apply { \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        } \n    }\n    return result
}

/**
 * Returns a list containing successive accumulation \n * values generated by applying [operation] from left to right to each element, its index in the original array and \n * current accumulator value that starts with the first element of this array.\n * @param [operation] function that \n * takes the index of an element, current accumulator value \n * and the element itself, and calculates the next \n * accumulator value.\n * @param \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Byte>(size).apply { \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        } \n    }\n    return result
}

/**
 * Returns a list containing successive accumulation \n * values generated by applying [operation] from left to right to each element, its index in the original array and \n * current accumulator value that starts with the first element of this array.\n * @param [operation] function that \n * takes the index of an element, current accumulator value \n * and the element itself, and calculates the next \n * accumulator value.\n * @param \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Short>(size).apply { \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        } \n    }\n    return result
}

/**
 * Returns a list containing successive accumulation \n * values generated by applying [operation] from left to right to each element, its index in the original array and \n * current accumulator value that starts with the first element of this array.\n * @param [operation] function that \n * takes the index of an element, current accumulator value \n * and the element itself, and calculates the next \n * accumulator value.\n * @param \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Int>(size).apply { \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        } \n    }\n    return result
}

/**
 * Returns a list containing successive accumulation \n * values generated by applying [operation] from left to right to each element, its index in the original array and \n * current accumulator value that starts with the first element of this array.\n * @param [operation] function that \n * takes the index of an element, current accumulator value \n * and the element itself, and calculates the next \n * accumulator value.\n * @param \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.runningReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<Long>(size).apply { \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        } \n    }\n    return result
}
accumulator value.

* @sample samples.collections.Collections.Aggregates.runningReduce

* @SinceKotlin("1.4")

public inline fun FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce

* @SinceKotlin("1.4")

public inline fun DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce

* @SinceKotlin("1.4")

public inline fun BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce

* @SinceKotlin("1.4")

public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan

* @SinceKotlin("1.4")

public inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}

*/

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operation)\n\n/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and
 calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * @param [operation] function that takes current accumulator value and an element, and
 calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * @param [operation] function that takes current accumulator value and an element, and
 calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * @param [operation] function that takes current accumulator value and an element, and
 calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * @param [operation] function that takes current accumulator value and an element, and
 calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return runningFold(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * @param [operation] function that takes current accumulator value and an element, and
 calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    return runningFold(initial, operation)\n}
value.
 Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@sample samples.collections.Aggregates.scan

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@published inline fun <T, R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@published inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@published inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@published inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@published inline fun <R> IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@published inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    return runningReduce(operation)
}
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean):
List<Boolean> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
selector(element) \n    } \n    return sum \n  } \n  * Returns the sum of all values produced by [selector] function applied to each element in the array.
  */

public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0f
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly

public inline fun CharArray.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun <T> Array<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun ByteArray.sumOf(selector: (Byte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun ShortArray.sumOf(selector: (Short) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun IntArray.sumOf(selector: (Int) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun LongArray.sumOf(selector: (Long) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun FloatArray.sumOf(selector: (Float) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun DoubleArray.sumOf(selector: (Double) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun BooleanArray.sumOf(selector: (Boolean) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*@

ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly

public inline fun CharArray.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
applied to each element in the array.

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@n@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
        sum += selector(element)
    return sum
}

*An@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@n@ExperimentalUnsignedTypes
@kotlin.jvm
public inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.

public inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.inter
```kotlin
public inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```java
public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,
 * while *second* list contains elements for which [predicate] yielded `false`.
 * 
 * @sample
 * samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
```
second.add(element)))
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which \[predicate\] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n */
@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n*/
public inline fun
CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
(predicate(element))}
}

return Pair(first, second)
}

return List<Pair<T, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Byte, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Short, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Int, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Long, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Float, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Double, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Boolean, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}

return List<Pair<Char, R>>}

return Pair(other) { t1, t2 -> t1 to t2 }
}
class LowArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V>
    IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V>
    FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V>
    DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V>
    BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V>
    CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

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The returned list has length of the shortest collection.

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Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

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Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

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The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

The returned list has length of the shortest collection.
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
Infix function `DoubleArray.zip`:

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Infix function `BooleanArray.zip`:

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Infix function `CharArray.zip`:

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Infix function `ByteArray.zip`:

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
public inline fun ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Infix function `ShortArray.zip`:

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
public inline fun ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Infix function `IntArray.zip`:

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
public inline fun IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Infix function `LongArray.zip`:

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
public inline fun LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Infix function `FloatArray.zip`:

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
public inline fun FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Infix function `DoubleArray.zip`:

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
public inline fun DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Infix function `BooleanArray.zip`:

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
public inline fun BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```
Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (Int) -> CharSequence? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.appendElement(element, transform)
        } else break
    } else break

    return buffer
}

/**
 * Returns a list of values built from the elements of `this` array and the other array with the same index
 * using the provided `transform` function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @param samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to `"..."`).
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.appendElement(element, transform)
        else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to `"..."`).
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (Short) -> CharSequence? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.appendElement(element, transform)
        else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to `"..."`).
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.appendElement(element, transform)
        else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to `"..."`).
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (Char) -> CharSequence? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.appendElement(element, transform)
        else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to `"..."`).
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (Int) -> CharSequence? = null): A {
    buffer.append(prefix)
    var count = 0
    for (i in 0 until size) {
        buffer.append(transform(this[i], other[i]))
    }
    return list
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to `"..."`).
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".)

* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".).
separator, prefix, postfix, limit, truncated, transform).toString().toString()

/**
 * Creates a string from all the elements separated using separator and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using separator and using the given prefix and postfix if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an Iterable instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an Iterable instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an Iterable instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an Iterable instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an Iterable instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an Iterable instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an Iterable instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a Sequence instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
@sample samples.collections.Sequences.Building sequenceFromArray

```kotlin
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun CharArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

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the sum of all elements in the array.\n */
public fun Array<out Byte>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n} \n/**
 * Returns the sum of all elements in the array.\n */
public fun Array<out Short>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n} \n/**
 * Returns the sum of all elements in the array.\n */
public fun Array<out Int>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n} \n/**
 * Returns the sum of all elements in the array.\n */
public fun Array<out Long>.sum(): Long {\n    var sum: Long = 0L\n    for (element in this) {\n        sum += element\n    }\n    return sum\n} \n/**
 * Returns the sum of all elements in the array.\n */
public fun Array<out Float>.sum(): Float {\n    var sum: Float = 0.0f\n    for (element in this) {\n        sum += element\n    }\n    return sum\n} \n/**
 * Returns the sum of all elements in the array.\n */
public fun Array<out Double>.sum(): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n} \n
/**
 * Returns a random element from this range.
 * \n * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)\n}

/**
 * Returns a random element from this range using the specified source of randomness.
 * \n * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()\n    } catch(e: IllegalArgumentException) {\n        throw

    }
semantics and is going to be removed.

```kotlin
fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())
}
```

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```kotlin
/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Short): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

---

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from this value down to the specified [to] value with the step -1."
 */
The [to] value should be less than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.

* Infix fun Long.downTo(to: Byte): LongProgression

{ return LongProgression.fromClosedRange(this, to.toLong(), -1L) | } Returns a progression from this value down to the specified [to] value with the step -1."
 */
The [to] value should be less than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.

* Infix fun Byte.downTo(to: Byte): IntProgression

{ return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1) | } Returns a progression from this value down to the specified [to] value with the step -1."
 */
The [to] value should be less than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.

* Infix fun Char.downTo(to: Char): CharProgression

{ return CharProgression.fromClosedRange(this, to, -1) | } Returns a progression from this value down to the specified [to] value with the step -1."
 */
The [to] value should be less than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.
The `to` value should be less than or equal to `this` value. If the `to` value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

public infix fun Short.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

Returns a progression that goes over the same range with the given step. If the `to` value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}
```

Returns a progression that goes over the same range with the given step. If the `to` value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}
```

Returns a range from this value to but excluding the specified `to` value. If the `to` value is less than or equal to `this` value, then the returned range is empty.

```kotlin
public infix fun IntProgression.fromClosedRange(start: Int, finish: Int, step: Int): IntProgression {
    return IntProgression.fromClosedRange(start, finish, step)
}
```

Returns a range from this value to but excluding the specified `to` value. If the `to` value is less than or equal to `this` value, then the returned range is empty.

```kotlin
public infix fun LongProgression.fromClosedRange(start: Long, finish: Long, step: Long): LongProgression {
    return LongProgression.fromClosedRange(start, finish, step)
}
```

Returns a range from this value to but excluding the specified `to` value. If the `to` value is less than or equal to `this` value, then the returned range is empty.


If the [to] value is less than or equal to `this` value, then the returned range is empty.

```kotlin
*public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
*public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}
```

Returns a range from this value up to but excluding the specified [to] value.

```kotlin
*public infix fun Char.until(to: Char): CharRange {
    return CharRange.EMPTY .. (to - 1).toChar()
}
```

Ensures that this value is not less than the specified [minimumValue].

```kotlin
* @return this
```

```kotlin
T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}
```

Ensures that this value is not less than or equal to `this` value.

```kotlin
public fun <T : Comparable<T>>
```

If the [to] value is less than or equal to `this` value, then the returned range is empty.

```kotlin
T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}
```

Ensures that this value is not less than the specified [minimumValue].
than or equal to the [minimumValue] or the [minimumValue] otherwise.

* @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.

* @sample samples.comparisons.ComparableOps.coerceAtLeast
*\n
*/
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast

*/
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost

*/
public fun Byte.coerceAtMostComparable(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost

*/
public fun Byte.coerceAtMostComparableInt(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost

*/
public fun Byte.coerceAtMostLong(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost

*/
public fun Byte.coerceAtMostFloat(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue]
or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost

*/
public fun Byte.coerceAtMostDouble(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}

*/
public fun Byte.coerceAtMostInt(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

*/
public fun Byte.coerceAtMostLong(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

*/
public fun Byte.coerceAtMostFloat(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}

*/
public fun Byte.coerceAtMostDouble(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
value lies in the specified range [minimumValue..maximumValue].

@return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.

@sample samples.comparisons.ComparableOps.coerceInComparable

/*
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */

public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    } else if (minimumValue !== null) {
        if (this < minimumValue) return minimumValue
    } else if (maximumValue !== null) {
        if (this > maximumValue) return maximumValue
    }
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */

public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */

public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */

public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */

public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */

public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * @return this value if it's in the range, or minimumValue if this value is less than minimumValue, or maximumValue if this value is greater than maximumValue.
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */

public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

if (this < minimumValue) return minimumValue

@return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.


```kotlin
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified [range].
 * 
 * @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
```

---

*/

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())
public inline operator fun compareTo(other: UShort): Int = this.toUInt().compareTo(other.toInt())

    /**
     * Compares this value with the
     * specified value for order.
     * Returns zero if this value is equal
to the specified other value, a
     * negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): UInt = this.toUInt().compareTo(other)

    /**
     * Compares this value with the
     * specified value for order.
     * Returns zero if this value is equal to the specified other value, a
     * negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)

    /** Adds the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
    /** Adds the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())
    /** Adds the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)
    /** Adds the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UByte = UByte(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UByte = UByte(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun and(other: UByte): UByte = UByte(data.and(other.data))
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun or(other: UByte): UByte = UByte(data.or(other.data))
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun xor(other: UByte): UByte = UByte(data.xor(other.data))
    /** Performs a bitwise NOT operation on this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun not(): UByte = UByte(data.not())
    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Computes the remainder of this value divided by the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
    /** Computes the remainder of this value divided by the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
    /** Computes the remainder of this value divided by the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
    /** Computes the remainder of this value divided by the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

    /** Performs a right shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftRight(other: UByte): UInt = this.toUInt().shiftRight(other.toUInt())
    /** Performs a right shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftRight(other: UShort): UInt = this.toUInt().shiftRight(other.toUInt())
    /** Performs a right shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftRight(other: UInt): UInt = this.toUInt().shiftRight(other)
    /** Performs a right shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftRight(other: ULong): ULong = this.toULong().shiftRight(other)

    /** Performs a left shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftLeft(other: UByte): UInt = this.toUInt().shiftLeft(other.toUInt())
    /** Performs a left shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftLeft(other: UShort): UInt = this.toUInt().shiftLeft(other.toUInt())
    /** Performs a left shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftLeft(other: UInt): UInt = this.toUInt().shiftLeft(other)
    /** Performs a left shift operation on the value. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftLeft(other: ULong): ULong = this.toULong().shiftLeft(other)

    /** Determines if the value is equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun isEqualTo(other: UByte): Boolean = this.toUInt().isEqualTo(other.toUInt())
    /** Determines if the value is equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun isEqualTo(other: UShort): Boolean = this.toUInt().isEqualTo(other.toUInt())
    /** Determines if the value is equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun isEqualTo(other: UInt): Boolean = this.toUInt().isEqualTo(other)
    /** Determines if the value is equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun isEqualTo(other: ULong): Boolean = this.toULong().isEqualTo(other)

    /** Determines if the value is greater than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThan(other: UByte): Boolean = this.toUInt().greaterThan(other.toUInt())
    /** Determines if the value is greater than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThan(other: UShort): Boolean = this.toUInt().greaterThan(other.toUInt())
    /** Determines if the value is greater than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThan(other: UInt): Boolean = this.toUInt().greaterThan(other)
    /** Determines if the value is greater than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThan(other: ULong): Boolean = this.toULong().greaterThan(other)

    /** Determines if the value is less than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThan(other: UByte): Boolean = this.toUInt().lessThan(other.toUInt())
    /** Determines if the value is less than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThan(other: UShort): Boolean = this.toUInt().lessThan(other.toUInt())
    /** Determines if the value is less than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThan(other: UInt): Boolean = this.toUInt().lessThan(other)
    /** Determines if the value is less than the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThan(other: ULong): Boolean = this.toULong().lessThan(other)

    /** Determines if the value is greater than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThanOrEqualTo(other: UByte): Boolean = this.toUInt().greaterThanOrEqualTo(other.toUInt())
    /** Determines if the value is greater than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThanOrEqualTo(other: UShort): Boolean = this.toUInt().greaterThanOrEqualTo(other.toUInt())
    /** Determines if the value is greater than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThanOrEqualTo(other: UInt): Boolean = this.toUInt().greaterThanOrEqualTo(other)
    /** Determines if the value is greater than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun greaterThanOrEqualTo(other: ULong): Boolean = this.toULong().greaterThanOrEqualTo(other)

    /** Determines if the value is less than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThanOrEqualTo(other: UByte): Boolean = this.toUInt().lessThanOrEqualTo(other.toUInt())
    /** Determines if the value is less than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThanOrEqualTo(other: UShort): Boolean = this.toUInt().lessThanOrEqualTo(other.toUInt())
    /** Determines if the value is less than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThanOrEqualTo(other: UInt): Boolean = this.toUInt().lessThanOrEqualTo(other)
    /** Determines if the value is less than or equal to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun lessThanOrEqualTo(other: ULong): Boolean = this.toULong().lessThanOrEqualTo(other)
or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UByte = UByte(data.inv())
    /** Converts this [UByte] value to [Byte]. */
    * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents
    * the same numerical value as this `UByte`. Otherwise the result is negative.
    * The least significant 8 bits of the resulting `Short` value are the same as the bits of this `UByte`
    * whereas the most significant 8 bits are filled with zeros.
    * Converting this [UByte] value to [Short],
    * The resulting `Short` value represents the same numerical value as this `UByte`.
    * The least significant 8 bits of the resulting `Short` value are the same as the bits of this `UByte`
    * whereas the most significant 8 bits are filled with zeros.
    * Converting this [UByte] value to [Int],
    * The resulting `Int` value represents the same numerical value as this `UByte`. The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte`
    * whereas the most significant 24 bits are filled with zeros.
    * Converting this [UByte] value to [ByteArray] and 0xFF,
    * The least significant 8 bits of the result are the same as the bits of this `UByte`
    * whereas the most significant 56 bits are filled with zeros.
    * Converting this [UByte] value to [Long],
    * The least significant 8 bits of the resulting `Long` value are the same as the bits of this `UByte`
    * whereas the most significant 8 bits are filled with zeros.
    * Converting this [UByte] value to [UShort],
    * The resulting `UShort` value represents the same numerical value as this `UByte`. The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `UByte`
    * whereas the most significant 24 bits are filled with zeros.
    * Converting this [UByte] value to [UInt],
    * The resulting `UInt` value represents the same numerical value as this `UByte`. The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `UByte`
    * whereas the most significant 24 bits are filled with zeros.
    * Converting this [UByte] value to [ULong],
    * The resulting `ULong` value represents the same numerical value as this `UByte`. The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte`
    * whereas the most significant 56 bits are filled with zeros.
    * Converting this [UByte] value to [Float],
    * The resulting `Float` value represents the same numerical value as this `UByte`. The least significant 8 bits of the resulting `Float` value are the same as the bits of this `UByte`
    * whereas the most significant 24 bits are filled with zeros.
    * Converting this [UByte] value to [Double],
    * The resulting `Double` value represents the same numerical value as this `UByte`. The least significant 8 bits of the resulting `Double` value are the same as the bits of this `UByte`
    * whereas the most significant 56 bits are filled with zeros.
    * Converting this [UByte] value to [BigDecimal],
    * If this value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents
    * the same numerical value as this `Short`.
    * The resulting `Byte` value is represented by the least significant 8 bits of this `Short` value.
    * Converting this [Short] value to [UByte],
    * If this value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents
    * the same numerical value as this `Int`.
    * The resulting `Byte` value is represented by the least significant 8 bits of this
`Int` value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte = UByte(toByte())
/**
 * Converts this [Long] value to [UByte].
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
 * the same numerical value as this `Long`.
 * The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte = UByte(toByte())
```

/*
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 */

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package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: UInt): Int = uintCompare(data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: UByte): UInt = this.divide(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: UShort): UInt = this.divide(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: UInt): UInt = UInt(this.data.divide(other.data))

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun divide(other: ULong): ULong = this.toULong().divide(other)

    /** Modulo this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun modulo(other: UByte): UInt = this.modulo(other.toUInt())

    /** Modulo this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun modulo(other: UShort): UInt = this.modulo(other.toUInt())

    /** Modulo this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun modulo(other: UInt): UInt = UInt(this.data.modulo(other.data))

    /** Modulo this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun modulo(other: ULong): ULong = this.toULong().modulo(other)
by the other value. */
@kotlin.internal.InlineOnly public inline operator fun times(other: ULong): ULong =
this.toULong().times(other)/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(div: UByte): UInt = this.div(div)/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(div: UShort): UInt =
this.div(div)/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(div: UInt): UInt =
this.div(div)/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(div: ULong): ULong =
this.toULong().div(div)/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.rem(other)/** Calculates this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt =
this.rem(other)/** Calculates this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)/** Calculates this remainder by dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): UInt = UInt(data.inc())/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): UInt = UInt(data.dec())/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun shl(bitCount: Int): UInt =
UInt(data shl bitCount)/** Shifts this value right by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public inline operator fun shr(bitCount: Int): UInt =
UInt(data ushr bitCount)/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline operator fun toByte(): Byte = data.toByte()/** Converts this [UInt] value to [Byte]. */
** * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
represents the same numerical value as this `UInt`. */
** * The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value. */
Note that the resulting `Byte` value may be negative. */
@kotlin.internal.InlineOnly
public inline operator fun toShort(): Short = data.toShort()/** Converts this [UInt] value to [Short]. */
** * If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value
represents the same numerical value as this `UInt`. */
** * The resulting `Short` value is represented by the least significant 16 bits of this `UInt` value. */
Note that the resulting `Short` value may be negative. */
@kotlin.internal.InlineOnly
public inline operator fun toInt(): Int = data.toInt()/** Converts this [UInt] value to [Int]. */
** * If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int` value
represents the same numerical value as this `UInt`. Otherwise the result is negative. */
** * The resulting `Int` value has the same binary representation as this `UInt` value. */
@kotlin.internal.InlineOnly
public inline operator fun toLong(): Long = data.toLong()/** Converts this [UInt] value to [Long]. */
** * The resulting `Long` value represents the same numerical value as this `UInt`. */
** * The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value, whereas the most significant 32 bits are filled with zeros. */
@kotlin.internal.InlineOnly
public inline operator fun toULong(): ULong =
data.toULong()/** Converts this [UInt] value to [ULong]. */
** * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value
represents the same numerical value as this `UInt`. */
** * The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value. */
@kotlin.internal.InlineOnly
public inline operator fun toUByte(): UByte =
data.toUByte()/** Converts this [UInt] value to [UByte]. */
to [UShort.MAX_VALUE], the resulting `UShort` value represents\n * the same numerical value as this `UInt`.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.\n */
@kotlin.internal.InlineOnly\n public inline fun toUShort(): UShort = data.toUShort()\n /** Returns this value.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.\n */
@kotlin.internal.InlineOnly\n public inline fun toUShort(): UShort = this\n /**\n * Converts this [UInt] value to [ULong].\n *
 * The resulting `ULong` value represents the same numerical value as this `UInt`.\n */
@kotlin.internal.InlineOnly\n *\n * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value,\n whereas the most significant 32 bits are filled with zeros.\n */
@kotlin.internal.InlineOnly\n public inline fun toULong(): ULong = ULong(data.toLong()) and 0xFFFF_FFFF\n /**\n * Converts this [UInt] value to [Float].\n *
 * The resulting `Float` value is the closest `Float` to this `UInt` value.\n */
@kotlin.internal.InlineOnly\n *\n * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Byte`.\n *\n * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte` value,\n whereas the most significant 24 bits are filled with the sign bit of this value.\n */
@kotlin.internal.InlineOnly\n public inline fun Byte.toUInt(): UInt = UInt(this.toInt())\n /**\n * Converts this [Short] value to [UInt].\n *
 * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short`.\n */
@kotlin.internal.InlineOnly\n public inline fun Short.toUInt(): UInt = UInt(this.toInt())\n /**\n * Converts this [Int] value to [UInt].\n *
 * The resulting `UInt` value has the same binary representation as this `Int`.\n */
@kotlin.internal.InlineOnly\n public inline fun Int.toUInt(): UInt = UInt(this)\n /**\n * Converts this [Long] value to [UInt].\n *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents\n * the same numerical value as this `Long`.\n */
@kotlin.internal.InlineOnly\n public inline fun Long.toUInt(): UInt = UInt(this.toLong())\n /**\n * Converts this [Float] value to [UInt].\n *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Float`.\n */
@kotlin.internal.InlineOnly\n public inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())\n /**\n * Converts this [Double] value to [UInt].\n *
 * If this value is positive, the resulting `Double` value is equal to this `Double`.\n */
@kotlin.internal.InlineOnly\n public inline fun Double.toUInt(): UInt = doubleToUInt(this)\n
/**
 * Converts this [Byte] value to [UInt].\n *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Byte`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Byte.toUInt(): UInt = UInt(this.toInt())
/**
 * Converts this [Short] value to [UInt].\n *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Short.toUInt(): UInt = UInt(this.toInt())
/**
 * Converts this [Int] value to [UInt].\n *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents\n * the same numerical value as this `Int`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Int.toUInt(): UInt = UInt(this)
/**
 * Converts this [Long] value to [UInt].\n *
 * The resulting `UInt` value represents the same numerical value as this `Long`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Long.toUInt(): UInt = UInt(this.toLong())
/**
 * Converts this [Float] value to [UInt].\n *
 * If this value is positive, the resulting `Double` value is equal to this `Double`.\n */
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 * Converts this [Double] value to [UInt].\n *
 * If this value is positive, the resulting `Double` value is equal to this `Double`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Double.toUInt(): UInt = doubleToUInt(this)

/**
 * Converts this [Byte] value to [UInt].\n *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Byte`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Byte.toUInt(): UInt = UInt(this.toInt())
/**
 * Converts this [Short] value to [UInt].\n *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Short.toUInt(): UInt = UInt(this.toInt())
/**
 * Converts this [Int] value to [UInt].\n *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents\n * the same numerical value as this `Int`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Int.toUInt(): UInt = UInt(this)
/**
 * Converts this [Long] value to [UInt].\n *
 * The resulting `UInt` value represents the same numerical value as this `Long`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Long.toUInt(): UInt = UInt(this.toLong())
/**
 * Converts this [Float] value to [UInt].\n *
 * If this value is positive, the resulting `Double` value is equal to this `Double`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())
/**
 * Converts this [Double] value to [UInt].\n *
 * If this value is positive, the resulting `Double` value is equal to this `Double`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n public inline fun Double.toUInt(): UInt = doubleToUInt(this)

/**
 * A constant holding the minimum value an instance of UShort can have.\n */
public const val MIN_VALUE: UShort = UShort(0)
/**\n * A constant holding the maximum value an instance of UShort can have.\n */
public const val MAX_VALUE: UShort = UShort(-1)
number of bytes used to represent an instance of UShort in a binary form.

```kotlin
public const val SIZE_BYTES: Int = 2
```

```kotlin
public const val SIZE_BITS: Int = 16
```

```kotlin
/**
 * The number of bits used to represent an instance of UShort in a binary
 * form.
 */
```

```kotlin
public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())
```

```kotlin
public inline operator fun compareTo(other: UInt): UInt = this.toUInt().compareTo(other)
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)
```

```kotlin
/*
 * Returns zero if this value is equal to the specified other value, a negative number if
 * it's less than other,
 * or a positive number if it's greater than other.
 */
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
```

```kotlin
/** Adds the other value to this value. */
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
```

```kotlin
/** Subtracts the other value from this value. */
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
```

```kotlin
/** Multiplies this value by the other value. */
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
```

```kotlin
/** Divides this value by the other value. */
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
```

```kotlin
/** Calculates the remainder of dividing this value by the other value. */
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other.toUInt())
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
```

```kotlin
/** Calculates the remainder of dividing this value by the other value. */
```
inline operator fun rem(other: ULong): ULong = this.toULong().rem(other).toInt() *\* Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun inc(): UShort = UShort(data.inc()) *\* Decrements this value. */

@kotlin.internal.InlineOnly
public inline operator fun dec(): UShort = UShort(data.dec()) *\* Creates a range from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt()) *\* Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data) *\* Inverts the bits in this value. */

@kotlin.internal.InlineOnly
public inline fun inv(): UShort = UShort(data.inv()) *\* Converts this [UShort] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte() *\* Converts this [UShort] value to [Short]. */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): Short = data
    /** Returns this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other).toInt()

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UShort = UShort(data.inc())

    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UShort = UShort(data.dec())

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun and(other: UShort): UShort = UShort(this.data and other.data)

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UShort = UShort(data.inc())

    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UShort = UShort(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun and(other: UShort): UShort = UShort(this.data and other.data)
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())
/**
 * Converts this `Byte` value to `UShort`. The resulting `UShort` value represents the same numerical value as this `Byte`.
 * The resulting `UShort` value has the same binary representation as this `Byte` value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Short.toUShort(): UShort = UShort(this)
/**
 * Converts this `Short` value to `UShort`. The resulting `UShort` value represents the same numerical value as this `Short`.
 * The resulting `UShort` value has the same binary representation as this `Short` value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Int.toUShort(): UShort = UShort(this.toShort())
/**
 * Converts this `Int` value to `UShort`. The resulting `UShort` value represents the same numerical value as this `Int`.
 * The resulting `UShort` value has the same binary representation as this `Int` value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun Long.toUShort(): UShort = UShort(this.toShort())

package kotlin.ranges

/**
 * A range of values of type `Char`.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last
    override fun contains(value: Char): Boolean = first <= value && value <= last
    override fun override fun isEmpty(): Boolean = first > last
    override fun equals(other: Any?): Boolean = other is CharRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last)
    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())
    override fun toString(): String = "$first..$last"
    companion object {
        /** An empty range of values of type Char. */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

package kotlin.int
class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last
    override fun contains(value: Int): Boolean = first <= value && value <= last
    override fun isEmpty(): Boolean = first > last
    override fun equals(other: Any?): Boolean = other is IntRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last)
    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first + last)
    override fun toString(): String = "$first..$last"
    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

package kotlin.long
class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last
    override fun contains(value: Long): Boolean = first <= value && value <= last
    override fun isEmpty(): Boolean = first > last
    override fun equals(other: Any?): Boolean = other is LongRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last)
    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first xor (first ushr 32)) + (last xor (last ushr 32)).toInt()
    override fun toString(): String = "$first..$last"
    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}

package kotlin.collections

import kotlin.contracts.*
import kotlin.random.Random

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>,
Serializable, RandomAccess

```kotlin
private const val serialVersionUID: Long = -7390468764508069838L

override fun equals(other: Any?): Boolean = other is List<?> && other.isEmpty() ||
    override fun hashCode(): Int = -1
    override fun toString(): String = "\n    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()
    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index \n    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }
    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }
    private fun readResolve(): Any = EmptyList
}

internal fun <T> Array<out T>.asCollection(): Collection<T> =
    if (isVarargs) ArrayAsCollection(this, isVarargs = false)
private class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {
    override val size: Int get() = values.size
    override fun isEmpty(): Boolean = values.isEmpty()
    override fun contains(element: T): Boolean = values.contains(element)
    override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }
    override fun iterator(): Iterator<T> = values.iterator()
    // override hidden toArray implementation to prevent copying of values array
    public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)
}

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
 */
@sample samples.collections.Collections.Lists.emptyList
* @sample samples.collections.Collections.Lists.readOnlyList
* @sample samples.collections.Collections.Lists.readOnlyList
* Returns a new read-only list of given elements.  The returned list is serializable (JVM).

@sample samples.collections.Collections.Lists.emptyList * @sample samples.collections.Collections.Lists.emptyList
* Returns a new read-only list of given elements.  The returned list is serializable (JVM).

public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()

/**
 * Creates a new read-only list either of single given element, if it is not null, or empty list if the element is null. The
 * returned list is serializable (JVM).
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)

/**
 * Creates a new mutable list with the specified [size], where each element is calculated by calling the specified
 * function [init] function. The function [init] is called for each list element sequentially starting from the first one.
 * It should return the value for a list element given its index.  A new mutable list with the specified [size], where each element
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableListOf(): MutableList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

/**
 * Creates a new read-only list of given elements.  The returned list is serializable (JVM).
 */
@sample samples.collections.Collections.Lists.emptyList
* @sample samples.collections.Collections.Lists.emptyList
* Returns a new read-only list of given elements.  The returned list is serializable (JVM).

public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()
```
is calculated by calling the specified values.

The function `listFromInitializer` is called for each list element sequentially starting from the first one. It should return the value for a list element given its index.

```kotlin
@sample samples.collections.Lists.mutableListFromInitializer
*

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}
```

The function `buildList` is called for each list element sequentially starting from the first one.

```kotlin
@sample samples.collections.Builders.Lists.buildListSample
*

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    return buildListInternal(builderAction)
}
```

The list passed as a receiver to the `builderAction` is valid only inside that function. Using it outside of the function produces an unspecified behavior.

```kotlin
@sample samples.collections.Builders.Lists.buildListSample
*

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E>
```

The list passed as a receiver to the `builderAction` is valid only inside that function. Using it outside of the function produces an unspecified behavior.

```kotlin
@sample samples.collections.Builders.Lists.buildListSample
*
```

By calling the specified values.

The function `listFromInitializer` is called for each list element sequentially starting from the first one. It should return the value for a list element given its index.

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    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}
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    return list
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    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}
```

The function `buildList` is called for each list element sequentially starting from the first one.

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@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
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@sample samples.collections.Builders.Lists.buildListSample
*

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E>
```

The list passed as a receiver to the `builderAction` is valid only inside that function. Using it outside of the function produces an unspecified behavior.
some cases

```kotlin
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T>
Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T>
Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

/**
 * Returns a new list with the elements of this list randomly shuffled
 * using the specified [random] instance as the source of randomness.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T>
Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements.
 * Otherwise, the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * Returns `null` value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `-insertion point - 1`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections.Lists.binarySearchOnComparable
 * @sample samples.collections.Collections.Lists.binarySearchWithBoundaries
 */
public fun <T : Comparable<T>>
List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)
        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}
```
so that the signs of the [comparison] function’s return values ascend on the list elements, i.e. negative values come before zero and zeroes come before positive values. Otherwise, the result is undefined. If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found. On the elements coming before the target element, the function must return negative values; on the elements coming after the target element, the function must return positive values. The return index of the found element, if it is contained in the list within the specified range, otherwise, the inverted insertion point (-insertion point - 1). The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

@sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction

List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Checks that from and to are in the range of [0..size] and throws an appropriate exception, if they aren’t.
 */
private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }

Open Source Used In Connected-Pharma

1.7.4 - Merck Connected Pharma 48485
map preserves the entry iteration order.

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public fun <K, V> mutableMapOf():
    LinkedHashMap<K, V> = LinkedHashMap()

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>):
    LinkedHashMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply {
        putAll(pairs)
    }

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf():
    HashMap<K, V> =
    HashMap<K, V>()

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> linkedMapOf():
    LinkedHashMap<K, V> =
    LinkedHashMap<K, V>()

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return buildMapInternal(builderAction)
}

test - sample samples.collections.Maps

buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return buildMapInternal(builderAction)
}
```
Map<out K, V>?.@isNotEmpty(): Boolean = isEmpty() meaning * Returns `true` if this nullable map is either null or empty. 

@get<@SinceKotlin("1.3"): Boolean = !isEmpty()

/**
 * Returns `true` if this nullable map is either null or
 * empty. 

 * @sample samples.collections.Maps.Usage.emptyMap
 
 */
@public inline fun <K, V>?.@isNullOrEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` if this nullable map is either null or
 * empty. 

 * @sample samples.collections.Maps.Usage.mapIsNullOrEmpty
 
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>?.@isNullOrEmpty(): Boolean = this != null && isEmpty()

/**
 * Returns `true` if this : Map<K, V> = this ?: emptyMap() meaning * Returns this map if it's not empty *
 * or the result of calling [defaultValue] function if the map is empty. 

 * @sample samples.collections.Maps_USAGE.mapOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.@orEmpty(): Map<K, V>? = this ?: emptyMap()

/**
 * Returns this map if it's not empty *
 * or the result of calling [defaultValue] function if the map is empty. 

 * @sample samples.collections.Maps_USAGE.mapIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M?.@ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : @sample 

/**
 * Checks if the map contains the given key. 

 * @method uses to allow the use of `\x in map` syntax for checking whether an object is contained in the map.

 * @sample samples.collections.Maps USAGE.mapContains
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)

/**
 * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map. 

 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V? = (this as Map<K, V>).get(key)

/**
 * Removes the specified key and its corresponding value from this map. 

 * @return the previous value associated with the key, or `null` if the key was not present in the map. 

 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K, V>.remove(key: K): V? = (this as MutableMap<K, V>).remove(key)

/**
 * Converts entry to [Pair] with key being first component and value being second. 

 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no 
 * entry for the given key. 

 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.getOrElse(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value
    }
}
for the given [key] or throws an exception if there is no such key in the map.\n * If the map was created by [withDefault], resorts to its `defaultValue` provider function\n * instead of throwing an exception.\n * @throws NoSuchElementException when the map doesn't contain a value\n * for the specified key and\n * no implicit default value was provided for that map.\n * @sample samples.collections.Maps.Usages.getOrPut\n * \n * @return the value for the given key. If the key is not found in the map,\n * calls the [defaultValue] function,\n * puts its result into the map under the given key and returns it.\n * Note that the operation is not guaranteed to be atomic if the map is being modified concurrently.\n * @sample samples.collections.Maps.Usages.getOrPut\n */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.getValue(key: K): V = getOrImplicitDefault(key)\n
/**\n * Returns the value for the given key. If the key is not found in the map,\n * calls the [defaultValue] function to each entry in this [Map] and\n * puts its result into the map under the given key and returns it.\n * Note that the operation is not guaranteed to be atomic if the map is being modified concurrently.\n * @sample samples.collections.Maps.Usages.getOrPut\n */
    val value = get(key)\n    return if (value == null) {
        val answer = defaultValue()\n        put(key, answer)\n        answer\n    } else {
        value\n    }
}

/**\n * Returns an [Iterator] over the entries in the [Map].\n * @sample samples.collections.Maps.Usages.forOverEntries\n */
@kotlin.internal.InlineOnly

/**\n * Returns a [MutableIterator] over the mutable entries in\n * the [MutableMap].\n */
@kotlin.jvm.JvmName("mutableIterator")
@kotlin.internal.InlineOnly
matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample samples.collections.Maps.Filtering.filterValues\n */\n
public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {\n    val result = LinkedHashMap<K, V>()\n    for (entry in this) {\n        if (predicate(entry.value)) {\n            result.put(entry.key, entry.value)\n        }\n    }\n    return result\n}

/**\n * Applies all entries matching the given [predicate] into the mutable map given as [destination] parameter.\n *\n * @return the destination map.\n */\n
public inline fun <K, V> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    val result = LinkedHashMap<K, V>()\n    for (element in this) {\n        if (predicate(element)) {\n            result.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**\n * Returns a new map containing all key-value pairs matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample samples.collections.Maps.Filtering.filterTo\n */

public inline fun <K, V> Map<out K, V>.filterTo(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n    val result = LinkedHashMap<K, V>()\n    for (element in this) {\n        if (predicate(element)) {\n            result.put(element.key, element.value)\n        }\n    }\n    return result\n}


/**\n * Applies all entries not matching the given [predicate] into the given [destination].\n *\n * @return the destination map.\n *\n * @sample samples.collections.Maps.Filtering.filterNotTo\n */

public inline fun <K, V> Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    val result = LinkedHashMap<K, V>()\n    for (element in this) {\n        if (!predicate(element)) {\n            result.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**\n * Returns a new map containing all key-value pairs not matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original collection.\n *\n * @return the destination map.\n *\n * @sample samples.collections.Maps.Filtering.filterNot\n */

public fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) {\n    0 -> emptyMap()\n    1 -> mapOf(this[0])\n    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n}

/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given array of pairs.\n *\n * @return the destination map.\n *\n * @sample samples.collections.Maps.Filtering.filterNotTo\n */

public fun <K, V, M : MutableMap<in K, in V>> Array<out Pair<K, V>>.toMap(destination: M): M = destination.apply {\n    putAll(this@toMap)\n}

/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.\n *\n * @return the destination map.\n *\n * @sample samples.collections.Maps.Filtering.filterNot\n */

public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply {\n    putAll(this@toMap)\n}

/**\n * Returns a new read-only map containing all key-value pairs from the original map.\n *\n * The returned map preserves the entry iteration order of the original sequence.\n *\n * @return the destination map.\n *\n * @sample samples.collections.Maps.Filtering.filterNot\n */

public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {\n    0 -> emptyMap()\n    1 -> toSingletonMap()\n    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n}

/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.\n *\n * @return the destination map.\n *\n * @sample samples.collections.Maps.Filtering.filterNot\n */

public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply {\n    putAll(this@toMap)\n}
mutable map with key-value pairs from the given map.

```kotlin
@SinceKotlin("1.1")
    destination.apply {
        putAll(this@toMap) }

/**
 * Creates a new read-only map by replacing or adding an entry to this map from a
given key-value [pair].
 */
@SinceKotlin("1.1")
    if (this.isEmpty()) this else Map<out K, V>.plusAssign(pair) { mapOf(pair) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a
given collection of key-value [pairs].
 */
@SinceKotlin("1.1")
public fun <K, V, M : MutableMap<in K, in V>> Collection<out Pair<K, V>>.toMap(): M =
    this.map { mapOf(it.first, it.second) }

/**
 * Creates a new read-only map by replacing or adding entries from this map to a
new given sequence of key-value [pairs].
 */
@SinceKotlin("1.1")
public fun <K, V, M : MutableMap<in K, in V>> Sequence<out Pair<K, V>>.toMap(): M =
    this.map { mapOf(it.first, it.second) }

/**
 * Creates a new read-only map by replacing or adding entries from another [map].
 */
@SinceKotlin("1.1")
    this.toMutableMap().plusAssign(map)
```

[destination]
V>.minus(keys: Sequence<K>): Map<K, V> =
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Removes the entry with the given [key] from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {
    remove(key)
}

/**
 * Removes all entries of which are contained in the given [keys] array from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries of which are contained in the given [keys] sequence from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}


// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()

    override fun hashCode(): Int = 0

    override fun toString(): String = "[]"

    override val size: Int get() = 0

    override fun isEmpty(): Boolean = true

    override fun contains(element: Nothing): Boolean = false

    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty read-only set. The returned set preserves the element iteration order.
 * @sample samples.collections.Collections.Sets.mutableSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()

/** Returns a new read-only set with the given elements. */
public fun <T> mutableSetOf(vararg elements: T): MutableSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size))).toSet()
elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))/*
 * Returns a new read-only set either with single given element, if it is not null, or empty set if the element is null.
 */

The returned set is serializable (JVM).

@sample samples.collections.Collections.Sets.setOfNotNull(Any, T): Set<T> = if (element != null) setOf(element) else emptySet()

* The returned set is serializable (JVM).

/**
 * Returns a new read-only set either
 * with single given element, if it is not null, or empty set if the element is null.
 * @sample samples.collections.Collections.Sets.setOfNotNull
 */
@SinceKotlin("1.4")
public fun <T : Any> setOfNotNull(element: T?): Set<T> = if (element != null) setOf(element) else emptySet()

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-
 * only set with the same elements.
 * @sample samples.collections.Builders.Sets.buildSetSample
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E>
    buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildSetInternal(builderAction)
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildSetInternal(builderAction:MutableSet<E>.() -> Unit): Set<E>

/** Returns this Set if it's not `null` and the empty set otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>? orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> setOf(iterator().next())
    else -> this
}

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
@file:Suppress("PLATFORM_CLASS_MAPPED_TO_KOTLIN")

package kotlin.text

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun String.toByteOrNull(radix: Int): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun String.toShortOrNull(radix: Int): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun String.toShortOrNull(radix: Int): Short? = toShortOrNull(radix = 10)
Short.MAX_VALUE) return null
null return int.toShort(s1) \nnull/**\nnull * Parses the string as an [Int] number and returns the resultnull * or null if the string is not a valid representation of a number.
*\n\n*\n*\n*\n*\n* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
*\n*\n*\n* @SinceKotlin("1.1")\n*\n*\n*\n*\n*\n*\n
/**\n* Parses the string as an [Int] number and
* returns the result null if the string is not a valid representation of a number.
*\n* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
*\n*\n* @SinceKotlin("1.1")\n*\n*\n*\n*\n*\n*\n
internal fun numberFormatException(input: String): Nothing = throw

internal fun checkRadix(radix: Int) { val length = this.length if (length == 0) return null val start: Int = 0 if (firstChar < '0') { // Possible leading sign
    if (length == 1) return null // non-digit (possible sign) only, no digits after
    start = 1
    if (firstChar == '-') {
        isNegative = true
        limit = Int.MIN_VALUE
    } else if (firstChar == '+') {
        isNegative = false
        limit = -Int.MAX_VALUE
    } else
        return null

    var limitBeforeMul = limit / radix
    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / radix
                if (result < limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }

        result *= radix
        if (result < limit + digit) return null
        result -= digit
    }

    return if (isNegative) result else -result
}
and correct if necessary.

val quotient = ((dividend ushr 1) / divisor) shl 1

val rem = dividend - quotient * divisor
return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)

}

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) {
            v1 // dividend < divisor
        } else {
            v1 - v2 // dividend >= divisor
        }
    }

    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend % divisor)
    }

    // Otherwise, approximate the quotient, check, and correct if necessary.
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v < Long.MAX_VALUE -> v.toInt().toUInt()
    else -> (v - 9223372036854775808.0).toLong().toUInt() + Int.MAX_VALUE
}

@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE ->
        v.toLong().toULong()
    // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.
    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL
}

internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)
    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}

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 * license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * the [Iterator] provided by that function.
 */
@PublishedApi
internal fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns
 * an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns the size of this iterable if it is known, or `null` otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null

/**
 * Returns the size of this iterable if it is known, or the specified [default] value otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default

/**
 * Converts this collection to a set without changing contains method behavior.
 */
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
    when (this) {
        is Set -> this
        is Collection ->
            when (source) {
                is Collection ->
                    when (source) {
                        is List ->
                            when (source) {
                                is ArrayList ->
                                    source.convertToSet() // Constant time
                                else ->
                                    source.convertToSetForSetOperationWith(this)
                            }
                        else ->
                            this.convertToSetForSetOperationWith(source)
                    }
                else ->
                    source.convertToSetForSetOperationWith(this)
            }
        else ->
            source.convertToSetForSetOperationWith(this)
    }

/**
 * Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.
 */
internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection ->
            when (this) {
                is List ->
                    when (this) {
                        is ArrayList ->
                            this.convertToSet() // Constant time
                        else ->
                            this.convertToSetForSetOperationWith(source)
                    }
                else ->
                    this.convertToSetForSetOperationWith(source)
            }
        else ->
            this.convertToSetForSetOperationWith(source)
    }

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Returns a single list of all elements from all collections in the given collection.

```kotlin
Returns a single list of all elements from all collections in the given collection.

```
listT.add(pair.first)
    listR.add(pair.second)
} return listT to listR
}

/**
 * Returns a sequence that
 * yields elements of this sequence randomly shuffled
 * using the specified [random] instance as the source of randomness.
 * Note that every iteration of the sequence returns elements in a
different order.
 */
@OptIn(ExperimentalStdlibApi::class) buffer.removeLast()
    val value = if (j < buffer.size) buffer.set(j, last)
else last
    yield(value)
} return buffer

/**
 * A sequence which returns the values from the underlying 
 * sequence that either match or do not match the
 * specified [predicate].
 */
internal class FilteringSequence<T>(
    private val sequence: Sequence<T>,
    private val sendWhen: Boolean = true,
    private val predicate: (T) -> Boolean
) : Sequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        var nextItem: T? = null

        private fun calcNext() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item) == sendWhen) {
                    nextItem = item
                    nextState = 1
                    return
                }
            }
            nextState = 0
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext()
            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem
            nextItem = null
            nextState = -1
            @Suppress("UNCHECKED_CAST")
            return result as T
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext()
            return nextState == 1
        }
    }
}

/**
 * A sequence which returns the results of applying the given 
 * [transformer] function to the values
 * in the underlying [sequence].
 */
internal class TransformingSequence<T, R>(
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R
) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return transformer(iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }

    internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {
        return FlatteningSequence<T, R, E>(sequence, transformer, iterator)
    }
}

/**
 * A sequence which combines values from the underlying
 * sequence with their indices and returns them as
 * IndexedValue objects.
 */
internal class IndexingSequence<T>
constructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {

    override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): IndexedValue<T> {
            return IndexedValue(checkIndexOverflow(index++), iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence which takes the values from two parallel
 * underlying sequences, passes them to the given 
 * [transform] function and returns the values returned by that
 * function. The sequence stops returning values as soon as one of the underlying sequences stops returning values.
 */
internal class MergingSequence<T1, T2, V>(
    private val sequence1: Sequence<T1>,
    private val sequence2: Sequence<T2>,
    private val transform: (T1, T2) -> V
) : Sequence<V> {

    override fun iterator(): Iterator<V> = object : Iterator<V> {
        val iterator1 = sequence1.iterator()
        val iterator2 = sequence2.iterator()
        var index1 = 0
        var index2 = 0

        override fun next(): V {
            if (index1 < sequence1.size && index2 < sequence2.size) {
                val item1 = iterator1.next()
                val item2 = iterator2.next()
                val result = transform(item1, item2)
                return result
            }
            return if (index1 < sequence1.size)
                iterator1.next()
            else
                iterator2.next()
        }

        override fun hasNext(): Boolean {
            return index1 < sequence1.size || index2 < sequence2.size
        }
    }
}

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if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }

        private fun calcNext() {
            if (iterator.hasNext()) {
                val item = iterator.next()

                when (item) {
                    else -> TeamType
                }

                yieldAll(iterator(result))
            }
        }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var position = 0

        override fun next(): T {
            drop()
            if (position >= endIndex)
                throw NoSuchElementException()
            position++
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            drop()
            return (position < endIndex) && iterator.hasNext()
        }

        private fun ensureItemIterator(): Boolean {
            if (itemIterator?.hasNext() == false)
                itemIterator = null

            val element = iterator.next()
            val nextItemIterator = iterator(transformer(element))
            itemIterator = if (nextItemIterator.hasNext()) itemIterator else nextItemIterator

            return true
        }
    }

    override fun override fun hasNext(): Boolean {
        return ensureItemIterator() && itemIterator!!.hasNext()
    }

    override fun override fun return true

        private fun initialize() {
            init {
                require(count >= 0) { "count must be non-negative, but is $count."
            }

            require(endIndex >= startIndex) { "endIndex should be not less than startIndex, but was $endIndex < $startIndex"
            require(endIndex >= 0) { "endIndex should be non-negative, but is $endIndex" }

            val startIndex = position
            val endIndex = position + count

            var itemCount = 0
            for (element in source) {
                val result = transform(checkIndexOverflow(index++), element)

                if (result != item)
                    itemCount++

                itemCount++
            }

            return itemCount
        }

    override fun override fun hasNext(): Boolean {
        return itemCount >= count
    }

    override fun override fun return true

            private fun transform(item: T): R {
                return item
            }

        private fun checkIndexOverflow(index: Int): Boolean {
            return index > 0
        }

    override fun override fun hasNext(): Boolean {
        return itemCount >= count
    }

    override fun override fun return true

            private fun initialize() {
                init {
                    require(count >= 0) { "count must be non-negative, but is $count."
                }

                require(endIndex >= startIndex) { "endIndex should be not less than startIndex, but was $endIndex < $startIndex"
                require(endIndex >= 0) { "endIndex should be non-negative, but is $endIndex" }

                val startIndex = position
                val endIndex = position + count

                var itemCount = 0
                for (element in source) {
                    val result = transform(checkIndexOverflow(index++), element)

                    if (result != item)
                        itemCount++

                    itemCount++
                }

                return itemCount
            }

        private fun checkIndexOverflow(index: Int): Boolean {
            return index > 0
        }

    override fun override fun hasNext(): Boolean {
        return itemCount >= count
    }

    // Shouldn't be called from constructor to avoid premature iteration
    private fun drop() {
        while (position < startIndex && iterator.hasNext()) {
            position++
        }

        override fun override fun hasNext(): Boolean {
            return iterator.next().position >= startIndex
        }

        // Shouldn't be called from constructor to avoid premature iteration
    
    private fun ensureItemIterator(): Boolean {
        if (!ensureItemIterator())
            throw NoSuchElementException()

        return itemIterator!!.next()
    }

    override fun override fun hasNext(): Boolean {
        return ensureItemIterator()
    }

    private fun initialize() {
        init {
            require(count >= 0) { "count must be non-negative, but is $count."
        }

            require(endIndex >= startIndex) { "endIndex should be not less than startIndex, but was $endIndex < $startIndex"
            require(endIndex >= 0) { "endIndex should be non-negative, but is $endIndex" }

            val startIndex = position
            val endIndex = position + count

            var itemCount = 0
            for (element in source) {
                val result = transform(checkIndexOverflow(index++), element)

                if (result != item)
                    itemCount++

                itemCount++
            }

            return itemCount
        }

        private fun checkIndexOverflow(index: Int): Boolean {
            return index > 0
        }

    override fun override fun hasNext(): Boolean {
        return itemCount >= count
    }

    // Shouldn't be called from constructor to avoid premature iteration

ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)
    return if (this is
*/
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    // as? does not work in js
    //return this as?
    
*
 * 

 * The operation is _intermediate_ and
 calcNext() // will change nextState

 override fun hasNext(): Boolean {
     if (nextState == -1)
     calcNext() // will change nextState
     return nextState == 1
 } |]

 override fun next(): T {
     if (nextState == -1)
     calcNext() // will change nextState
     return nextState == 1
 } |]

 override fun hasNext(): Boolean {
     if (nextState == 0)
     throw NoSuchElementException("n @Suppress("UNCHECKED_CAST")\n val result = nextItem as T\n     // Clean next to avoid keeping
 reference on yielded instance\n     nextItem = null\n     nextState = -1\n     return result\n } |]

 override fun hasNext(): Boolean {
     if (nextState == -1)
     calcNext() // will change nextState
     return nextState == 1
 } |]

 override fun next(): T {
     if (nextState == -1)
     calcNext() // will change nextState
     return nextState == 1
 } |]

 override fun hasNext(): Boolean {
     if (nextState == 0)
     throw NoSuchElementException("n @Suppress("UNCHECKED_CAST")\n val result = nextItem as T\n     // Clean next to avoid keeping
 reference on yielded instance\n     nextItem = null\n     nextState = -1\n     return result\n } |]

 override fun hasNext(): Boolean {
     if (nextState == 0)
     throw NoSuchElementException("n @Suppress("UNCHECKED_CAST")\n val result = nextItem as T\n     // Clean next to avoid keeping
 reference on yielded instance\n     nextItem = null\n     nextState = -1\n     return result\n } |]
ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this
)\n}\n*/nn *\n* @see constrainOnce\n* @see
kotlin.sequences.sequence\n* @sample samples.collections.Sequences.Building.generateSequence\n*/un\nun * @sample

/**
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`
.\n* The returned sequence is constrained to be iterated only once.
* @see constrainOnce
* @see
kotlin.sequences.sequence\n* @sample
samples.collections.Sequences.Building.generateSequence\n*/

/**
 * Returns a sequence defined by the starting value [seed] and the function [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.
* The sequence produces values until it encounters first `null` value.\n* If [seed] is `null`, an empty sequence is produced.
* The sequence can be iterated multiple times, each time starting with [seed].
*/
GeneratorSequence(\n  seed , \n  nextFunction())\n*/

/**
 * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value, and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.
* The sequence produces values until it encounters first `null` value.\n* If [seedFunction] returns `null`, an empty sequence is produced.
* The sequence can be iterated multiple times.
*/
GeneratorSequence(\n  seedFunction()\n)\n*/

/**
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`.\n* The returned sequence is constrained to be iterated only once.
* @see constrainOnce\n* @see
kotlin.sequences.sequence\n* @sample
samples.collections.Sequences.Building.generateSequence\n*/un\n
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("\PreconditionsKt")

package kotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
* @sample samples.misc.Preconditions.failRequireWithLazyMessage\n* @kotlin.internal.LowPriorityInOverloadResolution
*/
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is false.
* @sample samples.misc.Preconditions.failRequireWithLazyMessage\n*/
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Returns an [IllegalStateException] if the [value] is false. Otherwise returns the not null value.
*/
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Returns an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false. Otherwise returns the not null value.
*/
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
*/
public inline fun <T : Any> check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.
*/
public

public inline fun <T : Any> checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }

    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with the given [message] if the [value] is null. Otherwise returns
 * the not null value.
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())
*\@SinceKotlin("1.1")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString();\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    return this.contentEquals(other);\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString();\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    return this.contentEquals(other);\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString();\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    return this.contentEquals(other);\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString();\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    return this.contentEquals(other);\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString();\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    return this.contentEquals(other);\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString();\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    return this.contentEquals(other);\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString();\n}\n
*\@SinceKotlin("1.4")\@kotlin.internal.LowPriorityInOverloadResolution\public actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    return this.contentEquals(other);\n}
Returns `true` if the two specified arrays are *structurally* equal to one another. \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {
    return this.contentEquals(other)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n* i.e. contain the same number of the same elements in the same order. \n* * The elements are compared for equality with the [equals][Any.equals] function. \n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. \n*

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {
    return this.contentEquals(other)\n}
* The elements are compared for equality with the \[equals\][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`\n
*/
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`\n
*/
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ShortArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun IntArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun LongArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun FloatArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun DoubleArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun BooleanArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ShortArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun IntArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun LongArray.contentHashCode(): Int {
    return this.contentHashCode()\n}

/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun FloatArray.contentHashCode(): Int {
    return this.contentHashCode()\n}
contents of this array as if it is [List].

```kotlin
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun DoubleArray?.contentHashCode(): Int {
    definedExternally
    * Returns a hash code based on the contents of this array as if it is [List].
}

@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun BooleanArray?.contentHashCode(): Int {
    definedExternally
    * Returns a hash code based on the contents of this array as if it is [List].
}

@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun CharArray?.contentHashCode(): Int {
    definedExternally
    * Returns a string representation of the contents of the specified array as if it is [List].
}

@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {
    return this.contentToString()
    * Returns a string representation of the contents of the specified array as if it is [List].
}

@SinceKotlin("1.4")
@library("arrayToString")
public actual fun ByteArray?.contentToString(): String {
    return this.contentToString()
}
```
Returns a string representation of the contents of the specified array as if it is `List

* @SinceKotlin("1.4")
* @library("arrayToString")
public actual fun ShortArray?.contentToString(): String

* @SinceKotlin("1.4")
* @library("arrayToString")
public actual fun IntArray?.contentToString(): String

* @SinceKotlin("1.4")
* @library("arrayToString")
public actual fun LongArray?.contentToString(): String

* @SinceKotlin("1.4")
* @library("arrayToString")
public actual fun FloatArray?.contentToString(): String

* @SinceKotlin("1.4")
* @library("arrayToString")
public actual fun DoubleArray?.contentToString(): String

* @SinceKotlin("1.4")
* @library("arrayToString")
public actual fun BooleanArray?.contentToString(): String

* @SinceKotlin("1.4")
* @library("arrayToString")
public actual fun CharArray?.contentToString(): String

Copies this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startcopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* @param throws IllegalArgumentExeception when [startIndex] or [endIndex] is out of range of this array indices or when [startIndex] > [endIndex].

Copies this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startCopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

Copia this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startCopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

Copia this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startCopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

Copia this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startCopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

Copia this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startCopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

Copia this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startCopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

Copia this array or its subrange into the [destination] array and returns that array.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startCopyIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endCopyIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param subRangeSize the size of the subrange to copy, size of this array by default.
* @param copyDestinationOffset the position in the [destination] array to copy to, 0 by default.
* @param copyStartIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param copyEndIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param copySubRangeSize the size of the subrange to copy, size of this array by default.
* @param throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

@param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndexOf the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndexOf the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(),
destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(),
destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(),
destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public actual inline fun<T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array.
    } *" @sample

samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array.
    } *" @sample

samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array.
    } *" @sample

samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual fun LongArray.copyOf(): LongArray {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array.
    } *" @sample

samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array.
    } *" @sample

samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual fun BooleanArray.copyOf(): BooleanArray {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array, resized to the given
    } *" @sample

samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual inline fun CharArray.copyOf(): CharArray {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array,
    } *" @sample

samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual fun ByteString.copyOf(): ByteString {
    return this.asDynamic().slice().let { 
        *"\n        Returns new array which is a copy of the original array,
    } *" @sample
at the end with zero values if necessary.\n * * * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * * * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * * * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun FloatArray.copyOf(newSize: Int): FloatArray {\n    require(newSize >= 0) { "Invalid new array size: $newSize.\n    return fillFrom(this, FloatArray(newSize))\n    }\n    *\n    * The copy is either truncated or padded at the end with zero values if necessary.\n    * * * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n    * * * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n    * * * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {\n    require(newSize >= 0) { "Invalid new array size: $newSize.\n    return fillFrom(this, DoubleArray(newSize))\n    }\n    *\n    * The copy is either truncated or padded at the end with zero values if necessary.\n    * * * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n    * * * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n    * * * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {\n    require(newSize >= 0) { "Invalid new array size: $newSize.\n    return withType("BooleanArray", arrayCopyResize(this, BooleanArray(newSize), false))\n    }\n    *\n    * The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.\n    * * * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n    * * * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.\n    * * * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun CharArray.copyOf(newSize: Int): CharArray {\n    require(newSize >= 0) { "Invalid new array size: $newSize.\n    return withType("CharArray", fillFrom(this, CharArray(newSize)))\n    }\n    *\n    * The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.\n    * * * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n    * * * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.\n    * * * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T> {\n    require(newSize >= 0) { "Invalid new array size: $newSize.\n    return arrayCopyResize(this, Array<T>(newSize), null)\n    }\n    *\n    * A new array which is a copy of the specified range of the original array.\n    * * * @param fromIndex the start of the range (inclusive) to copy.\n    * * * @param toIndex the end of the range (exclusive) to copy.\n    * * * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    * * * @throws IllegalArgumentRangeException if [fromIndex] is greater than [toIndex].\n    * * * @suppress("'ACTUAL_WITHOUT_EXPECT'")\npublic actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n    }\n    *\n    * A new array which is a copy of the specified range of the original array.\n    * * * @param fromIndex the start of the range (inclusive) to copy.\n    * * * @param toIndex the end of the range (exclusive) to copy.\n    * * * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    * * * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n    * * * @suppress("'ACTUAL_WITHOUT_EXPECT'")\npublic actual fun <T> ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n    }\n    *\n    * A new array which is a copy of the specified range of the original array.\n    * * * @param fromIndex the start of the range (inclusive) to copy.\n    * * * @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive) to copy.
* @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive) to copy.
* @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive) to copy.
* @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive) to copy.
* @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive) to copy.
* @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive) to fill, 0 by default.
* @param toIndex the end of the range (exclusive) to fill, size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex,
toIndex);\n    \n  * Fills this array or its subrange with the specified [element] value.\n  * \n  * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n  * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
  * Fills this array or its subrange with the specified [element] value.\n  * 
  * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n  * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
  * Fills this array or its subrange with the specified [element] value.\n  * 
  * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n  * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
  * Fills this array or its subrange with the specified [element] value.\n  * 
  * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n  * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
  * Fills this array or its subrange with the specified [element] value.\n  * 
  * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n  * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
  * Fills this array or its subrange with the specified [element] value.\n  * 
  * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n  * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
  AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n  this.asDynamic().fill(element, fromIndex, toIndex);
}
fillFromCollection(this.copyOf(size + elements.size), this.size, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] collection.

*\n
public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] collection.

*\n
public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] collection.

*\n
public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements) 

* \n
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] collection.

*\n
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] array.

*\n
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] array.

*\n
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] array.

*\n
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] array.

*\n
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] array.

*\n
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] array.

*\n
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements) 

* Returns an array containing all elements of the original array and then elements of the given [elements] array.

*\n
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements) 

* Returns an array containing all elements of the original array and then the given [element].

*\n
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return
this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()
    subarray.sort()
}
range in the array in-place.

*param fromIndex the start of the range (inclusive) to sort, 0 by default.

*param toIndex the end of the range (exclusive) to sort, size of this array by default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")
public actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")
public actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<LongArray>()
    subarray.sortWith(naturalOrder())
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")
public actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")
public actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")
public actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
    this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
    subarray.sort()
}

/**
 * Sorts the array in-place according to the order specified by the given \[comparison\] function.

@n@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given \[comparison\] function.

@n@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Float): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Double): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Float): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Double): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Float): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Double): Unit {
    asDynamic().sort(comparison)
}

@n@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}
comparison: (a: Short, b: Short) -> Int): Unit {\n  asDynamic().sort(comparison)\n}\n
/**
 * Sorts the array in-place according to the order specified by the given 
 * [comparison] function.\n * @param {Int} \n * @param {Unit} 
 */
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {\n  asDynamic().sort(comparison)\n}\n
/**
 * Sorts the array in-place according to the order specified by the given 
 * [comparison] function.\n * @param {Int} \n * @param {Unit} 
 */
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {\n  asDynamic().sort(comparison)\n}\n
/**
 * Sorts the array in-place according to the order specified by the given 
 * [comparison] function.\n * @param {Int} \n * @param {Unit} 
 */
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n  asDynamic().sort(comparison)\n}\n
/*
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 * contributors.
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 * license/LICENSE.txt file.

@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result
 * of the comparison.\n * The functions are called sequentially, receive the given values [a] and [b] and return
 * [Comparable] \n * objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
 * not \n * compare as equal, the result of this comparison is returned.\n * @param {Int} 
 */
samples.comparisons.Comparisons.compareValuesByWithSelectors

* */public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*?>?): Int

{ require(selectors.size > 0) return compareValuesByImpl(a, b, selectors) } unprivate fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*?>>): Int

{ for (fn in selectors) { val v1 = fn(a) val v2 = fn(b) val diff = compareValues(v1, v2) if (diff != 0) return diff } return 0 } unprivate fun compareTwoValues usando o método especificado [selector] para calcular o resultado da comparação. *

The function is applied to the given values [a] and [b] and return [Comparable] objects. *

Not so useful without type inference for receiver of expression

```kotlin
computeWith(v1, v2, computeBy { it.prop1 } thenByDescending { it.prop2 })
```

```kotlin
compareByWithSingleSelector
```

```kotlin
compareByWithComparator
```

```kotlin
compareByDescendingWithSingleSelector
```

```kotlin
compareByDescendingWithComparator
```

```kotlin
compareBy
```
uses
* the function to transform value to a [Comparable] instance for comparison.

*\n* * @sample
samples.comparisons.Comparisons.thenBy\n*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*?>): Comparator<T> =\nComparator { a, b -\n\nval previousCompare = this@thenBy.compare(a, b)\nif (previousCompare == 0) previousCompare else compareValuesBy(a, b, selector)\n} \n\n**\n* * Creates a descending comparator comparing values after the primary comparator defined them equal. It uses\n* the [selector] function to transform values and then compares them with the given [comparator].\n*\n* * @sample
samples.comparisons.Comparisons.thenByDescending\n*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*?>): Comparator<T> =\nComparator { a, b -\n\nval previousCompare = this@thenByDescending.compare(a, b)\nif (previousCompare == 0) previousCompare else compareValuesBy(a, b, selector)\n} \n\n**\n* * Creates a descending comparator using the primary comparator and\n* the function to transform value to a [Comparable] instance for comparison.\n
*\n* * @sample
samples.comparisons.Comparisons.thenByDescending\n*\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\nComparator { a, b ->\n\nval previousCompare = this@thenBy.compare(a, b)\nif (previousCompare == 0) previousCompare else compareValuesBy(a, b, comparator, selector)\n} \n\n**\n* * Creates a comparator comparing values after the primary comparator defined them equal. It uses\n* the [selector] function to transform values and then compares them with the given [comparator].\n
*\n* * @sample
### Comparator of Nullable [Comparable] Values

```kotlin
fun <T : Comparable<T>> nullsLast(): Comparator<T?> = nullsLast(naturalOrder())
fun <T : Comparable<T>> reverseOrder(): Comparator<T> = reverseOrder() reversed()

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}
```

---

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*An @file: kotlin.jvm.JvmMultifileClass* @file: kotlin.jvm.JvmName("StandardKt") unpackage kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 * An operation is not implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
public inline fun <R> run(block: () -> R): R {
    contract { |
    callsInPlace(block, InvocationKind.EXACTLY_ONCE) |
    return block() |
    } |
    return block() |
} |

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).
 */
public inline fun <T, R> with(receiver: R, block: T.() -> R): R {
    contract { |
    callsInPlace(block, InvocationKind.EXACTLY_ONCE) |
    return block(receiver) |
    } |
    return block(receiver) |
} |
```
For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun<T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return if (a >= b) a else b
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun<T : Comparable<T>> maxOf(a: T, b: T; c: T): T {
    return
```
maxOf(a, maxOf(b, c)) \ n\n/\n* Returns the greater of three values.

@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte { return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()

@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Short, b: Short, c: Short): Short { return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()

@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Int, b: Int, c: Int): Int { return Math.max(a, b, c)

@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Long, b: Long, c: Long): Long { return maxOf(a, maxOf(b, c))

@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun maxOf(a: Float, b: Float, c: Float): Float { return Math.max(a, b, c)

@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR", "NOTHING_TO_INLINE")\npublic actual inline fun maxOf(a: Double, b: Double, c: Double): Double { return maxOf(maxOf(a, b), c)

@SinceKotlin("1.4")\n@public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T { return if (a <= b) a else b

@SinceKotlin("1.4")\n@public actual fun minOf(a: Byte, b: Byte): Byte { return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()

@SinceKotlin("1.4")\n@public actual fun minOf(a: Short, b: Short): Short { return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()

@SinceKotlin("1.4")\n@public actual fun minOf(a: Int, b: Int): Int { return Math.min(a, b)

@SinceKotlin("1.4")\n@public actual fun minOf(a: Long, b: Long): Long { return if (a <= b) a else b

@SinceKotlin("1.4")\n@public actual fun minOf(a: Float, b: Float): Float { return Math.min(a, b)

@SinceKotlin("1.4")\n@public actual fun minOf(a: Double, b: Double): Double { return Math.min(a, b)
values.

If either value is `NaN`, returns `NaN`.

```kotlin
// AUTO-GENERATED FILE. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class ULong @PublishedApi internal
    constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8
    }

    override fun compareTo(other: ULong): Int = compareTo(ULong.valueOf(other.data))
}
```

---

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form.
    *\n    *\n    */
    public const val SIZE_BITS: Int = 64

    /**
     * Compares this value with the
     * specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     *\n    */
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     *\n    */
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     *\n    */
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     *\n    */
    public inline operator fun compareTo(other: ULong): Int = this.compareTo(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: ULong): ULong = ulongDivide(this, other)

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)

    /** Increments this value. */
    public inline operator fun inc(): ULong = ULong(data.inc())

    /** Decrements this value. */
    public inline operator fun dec(): ULong = ULong(data.dec())
@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())

/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

/** Shifts this value left by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)

/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)

/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(data and other.data)

/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(data or other.data)

/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline infix fun inv(): ULong = ULong(data.inv())

/** Converts this [ULong] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [ULong] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [ULong] value to [UInt]. */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Returns this value. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [ByteRange]. */
@kotlin.internal.InlineOnly
public inline fun toByteRange(): ByteRange = ByteRange(this, other)

/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(data xor other.data)

/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(data or other.data)

/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(data and other.data)

/** Converts this [ULong] value to [Byte] and returns a new [Byte] instance. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
Converts this [Byte] value to [ULong].
* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`.
* The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value.
* whereas the most significant 56 bits are filled with the sign bit of this value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())
```

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short`.
* The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value.
* whereas the most significant 48 bits are filled with the sign bit of this value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())
```

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`.
* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.
* whereas the most significant 32 bits are filled with the sign bit of this value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())
```

* If this value is positive, the resulting `ULong` value represents the same binary representation as this `Long` value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)
```

```kotlin
/**
 * Converts this [Float] value to [ULong].
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Float` value is negative or `NaN`,
 * [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())
```

```kotlin
/**
 * Converts this [Double] value to [ULong].
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is negative or `NaN`,
 * [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
```

```kotlin

package kotlin.collections

/**
 * Returns 1st *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")
unpackage kotlin.collections
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
*/
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[0]
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Iterable<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Collection contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the collection is empty.
 */
public fun <T> Iterable<T>.firstOrNull(): T? {
    when (this) {
        is List -> {
            if (isEmpty())
                return null
            else
                return this[0]
        }
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            return iterator.next()
        }
    }
}

/**
 * Returns the first element, or `null` if the list is empty.
 */
public fun <T> List<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the collection is empty.
 */
public fun <T> Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    return firstOrNull().find(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
public fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull().find(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
public fun <T> List<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull().find(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
public fun <T> Iterable<T>.findLast(predicate: (T) -> Boolean): T? {
    return firstOrNull().findLast(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return firstOrNull().findLast(predicate)
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the list is empty.
 */
public fun <T> List<T>.last(): T {
    return this.lastOrNull() ?: throw NoSuchElementException("List is empty.")
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T? {
    return firstOrNull().findLast(predicate)
}

/**
 * Returns the last element, or `null` if the collection is empty.
 */
public fun <T> Iterable<T>.lastOrNull(): T? {
    return firstOrNull().findLast

matching the given [predicate], or `null` if element was not found.

```kotlin
Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {
  val in = for (element in this) if (predicate(element)) return
  return null
}

@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.getOrThrow(predicate: (T) -> Boolean): T
{
  val index = 0
  for (element in this) if (predicate(element)) return
  throw NoSuchElementException("Collection contains no element matching the predicate.")
}

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T
{
  return if (index < 0) defaultValue(index)
  else get(index)
}

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getOrNull(index: Int): T? {
  return if (index < 0) null
  else get(index)
}

public fun <T> List<T>.indexOf(element: T): Int {
  return indexOf(element)
}

public inline fun <T> Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
  var index = 0
  for (item in this) {
    if (predicate(item)) return index
    index++
  }
  return -1
}

public inline fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
  var index = 0
  for (item in this) {
    if (predicate(item)) return index
    index++
  }
  return -1
}

public fun <T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {
  var lastIndex = -1
  var index = 0
  for (item in this) {
    if (predicate(item)) lastIndex = index
    index++
  }
  return lastIndex
}

public inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
  val iterator = this.listIterator(size)
  while (iterator.hasPrevious()) {
    val element = iterator.previous()
    if (predicate(element)) return iterator.previousIndex()
  }
  throw NoSuchElementException("List contains no element matching the predicate.")
}

public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {
  val in = for (element in this) return
  return -1
}

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.lastIndexOf(element: T): Int {
  return lastIndexOf(element)
}

public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.last(): T
{
  if (this is List) return last()
  else {
    val iterator = iterator()
    if (!iterator.hasNext())
      throw NoSuchElementException("Collection is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
      last = iterator.next()
    return last
  }
}

public fun <T> List<T>.last(): T
{
  if (isEmpty())
    throw NoSuchElementException("List is empty.")
  return this[lastIndex]
}

public inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T
{
  var last: T? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      last = element
      found = true
    }
  }
  if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
  @Suppress("UNCHECKED_CAST")
  return last
}

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T
{
  val iterator = this.listIterator(size)
  while (iterator.hasPrevious()) {
    val element = iterator.previous()
    if (predicate(element)) return iterator.previousIndex()
  }
  throw NoSuchElementException("List contains no element matching the predicate.")
}
```

---

**Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49528**
lastIndexOf(element: T): Int { return lastIndexOf(element) return null

  @Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T) { Int { return lastIndexOf(element) return null

  Iteratable<T>.lastOrNull: T? { when (this) { List<T>.lastOrNull: T? { return if (isNull()) null else this.size - 1

  for (element in this) { if (predicate(element)) { return element as T

  throw NoSuchElementException("Collection contains more than one matching element.")

  when (this) { List<T>.singleOrNull: T? { return if (size == 1) this[0] else null

  throw NoSuchElementException("Collection contains no element.")

  for (element in this) { if (predicate(element)) { throw IllegalArgumentException("Collection contains more than one matching element.")

  found = true if (!found) throw NoSuchElementException("Collection contains no element matching the given predicate.")

  when (this) { List<T>.singleOrNull: T? { return if (size == 1) this[0] else null

  var iterator = iterator() return null

  while (iterator.hasNext()) return iterator.next

  throws NoSuchElementException("Collection is empty.")

  Collection<T>.random: T? { throw NoSuchElementException("Collection is empty.")

  throw IllegalArgumentException("List has more than one element.")

  if (isNull()) null else this.size - 1

  for (element in this) { if (predicate(element)) { throw IllegalArgumentException("List has more than one element.")

  found = true if (!found) throw NoSuchElementException("Collection contains no element matching the given predicate.")

  when (this) { List<T>.singleOrNull: T? { return if (size == 1) this[0] else null

  return null

  else -> { val iterator = iterator() return if (iterator.hasNext()) return iterator.next

  }
matching the given [predicate], or `null` if element was not found or more than one element was found.

```kotlin
public inline fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T?
```

```kotlin
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        if (resultSize == 1)
            return listOf(last())
        list = ArrayList<T>(resultSize)
        if (this is List<T>) {
            if (this is RandomAccess) {
                for (index in n until size)
                    list.add(this[index])
            } else {
                for (item in listIterator(n))
                    list.add(item)
            }
        }
    } else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (count >= n) list.add(item) else ++count
    }
    return list.optimizeReadOnlyList()
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            if (!predicate(iterator.previous())) {
                return take(iterator.nextIndex() + 1)
            }
        }
    }
    return emptyList()
}
```

```kotlin
/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Iterable<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list.optimizeReadOnlyList()
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T> {
    return filterTo(ArrayList<T>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun <T> Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}
```

```kotlin
/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <reified R> Iterable<*>.filterIsInstanceTo(destination:MutableCollection<R>): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(),
```
public fun <T> MutableList<T>.reverse(): Unit

/**
 * Reverses elements in the list in-place.
 */
public

expect fun <T> MutableList<T>.reverse(): List<T>

/**
 * Returns a list containing all elements that are not `null`.
 */
public fun <T> @sample samples.collections.Collections.Filtering.filterNotNullTo<ArrayList<T>>(): List<T>

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T>

/**
 * Returns a list containing first elements satisfying the given [predicate].
 */
public fun <T, C : Collection<T>> List<T>.takeFirst(n: Int): C

/**
 * Returns a list containing all elements that are not null.
 */
public fun <T> MutableList<T>.returnDestination(n: Int) { /* ... */ }

/**
 * Shuffle a list using the specified [random] instance as the source of randomness.
 */
public fun <T> MutableList<T>.shuffle(random: Random): Unit

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 */
public fun <T> MutableList<T>.sort(selector: (T, T) -> Boolean): Unit

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 */
public fun <T> MutableList<T>.sort(selector: (T, T) -> Boolean): MutableList<T>

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 */
public fun <T> MutableList<T>.sort(selector: (T, T) -> Boolean): MutableList<T>
sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

```kotlin
public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {
    if (this is Collection) {
        if (size <= 1)
            return thistoList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {
    if (this is Collection) {
        if (size <= 1)
            return thistoList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Any?>() as Array<T>).apply { sortWith(comparator) }.asList()
    }
    return toMutableList().apply { sortWith(comparator) }
}
```

---

Open Source Used in Connected-Pharma 1.7.4 - Merck Connected Pharma 49532
**
 * Returns an array of Short containing all of the elements of this collection.
 */

public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    for (element in this) result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 */

public fun Collection<in K, V>.associate(transform: (T) -&gt; Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [keySelector] and [valueTransform] functions applied to elements of the given collection.
 */

public fun Collection<in K, V>.associateBy(keySelector: (K) -&gt; V, valueTransform: (V) -&gt; T): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] where keys are elements from the given collection and values are provided by the [valueSelector] function applied to each element.
 */

public fun Collection<in K>.associateWith(valueSelector: (K) -&gt; V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] containing elements from the given collection indexed by the key provided by [keySelector] and value provided by [valueSelector] functions applied to each element.
 */

public fun Collection<in K, V>.associateByWith(keySelector: (K) -&gt; V, valueSelector: (V) -&gt; T): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByWithTo(LinkedHashMap<K, T>(capacity), keySelector, valueSelector)
}

/**
 * Returns a [Map] containing the elements from the given collection indexed by the key returned by [keySelector] and value provided by [valueSelector] function applied to each element.
 */

public fun Collection<in K, V>.associateWithBy(keySelector: (K) -&gt; T, valueSelector: (T) -&gt; V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateWithByTo(LinkedHashMap<K, V>(capacity), keySelector, valueSelector)
}
element of the given collection.\n* where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n* @sample samples.collections.Collections.Transformations.associateWithTo

*\n*\n*\n*\n*\n*\n*/
@SinceKotlin("1.3")\npublic inline fun <K, V, M : MutableMap<in K, in V>>
Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    return destination}\n*/
@SinceKotlin("1.3")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@kotlin.jvm.JvmName("associateWithTo")\npublic inline fun <K, V, M : MutableMap<in K, in V>>
Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    return destination}\n*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@kotlin.jvm.JvmName("associateWithTo")\npublic inline fun <K, V, M :MutableMap<in K, in V>>
Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    return destination}\n*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@kotlin.jvm.JvmName("associateWithTo")\npublic inline fun <K, V, M :MutableMap<in K, in V>>
inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original collection.
 * @return The [destination] map.
 * @sample samples.collections.CollectionsTransformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
samples.collections.Grouping.groupingByEachCount
@SinceKotlin("1.1")
public inline fun <T, K>
Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    override return source
    Grouping<T, K> { in return keySelector(0) } => in groupingBy
    override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
    override fun keyOf(element: T): K = keySelector(element)
} Returns a list containing the results of applying the given [transform] function to each element in the original collection.

@sample
samples.collections.Collections.Transformations.map
@SinceKotlin("1.1")
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
} Returns a list containing the results of applying the given [transform] function to each element and its index in the original collection.

@SinceKotlin("1.1")
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original collection.
 */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection.
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original collection and appends only the non-null results to the given [destination].
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original collection and appends the results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection.
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element in the original collection and appends only the non-null results to the given [destination].
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    for (item in this)
        transform(item)?.let { destination.add(it) }?
    return destination
}

/**
 * Applies the given [transform] function to each element of the original collection and appends the results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original collection into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * Among equal elements of the given collection, only the first one will be present in the resulting list.
 */
public fun <T> List<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given collection having distinct keys returned by the given [selector] function.
 */
public fun <T> List<T>.distinctBy(selector: (T) -> Any): List<T> {
    // Implementation of distinctBy
}
resulting list are in the same order as they were in the source collection.

```kotlin
public inline fun <T, K>
    Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a set containing all elements that are contained at least in one of these collections use [union].
 */
public infix fun <T>
    Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained in both collections.
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun <T>
    Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.
 */
public infix fun <T>
    Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given collection.
 */
public fun <T>
    Iterable<T>.toMutableSet(): MutableSet<T> {
    return when (this) {
        is Collection<T> -> LinkedHashSet(this)
        else -> toCollection(LinkedHashSet<T>())
    }
}

/**
 * Returns a set containing all distinct elements from both collections.
 */
public fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given predicate.
 */
public inline fun <T>
    Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if collection has at least one element.
 */
public fun <T>
    Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given predicate.
 */
public inline fun <T>
    Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.
 */
public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of elements matching the given predicate.
 */
public inline fun <T>
    Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection && isEmpty()) return 0
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 */
public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 */
public inline fun <T, R> Iterable<T>.foldR(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 */
public inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(checkIndexOverflow(index++, accumulator, element), element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 */
public inline fun <T, R> Iterable<T>.foldIndexedR(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(checkIndexOverflow(index++, accumulator), element)
    return accumulator
}

```
accumulator value. \n * \n * Returns the specified [initial] value if the list is empty. \n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. \n * \n * @public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R \n * \n * var accumulator = initial\n * \n * if (!isEmpty()) \n * \n * val iterator = listIterator(size) \n * \n * while (iterator.hasNext()) \n * \n * accumulator = operation(iterator.next(), accumulator) \n * \n * return accumulator
 * \n * \n * accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original list and current accumulator value. \n * \n * @param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value. \n * \n * public inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (Int, T, acc: R) -> R): R

/*\n * \n * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original list and current accumulator value. \n * \n * @param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value. \n * \n */

fun <T, R> Iterable<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

fun <T> Iterable<T>.forEachIndexed(action: (Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

fun Iterable<Double>.max(): Double? {
    return maxOrNull()
}

fun Iterable<Float>.max(): Float? {
    return maxOrNull()
}

fun <T : Comparable<T>> Iterable<T>.max(): T? {
    return maxByOrNull()
}

fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T? {
    var maxElem = iterator().next()
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

fun <T> Iterable<T>.maxOf(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

fun Iterable<Double>.maxOrNull(): Double? {
    return maxByOrNull() { it }
}

fun Iterable<Float>.maxOrNull(): Float? {
    return maxByOrNull() { it }
}

fun <T : Comparable<T>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
    var maxElem = iterator().next()
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
maxValue = selector(iterator.next())
while (iterator.hasNext()) {
    val v = selector(iterator.next())
    maxValue = maxOf(maxValue, v)
}

return maxValue
*/

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
    Iterable<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
Iterable<Double>.maxOrNull(): Double? {
    var max = iterator.next() while (iterator.hasNext()) {
        var e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun Iterable<Double>.maxOrNull(): Double? {
    var max = iterator.next() while (iterator.hasNext()) {
        var e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {
    var max = iterator.next() while (iterator.hasNext()) {
        var e = iterator.next()
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    if (!iterator.hasNext()) return minElem
    var minValue = comparator(minElem)
    do {
        val e = iterator.next()
        val v = comparator(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the smallest value among all values produced by 
 * applied to each element in the collection.
 */
public fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * applied to each element in the collection.
 */
public fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}
minValue = minOf(minValue, v) return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T : Comparable<T>> Iterable<T>.minOfOrNull(selector: (T) -> T): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T, R> Iterable<T>.minOfWith(comparator: Comparator<R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Iterable<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}
```kotlin
/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Float.minOrNull(): Float? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Iterable<T>.minOrNull(): T? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun <T> Collection<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

@SinceKotlin("1.1")
public inline fun <T, C :Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this) action(element) }
}

@SinceKotlin("1.4")
public inline fun <T, C :Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {
    return apply { forEachIndexed(action) }
}

@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
```

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accumulator value and the element itself,\n and calculates the next accumulator value.\n \n * @param [operation] function that takes current accumulator value and an element,\n \n * and calculates the next accumulator value.\n \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
public inline fun <S, T : S>
Iterable<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    \n    var index = 1 \n    var accumulator: S = iterator.next() \n    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next()) \n    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    \n    var iterator = this.iterator() \n    if (!iterator.hasNext()) return null \n    var accumulator: S = iterator.next() \n    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next()) \n    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun <S, T : S>
List<T>.reduceRight(operation: (T, acc: S) -> S): S {
    \n    val iterator = listIterator(size) \n    if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty list can't be reduced.\n") \n    var accumulator: S = iterator.previous() \n    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator) \n    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull\n */
@SinceKotlin("1.4")
public inline fun <S, T : S>
List<T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {
    \n    val iterator = listIterator(size) \n    if (!iterator.hasPrevious()) return null \n    var accumulator: S = iterator.previous() \n    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex() \n        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    \n    val iterator = listIterator(size) \n    if (!iterator.hasPrevious()) return null \n    var accumulator: S = iterator.previous() \n    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator) \n    }
    return accumulator
}

/**
 * A
(iterator.hasNext()) { 
    accumulator = operation(iterator.previous(), accumulator)
} 
return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public inline fun <T, R> Iterable<T>.runningFold(operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFoldIndexed
 */
@SinceKotlin("1.4")
public inline fun <T, R> Iterable<T>.runningFoldIndexed(operation: (index: Int, acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var index = 0
    var accumulator = initial
    for (element in this) {
        index++
        accumulator = operation(index, accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
public inline fun <T, S : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")
public inline fun <T, S : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        index++
        accumulator = operation(index, accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 * @param [selector] function applied to each element in the collection.
 */
<selector: (T) -> Int>
iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

<selector: (T) -> Double>
iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

<selector: (T) -> Double>
iterable<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

<selector: (T) -> Long>
iterable<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

<selector: (T) -> UShort>
iterable<T>.sumOf(selector: (T) -> UShort): UShort {
    var sum: UShort = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

<selector: (T) -> ULong>
iterable<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
0.toULong() for (element in this) {
    sum += selector(element)
} return sum
}"n * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgument] exception if there are any `null` elements.

`fun <T : Any> Iterable<T>.removeNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgument("null element found in in this.")
        }
    }
    return this
}"n @Suppress("UNCHECKED_CAST") return this as List<T>

`fun <T : Any> List<T>.removeNulls(): List<T> {
    return this.filterNot { it == null }
}"n @Suppress("UNCHECKED_CAST") return this as List<T>

`fun <T : Any> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}"n
`fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}"n
`operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
    if (it == element) { removed = true; false } else true }
}"n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.

`operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
    if (elements.isEmpty())
        return this.toList()
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}"n
`operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}"n
`operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toList()
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}"n
`inline fun <T> Iterable<T>.removeElement(element: T): List<T> {
    return minus(element)
}"n
`fun <T : Any> Iterable<T>.requireNoNulls(): Iterable<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgument("null element found in in this.")
        }
    }
    return this
}"n @Suppress("UNCHECKED_CAST") return this as Iterable<T>

`fun <T : Any> List<T>.requireNoNulls(): List<T> {
    return this.filterNot { it == null }
}"n @Suppress("UNCHECKED_CAST") return this as List<T>

`fun <T : Any> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}"n
`fun <T : Any> List<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}"n
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Italic
second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element) *\n    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [element]s.
 */
public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list of snapshots of the window of the given [size]
 * sliding along this collection with the given [step], where each
 * snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * by default ‘false’ which means partial windows won’t be preserved
 * @param checkWindowSizeStep checks if the window size is within the range of the collection
 * if not, throws an exception
 */
public fun <T> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, checkWindowSizeStep: (Int, Int) -> Boolean = {false});
    
    fun checkWindowSizeStep(size: Int, step: Int): Boolean {
        if (size < step) return false
        return true
    }
    
    fun windowed(size: Int, step: Int): List<List<T>> {
        val result = ArrayList<List<T>>()
        val index = 0
        while (index < size) {
            val window = ArrayList<T>(size)
            for (i in 0 until size) {
                window.add(this[i + index])
            }
            index += step
            result.add(window)
        }
        return result
    }
}
along this collection with the given [step].

* Note that the list passed to the [transform] function is ephemeral and
  is valid only inside that function.* You should not store it or allow it to escape in any way, unless you made a
  snapshot of it.* Several last lists may have less elements than the given [size].
  * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
  * @param size the number of elements to take in each window
  * @param step the number of elements to move the window forward by on an
  * each step, by default 1
  * @param partialWindows controls whether or not to keep partial windows in the end if
  * any, by default `false` which means partial windows won’t be preserved.* @sample
  * samples.collections.Sequences.Transformations.averageWindows

/*@SinceKotlin("1.2")*/public fun <T, R> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R):
  List<R> {
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
      val thisSize = this.size
      val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
      val result = ArrayList<R>(resultCapacity)
      val window = MovingSubList(this)
      var index = 0
      while (index in 0 until thisSize) {
        val windowSize = size.coerceAtMost(thisSize - index)
        if (!partialWindows && windowSize < size) break
        window.move(index, index + windowSize)
        result.add(transform(window))
        index += step
      }
      return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
      result.add(transform(it))
    }
    return result
  }

/*
 * Returns a list of pairs built from the elements of `this`
 * collection and the [other] array with the same index.
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/*
 * Returns a list of values built from the elements of `this` collection and the [other] collection
 * using the provided [transform] function applied to each pair of elements.
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/*
 * Returns a list of pairs of each two adjacent elements in this collection.
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/*
 * Returns a list containing the results of applying the given [transform] function
 * to each pair of two adjacent elements in this collection.
 */
@SinceKotlin("1.2")
public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<R>()
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

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the collection.

*\n@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {\n    var sum: Long = 0L for (element in this) {\n        sum += element
    }\n    return sum
}

*\n@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {\n    var sum: Float = 0.0f for (element in this) {\n        sum += element
    }\n    return sum
}

*\n@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {\n    var sum: Double = 0.0 for (element in this) {\n        sum += element
    }\n    return sum
}

*\n@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {\n    var sum: Long = 0L for (element in this) {\n        sum += element
    }\n    return sum
}

*\n@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {\n    var sum: Float = 0.0f for (element in this) {\n        sum += element
    }\n    return sum
}

*\n@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {\n    var sum: Double = 0.0 for (element in this) {\n        sum += element
    }\n    return sum
}

/*
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 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>? orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<T>): Array<T> {
    return if (collection.asDynamic().toArray !== undefined)
        collection.asDynamic().toArray().unsafeCast<Array<T>>()
    else
        copyToArrayImpl(collection).unsafeCast<Array<T>>()
}

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

@JsName("copyToExistingArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()
    else
        return copyToExistingArrayImpl(collection, array)
}

@JsName("copyToExistingArrayImpl")
internal actual fun <T> copyToExistingArrayImpl(collection: Collection<*>): Array<T> {
    val array = emptyArray<T>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

/**
 * Returns an immutable list
 * containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> = ArrayList<T>().apply { this.add(element) }.build()

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>(capacity).apply(builderAction).build()
}

/**
 * Returns an immutable map, mapping
 * only the specified key to the specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = HashMap<K, V>().apply { this.put(pair.first, pair.second) }

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return HashMap<K, V>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return HashMap<K, V>(capacity).apply(builderAction).build()
}

/**
 * Fills the list with the provided [value].
 * Each
element in the list gets replaced with the [value].

MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Randomly shuffles elements in this list.
 */
public actual fun <T> MutableList<T>.shuffle(): Unit {
    MutableList<T>(this).apply { shuffle() }
}

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
public actual fun <T> MutableList<T>.shuffled(): MutableList<T> = toMutableList().apply { shuffle() }

/**
 * Sorts elements in the list in-place according to their natural sort order.
 */
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    sortWith { Comparator.naturalOrder() }
}

/**
 * Sorts elements in the list in-place according to the order specified with [comparator].
 */
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
    sortWith { comparator }
}

private fun <T> MutableList<T>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> {
    if (isVarargs)
        this
    else
        this.copyOf()
}

@PublishedApi
internal actual fun checkIndexOverflow(index: Int): Int {
    if (index < 0) {
        throwIndexOverflow()
    }
    return index
}

@PublishedApi
internal actual fun checkCountOverflow(count: Int): Int {
    if (count < 0) {
        throwCountOverflow()
    }
    return count
}

/**
 * Checks a collection builder function capacity argument.
 * In JS no validation is made in Map/Set constructor yet.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
internal fun checkBuilderCapacity(capacity: Int) {
    require(capacity >= 0) { "capacity must be non-negative." }
}
Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of this [Iterator].
 * @param operation Operation to be performed on each element.
 * @return The result of applying [operation] to each element.
 */
public inline fun <T, E> Iterator<E>.forEach(operation: (T) -> E): E {
    for (element in this) operation(element)
}

/**
 * Iterator transforming original 'iterator' into iterator of [IndexedValue], counting index from zero.
 */
internal class IndexingIterator<out T, E>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T, E>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T, E> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: T, b: T): T

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Short, b: Short): Short

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Int, b: Int): Int

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Long, b: Long): Long

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Float, b: Float): Float

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Double, b: Double): Double

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Short, b: Short): Short

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fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Double, b: Double): Double

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte

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fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Short, b: Short): Short

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Int, b: Int): Int

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Long, b: Long): Long

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Float, b: Float): Float

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Double, b: Double): Double

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Short, b: Short): Short

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Int, b: Int): Int

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Long, b: Long): Long

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Float, b: Float): Float

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Double, b: Double): Double

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Short, b: Short): Short

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Int, b: Int): Int

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Long, b: Long): Long

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Float, b: Float): Float

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Double, b: Double): Double

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Short, b: Short): Short

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Int, b: Int): Int

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Long, b: Long): Long

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Float, b: Float): Float

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Double, b: Double): Double

fun expect<@UnsafeVariance T : Comparable<T>> maxOf(a: Byte, b: Byte): Byte
```kotlin
/**
 * Returns the smaller of the given values according to the order specified by
 * the given [comparator].
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Double, vararg other: Double): Double

/**
 * Returns the smaller of the given values according to the order specified by
 * the given [comparator].
 * 
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: T, vararg other: T, comparator: Comparator<T>): T

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("minOf")
public fun <T> minOf(a: T, vararg other: T, comparator: Comparator<T>): T {
    var min = a
    for (e in other) if (comparator.compare(min, e) > 0) min = e
    return min
}
```

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a List containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}
```

```kotlin
/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
public fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```kotlin
/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapTo")
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each entry of the original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapTo")
public fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (element in this) {
        transform(element).let { destination.add(it) } }
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each entry of the original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapNotNullTo")
public fun <K, V, R : Any, C : MutableCollection<in R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    for (element in this) {
        transform(element).let { destination.add(it) } }
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each entry of the original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapNotNull")
public fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}
```

```kotlin
/**
 * Applies the given [transform] function to each entry of the original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("map")
public fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Applies the given [transform] function to each entry of the original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapNotNull")
public fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}
```

```kotlin
/**
 * Applies the given [transform] function to each entry of the original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("map")
public fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> R): R {
    return entries.minOf(selector)\n}

Returns the smallest value among all values produced by [selector] function\n* applied to each entry in the map or `null` if there are no entries.\n* * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.minOfOrNull(selector)\n}

Returns the smallest value among all values produced by [selector] function\n* applied to each entry in the map or `null` if there are no entries.\n* * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.minOfOrNull(selector)\n}

Returns the smallest value among all values produced by [selector] function\n* applied to each entry in the map or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfOrNull(selector)\n}

Returns the smallest value among all values produced by [selector] function\n* applied to each entry in the map or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K, V>.minWith(comparator: Comparator<in Map.Entry<K, V>>, selector: (Map.Entry<K, V>) -> R): R? {
    return minWithOrNull(comparator, selector)\n}

Returns the first entry having the smallest value according to the provided [comparator] or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K, V>.minWithOrNull(comparator: Comparator<in Map.Entry<K, V>>, selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfWithOrNull(comparator, selector)\n}

Returns the first entry having the smallest value according to the provided [comparator] or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K, V>.none(): Boolean {
    return isEmpty()\n}

Returns `true` if no entries match the given [predicate].\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true\n    for (element in this) if (predicate(element)) return false\n    return true\n}

Returns `true` if the map has no entries.\n
*\n@Sample\npublic fun <K, V, M> Map<out K, V>.none samples.collections.Collections.Aggregates.none\n@public fun <K, V> Map<out K, V>.none(): Boolean {\n    return isEmpty()\n}

*\n@Sample\npublic fun <K, V, M> Map<out K, V>.onEach(action: (Map.Entry<K, V>) -> Unit): M {\n    return apply { for (element in this) action(element) }\n}

Performs the given [action] on each entry and returns the map itself afterwards.\n*\n@SinceKotlin("1.4")\n@public fun <K, V, M> Map<out K, V> onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M {\n    return apply { for (index in this) action(index) }\n}

entries.forEachIndexed(action) }

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 */
public fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this sequence.
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns first element.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate].
 */
public operator fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var val element = iterator.nextOrNull()
    if (index == count++)
        return element
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return -1
}

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IllegalArgument Exception if [n] is negative.

```kotlin
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        else -> DropTakeSequence -> this.drop(n)
    }
}
```

Returns a sequence containing all elements except first elements that satisfy the given [predicate].

```kotlin
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(predicate)
}
```

Returns a sequence containing only elements matching the given [predicate].

```kotlin
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(predicate)
}
```

Returns a sequence containing only elements matching the given [predicate].

```kotlin
public fun <Reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {
    return filter { it is R } as Sequence<R>
}
```

Returns a sequence containing all elements not matching the given [predicate].

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

Returns a sequence containing all elements that are not `null`.

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Returns a sequence containing all elements that are not matching the given [predicate].

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

Returns a sequence containing all elements that are not `null`.

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Returns a sequence containing all elements matching the given [predicate].

```
IllegalArgument Exception if [n] is negative.

```kotlin
samples.collections.Collectors.Transformations.drop(n: Int)
```
Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Returns a sequence containing first 
 * elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * The sort is _stable_.
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return TakeSequence(this, predicate, n)
}

/**
 * Returns a sequence containing first elements satisfying the given 
 * predicate.
 * The operation is _intermediate_ and _stateful_.
 * The sort is _stable_.
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate, n)
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to their natural sort order.
 * The sort is _stable_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return sortedListIterator()
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to natural sort order of the value returned by specified 
 * [selector] function.
 * The sort is _stable_.
 */
public fun <T, R : Comparable<R>> Sequence<T>.sortedBy(selector: (T) -> R?): Sequence<T> {
    return sortedBy(selector)
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted descending according to natural sort order of the value returned by specified 
 * [selector] function.
 * The sort is _stable_.
 */
public inline fun <T, R : Comparable<R>> Sequence<T>.sortedByDescending(selector: (T) -> R?): Sequence<T> {
    return sortedByDescending(selector)
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to the specified 
 * [comparator].
 * The sort is _stable_.
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return sortedWith(comparator)
}

/**
 * Returns a [Map]
 * containing key-value pairs provided by [transform] function
 * applied to elements of the given sequence.
 * The operation is _terminal_.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}

/**
 * Returns a [Map]
 * containing the values provided by [valueTransform] functions applied to elements of the given sequence.
 * If any two elements would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<T, V>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}

/**
 * Returns a [Map]
 * containing the elements from the given sequence indexed by 
 * the key returned from [keySelector] function applied to each element.
 * If any two elements would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}
iteration order of the original sequence.

The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateByWithValueTransform

@public inline fun <T, K, V>
Sequence<T>.associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)n
* return
associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)n
* * populate and returns the
[destination] mutable map with key-value pairs.
* * where key is provided by the [keySelector] function applied to
each element of the given sequence
* * and value is the element itself.
* * If any two elements would have the same key returned by [keySelector]
the last one gets added to the map.
* * The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateByTo

/**
 * Populates and returns the
[destination] mutable map with key-value pairs,
 * where key is returned by the [keySelector] function applied to
each element of the given sequence.
 * * where key is provided by the [keySelector] function and
 * * and value is provided by the [valueTransform] function applied to elements of the
given sequence.
 * * If any two elements are equal, the last one gets added to the map.
 * * The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateTo

/**
 * Appends all elements to the given [destination] collection.
 * The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateTo

/**
 * Returns a [Map] where keys are elements from the given sequence and values are
 * produced by the [valueSelector] function applied to each element of the original sequence.
 * * The returned map preserves the entry iteration order of the original sequence.
 * * The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateWith

/**
 * Returns a [HashSet] of all elements.
 * The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateWith

/**
 * Returns a [List] containing all elements.
 * The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateWith

/**
 * Returns a new [MutableList] filled with all elements of
 * the given sequence.
 * The operation is _terminal_.

@sample samples.collections.Collections.Transformations.associateWith

/**
 * Returns a single sequence of all elements
from results of \[transform\] function being invoked on each element of original sequence.\n* The operation is _intermediate_and_stateless_.\n* @sample samples.collections.Collections.Transformations.flatMap
*\n\*@SinceKotlin(\"1.4\")\n\*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\*@OverloadResolution
\*ByLambdaReturnType\n\*public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> \{\n    return FlatteningSequence(this, transform, Iterable<R>::iterator)\n\*\n\*\*\nreturns a single sequence of all elements from results of \[transform\] function being invoked on each element of original sequence.\n* The operation is _intermediate_and_stateless_.\n* @sample samples.collections.Collections.Transformations.flatMap
public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> \{\n    return FlatteningSequence(this, transform, Sequence<R>::iterator)\n\*\n\*\*\nreturns a single sequence of all elements yielded from results of \[transform\] function being invoked on each element and its index in the original sequence.\n* The operation is _intermediate_and_stateless_.\n* @sample samples.collections.Collections.Transformations.flatMap
\*\n\*@SinceKotlin(\"1.4\")\n\*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\*@OverloadResolution
\*ByLambdaReturnType\n\*public fun <T, R> Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> \{\n    return FlatteningSequence(this, transform, Sequence<R>::iterator)\n\*\n\*\*\nreturns a single sequence of all elements yielded from results of \[transform\] function being invoked on each element and its index in the original sequence, to the given [destination].\n* The operation is _terminal_.\n\*\n\*@SinceKotlin(\"1.4\")\n\*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\*@OverloadResolution
\*ByLambdaReturnType\n\*public inline fun <T, R, C :MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C \{\n    var index = 0\n    for (element in this) {\n        val list = transform(checkIndexOverflow(index++), element)\n        destination.addAll(list)\n    }\n    return destination\n\*\n\*\*\nappends all elements yielded from results of \[transform\] function being invoked on each element and its index in the original sequence, to the given [destination].\n* The operation is _terminal_.\n\*\n\*@SinceKotlin(\"1.4\")\n\*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\*@OverloadResolution
\*ByLambdaReturnType\n\*public inline fun <T, R, C :MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C \{\n    var index = 0\n    for (element in this) {\n        val list = transform(checkIndexOverflow(index++), element)\n        destination.addAll(list)\n    }\n    return destination\n\*\n\*\*\nappends all elements yielded from results of \[transform\] function being invoked on each element and its index in the original sequence, to the given [destination].\n* The operation is _terminal_.\n\*\n\*@SinceKotlin(\"1.4\")\n\*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\*@OverloadResolution
\*ByLambdaReturnType\n\*public inline fun <T, R, C :MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C \{\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n\*\n\*\*\nappends all elements yielded from results of \[transform\] function being invoked on each element of original sequence, to the given [destination].\n* The operation is _terminal_.\n\*\n\*@SinceKotlin(\"1.4\")\n\*@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\*@OverloadResolution
\*ByLambdaReturnType\n\*public inline fun <T, R, C :MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C \{\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination
destination\n\n/* Groups elements of the original sequence by the key returned by the given [keySelector] function */ applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original sequence. The operation is _terminal_.

samples.collections.Transformations.groupBy\n
//\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original sequence by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group associated with a list of corresponding values. The operation is _terminal_.
*/
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**\n * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations using the specified [keySelector] function to extract a key from each element. The operation is _intermediate_ and _stateless_.
*/
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**\n * Returns a sequence containing the results of applying the given [transform] function to each element in the original sequence. The operation is _intermediate_ and _stateless_.
*/
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**\n * Returns a sequence containing the results of applying the given [transform] function to each element and its index in the original sequence. The operation is _intermediate_ and _stateless_.
*/
public fun <T, R> Sequence<T>.mapIndexed(transform: (Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}

/**\n * Returns a sequence containing only the non-null results of applying the given [transform] function to each element and its index in the original sequence. The operation is _intermediate_ and _stateless_.
*/
public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequenceNotNull(this, transform)
}
to each element and its index in the original sequence
* and appends only the non-null results to the given
[destination].\*\n * The operation is \_terminal\_\n *\n @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\*\n *\n \*\n *\n @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\*\n *\n @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\*\n *\n \*\n *\n \*\n *
maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * The operation is _terminal_.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * The operation is _terminal_.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * The operation is _terminal_.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the sequence.\n *\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * The operation is _terminal_.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the sequence or `null`
if there are no elements.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <T, R>
Sequence<T>.maxOfWithOrNull(comparator: Comparator<R>, selector: (T) -> R?):
\{val\ val iterator =
\{\(\{iterator.hasNext()\) return null\n var maxValue = selector(iterator.next())\}\n if (iterator.hasNext())\\{\(\(\\}
\} return maxValue\}\)\n\} \n *\n * The operation is \_terminal\_.

*\@SinceKotlin("1.4")\@public fun Sequence<Double>.maxOrNull(): Double?\{\(val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return maxOrNull\}\n\} \n *\n * Returns the largest element or `null` if there are no elements.

*\@SinceKotlin("1.4")\@public fun Sequence<Float>.maxOrNull(): Float?\{\(val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return maxOrNull\}\n\} \n *\n * Returns the largest element or `null` if there are no elements.

*\@SinceKotlin("1.4")\@public fun Sequence<Double>.maxOrNull(): Double?\{\(val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return maxOrNull\}\n\} \n *\n * The operation is \_terminal\_.

*\@SinceKotlin("1.4")\@public fun Sequence<Double>.maxOrNull(): Double?\{\(val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return maxOrNull\}\n\} \n *\n * Returns the largest element or `null` if there are no elements.

*\@SinceKotlin("1.4")\@public fun Sequence<Float>.maxOrNull(): Float?\{\(val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return maxOrNull\}\n\} \n *\n * Returns the largest element or `null` if there are no elements.

*\@SinceKotlin("1.4")\@public fun Sequence<Double>.maxOrNull(): Double?\{\(val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return maxOrNull\}\n\} \n *\n * The operation is \_terminal\_.

ReplaceWith("\{\(maxOrNullNull(comparator)\)\}@DepreciatedSinceKotlin(warningSince = "1.4")\} in\@public fun 
\{T\} : 
Sequence\{T\}.\{maxOrNullNull\}(comparator: Comparator\{T\}) -> T?:
\{val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return maxOrNull\}\n\} \n *\n * Returns the largest element or `null` if there are no elements.

ReplaceWith("\{\(minOrNullNull\)\}@DepreciatedSinceKotlin(warningSince = "1.4")\} in\@public fun 
\{T\} : 
Sequence\{T\}.\{minOrNullNull\}(selector: (T) -> R): T\{\(val\ val iterator = iterator()\n if (!iterator.hasNext()) return null\n \} \n return minOrNull\}\n\} \n *\n * Returns the smallest value among all values produced by [selector] for each element in the sequence.

ReplaceWith("\{\(minOrNull\)\}@DepreciatedSinceKotlin(warningSince = "1.4")\} in\@public inline fun 
\{T, R : \Comparable\{R\}\} -> 
Sequence\{T\}.\{minOrNull\}(selector: (T) -> R): T\{\(val\ return minOrNull\}\n\} \n *\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

ReplaceWith("\{\(minOrNull\)\}@DepreciatedSinceKotlin(warningSince = "1.4")\} in\@public inline fun 
\{T, R : \Comparable\{R\}\} -> 
Sequence\{T\}.\{minOrNull\}(selector: (T) -> R): T\{\(val\ return minOrNull\}\n\} \n *\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
Double): Double
val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    return minValue

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

var minValue = minOf(minValue, v)
return minValue

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    return minValue

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

var iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (minValue > v)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

var iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v

// Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.

val iterator = iterator()
if (!iterator.hasNext()) throw NoSuchElementException()
val var minValue = selector(iterator.next())
while (iterator.hasNext())
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0)
        minValue = v
minValue = v
}
return minValue
}

/**
 * Returns the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 * The operation is _terminal_.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> T.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are
 * no elements.
 * The operation is _terminal_.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> T.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> T.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 * The operation is _terminal_.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> T.minWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The
 * operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action]
 * on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var acc = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        acc = operation(acc, e)
    }
    return acc
}

@Deprecated("Use reduceOrNull instead.",
ReplaceWith("reduceOrNull(operation)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    var acc = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        acc = operation(acc, e)
    }
    return acc
}

/**
 * Returns a sequence which performs the given [action]
 * on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    var acc = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        acc = operation(acc, e)
    }
    return acc
}
throw UnsupportedOperationException("Empty sequence can't be reduced.")
var accumulator: S = iterator.next() while (iterator.hasNext()) {
    accumulator = operation(accumulator, iterator.next())
} return accumulator

Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original sequence.
* The operation is _terminal_; * @param accumulator
*
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, * and calculates the next accumulator value.
* The operation is _terminal_; * @sample samples.collections.Collections.Aggregates.reduce
*
* @param [operation] function that takes current accumulator value and each element with its index in the original sequence.
*\n*
* @param [operation] function that takes current accumulator value and each element with its index in the original sequence.
*
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
* The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
*\n*
* @param [operation] function that takes current accumulator value and each element, and calculates the next accumulator value.
*\n*
* The operation is _Intermediate_ and _Stateless_; * @sample samples.collections.Collections.Aggregates.runningFold

\n
*\n
* @param [operation] function that takes current accumulator value and each element, its index in the original sequence and current accumulator value that starts with [initial] value.
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
* The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
*\n*
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* The operation is _Intermediate_ and _Stateless_; * @sample samples.collections.Collections.Aggregates.runningFold

\n
*\n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* The operation is _Intermediate_ and _Stateless_; * @sample samples.collections.Collections.Aggregates.runningFold
Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return sequence { yield(initial) var index = 0 var accumulator = initial for (element in this@runningFoldIndexed) { accumulator = operation(checkIndexOverflow(index++), accumulator, element) yield(accumulator) } yield(accumulator) } Returns a sequence containing successive accumulation values generated by applying [operation] from left to right * to each element and current accumulator value that starts with the first element of this sequence.

    * @param operation function that takes current accumulator value and the element, and calculates the next accumulator value.

    * The operation is _intermediate_ and _stateless_.

    * @sample samples.collections.Aggregates.runningReduce

* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) public fun <S, T : S> Sequence<T>.runningReduce(operation: (acc: S, T) -> S): Sequence<S> { return sequence { var accumulator: S = iterator().next() while (iterator.hasNext()) { accumulator = operation(accumulator, iterator.next()) yield(accumulator) } } Returns a sequence containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.

    * @param operation function that takes the index of an element, current accumulator value and the element, and calculates the next accumulator value.

    * The operation is _intermediate_ and _stateless_.

    * @sample samples.collections.Aggregates.runningReduceIndexed

* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) public fun <T, R> Sequence<T>.scan(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}

* @SinceKotlin("1.4") @ExperimentalStdlibApi::class) public fun <S, T : S> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR) @SinceKotlin("1.3") @ExperimentalStdlibApi::class) public fun <S, T : S> Sequence<T>.scan(initial: R, operation: (acc: S, T) -> S): Sequence<S> { 
    val iterator = iterator()
    while (iterator.hasNext()) { iterator.hasNext()) { yield(accumulator) } yield(accumulator) } yield(accumulator) } Returns a sequence containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.

    * @param operation function that takes the index of an element, current accumulator value and the element, and calculates the next accumulator value.

    * The operation is _intermediate_ and _stateless_.

    * @sample samples.Collections.Aggregates.scanning

* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> { 
    return runningFold(initial, operation)
}

* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) public fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> { 
    return runningFoldIndexed(initial, operation)
}
**Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S>**

```kotlin
return runningReduce(operation)@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)@SinceKotlin("1.3")}@ExperimentalStdlibApi@public fun <S, T : S>
Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> { return
runningReduceIndexed(operation)@null/*@null * Returns the sum of all values produced by [selector] function
applied to each element in the sequence.@null /*@null * The operation is _terminal_, _null*/
Sequence<T>.sumBy(selector: (T) -> Int): Int { @null var sum: Int = 0@null for (element in this) { @null sum += selector(element)@null } return sum@null/*@null * Returns the sum of all values produced by [selector] function applied to each element in the sequence.@null /*@null * The operation is _terminal_, _null*/
Sequence<T>.sumByDouble(selector: (T) -> Double): Double { @null var sum: Double = 0.0 for (element in this) { @null sum += selector(element)@null } return sum@null/*@null * Returns the sum of all values produced by [selector] function applied to each element in the sequence.@null /*@null * The operation is _terminal_, _null*/
Sequence<T>.sumOf(selector: (T) -> Int): Int { @null var sum: Int = 0.toInt() for (element in this) { @null sum += selector(element)@null } return sum@null/*@null * Returns the sum of all values produced by [selector] function applied to each element in the sequence.@null /*@null * The operation is _terminal_, _null*/
Sequence<T>.sumOfDouble(selector: (T) -> Double): Double { @null var sum: Double = 0.toDouble() for (element in this) { @null sum += selector(element)@null } return sum@null/*@null * Returns the sum of all values produced by [selector] function applied to each element in the sequence.@null /*@null * The operation is _terminal_, _null*/
Sequence<T>.sumOfLong(selector: (T) -> Long): Long { @null var sum: Long = 0.toLong() for (element in this) { @null sum += selector(element)@null } return sum@null/*@null * Returns the sum of all values produced by [selector] function applied to each element in the sequence.@null /*@null * The operation is _terminal_, _null*/
Sequence<T>.sumOfUInt(selector: (T) -> UInt): UInt { @null var sum: UInt = 0.toUInt() for (element in this) { @null sum += selector(element)@null } return sum@null/*@null * Returns the sum of all values produced by [selector] function applied to each element in the sequence.@null /*@null * The operation is _terminal_, _null*/
Sequence<T>.sumOfULong(selector: (T) -> ULong): ULong { @null var sum: ULong = 0.toULong() for (element in this) { @null sum += selector(element)@null } return sum@null/*@null * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.@null /*@null * The operation is _intermediate_ and _stateless_, _null*/@public fun <T : Any>
Sequence<T?>.requireNoNulls(): Sequence<T> { return requireNonNull(@sample
Sequences, Collections, Transformations.chunked@null/*@null * Splits this sequence into several lists each not exceeding the given [size].@null /*@null * The last list in the resulting sequence may have less elements than the given [size].@null /*@null * @param
sequence the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.@null /*@null * The operation is _intermediate_ and _stateful_, _null*/@sample
sequences.Collections, Transformations.chunked@null/*@null * Splits this sequence into several lists each not exceeding the given [size].@null /*@null * and applies the
given [transform] function to an each.\n * \n * @return sequence of results of the [transform] applied to an each list.\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last list may have less elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.\n * The operation is _intermediate_ and _stateful_. \n * @sample samples.text.Strings.chunkedTransform\n */\npublic fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {\n    return windowed(size, size, partialWindows = true, transform = transform)\n}

/**\n * Returns a sequence containing all elements of original sequence without the first occurrence of the given [element].\n * The operation is _intermediate_ and _stateful_. \n */\n@SinceKotlin("1.2")\npublic fun <T, R> Sequence<T>.minus(element: T): Sequence<T> {\n    return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()\n}

/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.\n * \n * Note that the source sequence and the array being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.\n * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a\n * correct and stable implementation of ‘hashCode’ that doesn’t change between successive invocations.\n * The operation is _intermediate_ and _stateful_. \n */\npublic fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {\n    if (elements.isEmpty()) return this\n    return object: Sequence<T> {\n        override fun iterator(): Iterator<T> {\n            val other = elements.toHashSet()\n            return this@minus.filterNot { it in other }.iterator()\n        }\n    }\n}

/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.\n * \n * Note that the source sequence and the collection being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.\n * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a\n * correct and stable implementation of ‘hashCode’ that doesn’t change between successive invocations.\n * The operation is _intermediate_ and _stateful_. \n */\npublic fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {\n    return object: Sequence<T> {\n        override fun iterator(): Iterator<T> {\n            val other = elements.convertToSetForSetOperation()\n            if (other.isEmpty()) return this\n            else return this@minus.filterNot { it in other }.iterator()\n        }\n    }\n}

/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.\n * \n * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.\n * \n * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a\n * correct and stable implementation of ‘hashCode’ that doesn’t change between successive invocations.\n * \n * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.\n * \n * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a\n * correct and stable implementation of ‘hashCode’ that doesn’t change between successive invocations.\n */\npublic fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {\n    return object: Sequence<T> {\n        override fun iterator(): Iterator<T> {\n            val other = elements.toHashSet()\n            if (other.isEmpty()) return this\n            else return this@minus.filterNot { it in other }.iterator()\n        }\n    }\n}

/**\n * Returns a sequence containing all elements of original sequence without the first occurrence of the given [element].\n * The operation is _intermediate_ and _stateful_. \n * @sample samples.text.Strings.chunkedTransform\n */\npublic fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (t in this) {\n        if (predicate(t)) first.add(t)\n        else second.add(t)\n    }\n    return Pair(first, second)\n}
second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten()
}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] array.
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return plus(elements.asList())
}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] collection.
 * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] sequence.
 * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}

/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * Controls whether or not to keep partial windows in the end if any.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.
 * @default `false` which means partial windows won't be preserved
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map { snapshot -> snapshot }
}

/**
 * Returns a sequence of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param transform the function to apply to each list
 * @param partialWindows controls whether or not to keep partial windows in the end if any.
 * @default `false` which means partial windows won't be preserved
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map { snapshot -> snapshot.transform() }
}

/**
 * Returns a sequence built from the elements of `this` sequence and the elements of `other` sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * @param other the sequence to merge with `this`
 * @default `false` which means partial windows won't be preserved
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}
Returns a sequence of values built from the elements of `this` sequence and the `[other] sequence with the same
index
* using the provided `[transform] function applied to each pair of elements.
* The operation is _intermediate_ and _stateless_.
* The returned sequence is empty if this sequence contains less than two elements.
* The operation is _intermediate_ and _stateless_.
* @sample samples.collections.Sequences.Transformations.zipWithTransform
 */
public fun <T, R, V>
Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {
    return MergingSequence(this, other, transform)
}

/**
 * Returns a sequence of pairs of each two adjacent elements in
this sequence.
* The returned sequence is empty if this sequence contains less than two elements.
* The operation is _intermediate_ and _stateless_.
* @sample samples.collections.Collections.Transformations.zipWithNext
 */
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a sequence containing the results of applying the given `[transform] function
* to each pair of two
adjacent elements in this sequence.
* The returned sequence is empty if this sequence contains less than two elements.
* The operation is _intermediate_ and _stateless_.
* @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.zipWithNextToFindDeltas(transform: (a: T, b: T) -> R): Sequence<R> {
    return sequence result@
{ var iterator = iterator()
    if (!iterator.hasNext()) return@result
    var current = iterator.next()
    while (iterator.hasNext()) {
        var next = iterator.next()
        yield(transform(current, next))
        current = next
    }
}

/**
 * Creates a string from all the elements separated using `[separator] and
using the given `[prefix] and `[postfix] if supplied.
* If the collection could be huge, you can specify a non-negative value of `[limit], in which case only the first `[limit] elements will be appended, followed by the
[truncated] string (which defaults to \"...\").
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T>
Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an
`Iterable` instance that wraps the original sequence returning its elements when being iterated.
* The operation is _terminal_.
*/
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Creates an average value of elements in the sequence.
* The operation is _terminal_.
*/
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Creates an average value of elements in the sequence.
* The operation is _terminal_.
*/
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```kotlin
var count: Int = 0
for (element in this) {
    sum += element
    checkCountOverflow(++count)
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
@public operator fun <T> Set<T>.minus(element: T): Set<T> {
    var result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}
```

---

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CharSequence.find(predicate: (Char) -> Boolean): Char? { return firstOrNull(predicate) } Returns the last character matching the given [predicate], or ‘null’ if no such character was found.

CharSequence.findLast(predicate: (Char) -> Boolean): Char? { return lastOrNull(predicate) } Returns first character. @throws [NoSuchElementException] if the char sequence is empty. *An public function

CharSequence.first(): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[0] } Returns the first character matching the given [predicate]. *An public function

CharSequence.firstOrNull(): Char? { return if (isEmpty()) null else this[0] } Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of the char sequence. *An @kotlin.internal.InlineOnly *An public inline fun CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? { for (element in this) if (predicate(element)) return element } Returns a character at the given [index] or ‘null’ if no such character is found.

CharSequence.get(index: Int): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[index] } Returns the character at the given [index] or ‘null’ if the [index] is out of bounds of the char sequence.

CharSequence.getOrNull(index: Int): Char? { if (isEmpty()) null else this[index] } Returns the character at the given [index] or ‘null’ if the [index] is out of bounds of the char sequence.

CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) { return index } } return -1 } Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.

CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { val element = this[index] if (predicate(element)) return index } return -1 } Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.

CharSequence.last(): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[lastIndex] } Returns the last character.

CharSequence.lastOrNull(): Char? { return if (isEmpty()) null else this[lastIndex] } Returns the last character, or ‘null’ if the char sequence is empty.

CharSequence.random(): Char { return random(Random) } Returns a random character from this char sequence.

CharSequence.random(random: Random): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return get(random.nextInt(length)) } Returns a random character from this char sequence using the specified source of randomness.

CharSequence.randomOrNull(): Char? { if (isEmpty()) null else this[length - 1] } Returns a random character from this char sequence, or ‘null’ if this char sequence is empty.

CharSequence.randomOrNull(random: Random): Char? { if (isEmpty()) null else this[index] } Returns a random character from this char sequence using the specified source of randomness.
empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun CharSequence.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(length))
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@public fun CharSequence.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(length))
}

/**
 * Returns the single character, or throws an exception if the char sequence
 * is empty or has more than one character.
 */
@public fun CharSequence.single(): Char? {
    return when (length)
    { 0 -> throw NoSuchElementException("Char sequence is empty.")
    1 -> this[0]
    else -> throw
        IllegalArgumentException("Char sequence has more than one element.")
    }
}

/**
 * Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.
 */
@public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this)
        if (predicate(element))
            if (found) throw
                IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
    if (!found) throw NoSuchElementException("Char sequence contains no character matching the predicate.")
    return single
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 */
@public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

/**
 * Returns a string with the first [n] characters removed.
 */
@public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtLeast(0))
}

/**
 * Returns a subsequence of this char sequence containing all
 * characters except last characters that satisfy the given [predicate].
 */
@public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return empty()
}

/**
 * Returns a string containing all characters except last characters that satisfy the given [predicate].
 */
@public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return empty()
}

/**
 * Returns a subsequence of this char sequence containing all
 * characters except first characters that satisfy the given [predicate].
 */
@public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return empty()
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 */
@public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return empty()
}
predicate())

Returns a string containing only those characters from the original string that match the given [predicate].

@sample samples.text.Strings.filter

/**
 * Returns a string containing only those characters from the original char sequence that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n and returns the result of predicate evaluation on the character.
 * @param [destination] \n * @sample sample.collections.Collections.Filtering.filterTo
 */
public inline fun CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    return filterTo(destination, predicate)
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n and returns the result of predicate evaluation on the character.
 * @param [destination] \n * @sample sample.collections.Collections.Filtering.filterTo
 */
public inline fun String.filterTo(destination: CharSequence, predicate: (Char) -> Boolean): String {
    return filterTo(destination, predicate)
}

/**
 * Returns a char sequence containing only those characters from the original char sequence at the specified range of [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.collections.Collections.CharSequence.slice
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Returns a string containing characters of the original char sequence at specified [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.collections.Collections.CharSequence.slice
 */
@kotlin.internal.InlineOnly
public inline fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.take
 */
public fun CharSequence.take(n: Int): CharSequence {
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a string containing characters of the original char sequence at specified [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.collections.Collections.CharSequence.slice
 */
public fun String.take(n: Int): String {
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.collections.Collections.CharSequence.slice
 */
public inline fun CharSequence.slice(indices: IntRange): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.text.Strings.slice
 */
public fun String.slice(indices: IntRange): String {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""
    var val result = StringBuilder(size)
    for (i in indices) {
        val result.append(get(i))
    }
    return result
}

/**
 * Returns a char sequence containing characters of the original string at specified [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.collections.Collections.CharSequence.slice
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    @throws IllegalArgumentException if [n] is negative.
    @sample samples.text.Strings.take
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.text.Strings.slice
 */
public fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n and returns the result of predicate evaluation on the character.
 * @param [destination] \n * @sample sample.collections.Collections.Filtering.filterTo
 */
public inline fun CharSequence.filterTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    return filterTo(destination, predicate)
}

/**
 * Returns a char sequence containing only those characters from the original char sequence at the specified range of [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.collections.Collections.CharSequence.slice
 */
public inline fun String.slice(indices: IntRange): String {
    return subSequence(indices)
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.take
 */
public fun CharSequence.take(n: Int): CharSequence {
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 * @param [indices] range of indices to slice.
 * @sample samples.text.Strings.slice
 */
public fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}
n.coerceAtMost(length)*n

\* Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n
\* @throws IllegalArgumentExpection if [n] is negative.\n
\* @sample samples.text.Strings.take

public fun CharSequence.takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return subSequence(length - n.coerceAtMost(length), length)*n

\* Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n
\* @throws IllegalArgumentExpection if [n] is negative.\n
String.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return substring(length - n.coerceAtMost(length))
}

/**
 * Returns a substring of this char sequence containing last characters that satisfy the given [predicate].\n
 * @sample samples.text.Strings.take
 */
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)*n
        }
    }
    return subSequence(0, index)*n

/**
 * Returns a string containing last characters that satisfy the given [predicate].\n
 * @sample samples.text.Strings.take
 */
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}

/**
 * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].\n
 * @sample samples.text.Strings.take
 */
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return subSequence(0, index)*n
        }
    return subSequence(0, length)*n
}

/**
 * Returns a string containing the first characters that satisfy the given [predicate].\n
 * @sample samples.text.Strings.take
 */
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    return this
}

/**
 * Returns a char sequence with characters in reversed order.\n
 * @sample samples.text.Strings.reverse
 */
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

/**
 * Returns a string with characters in reversed order.\n
 * @sample samples.text.Strings.reverse
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function\n
 * applied to characters of the given char sequence.\n
 * @sample samples.text.Strings.associate
 */
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)*n
    return associateTo(LinkedHashMap<K, V>(capacity), transform)*n
}

/**
 * Returns a [Map] containing the characters from the given char sequence indexed by the key\n
 * returned from [keySelector] function applied to each character.\n
 * @sample samples.text.Strings.associateBy
 */
public inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)*n
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)*n
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.\n
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)*n
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)*n
}

/**
 * Populates and returns the [destination] mutable map with key-value \n
 * pairs, where key is provided by the [keySelector] function applied to each character of the given char sequence.\n
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K: Any, V> CharSequence.associateByWithValueTransform(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)*n
    return associateByWithValueTransformTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)*n
}

/**
 * Returns a [Map] containing the characters from the given char sequence indexed by the key\n
 * returned from [keySelector] function applied to each character.\n
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K, V> CharSequence.associateByWithKeyTransform(keySelector: (Char) -> K, keyTransform: (Char) -> K): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)*n
    return associateByWithKeyTransformTo(LinkedHashMap<K, V>(capacity), keySelector, keyTransform)*n
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.\n
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K, V> CharSequence.associateByWithValueTransform(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)*n
    return associateByWithValueTransformTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)*n
}

/**
 * Returns a [Map] containing the characters from the given char sequence indexed by the key\n
 * returned from [keySelector] function applied to each character.\n
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K, V> CharSequence.associateByWithKeyTransform(keySelector: (Char) -> K, keyTransform: (Char) -> K): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)*n
    return associateByWithKeyTransformTo(LinkedHashMap<K, V>(capacity), keySelector, keyTransform)*n
}
* and value is the character itself.

* If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

* @sample samples.text.Strings.associateByTo

* populated inline fun <K, M : MutableMap<in K, in Char>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M {

* for (element in this) { println destination.put(keySelector(element), element) println return destination
}

* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function and * and value is provided by the [valueSelector] function applied to characters of the given char sequence.

* If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

* @sample samples.text.Strings.associateByTo

* populated inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {

* for (element in this) { println destination.put(keySelector(element), valueTransform(element)) println return destination
}

* Populates and returns the [destination] mutable map with key-value pairs, * provided by [valueTransform] function applied to each character of the given char sequence.

* If any two pairs would have the same key the last one gets added to the map.

* @sample samples.text.Strings.associateTo

* populated inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {

* for (element in this) { destination += transform(element) println return destination
}

* Appends all characters to the given [destination] collection.

* @sample samples.text.Strings.associateWith

* populated inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {

* result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16)) println return associateWithTo(result, valueSelector)

* Returns a new [HashSet] of all characters.

* Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

* @sample samples.collections.Collections.Transformations.flatMap
By LambdaReturnType

@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.flatMapIndexedTransform(transform: (index: Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each character in* and its index in the original char sequence, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character and returns a map where each group key is associated with a list of corresponding characters.
 */
public inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each character.
 */
@SinceKotlin("1.1")
public inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each character in the original char sequence.
 */
public inline fun <R> CharSequence.map(transform: (Char) -> R):
List<R> { return mapTo(ArrayList<R>(length), transform); }

/**
 * Returns a list containing the results of applying the given [transform] function to each character and its index in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.
 * Returns a list containing only the non-null results of applying the given [transform] function to each character and its index in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.
 */
CharSequence.mapIndexed(transform: (index, Char) -> R): List<R> { return mapIndexedTo(ArrayList<R>(length), transform); }

/**
 * Returns a list containing the results of applying the given [transform] function to each character and its index in the original char sequence, and appends only the non-null results to the given
 */
CharSequence.mapIndexedNotNull(transform: (index, Char) -> R?): List<R> { return mapIndexedNotNullTo(ArrayList<R>(), transform); }

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each character and its index in the original char sequence, and appends only the non-null results to the given
 */
CharSequence.mapIndexedNotNullTo(destination: C, transform: (index, Char) -> R?): C { return mapIndexedNotNullTo(ArrayList<R>(), transform).add(transform(destination, item)); }

/**
 * Applies the given [transform] function to each character and its index in the original char sequence, and appends the results to the given [destination].
 */
CharSequence.mapIndexedTo(destination: C, transform: (index, Char) -> R): C { for (item in this) destination.add(transform(index, item)); return destination; }

/**
 * Returns a lazy [Iterable] that wraps each character of the original char sequence into an IndexedValue containing the index of that character and the character itself.
 */
CharSequence.withIndex(): Iterable<IndexedValue<Char>> { return IndexingIterable { iterator(); } }

/**
 * Returns `true` if all characters match the given [predicate].
 */
CharSequence.all(predicate: (Char) -> Boolean): Boolean { return !isEmpty(); }

/**
 * Returns `true` if at least one character matches the given [predicate].
 */
CharSequence.any(predicate: (Char) -> Boolean): Boolean { return any(); }

/**
 * Returns the length of this char sequence.
 */
CharSequence.count(): Int { return length(); }

/**
 * Applies the given [transform] function to each character of the original char sequence, and appends the results to the given [destination].
 */
CharSequence.mapNotNull(transform: (Char) -> R?): List<R> { return mapNotNullTo(ArrayList<R>(), transform); }

/**
 * Applies the given [transform] function to each character of the original char sequence, and appends the results to the given [destination].
 */
CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C { return mapNotNullTo(ArrayList<R>(), transform).add(transform(destination, item)); }

/**
 * Applies the given [transform] function to each character of the original char sequence, and appends the results to the given [destination].
 */
CharSequence.mapTo(destination: C, transform: (Char) -> R): C { for (item in this) destination.add(transform(item)); return destination; }

/**
 * Returns a lazy [Iterable] that wraps each character of the original char sequence into an IndexedValue containing the index of that character and the character itself.
 */
CharSequence.withIndex(): Iterable<IndexedValue<Char>> { return IndexingIterable { iterator(); } }

/**
 * Returns `true` if all characters match the given [predicate].
 */
CharSequence.all(predicate: (Char) -> Boolean): Boolean { return !isEmpty(); }

/**
 * Returns `true` if at least one character matches the given [predicate].
 */
CharSequence.any(predicate: (Char) -> Boolean): Boolean { return any(); }

/**
 * Returns the length of this char sequence.
 */
CharSequence.count(): Int { return length(); }

/**
 * Applies the given [transform] function to each character of the original char sequence, and appends the results to the given [destination].
 */
CharSequence.mapNotNull(transform: (Char) -> R?): List<R> { return mapNotNullTo(ArrayList<R>(), transform); }

/**
 * Applies the given [transform] function to each character of the original char sequence, and appends the results to the given [destination].
 */
CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C { return mapNotNullTo(ArrayList<R>(), transform).add(transform(destination, item)); }

/**
 * Applies the given [transform] function to each character of the original char sequence, and appends the results to the given [destination].
 */
CharSequence.mapTo(destination: C, transform: (Char) -> R): C { for (item in this) destination.add(transform(item)); return destination; }
current accumulator value and a character, and calculates the next accumulator value. */
public inline fun <R>
CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
var accumulator = in
for (element in this) accumulator = operation(accumulator, element)
return accumulator
}

/* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character with its index in the original char sequence. */
public inline fun <R>
CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
var index = 0
var accumulator = in
while (index <= 0) {
accumulator = operation(index, accumulator, element)
index++
}
return accumulator
}

/* Accumulates value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value. */
public inline fun <R>
CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
var index = lastIndex
var accumulator = initial
while (index >= 0) {
accumulator = operation(get(index), accumulator)
index--
}
return accumulator
}

/* Accumulates value starting with [initial] value and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value. */
public inline fun <R>
CharSequence.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
var index = lastIndex
var accumulator = initial
while (index >= 0) {
accumulator = operation(index, get(index), accumulator)
--index
}
return accumulator
}

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
for (element in this) action(element)
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.
 * @param [action] function that takes the index of a character and the character itself * and performs the action on the character.
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
var index = 0
for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <R : Comparable<R>> CharSequence.max(): Char? {
return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {
var maxElem = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return maxElem
var maxValue = selector(maxElem)
for (i in 1..lastIndex) {
val e = this[i]
val v = selector(e)
if (maxValue < v) {
maxElem = e
maxValue = v
}
}
return maxElem
}

/**
 * Returns the first character yielding the largest value of the given function or 'null' if there are no characters.
 * @param [selector] function that produces the value for a character.
 */
public inline fun CharSequence.max(selector: (Char) -> Double): Double {
if (isEmpty()) throw NoSuchElementException()
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val e = this[i]
val v = selector(e)
if (maxValue < v) { maxValue = e
}
}
return maxValue
}
ByLambdaReturnType

public inline fun CharSequence.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */

ByLambdaReturnType

public inline fun CharSequence.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or null if there are no characters.
 */

ByLambdaReturnType

public inline fun <R : Comparable<R>> CharSequence.maxOfWith(comparator: Comparator<R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest character or null if there are no characters.
 */

ByLambdaReturnType

public inline fun <R> CharSequence.maxOfWithOrNull(comparator: Comparator<R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or null if there are no characters.
 */

ByLambdaReturnType

public inline fun <R : Comparable<R>> CharSequence.maxOfWithOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or null if there are no characters.
 */

ByLambdaReturnType

public inline fun <R> CharSequence.maxOfWithOrNull(comparator: Comparator<R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
public fun CharSequence.maxWith(comparator: Comparator<in Char>): Char? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first character having the largest value according to the 
 * provided [comparator] or `null` if there are no characters.
 */
public fun CharSequence.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    return maxOrNull(comparator)
}

/**
 * Returns the first character yielding the smallest value of the given function or 
 * `null` if there are no characters.
 */
@SinceKotlin("1.4")
public fun CharSequence.min(): Char? {
    return minOrNull()
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.minOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.minOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char? {
    return minByOrNull(selector)
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.minByOrNull(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
(Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1 .. lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1 .. lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1 .. lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1 .. lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest character or `null` if there are no characters.
 */
@SinceKotlin("1.4")
public fun CharSequence.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1 .. lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    return minWithOrNull(comparator)
}

/**
 * Returns `true` if the char sequence has no characters.
 */
public fun CharSequence.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no characters match the given [predicate].
 */
public inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each character, providing sequential index with the character, and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right to current accumulator value and each character.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.reduce(operation: (S, Char) -> S): S {
    return apply { reduce(operation) }
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.reduceOrNull(operation: (S, Char) -> S): S? {
    return apply { reduceOrNull(operation) }
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.reduceWith(operation: (S, Char) -> S): S {
    return apply { reduceWith(operation) }
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.reduceWithOrNull(operation: (S, Char) -> S): S? {
    return apply { reduceWithOrNull(operation) }
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.reduceWithIndexed(operation: (index: Int, Char) -> S): S {
    return apply { reduceWithIndexed(operation) }
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.reduceWithIndexedOrNull(operation: (index: Int, Char) -> S): S? {
    return apply { reduceWithIndexedOrNull(operation) }
}
@sample samples.collections.Collections.Aggregates.reduce\n */\n@public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    when (isEmpty())
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right
 * to current accumulator value and each character with its index in the original char sequence.
 * Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,
 * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\n@public inline fun CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {
    when (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right
 * to current accumulator value and each character with its index in the original char sequence.
 * Returns `null` if the char sequence is empty.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\n@public inline fun CharSequence.reduceIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    when (index < 0)
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left
 * to each character with its index in the original char sequence and current accumulator value.
 * Returns `null` if the char sequence is empty.
 * @param [operation] function that takes the index of a character, the character itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@public inline fun CharSequence.reduceRightOrNull(operation: (acc: Char, Char) -> Char): Char? {
    var index = lastIndex
    when (index < 0)
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left
 * to each character with its index in the original char sequence and current accumulator value.
 * Returns `null` if the char sequence is empty.
 * @param [operation] function that takes the index of a character, the character itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\n@public inline fun CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    when (index < 0)
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
and current accumulator value.

Returns `null` if the char sequence is empty.

*param [operation] function that takes the index of a character, the character itself and current accumulator value,\n and calculates the next accumulator value.

* @param samples.collections.Collections.Aggregates.reduceRightOrNull

*@SinceKotlin("1.4.4") @public inline fun CharSequence.reduceRightIndexedOrNull(\n    operation: (index: Int, Char, acc: Char) -> Char): Char? { \n    var index = lastIndex \n    if (index < 0) return null \n    var accumulator = operation(index, get(index), accumulator) \n    return accumulator \n}

Accumulates value starting with the last character and applying [operation] from right to left to each character and current accumulator value.

* @param [operation] function that takes a character and current accumulator value,\n and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

CharSequence.reduceRightOrNull(\n    operation: (Char, Char) -> Char): Char? { \n    var index = lastIndexOf \n    if (index < 0) return null \n    var accumulator = operation \n    while (index >= 0) { \n        accumulator = operation(index, get(index), accumulator) \n        index-- \n    }
    return accumulator \n}

Accumulates value starting with the last character and applying [operation] from right to left to each character and current accumulator value.

* @param [operation] function that takes the index of a character, current accumulator value and a character, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

CharSequence.runnin...CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial) \n    val result = ArrayList<R>(length + 1).apply { add(initial) } \n    var accumulator = initial for (element in this) { \n        accumulator = operation(accumulator, element) \n        result.add(accumulator) \n    }
    return result \n}

Strings enclosed in `<R>` are placeholders for type arguments.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.runningFold

CharSequence.runningFold(\n    operation: (Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList() \n    var accumulator = get(0) \n    val result = ArrayList<Char>(length).apply { add(accumulator) } \n    for (index in 1 until length) { \n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    }
    return result \n}

Strings enclosed in `<R>` are placeholders for type arguments.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with the first character of this char sequence.

* @param [operation] function that takes the index of a character, current accumulator value and a character, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.runningReduce

CharSequence.runningReduce(\n    operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<Char>(length).apply { add(accumulator) } \n    for (index in 1 until length) { \n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    }
    return result \n}

Strings enclosed in `<R>` are placeholders for type arguments.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.

* @param [operation] function that takes the index of a character, current accumulator value and a character, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.runningReduce

CharSequence.runningReduceIndexed(\n    operation: (index: Int, Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<Char>(length).apply { add(accumulator) } \n    for (index in 1 until length) { \n        accumulator = operation(index, get(index), this[index]) \n        result.add(accumulator) \n    }
    return result \n}

Strings enclosed in `<R>` are placeholders for type arguments.

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.

* @param [operation] function that takes the index of a character, current accumulator value and a character, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.runningReduce

@SinceKotlin("1.4.4") @public inline fun samples.collections.Collections.Aggregates.runningReduce

CharSequence.runningReduceIndexed(\n    operation: (Int, Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<Char>(length).apply { add(accumulator) } \n    for (index in 1 until length) { \n        accumulator = operation(index, get(index), this[index]) \n        result.add(accumulator) \n    }
    return result \n}
CharSequence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun CharSequence.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun CharSequence.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
[selector] function applied to each character in the char sequence.

```kotlin
@sinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@UnsignedTypes
public inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@sinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@UnsignedTypes
public inline fun CharSequence.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@sinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 * The last string in the resulting sequence may have less characters than the given [size].
 * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@sinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original char sequence into pair of char sequences, where *first* char sequence contains characters for which [predicate] yielded `true`, while *second* char sequence contains characters for which [predicate] yielded `false`.
 * @sample samples.text.Strings.partition
 */
public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`.
 * @sample samples.text.Strings.partition
 */
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
```
first.append(element) } else { second.append(element) } return Pair(first.toString(), second.toString())
    }
    return Pair(first.toString(), second.toString())

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string. Several last strings may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param size
 * @param step
 * @param partialWindows
 * @param size
 * @param step
 * @param partialWindows
 * @param size
 * @param step
 * @param partialWindows
 */
@SinceKotlin("1.2")
fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string. Several last strings may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param size
 * @param step
 * @param partialWindows
 * @param size
 * @param step
 * @param partialWindows
 */
@SinceKotlin("1.2")
fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

/**
 * @param size
 * @param step
 * @param partialWindows
 */
@SinceKotlin("1.2")
fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) { if (partialWindows)
            length
        } else end
        transform(subSequence(index, coercedEnd))
    }
}

/**
 * Returns a list of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step].
 * @param size
 * @param step
 * @param partialWindows
 */
@SinceKotlin("1.2")
fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step
    if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows)
            thisSize
        } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

/**
 * Returns a list of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step].
 * @param size
 * @param step
 * @param partialWindows
 */
@SinceKotlin("1.2")
fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) { if (partialWindows)
            length
        } else end
        transform(subSequence(index, coercedEnd))
    }
}
Returns a list of pairs built from the characters of 'this' and the [other] char sequences with the same index: 
* The returned list has length of the shortest char sequence.
* @sample samples.text.Strings.zip 
* /\public inline fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> 
* { return zip(other) { c1, c2 -> c1 to c2 } }
* 
* Returns a list of values built from the characters of 'this' and the [other] char sequences with the same index: 
* using the provided [transform] function applied to each pair of characters.
* The returned list has length of the shortest char sequence.
* @sample samples.text.Strings.zip
* /\public infix fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V>
* {
*     val list = ArrayList<V>(minOf(this.length, other.length))
*     for (i in 0 until length) {
*         list.add(transform(this[i], other[i]))
*     }
*     return list
* }
* 
* Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.
* /\public fun CharSequence.asIterable(): Iterable<Char>
* {
*     if (this is String && isEmpty()) return emptyList()
*     return Iterable { this.iterator() }
* }
* 
* Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.
* /\public fun CharSequence.asSequence(): Sequence<Char>
* {
*     if (this is String && isEmpty()) return emptySequence()
*     return Sequence { this.iterator() }
* }
* 
* Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
* /\public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence 
* {
*     var startIndex = 0
*     var endIndex = length
*     var startFound = false
*     while (startIndex <= endIndex) {
*         val index = if (!startFound) startIndex else endIndex
*         val match = predicate(this[index])
*         if (!match) {
*             startFound = true
*         } else {
*             if (!match) break
*         }
*     }
*     return subSequence(startIndex, endIndex + 1)
* }
* 
* Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
* /\public inline fun String.trimStart(predicate: (Char) -> Boolean): String 
* {
*     val startIndex = 0
*     var endInd = length
*     var startFound = false
*     while (startIndex <= endInd) {
*         val index = if (!startFound) startIndex else endInd
*         val match = predicate(this[index])
*         if (!startFound) {
*             startFound = true
*         } else {
*             if (!match) continue
*         }
*     }
*     return subSequence(startIndex, endInd + 1)
* }
* 
* Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
* /\public inline fun String.trimEnd(predicate: (Char) -> Boolean): String 
* {
*     val startIndex = 0
*     var endInd = length
*     var startFound = false
*     while (startIndex <= endInd) {
*         val index = if (!startFound) startIndex else endInd
*         val match = predicate(this[index])
*         if (!startFound) {
*             startFound = true
*         } else {
*             if (!match) continue
*         }
*     }
*     return subSequence(0, index + 1)
* }
* 
* Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
* /\public inline fun String.trim(predicate: (Char) -> Boolean): String 
* {
*     val startIndex = 0
*     var endInd = length
*     var startFound = false
*     while (startIndex <= endInd) {
*         val index = if (!startFound) startIndex else endInd
*         val match = predicate(this[index])
*         if (!startFound) {
*             startFound = true
*         } else {
*             if (!match) continue
*         }
*     }
*     return subSequence(0, index + 1)
* }
*
having leading and trailing characters from the [chars] array removed.
 */
public fun CharSequence.trim(vararg chars: Char): CharSequence {
    CharSequence = trim { it in chars }
    return this
}

/**
 * Returns a string having leading and trailing characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String {
    String = trim { it in chars }
    return this
}

/**
 * Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.
 */
public fun CharSequence.trimStart(vararg chars: Char): CharSequence {
    CharSequence = trimStart { it in chars }
    return this
}

/**
 * Returns a string having leading characters from the [chars] array removed.
 */
public fun String.trimStart(vararg chars: Char): String {
    String = trimStart { it in chars }
    return this
}

/**
 * Returns a sub sequence of this char sequence having leading whitespace removed.
 */
public fun CharSequence.trim(): CharSequence {
    CharSequence = trim(Char::isWhitespace)
    return this
}

/**
 * Returns a string having leading whitespace removed.
 */
public fun String.trim(): String {
    return trim(Char::isWhitespace)
}

/**
 * Returns a sub sequence of this char sequence having leading whitespace removed.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    // Implementation
}

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 */
public fun String.padStart(length: Int, padChar: Char = ' '): String {
    // Implementation
}

/**
 * Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.
 */
public fun CharSequence.trimEnd(vararg chars: Char): CharSequence {
    CharSequence = trimEnd { it in chars }
    return this
}

/**
 * Returns a string having trailing characters from the [chars] array removed.
 */
public fun String.trimEnd(vararg chars: Char): String {
    String = trimEnd { it in chars }
    return this
}

/**
 * Returns a sub sequence of this char sequence having trailing whitespace removed.
 */
public fun CharSequence.trimEnd(): CharSequence {
    CharSequence = trimEnd(Char::isWhitespace)
    return this
}

/**
 * Returns a string having trailing whitespace removed.
 */
public fun String.trimEnd(): String {
    return trimEnd(Char::isWhitespace)
}

/**
 * Returns a char sequence with content of this char sequence padded at
 * the beginning to the specified [length] with the specified character or space.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    // Implementation
}

/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String {
    // Implementation
}

/**
 * Returns a sub sequence of this char sequence appended with [padChar] the character to pad string with, if it has length less than the [length] specified.
 */
public fun CharSequence.padEnd(length: Int, padChar: Char): CharSequence {
    // Implementation
}

/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 */
public fun String.padEnd(length: Int, padChar: Char): String {
    // Implementation
}

/**
 * Returns a char sequence with content of this char sequence prepended with [padChar] as many times
 * as are necessary to reach the length.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    // Implementation
}

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 */
public fun String.padStart(length: Int, padChar: Char): String {
    // Implementation
}

/**
 * Returns a sub sequence of this char sequence prepended with [padChar] the character to pad string with, if it has length less than the [length] specified.
 */
public fun CharSequence.padStart(length: Int, padChar: Char): CharSequence {
    // Implementation
}

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 */
public fun String.padStart(length: Int, padChar: Char): String {
    // Implementation
}
(this as CharSequence).padEnd(length, padChar).toString() Returns `true` if this nullable char sequence is
either `null` or empty.

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotNull(): Boolean = length > 0
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.isNullOrBlank(): Boolean = length == 0 || hasSurrogatePairAt(-1)
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.isBlank(): Boolean = length == 0 || !isWhitespace() || hasSurrogatePairAt(-1)
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.isNotNull(): Boolean = length > 0
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.isEmpty(): Boolean = length == 0
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.isNotEmpty(): Boolean = length > 0
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.isNullOrBlank(): Boolean = length == 0
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.isBlank(): Boolean = length == 0 || !isWhitespace() || hasSurrogatePairAt(-1)
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun String.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun String.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex).toString() Returns a substring specified by the given [range] of indices.
```

```kotlin
private var index = 0
```

```kotlin
public override fun nextChar(): Char = get(index++)
```

```kotlin
public override fun hasNext(): Boolean = index < length
```

```kotlin
public val CharSequence.indices: IntRange
    get() = 0..length - 1
```

```kotlin
public val CharSequence.lastIndex: Int
    get() = this.length - 1
```

```kotlin
public val CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate()
}
```

```kotlin
public fun String.subSequence(startIndex: Int, endIndex: Int = length): CharSequence = subSequence(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.subSequence(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```

```kotlin
public fun StringBuffer.substring(startIndex: Int, endIndex: Int = length): String = substring(startIndex, endIndex)
```
specified [range] of this char sequence.

```kotlin
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb.toString()
}

@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()

public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence =
    replaceRange(range.start, range.endInclusive + 1, replacement)

@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(range: IntRange): CharSequence =
```

/*
 * Returns a char sequence with content of this char sequence where its part at the given 
 * [range] is replaced with the [replacement] char sequence. 
 * @param startIndexOf the index of the first character to be replaced.
 * @param endIndexOf the index of the first character after the replacement to keep in the 
 * string.
 * @param outOfBoundsException the [OutOfBoundsException] is thrown if (endIndexOf + 1) > length
 * @param appendRange the [appendRange] is used to append the part of the string that is not replaced
 * @param sb the [StringBuilder] to be used

```kotlin
public fun String.replaceRange(range: IntRange, replacement: CharSequence): String =
```
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```
*included in the part to be replaced.\n*\n@kotlin.internal.InlineOnly\n\npublic inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String =\n    (this as CharSequence).replaceRange(range, replacement).toString()
*\n
@kotlin.internal.InlineOnly
@ExperimentalStdlibApi::class
*\n\npublic inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String =
    (this as CharSequence).replaceRange(range, replacement).toString()
*\n
/**\n * Returns a char sequence with content of this char sequence where its part at the\n * given range is removed.\n */\n@kotlin.internal.InlineOnly
@OptIn(ExperimentalStdlibApi::class)
*\n\npublic fun CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {
    if (endIndex < startIndex) \n        throw IndexOutOfBoundsException("End index (SendIndex) is less than start index ($startIndex).\n"
    if (startIndex == endIndex) \n        return this.subSequence(0, length).toString() \n    val sb = StringBuilder(length - (endIndex - startIndex))\n    sb.appendRange(this, 0, startIndex) \n    sb.appendRange(this, endIndex, length) \n    return sb.toString() \n*\n
*\n* [endIndex] is not included in the removed part.\n*\n\nString.removeRange(startIndex: Int, endIndex: Int): String =\n    (this as CharSequence).removeRange(startIndex, endIndex).toString()
*\n
@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange): String =
    (this as CharSequence).removeRange(range).toString()
*\n
@kotlin.internal.InlineOnly
public inline fun String.removeRange(start: Int, end: Int): String =\n    (this as CharSequence).removeRange(start, end).toString()
*\n
@OptIn(ExperimentalStdlibApi::class)\npublic fun CharSequence.removeRange(range: IntRange): CharSequence = removeRange(range.start, range.endInclusive + 1)\n*\n
/**\n * If this char sequence starts with the given [prefix], returns a new char sequence\n * with the prefix removed. Otherwise, returns a new char sequence with the\n * same characters.\n */\n@OptIn(ExperimentalStdlibApi::class)\npublic fun CharSequence.removePrefix(prefix: CharSequence): CharSequence =\n    removeSurrounding(prefix, prefix)\n*\n
@OptIn(ExperimentalStdlibApi::class)\npublic fun String.removePrefix(prefix: CharSequence): String =\n    removeSurrounding(prefix, prefix)\n*\n
@OptIn(ExperimentalStdlibApi::class)\npublic fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence =\n    removeSurrounding(suffix, suffix)\n*\n
@OptIn(ExperimentalStdlibApi::class)\npublic fun String.removeSuffix(suffix: CharSequence): String =\n    removeSurrounding(suffix, suffix)\n*\n
@OptIn(ExperimentalStdlibApi::class)\npublic fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String =\n    removeSurrounding(prefix, suffix)\n*\n
@OptIn(ExperimentalStdlibApi::class)\npublic fun String.removeSurrounding(delimiter: CharSequence): String =\n    removeSurrounding(delimiter, delimiter)\n*\n
@OptIn(ExperimentalStdlibApi::class)\npublic fun String.removeSurrounding(delimiter: CharSequence): String =\n    removeSurrounding(delimiter, delimiter)\n*\n```
delimiter with the [replacement] string.

* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

*public fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

*public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

*public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

*public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

*public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

*public fun String.replace(regex: Regex, replacement: String): String
= regex.replace(this, replacement)

*public fun String.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String
= regex.replace(this, transform)

*param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for
```kotlin
public fun nativeLastIndexOf(char, startIndex: Int): Int
// native code...

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    val chars = this.run { if (char == '\n') '\r' else char } // escape \n
    for (index in startIndex.coerceAtMost(lastIndex)) {
        val matchingChar = chars.firstOrNull { it.regionMatchesImpl(0, this, index, it.length, ignoreCase) } // native code...
        if (matchingChar != null) return index to matchingChar
    }
    return -1
}

private fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    val chars = this.run { if (char == '\n') '\r' else char } // escape \n
    for (index in startIndex.coerceAtMost(lastIndex)) {
        val matchingChar = chars.firstOrNull { it.regionMatchesImpl(0, this, index, it.length, ignoreCase) } // native code...
        if (matchingChar != null) return index to matchingChar
    }
    return -1
}
```
findAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1

/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case. Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex]. Returns the index of the last occurrence of the specified character when matching a character. By default true to ignore character case when matching a string. By default false. * @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.

fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int = findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1

/**
 * Returns the index within this char sequence of the last occurrence of the specified character, starting from the specified [startIndex]. Returns the index within this char sequence of the last occurrence of the specified character when matching a character.

fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase

        charArrayOf(char), startIndex, ignoreCase)
    else

        nativeLastIndexOf(char, startIndex)
}

/**
 * Returns the index within this char sequence of the last occurrence of the specified character when matching a string. By default false.

fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase

        indexOf(string, startIndex, length, ignoreCase)
    else

        nativeLastIndexOf(string, startIndex)
}

/**
 * Returns true if this char sequence contains the specified regular expression [regex].

inline operator fun CharSequence.contains(regex: Regex): Boolean = regex.containsMatchIn(this)

private class DelimitedRangesSequence(
    private

    val input: CharSequence,
    private val startIndex: Int,
    private val limit: Int,
    private val getNextMatch:

    CharSequence.(currentIndex: Int) -> Pair<Int, Int>?
) : Sequence<IntRange> {

    override fun iterator():
Iterator<IntRange> = object : Iterator<IntRange> {
    var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
    var currentStartIndex: Int = startIndex.coerceIn(0, input.length)

    var nextSearchIndex: Int = currentStartIndex
    var nextItem: IntRange? = null

    var counter: Int = 0
    private fun calcNext() {
        if (nextSearchIndex < 0) {
            nextState = 0
            nextItem = null
        } else { val match = input.getNextMatch(nextSearchIndex)
            if (match == null) {
                nextState = -1
                nextItem = null
            } else { val index: Int = match.start
                nextSearchIndex = currentStartIndex + index
                val length: Int = match.end - index
                if (limit == 0) {
                    nextState = 0
                    nextItem = null
                } else { override fun hasNext(): Boolean {
                    if (nextState == 0) {
                        return true
                    } else if (nextState == -1) {
                        calcNext()
                    }
                }
            }
        }override fun next(): IntRange {
            if (nextState == -1) {
                calcNext()
            } else if (nextState == 0) {
                throw NoSuchElementException()
            } else { val result = nextItem as IntRange
                return result
            }
        }
    }
    @param delimiters One or more characters to be used as delimiters.
    @param startIndex The index to start searching delimiters from.
    @param limit The maximum number of substrings to return. Zero by default means no limit is set.
    @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
    @param last `true` to ignore last occurrence of a delimiter when limit is reached.

    fun rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false) =
        DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, negative, but was $limit." } )
        val delimitersList = delimiters.asList()

        return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, last = false) }).map { substring(it) }
        override fun hasNext(): Boolean {
            if (nextState == 0) {
                return true
            } else if (nextState == -1) {
                calcNext()
            } else { val result = nextItem as IntRange
                // Clean next to avoid keeping reference on yielded instance
                return result
            }
        }
        override fun next(): IntRange {
            if (nextState == -1) {
                calcNext()
            } else if (nextState == 0) {
                throw NoSuchElementException()
            } else { val result = nextItem as IntRange
                // Clean next to avoid keeping reference on yielded instance
                return result
            }
        }
    }

    fun splitToSequence() =
        DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, negative, but was $limit." } )
        val delimitersList = delimiters.asList()

        return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, last = false) }).map { substring(it) }
        override fun hasNext(): Boolean {
            if (nextState == 0) {
                return true
            } else if (nextState == -1) {
                calcNext()
            } else { val result = nextItem as IntRange
                // Clean next to avoid keeping reference on yielded instance
                return result
            }
        }
        override fun next(): IntRange {
            if (nextState == -1) {
                calcNext()
            } else if (nextState == 0) {
                throw NoSuchElementException()
            } else { val result = nextItem as IntRange
                // Clean next to avoid keeping reference on yielded instance
                return result
            }
        }
    }
}

fun String.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0) =
    DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, negative, but was $limit." } )
    val delimitersList = delimiters.asList()

    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, last = false) }).map { substring(it) }
    override fun hasNext(): Boolean {
        if (nextState == 0) {
            return true
        } else if (nextState == -1) {
            calcNext()
        } else { val result = nextItem as IntRange
            // Clean next to avoid keeping reference on yielded instance
            return result
        }
    }
    override fun next(): IntRange {
        if (nextState == -1) {
            calcNext()
        } else if (nextState == 0) {
            throw NoSuchElementException()
        } else { val result = nextItem as IntRange
            // Clean next to avoid keeping reference on yielded instance
            return result
        }
    }
}

fun String.delimitersDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0) =
    DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, negative, but was $limit." } )
    val delimitersList = delimiters.asList()

    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, last = false) }).map { substring(it) }
    override fun hasNext(): Boolean {
        if (nextState == 0) {
            return true
        } else if (nextState == -1) {
            calcNext()
        } else { val result = nextItem as IntRange
            // Clean next to avoid keeping reference on yielded instance
            return result
        }
    }
    override fun next(): IntRange {
        if (nextState == -1) {
            calcNext()
        } else if (nextState == 0) {
            throw NoSuchElementException()
        } else { val result = nextItem as IntRange
            // Clean next to avoid keeping reference on yielded instance
            return result
        }
    }
}
CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 * 
 * @param delimiters One or more characters to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
    regex.split(this, limit)

/**
 * Splits this char sequence to a list of lines around occurrences of the specified [delimiters].
 * 
 * @param delimiters One or more characters to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
public fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")

/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences:
 * CRLF, LF or CR.
 * 
 * The lines returned do not include terminating line separators.
 */
public fun CharSequence.lines(): List<String> = lineSequence().toList()
CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: $chars.size; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] into a String.
 */
public actual fun CharArray.concatToCharSequence(): CharSequence {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 */
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}

/**
 * Returns a [CharArray] containing characters of this string.
 */
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a [CharArray] containing characters of this string or its substring.
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 */
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 */
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
public actual fun ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size, throwOnInvalidSequence: Boolean = false): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 */
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substring to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @throws throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char '\uFFFD'.
 */
public actual fun String.encodeToByteArray(startIndex: Int = 0, endIndex: Int = this.length, throwOnInvalidSequence: Boolean = false): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 */
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
public actual fun ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size, throwOnInvalidSequence: Boolean = false): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 */
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substring to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @throws throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace.
 */
public actual fun String.encodeToByteArray(startIndex: Int = 0, endIndex: Int = this.length, throwOnInvalidSequence: Boolean = false): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}
or [endIndex] is greater than the length of this string. 

* @throws IllegalArgumentException if [startIndex] is greater than [endIndex]. 

* @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true. 

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 * @sample samples.text.Strings.toUpperCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 * @sample samples.text.Strings.toLowerCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

//auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray): Collection<UByte> {
    /**
     * Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) :
        this(ByteArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    fun get(index: Int): UByte = storage[index].toUByte()
to the given \[value\]. This method can be called using the index operator. 
* \(n\) * If the \[index\] is out of bounds of this array, throws an \[IndexOutOfBoundsException\] except in Kotlin/JS
* \(n\) * public operator fun set(index: Int, value: UByte) { 
    storage[index] = value.toByte() 
} 
** Returns the number of elements in the array. * \(n\) * public override val size: Int get() = storage.size
* \(n\) * Creates an iterator over the elements of the array. * \(n\) * private override operator fun iterator(): UIntIterator = Iterator(storage)
* \(n\) * private class Iterator(private var array: ByteArray) : UIntIterator() 
{ 
    private var index = 0
    override fun hasNext() = index < array.size
    override fun next() = if (index < array.size)
    array[index++].toUInt() else throw NoSuchElementException(index.toString())
} 
** Creates a new array of the specified \[size\], where each element is calculated by calling the specified \(n\) * [init] function. 
* \(n\) * The function \[init\] is called for each array element sequentially starting from the first one. 
* \(n\) * It should return the value for an array element given its index. 
* \(n\) * * @SinceKotlin("1.3") * @ExperimentalUnsignedTypes 
* \(n\) * public inline fun uByteArray(size: Int, init: (Int) -> UByte): UByteArray { 
    return uByteArray(ByteArray(size) { index -> init(index).toByte() })
} 
* \(n\) * * @SinceKotlin("1.3") * @ExperimentalUnsignedTypes 
* \(n\) * public fun get(index: Int): UInt = storage[index].toUInt() 
* \(n\) * public operator fun set(index: Int, value: UInt) { 
    storage[index] = value.toInt() 
} 
** Returns the number of elements in the array. * \(n\) * public override val size: Int get() = storage.size
* \(n\) * Creates an iterator over the elements of the array. * \(n\) * private override operator fun iterator(): UIntIterator = Iterator(storage)
* \(n\) * private class Iterator(private var array: IntArray) : UIntIterator() 
{ 
    private var index = 0
    override fun hasNext() = index < array.size
    override fun next() = if (index < array.size)
    array[index++].toUInt() else throw NoSuchElementException(index.toString())
} 
** Creates a new array of the specified \[size\], where each element is calculated by calling the specified \(n\) * [init] function. 
* \(n\) * The function \[init\] is called for each array element sequentially starting from the first one. 
* \(n\) * It should return the value for an array element given its index. 
* \(n\) * * @SinceKotlin("1.3") * @ExperimentalUnsignedTypes 
* \(n\) * public inline fun uIntArray(size: Int) : this(IntArray) = IntArray(size) 
* \(n\) * * @SinceKotlin("1.3") * @ExperimentalUnsignedTypes 
* \(n\) * public fun get(index: Int): UInt = storage[index].toUInt() 
* \(n\) * public operator fun set(index: Int, value: UInt) { 
    storage[index] = value.toInt() 
} 
** Returns the number of elements in the array. * \(n\) * public override val size: Int get() = storage.size
* \(n\) * Creates an iterator over the elements of the array. * \(n\) * private override operator fun iterator(): UIntIterator = Iterator(storage)
* \(n\) * private class Iterator(private var array: IntArray) : UIntIterator() 
{ 
    private var index = 0
    override fun hasNext() = index < array.size
    override fun next() = if (index < array.size)
    array[index++].toUInt() else throw NoSuchElementException(index.toString())
} 

UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index -> init(index).toInt() })
}

UIntArrayOf(vararg elements: UInt): UIntArray = elements

/**
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 */

public constructor(size: Int) {
    * This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * Sets the element at the given [index] to the given [value]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * Creates a new array of the specified [size], with all elements initialized to zero. *
    * public constructor(size: Int) {
    * Returns the number of elements in the array. *
    * public override val size: Int get() = storage.size
    * Creates an iterator over the elements of the array. *
    * public override fun iterator(): ULongIterator = Iterator(storage)
    * private class Iterator(private val array: LongArray) : ULongIterator() {
    * private var index = 0
    * override fun hasNext() = index < array.size
    * override fun nextULong() = if (index < array.size)
    * array[index++].toULong() else throw NoSuchElementException(index.toString())
    * override fun contains(element: ULong): Boolean {
    * // TODO: Eliminate this check after KT-30016 gets fixed.
    * // Currently JS BE does not generate special bridge method for this method.
    * if ((element as Any?) !is ULong) return false
    * return storage.contains(element)
    * }
    * override fun containsAll(elements: Collection<ULong>): Boolean {
    * return (elements as Collection<*>).all { it is ULong &&
    * storage.contains(it.toLong()) }
    * override fun iterator(): ULongIterator = Iterator(storage)
    * override fun size: Int get() = storage.size
    * Creates a new array of the specified [size], where each element is calculated by calling the specified
    * function. *
    * The function [init] is called for each array element sequentially starting from the first one. *
    * It should return the value for an array element given its index.
    * *public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. */
    * 
    * /**
    * Creates a new array of the specified [size], with all elements initialized to zero. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. *
    * public constructor(size: Int) {
    * Returns the array element at the given [index]. This method can be called using the index operator. *
    * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
    * where the behavior is unspecified. */
    *
function.

    private class Iterator(private val array: ShortArray) : UShortIterator() {
        private var
index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index <
array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override
fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
if (element as Any?) is UShort
    return false
if (storage.contains(element as UShort))
    returnAll(elements: Collection<UShort>): Boolean { return (elements as Collection<*>).all { it is UShort &&
storage.contains(it as UShort) }
    }

    /**
     * Creates a new array of the specified [size], where each element is calculated by calling the specified
     * [init] function.
     * The function [init] is called for each array element sequentially starting from the first one.
     * It should return the value for an array element given its index.
     */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index ->
        init(index).toShort()
    })
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an 
[IndexOutOfBoundsException] except in Kotlin/JS where the
 * behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an 
[IndexOutOfBoundsException] except in Kotlin/JS where the
 * behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an 
[IndexOutOfBoundsException] except in Kotlin/JS where the
 * behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an 
[IndexOutOfBoundsException] except in Kotlin/JS where the
 * behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an 
[IndexOutOfBoundsException] except in Kotlin/JS where the
 * behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an 
[IndexOutOfBoundsException] except in Kotlin/JS where the
 * behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun
UShortArray.component2(): UShort {
    return get(1)
}
If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}
```

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}
```

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}
```

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}
```

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}
```

If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}
```

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component4(): UInt {
    return get(3)
}
```

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component4(): ULong {
    return get(3)
}
```

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component4(): UByte {
    return get(3)
}
```

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort {
    return get(3)
}
```

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component5(): UInt {
    return get(4)
}
```

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong {
    return get(4)
}
```

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}
```

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}
```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAt(index: Int): UInt

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAt(index: Int): ULong

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}
samples.collections.Collections.Elements.elementAtOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrElse(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @throws 
 * @sample samples.collections.Collections.Elements.elementAtOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrElse(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.elementAtOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrElse(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.elementAtOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrElse(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.elementAtOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrElse(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.elementAtOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrElse(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.elementAtOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
if the array is empty.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.first(): UShort {\n    return storage.first().toUShort()\n}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.first(predicate: (UInt) -> Boolean): UInt {\n    for (element in this) if (predicate(element)) return
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.first(predicate: (ULong) -> Boolean): ULong {\n    for (element in this) if (predicate(element)) return
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.first(predicate: (UByte) -> Boolean): UByte {\n    for (element in this) if (predicate(element)) return
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.first(predicate: (UShort) -> Boolean): UShort {\n    for (element in this) if (predicate(element)) return
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) if (predicate(element)) return
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) if (predicate(element)) return
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return
}**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return
}**
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or null if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or null if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toByte()) }
}
array does not contain such element.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\n    return storage.indexOfFirst {
        predicate(it.toUByte())\n    }\n}\n\n*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\n    return storage.indexOfFirst {
        predicate(it.toUShort())\n    }\n}\n\n/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {\n    return storage.indexOfFirst {
        predicate(it.toUInt())\n    }\n}\n\n/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {\n    return storage.indexOfLast {
        predicate(it.toUByte())\n    }\n}\n\n/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {\n    return storage.indexOfLast {
        predicate(it.toUShort())\n    }\n}\n\n/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {\n    return storage.indexOfLast {
        predicate(it.toUInt())\n    }\n}\n\n/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.last(): UByte {\n    return storage.last().toUByte()\n}\n\n/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.last(): UShort {\n    return storage.last().toUShort()\n}\n\n/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.last(): UInt {\n    return storage.last().toUInt()\n}\n\n/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.last(predicate: (UInt) -> Boolean): UInt {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {\n    for (index in this.indices.reversed()) {\n        val element = this[index]\n        if (predicate(element)) return element\n    }\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}
NoSuchElementException("Array contains no element matching the predicate.")

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.lastOrNull(): UByte? {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.random(): UShort

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.random(): ULong

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.random(): ULong

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.random(): UShort

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.random(): UShort

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.random(): ULong

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.random(): ULong

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.random(): UShort

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.random(): UShort

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.random(): UInt

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 * 
 * @throws NoSuchElementException if this array is empty.
ULongArray.random(): ULong

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
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@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or
has more than one element.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UInt
}

/**
 * Returns the single element matching the given [predicate], or
throws exception if there is no or more than one matching element.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as ULong
}

/**
 * Returns the single element
matching the given [predicate], or throws exception if there is no or more than one matching element.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UByte
}

/**
 * Returns the single element matching the given [predicate], or
throws exception if there is no or more than one matching element.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UShort
}

/**
 * Returns single element, or `null` if
the array is empty or has more than one element.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (is_empty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or
has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
UIntArray.single(): UInt {
    if (isEmpty())
        return null
    return storage.single() as UInt
}

/**
 * Returns single element, or `null` if
the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
ULongArray.single(): ULong {
    if (isEmpty())
        return null
    return storage.single() as ULong
}

/**
 * Returns single element, or `null` if
the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
UByteArray.single(): UByte {
    if (isEmpty())
        return null
    return storage.single() as UByte
}

/**
 * Returns single element, or `null` if
the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
UShortArray.single(): UShort {
    if (isEmpty())
        return null
    return storage.single() as UShort
}
element, or `null` if the array is empty or has more than one element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) {
        if (predicate(element)) {
            return if (found) return null
        }
        found = true
    }
    return null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) {
        if (predicate(element)) {
            return if (found) return null
        }
        found = true
    }
    return null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) {
        if (predicate(element)) {
            return if (found) return null
        }
        found = true
    }
    return null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) {
        if (predicate(element)) {
            return if (found) return null
        }
        found = true
    }
    return null
}
```

*Throws IllegalArgument exception if [n] is negative.*
require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte>{
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samplescollections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samplescollections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all
elements except first elements that satisfy the given [predicate].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}
```
**public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {**
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

**/**
* Appends all elements matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.Collections.Filtering.filterIndexedTo

**public inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

**/**
* Appends all elements matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo

**public inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

**/**
* Appends all elements matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo

**public inline fun <C : MutableCollection<in UByteArray>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

**/**
* Appends all elements matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo

**public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

**/**
* Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filterNot

**public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {**
    return filterNotTo(ArrayList<UInt>(), predicate)
}

**/**
* Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filterNot

**public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {**
    return filterNotTo(ArrayList<ULong>(), predicate)
}

**/**
* Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filterNot

**public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {**
    return filterNotTo(ArrayList<UByte>(), predicate)
}

**/**
* Returns a list containing all elements not matching the given [predicate].\n* @sample samples.collections.Collections.Filtering.filterNot

**public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {**
    return filterNotTo(ArrayList<UShort>(), predicate)
}

**/**
* Appends all elements not matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterNotTo

**public inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (!predicate(index, element))
            destination.add(element)
    }
    return destination
}

**/**
* Appends all elements not matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterNotTo

**public inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (!predicate(index, element))
            destination.add(element)
    }
    return destination
}

**/**
* Appends all elements not matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterNotTo

**public inline fun <C : MutableCollection<in UByteArray>> UByteArray.filterNotTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (!predicate(index, element))
            destination.add(element)
    }
    return destination
}

**/**
* Appends all elements not matching the given [predicate] to the given [destination].\n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterNotTo

**public inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {**
    forEachIndexed { index, element ->
        if (!predicate(index, element))
            destination.add(element)
    }
    return destination
}
MutableCollection<br>in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
} * Appends all elements not matching the given [predicate] to the given [destination].

MutableCollection<br>in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
} * Appends all elements not matching the given [predicate] to the given [destination].

MutableCollection<br>in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
} * Appends all elements not matching the given [predicate] to the given [destination].

MutableCollection<br>in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
} * Appends all elements not matching the given [predicate] to the given [destination].

EnumerableCollection<br>in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
} * Appends all elements matching the given [predicate] to the given [destination].

EnumerableCollection<br>in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
} * Appends all elements matching the given [predicate] to the given [destination].

EnumerableCollection<br>in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
} * Appends all elements matching the given [predicate] to the given [destination].

EnumerableCollection<br>in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
} * Appends all elements matching the given [predicate] to the given [destination].

rangeEnd

List<br>in UInt>> UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

List<br>in ULong>> ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

List<br>in UByte>> UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

List<br>in UShort>> UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

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List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive
 + 1).asList()}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UInt>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<ULong>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UShort>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(get(0))
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceOf(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceOf(indices))}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceOf(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceOf(indices))}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceOf(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceOf(indices))}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceOf(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceOf(indices))}

/**
 * Returns an array containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))}

/**
 * Returns an array containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))}

/**
 * Returns an array containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))}

/**
 * Returns an array containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))}

"Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49625"
samples.collections.Collections.Transformations.take

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<ULong>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UByte>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
```

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```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}
```
the start of the range (inclusive) to reverse.

* @param toIndex the end of the range (exclusive) to reverse.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*

* @param fromIndex the start of the range (inclusive) to reverse.
* @param toIndex the end of the range (exclusive) to reverse.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.shuffle(): Unit {
    shuffle(Random)
}
instance as the source of randomness.

StarC works with randomness. For example, you can use the `Random` instance as the source of randomness.

```kotlin
*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes@public fun UIntArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified
 * random instance as the source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified
 * random instance as the source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified
 * random instance as the source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified
 * random instance as the source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Sorts elements in the array in-place descending according to their
 * natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their
 * natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their
 * natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their
 * natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```
of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

Returns an array with all elements of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

Returns a list of all elements sorted descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.asByteArray(): ByteArray {
    return storage
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.asList(): List<UInt>

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.asList(): List<ULong>

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.asList(): List<UByte>

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.asList(): List<UShort>
```

Returns an array of type `[ByteArray]`, which is a view of this array where each element is a signed reinterpretation.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.asIntArray(): IntArray {
    return storage
}
```

Returns a list of all elements sorted descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sort() }.reversed()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }.reversed()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed()
}
```

Returns a list of all elements sorted descending according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.asLongArray(): LongArray {
    return storage
}
```

Returns an array of type `[LongArray]`, which is a view of this array where each element is a signed reinterpretation.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.asShortArray(): ShortArray {
    return storage
}
```

Returns an array of type `[ShortArray]`, which is a view of this array where each element is a signed reinterpretation.
array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of
 * the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.\n
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = \"1.4\")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.\n
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = \"1.4\")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.\n
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.\n
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return this.contentEquals(other)
}
```

---

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in the same order.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}  

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@DeprecatingSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UIntArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@DeprecatingSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun ULongArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@DeprecatingSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@DeprecatingSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@DeprecatingSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@DeprecatingSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
    return this?.storage.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@DeprecatingSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun ULongArray?.contentToString(): String {
    return this?.storage.contentToString()
}
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray?.contentToString(): String {
  return this?.joinToString(" ", "[", "]") ?: "null"
}

/**
 * Returns a string representation of the contents of
 * the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray?.contentToString(): String {
  return this?.joinToString(" ", "[", "]") ?: "null"
}

/**
 * Returns a string representation of the contents of
 * the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
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@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
  return this?.joinToString(" ", "[", "]") ?: "null"
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/**
 * Returns a string representation of the contents of
 * the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
  return this?.joinToString(" ", "[", "]") ?: "null"
}

/**
 * Copies this array or its subrange into the
 * [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
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 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
Public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size)

    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default
 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
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 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default
 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default
 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default
 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default
 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default
 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default
 * @param startIndex the (inclusive) of the subrange to copy, 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`
 * @return the [destination] array.
 */
original array, the copy array is truncated to the [newSize].
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun
UShortArray.copyOf(newSize: Int): UShortArray {\n    return UShortArray(storage.copyOf(newSize))\n}\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\n *\n*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun
UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {\n    return UIntArray(storage.copyOfRange(fromIndex, toIndex))\n}\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\n *\n*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun
ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {\n    return ULongArray(storage.copyOfRange(fromIndex, toIndex))\n}\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\n *\n*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {\n    return UByteArray(storage.copyOfRange(fromIndex, toIndex))\n}\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\n *\n*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun
UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {\n    return UShortArray(storage.copyOfRange(fromIndex, toIndex))\n}\n/**\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\n *\n*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public fun
UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    storage.fill(element.toUInt(), fromIndex, toIndex)\n}\n/**\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\n *\n*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public fun
ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    storage.fill(element.toLong(), fromIndex, toIndex)\n}\n/**\n * Fills this array or its subrange with the specified [element] value.\n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.fill(element: UByte,
fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)  
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
 * the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort,
fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)  
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}
UByteArray(result)\n|\n\n/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)\n    for (element in elements) result[index++] = element.toShort()\n    return UShortArray(result)\n}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)\n}

/**
 * Sorts a range in the array in-place.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size) {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex, toIndex)\n}

/**
 * Sorts a range in the array in-place.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size) {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex, toIndex)\n}

/**
 * Sorts a range in the array in-place.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size) {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex, toIndex)\n}

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49637
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49638
UShortArray.toShortArray(): ShortArray \n  return storage.copyOf()/n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.toUIntArray(): UIntArray \n  return UIntArray(size) \n  \n  index -> this[index] \n  |/n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.toULongArray(): ULongArray \n  return ULongArray(size) \n  \n  index -> this[index] \n  |/n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.toUByteArray(): UByteArray \n  return UByteArray(size) \n  \n  index -> this[index] \n  |/n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.toUShortArray(): UShortArray \n  return UShortArray(size) \n  \n  index -> this[index] \n  |/n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.toUShortArray(): UShortArray \n  return UShortArray(size) \n  \n  index -> this[index] \n  |/n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.toULongArray(): ULongArray \n  return ULongArray(size) \n  \n  index -> this[index] \n  |/n\n*/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.toUByteArray(): UByteArray \n  return UByteArray(size) \n  \n  index -> this[index] \n  |/n\n*/
samples.collections.Collections.Transformations.associateWith

*\n@Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {
    return associateWithTo(result, valueSelector)\n}\n\n/**
   * Returns a [Map] where keys are elements from the given array and values are \n   * produced by the [valueSelector] function applied to each element. \n   * If any two elements are equal, the last one gets added to the map. \n   * The returned map preserves the entry iteration order of the original array. \n   * @sample samples.collections.Collections.Transformations.associateWith
   */
@Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {
    return associateWithTo(result, valueSelector)\n}\n\n/**
   * Returns a [Map] where keys are elements from the given array and values are \n   * produced by the [valueSelector] function applied to each element. \n   * If any two elements are equal, the last one gets added to the map. \n   * The returned map preserves the entry iteration order of the original array. \n   * @sample samples.collections.Collections.Transformations.associateWith
   */
@Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
    return associateWithTo(result, valueSelector)\n}\n\n/**
   * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. \n   * where key is the element itself and value is provided by the [valueSelector] function applied to that key. \n   * If any two elements are equal, the last one overwrites the former value in the map. \n   * @sample samples.collections.Collections.Transformations.associateWithTo
   */
@Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UInt, in V>> UIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))}
    return destination\n}\n\n/**
   * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. \n   * where key is the element itself and value is provided by the [valueSelector] function applied to that key. \n   * If any two elements are equal, the last one overwrites the former value in the map. \n   * @sample samples.collections.Collections.Transformations.associateWithTo
   */
@Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))}
    return destination\n}\n\n/**
   * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. \n   * where key is the element itself and value is provided by the [valueSelector] function applied to that key. \n   * If any two elements are equal, the last one overwrites the former value in the map. \n   * @sample samples.collections.Collections.Transformations.associateWithTo
   */
@Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))}
    return destination\n}\n\n/**
   * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. \n   * where key is the element itself and value is provided by the [valueSelector] function applied to that key. \n   * If any two elements are equal, the last one overwrites the former value in the map. \n   * @sample samples.collections.Collections.Transformations.associateWithTo
   */
@Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))}
    return destination\n}\n
samples.collections.Collections.Transformations.flatMap

*\@SinceKotlin("1.3")*\n*\@ExperimentalUnsignedTypes*\n*\@kotlin.internal.InlineOnly\n*\@public inline fun <R>
UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> { \n    return flatMapTo(ArrayList<R>(), transform) }\n
*\@SinceKotlin("1.3")*\n*\@ExperimentalUnsignedTypes*\n*\@kotlin.internal.InlineOnly\n*\@public inline fun <R>
UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> { \n    return flatMapTo(ArrayList<R>(), transform) }\n
*\@SinceKotlin("1.3")*\n*\@ExperimentalUnsignedTypes*\n*\@kotlin.internal.InlineOnly\n*\@public inline fun <R>
UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> { \n    return flatMapTo(ArrayList<R>(), transform) }\n
*\@SinceKotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n*\@OverloadResolution\n*\@ByLambdaReturnType*\n*\@ExperimentalUnsignedTypes*\n*\@kotlin.internal.InlineOnly\n*\@public inline fun <R, C : MutableCollection<in R>>
UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) ->
Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> ULongArray.flatMapIndexedTo(destination: C, transform: (Int, ULong) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UByteArray.flatMapIndexedTo(destination: C, transform: (Int, UByte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UShortArray.flatMapIndexedTo(destination: C, transform: (Int, UShort) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K,
MutableList<UInt>()

The returned map preserves the entry iteration order of the keys produced from the original array.\n* * * @sample samples.collections.Collections.Transformations.groupBy\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n}

/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * * The returned map preserves the entry iteration order of the keys produced from the original array.\n * * * @sample samples.collections.Collections.Transformations.groupBy\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)\n}

/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * * The returned map preserves the entry iteration order of the keys produced from the original array.\n * * * @sample samples.collections.Collections.Transformations.groupBy\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\n}

/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * * The returned map preserves the entry iteration order of the keys produced from the original array.\n * * * @sample samples.collections.Collections.Transformations.groupBy\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values returned by the \[valueTransform\] function applied to each element of the original array\n * by the key returned by the given \[keySelector\] function\n * and returns a map where each group key is associated with a list of corresponding values.\n * * The returned map preserves the entry iteration order of the keys produced from the original array.\n * * * @sample samples.collections.Collections.Transformations.groupBy\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values returned by the \[valueTransform\] function applied to each element of the original array\n * by the key returned by the given \[keySelector\] function\n * and returns a map where each group key is associated with a list of corresponding values.\n * * The returned map preserves the entry iteration order of the keys produced from the original array.\n * * * @sample samples.collections.Collections.Transformations.groupBy\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}
samples.collections.Collections.Transformations.groupByKeysAndValues

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
*/

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K, M : MutableMap<K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
*/

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K, M : MutableMap<K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<ULong>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
*/

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K, M : MutableMap<K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
*/

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K, M : MutableMap<K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}
destination

*Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and puts to the [destination] map each group key associated with a list of corresponding values.

* @return The [destination] map.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*\*\n\n*\n
*`\n\n*\`

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<K, V, M : MutableMap\<K, MutableList\<V>>> byteArrayGroupByTo\(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    \( for (element in this) { \( val key = keySelector(element) \( val list = destination.getOrPut(key) { \( ArrayList\<V\>() \( list.add(valueTransform(element)) \( return destination
\n*\n\n*\n
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<K, V, M : MutableMap\<K, MutableList\<V>>> shortArrayGroupByTo\(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    \( for (element in this) { \( val key = keySelector(element) \( val list = destination.getOrPut(key) { \( ArrayList\<V\>() \( list.add(valueTransform(element)) \( return destination
\n*\n\n*\n
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<R> byteArrayMap\(transform: (UByte) -> R): List\<R> {
    \( return mapIndexedToList\(ArrayList\<R\>(size), transform)\n}

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<R> shortArrayMap\(transform: (UShort) -> R): List\<R> {
    \( return mapIndexedToList\(ArrayList\<R\>(size), transform)\n}

*/

*\n\n*\n
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<R> byteArrayMapIndexed\(transform: (index: Int, UByte) -> R): List\<R> {
    \( return mapIndexedToList\(ArrayList\<R\>(size), transform)\n}

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<R> shortArrayMapIndexed\(transform: (index: Int, UShort) -> R): List\<R> {
    \( return mapIndexedToList\(ArrayList\<R\>(size), transform)\n}

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<R> bytearrayMapIndexed\(transform: (index: Int, UByte) -> R): List\<R> {
    \( return mapIndexedToList\(ArrayList\<R\>(size), transform)\n}

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n\@inline\n\@public\nfun \<R> shortarrayMapIndexed\(transform: (index: Int, UShort) -> R): List\<R> {
    \( return mapIndexedToList\(ArrayList\<R\>(size), transform)\n}
given \([\text{transform}]\) function\(\text{\*}\) to each element and its index in the original array.\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> 
UCharArray.mapIndexedTo(destination: C, transform: (Int, UChar) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UShortArray.mapIndexedTo(destination: C, transform: (Int, UShort) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UShortArray.mapTo(destination: C, transform: (UInt) -> R): C {
\n    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
\n    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
\n    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UByteArray.mapIndexedTo(destination: C, transform: (Int, UByte) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UCharArray.mapIndexedTo(destination: C, transform: (Int, UChar) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UShortArray.mapIndexedTo(destination: C, transform: (Int, UShort) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> ULongArray.mapIndexedTo(destination: C, transform: (UInt) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UByteArray.mapIndexedTo(destination: C, transform: (Int, UByte) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}

/**
 * Applies the given \([\text{transform}]\) function to each element of the original array\(\text{\*}\) and appends the results to the given \([\text{destination}]\).\(\text{\*}\) @param \([\text{transform}]\) function that takes the index of an element and the element itself\(\text{\*}\) and returns the result of the transform applied to the element.\(\text{\*}\)

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\n\npublic inline fun \<R, C : 
MutableCollection\<in R>> UShortArray.mapIndexedTo(destination: C, transform: (UInt) -> R): C {
\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination\(\text{\*}\)
}
Iterable<IndexedValue<UInt>> { in return IndexingIterable { iterator() } }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array in an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> { in return IndexingIterable { iterator() } }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array in an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> { in return IndexingIterable { iterator() } }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array in an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> { in return IndexingIterable { iterator() } }

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

// Additional content...
UByteArray.any(predicate: (UByte) -> Boolean): Boolean
    
    return false
  
  * Returns `true` if at least one element matches the given [predicate].

  */

  @SinceKotlin("1.3")
  @ExperimentalUnsignedTypes
  @kotlin.internal.InlineOnly
  public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean
      
      for (element in this) if (predicate(element)) return true
      
      return false
  
  * Returns the number of elements matching the given [predicate].

  */

  UShortArray.any(predicate: (UShort) -> Boolean): Boolean
      
      for (element in this) if (predicate(element)) return true
      
      return false
  
  * Returns the number of elements matching the given [predicate].

  */

  UIntArray.count(predicate: (UInt) -> Boolean): Int
      
      var count = 0
      
      for (element in this) if (predicate(element)) ++count
      
      return count
  
  * Returns the number of elements matching the given [predicate].

  */

  ULongArray.count(predicate: (ULong) -> Boolean): Int
      
      var count = 0
      
      for (element in this) if (predicate(element)) ++count
      
      return count
  
  * Returns the number of elements matching the given [predicate].

  */

  UByteArray.count(predicate: (UByte) -> Boolean): Int
      
      var count = 0
      
      for (element in this) if (predicate(element)) ++count
      
      return count
  
  * Returns the number of elements matching the given [predicate].

  */

  UShortArray.count(predicate: (UShort) -> Boolean): Int
      
      var count = 0
      
      for (element in this) if (predicate(element)) ++count
      
      return count
  
  * Returns the number of elements matching the given [predicate].

  */

  UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R
      
      var accumulator = initial
      
      for (element in this)
          accumulator = operation(accumulator, element)
      
      return accumulator
  
  * Returns the specified [initial] value if the array is empty.

  */

  ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R
      
      var accumulator = initial
      
      for (element in this)
          accumulator = operation(accumulator, element)
      
      return accumulator
  
  * Returns the specified [initial] value if the array is empty.

  */

  UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R
      
      var accumulator = initial
      
      for (element in this)
          accumulator = operation(accumulator, element)
      
      return accumulator
  
  * Returns the specified [initial] value if the array is empty.

  */

      
      var accumulator = initial
      
      for (element in this)
          accumulator = operation(accumulator, element)
      
      return accumulator
  
  * Returns the specified [initial] value if the array is empty.

  */

  UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R
      
      var index = 0
      
      for (element in this)
          index += 1
          accumulator = operation(index, accumulator, element)
      
      return accumulator
  
  * Returns the specified [initial] value if the array is empty.
accumulator = initial
for (element in this) accumulator = operation(index++, accumulator, element)
return accumulator

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R

var accumulator = initial
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator


var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

return accumulator

UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

return accumulator

UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

return accumulator

ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R

var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

return accumulator

UIntArray.forEach(action: (UInt) -> Unit)

for (element in this)
    action(element)

ULongArray.forEach(action: (ULong) -> Unit)

for (element in this)
    action(element)

UByteArray.forEach(action: (UByte) -> Unit)

for (element in this)
    action(element)

UShortArray.forEach(action: (UShort) -> Unit)

for (element in this)
    action(element)

UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit)

for (index = lastIndex; index >= 0; index--)
    action(index, get(index))

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    for (index = lastIndex; index >= 0; index--)
        action(index, get(index))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    for (index = lastIndex; index >= 0; index--)
        action(index, get(index))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    for (index = lastIndex; index >= 0; index--)
        action(index, get(index))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    for (index = lastIndex; index >= 0; index--)
        action(index, get(index))
}

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action(index++, item); **@param** [action] function that takes the index of an element and the element itself **@param** [action] function that takes the index of an element and the element itself **@param** [action] function that takes the index of an element and the element itself **@param** [action] function that takes the index of an element and the element itself

/*
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 */

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 */

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    return maxOrNull()
}

/**
 * Returns the first element yielding the largest value of the given function or
 * `null` if there are no elements.
 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue =
for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (maxValue < v) {
        maxElem = e
        maxValue = v
    }
}
return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function, applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function, applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function, applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function, applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
public inline fun UShortArray.maxOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxOf(selector: (UShort) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxOf(selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
array.

*\@Since Kotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution\n*\@ByLambdaReturnType\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\n@throws NoSuchElementException if the array is empty.

```kotlin
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}
```

Returns the largest value among all values produced by [selector] function* applied to each element in the array.\n*\@Since Kotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution\n*\@ByLambdaReturnType\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}

Returns the largest value among all values produced by [selector] function* applied to each element in the array or `null` if there are no elements.\n*\@Since Kotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution\n*\@ByLambdaReturnType\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}

Returns the largest value among all values produced by [selector] function* applied to each element in the array or `null` if there are no elements.\n*\@Since Kotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution\n*\@ByLambdaReturnType\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}

Returns the largest value among all values produced by [selector] function* applied to each element in the array or `null` if there are no elements.\n*\@Since Kotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\@OverloadResolution\n*\@ByLambdaReturnType\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}

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return maxValue
}  // No * **n * Returns the largest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
*  * *  * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* ByLambdaReturnType
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun
* ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {  // No
* if (isEmpty()) return null
* var maxValue = selector(this[0])
* for (i in 1..lastIndex) {  // No
*  val v = selector(this[i])
*  maxValue = maxOf(maxValue, v)
* }
* return maxValue
}  // No

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* }
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* UShortArray.maxOfOrNull(selector: (UShort) -> Float): Float? {  // No
* if (isEmpty()) return null
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* return maxValue
}  // No

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* @OverloadResolution
* ByLambdaReturnType
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun
* <R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {  // No
* if (isEmpty()) return null
* var maxValue = selector(this[0])
* for (i in 1..lastIndex) {  // No
*  val v = selector(this[i])
*  if (maxValue < v) {
*    maxValue = v
*  }
* }
* return maxValue
}  // No

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* if (isEmpty()) return null
* var maxValue = selector(this[0])
* for (i in 1..lastIndex) {  // No
*  val v = selector(this[i])
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*    maxValue = v
*  }
* }
* return maxValue
}  // No

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* <R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {  // No
* if (isEmpty()) return null
* var maxValue = selector(this[0])
* for (i in 1..lastIndex) {  // No
*  val v = selector(this[i])
*  if (maxValue < v) {
*    maxValue = v
*  }
* }
* return maxValue
}  // No

@Throws(NoSuchElementException::class)
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.maxOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw
No SUCH ElementException()
var max Value = selector(this[0])
for (i in 1..lastIndex) {
    val v =
        if (comparator.compare(max Value, v) < 0) {
            max Value = v
        }
}
return max Value
}/**
 * Returns the largest value according to the provided [comparator] for all values
 * produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.maxOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw
No SUCH ElementException()
var max Value = selector(this[0])
for (i in 1..lastIndex) {
    val v =
        if (comparator.compare(max Value, v) < 0) {
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}
return max Value
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 * @throws NoSuchElementException if the array is empty.
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@SinceKotlin("1.4")
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ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw
No SUCH ElementException()
var max Value = selector(this[0])
for (i in 1..lastIndex) {
    val v =
        if (comparator.compare(max Value, v) < 0) {
            max Value = v
        }
}
return max Value
}/**
 * Returns the largest value according to the provided [comparator] for all values
 * produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return
null
var max Value = selector(this[0])
for (i in 1..lastIndex) {
    val v =
        if (comparator.compare(max Value, v) < 0) {
            max Value = v
        }
}
return max Value
}/**
 * Returns the largest value according to the provided [comparator] for all values produced by [selector]
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var max Value = selector(this[0])
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    val v =
        if (comparator.compare(max Value, v) < 0) {
            max Value = v
        }
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public inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return
null
var max Value = selector(this[0])
for (i in 1..lastIndex) {
    val v =
        if (comparator.compare(max Value, v) < 0) {
            max Value = v
        }
}
return max Value
}
return null
var maxValue = selector(this[0]) for (i in 1..lastIndex) { var value = selector(this[i]) if (comparator.compare(maxValue, value) < 0) { maxValue = value } } return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.maxOrWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0]) for (i in 1..lastIndex) { var value = selector(this[i]) if (comparator.compare(maxValue, value) < 0) { maxValue = value } }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxOrNull(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { var element = this[i] if (max < element) max = element }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { var element = this[i] if (comparator.compare(max, element) < 0) max = element }
    return max
}
first element having the largest value according to the provided \(\text{comparator} \) or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    \n    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

The `maxWithOrNull` function returns the first element yielding the smallest value of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.min(): UInt? {
    return minOrNull()
}
```

The `min()` function returns the smallest element of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.min(): ULong? {
    return minOrNull()
}
```

The `min()` function returns the smallest element of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.min(): UByte? {
    return minOrNull()
}
```

The `min()` function returns the smallest element of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.min(): UShort? {
    return minOrNull()
}
```

The `min()` function returns the smallest element of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {
    return minByOrNull(selector)
}
```

The `minByOrNull()` function returns the first element yielding the smallest value of the given function or `null` if there are no elements.
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```kotlin
selector(this[i])
if (minValue > v) {
    minValue = v
}
return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Array.<T>.minOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Array.<T>.minOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

---

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UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
By Lambda Return Type
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
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 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
By Lambda Return Type
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
By Lambda Return Type
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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public inline fun UByteArray.minOfOrNull(selector: (UByte) -> R): R? {
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    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
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/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
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    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
By Lambda Return Type
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
By Lambda Return Type
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
By Lambda Return Type
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

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selector(this[i])
        if (comparator.compare(minValue, v) > 0) {\n            minValue = v
        }
    }
    return
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@Throws(NoSuchElementException::class)
public inline fun <R> UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw
also return
var minValue = selector(this[0])
for (i in 1..lastIndex) {\n    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {\n        minValue = v
    }
} return
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
public inline fun <R> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw
also return
var minValue = selector(this[0])
for (i in 1..lastIndex) {\n    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {\n        minValue = v
    }
} return
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array. `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return
null
var minValue = selector(this[0])
for (i in 1..lastIndex) {\n    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {\n        minValue = v
    }
} return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array. `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return
null
var minValue = selector(this[0])
for (i in 1..lastIndex) {\n    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {\n        minValue = v
    }
} return minValue
}
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@in public fun ULongArray.minOrNull(): ULong? {
    if (isNullOrEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in public fun UByteArray.minOrNull(): UByte? {
    if (isNullOrEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in public fun UShortArray.minOrNull(): UShort? {
    if (isNullOrEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
*/
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@in public fun UIntArray.minWithOrNull(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
*/
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@in public fun ULongArray.minWithOrNull(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
*/
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@in public fun UByteArray.minWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
*/
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@in public fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in java.util.Optional@in java.util.concurrent.atomic.AtomicInteger@in kotlin.internal.InlineOnly@in public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in java.util.Optional@in java.util.concurrent.atomic.AtomicInteger@in kotlin.internal.InlineOnly@in public inline fun ULongArray.nonempty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in java.util.Optional@in java.util.concurrent.atomic.AtomicInteger@in kotlin.internal.InlineOnly@in public inline fun UByteArray.nonempty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@in java.util.Optional@in java.util.concurrent.atomic.AtomicInteger@in kotlin.internal.InlineOnly@in public inline fun UShortArray.nonempty(): Boolean {
    return isEmpty()
}
UByteArray.none(): Boolean
   returns isEmpty() * Returns 'true' if the array has no elements.

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(): Boolean
   returns isEmpty() * Returns 'true' if no elements match the given
[predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.none(): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean
   for (element in this) if (predicate(element)) return false
   return true() * Returns 'true' if no elements match the given [predicate].

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.onEach(action: (UInt) -> Unit): UIntArray
   performs the given [action] on each element and returns the array itself.

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.onEach(action: (ULong) -> Unit): ULongArray
   performs the given [action] on each element and returns the array itself.

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.onEach(action: (UByte) -> Unit): UByteArray
   performs the given [action] on each element and returns the array itself.

*<@SinceKotlin("1.3")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.onEach(action: (UShort) -> Unit): UShortArray
   performs the given [action] on each element and returns the array itself.

*<@SinceKotlin("1.4")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray
   performs the given [action] on each element and returns the array itself.

*<@SinceKotlin("1.4")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray
   performs the given [action] on each element and returns the array itself.

*<@SinceKotlin("1.4")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray
   performs the given [action] on each element and returns the array itself.

*<@SinceKotlin("1.4")>@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray
   performs the given [action] on each element and returns the array itself.
element and the element itself * and performs the action on the element.

*\@SinceKotlin("1.4")\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\n*\@public inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed { index, element ->
            action(index, element)
        }
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element. *
 * `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value *
 * @sample samples.collections.Collections.Aggregates.reduce

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\n*\@public inline fun UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {
    return apply {
        forEachIndexed { index, element ->
            action(index, element)
        }
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element. *
 * `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value *
 * @sample samples.collections.Collections.Aggregates.reduce

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\n*\@public inline fun ULongArray.onEachIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    return apply {
        forEachIndexed { index, element ->
            operation(index, acc, element)
        }
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element. *
 * `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value *
 * @sample samples.collections.Collections.Aggregates.reduce

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\n*\@public inline fun UByteArray.onEachIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    return apply {
        forEachIndexed { index, element ->
            operation(index, acc, element)
        }
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element. *
 * `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value *
 * @sample samples.collections.Collections.Aggregates.reduce

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly\n*\@public inline fun UShortArray.onEachIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {
    return apply {
        forEachIndexed { index, element ->
            operation(index, acc, element)
        }
    }
}
1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
} return accumulator

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
with the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array. Returns `null` if the array is empty and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@Private
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
@Private
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
@Private
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
@Private
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

*With the first element and applying [operation] from left to right, to current accumulator value and each element with its index in the original array. Returns `null` if the array is empty and calculates the next accumulator value.*
value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator =
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
--index
}
return accumulator

/**
 * Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. Calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexed(operation: (Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. Calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexed(operation: (Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. Calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. Calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexedOrNull(operation: (Int, UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. Calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. Calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexedOrNull(operation: (Int, UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? { var
index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) { var
accumulator = operation(index, get(index), accumulator)
--index
} return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left to each element with
its index in the original array and current accumulator value. Returns `null` if the array is empty.

@param [operation] function that takes the index of an element, the element itself and current accumulator value,
and calculates the next accumulator value.

*Accumulates value starting with the last element and applying [operation] from right to left to each element with
its index in the original array and current accumulator value. Returns `null` if the array is empty. Calculates
the next accumulator value. This is an example of how to use the `reduceRightIndexedOrNull` function.*

UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? { var
index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) { var
accumulator = operation(index, get(index), accumulator)
--index
} return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left to each element and
current accumulator value. Returns `null` if the array is empty. Calculates the next accumulator value.

*Accumulates value starting with the last element and applying [operation] from right to left to each element
and current accumulator value. Returns `null` if the array is empty. Calculates the next accumulator value.*

index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) { var
accumulator = operation(index, get(index), accumulator)
--index
} return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left to each element and
current accumulator value. Returns `null` if the array is empty. Calculates the next accumulator value.

*Accumulates value starting with the last element and applying [operation] from right to left to each element
and current accumulator value. Returns `null` if the array is empty. Calculates the next accumulator value.*

UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? { var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) { var
accumulator = operation(get(index--), accumulator)
} return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left to each element and
current accumulator value. Returns `null` if the array is empty. Calculates the next accumulator value.

*Accumulates value starting with the last element and applying [operation] from right to left to each element
and current accumulator value. Returns `null` if the array is empty. Calculates the next accumulator value.*

UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? { var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) { var
accumulator = operation(get(index--), accumulator)
} return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left to each element and
current accumulator value. Returns `null` if the array is empty. Calculates the next accumulator value.
value.

*/

*\n
* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*@SinceKotlin("1.4.\")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceRightOrNull(operation: (UShort, acc: UShort) -> UShort): List<UShort> {\n    var index = lastIndex\n}

while (index >= 0) {\n    var accumulator = get(index--)\n    return accumulator\n}

*\n
* Returns a list containing successive accumulation values generated by applying

* operation from left to right\n
* to each element and current accumulator value that starts with [initial] value.\n
* Note that `acc` value passed to [operation] function should not be mutated;\n
* otherwise it would affect the previous value in resulting list.\n
* @param [operation] function that takes current accumulator value and an

* element, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.runningFold

*/

@SinceKotlin("1.4.\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {\n    if (isEmpty()) return\n    var accumulator = initial\n    val result = ArrayList<R>(size + 1).apply {\n        add(initial)\n        for (element in this) {\n            accumulator = operation(accumulator, element)\n            add(accumulator)\n        }\n    }\n    return result
}

*\n
* Returns a list containing successive accumulation values generated by applying

* operation from left to right\n
* to each element and current accumulator value that starts with [initial] value.\n
* Note that `acc` value passed to [operation] function should not be mutated;\n
* otherwise it would affect the previous value in resulting list.\n
* @param [operation] function that takes current accumulator value and an

* element, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.runningFold

*/

@SinceKotlin("1.4.\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {\n    if (isEmpty()) return\n    var accumulator = initial\n    val result = ArrayList<R>(size + 1).apply {\n        add(initial)\n        for (element in this) {\n            accumulator = operation(accumulator, element)\n            add(accumulator)\n        }\n    }\n    return result
}

*\n
* Returns a list containing successive accumulation values generated by applying

* operation from left to right\n
* to each element and current accumulator value that starts with [initial] value.\n
* Note that `acc` value passed to [operation] function should not be mutated;\n
* otherwise it would affect the previous value in resulting list.\n
* @param [operation] function that takes current accumulator value and an

* element, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.runningFold

*/

@SinceKotlin("1.4.\")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {\n    if (isEmpty()) return\n    var accumulator = initial\n    val result = ArrayList<R>(size + 1).apply {\n        add(initial)\n        for (element in this) {\n            accumulator = operation(accumulator, element)\n            add(accumulator)\n        }\n    }\n    return result
}

*\n
* Returns a list containing successive accumulation values generated by applying

* operation from left to right\n
* to each element, its index in the original array and current accumulator value that

* starts with [initial] value.\n
* Note that `acc` value passed to [operation] function should not be mutated;\n
*
otherwise it would affect the previous value in resulting list.

*\@param \[operation\] function that takes the index of an element, current accumulator value*\n and the element itself, and calculates the next accumulator value.

*\@param \[initial\] initial value for the accumulator in the first iteration.*

*\@example samples.collections.Collections.Aggregates.runningFold

*\@sinceKotlin("1.4")\n*\@ExperimentalUnsignedTypes\n
\n
### UIntArray.runningFoldIndexed

\n
\*\@param \[operation\] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.

### ULongArray.runningFoldIndexed

\*\@param \[operation\] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.

### UByteArray.runningFoldIndexed

\*\@param \[operation\] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.

### UShortArray.runningFoldIndexed

\*\@param \[operation\] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
[operation] from left to right
* to each element and current accumulator value that starts with the first element of
this array.
* Note that ‘acc’ value passed to [operation] function should not be mutated;
* otherwise it would affect the previous value in resulting list.
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
* @sample samples.collections.Collections.Aggregates.runningReduce

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
var accumulator = this[0]
val result = ArrayList<UInt>(size).apply {
    add(accumulator)
} for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * [operation] from left to right to each element, its index in the original array and
 * current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * [operation] from left to right to each element and current accumulator value that
 * starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * [operation] from left to right to each element and current accumulator value that
 * starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    return runningFold(initial, operation)
}
List<R> {\n    return runningFold(initial, operation)\n} \n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. \n\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. \n\n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. \n
@SinceKotlin("1.4") \n@WasExperimental(ExperimentalStdlibApi::class) \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> UShortArray.scan(initial: R, operation: (acc: R, UShort) -> R): List<R> {\n    return runningFold(initial, operation)\n} \n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. \n\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. \n\n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n
@SinceKotlin("1.4") \n@WasExperimental(ExperimentalStdlibApi::class) \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n} \n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. \n\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. \n\n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n
@SinceKotlin("1.4") \n@WasExperimental(ExperimentalStdlibApi::class) \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n} \n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. \n\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. \n\n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n
@SinceKotlin("1.4") \n@WasExperimental(ExperimentalStdlibApi::class) \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {\n    return runningReduce(operation)\n} \n\n@Deprecated("Use runningReduce instead", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR) \n@SinceKotlin("1.3") \n@ExperimentalStdlibApi \n@ExperimentalUnsignedTypes \n@kotlin.internal.InlineOnly \npublic inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {\n    return runningReduce(operation)\n} \n\n@Deprecated("Use runningReduce instead", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR) \n
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR}@SinceKotlin("1.3")}@ExperimentalStdlibApi}@ExperimentalUnsignedTypes}@
kotlin.internal.InlineOnly\npublic inline fun ULongArray.scanReduce(operation: (acc: ULong, ULong) ->
ULong): List<ULong> {\n    return runningReduce(operation)@\n}@\n@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR}@SinceKotlin("1.3")}@ExperimentalStdlibApi}@ExperimentalUnsignedTypes}@
kotlin.internal.InlineOnly\npublic inline fun UByteArray.scanReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {\n    return runningReduce(operation)@\n}@\n@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR}@SinceKotlin("1.3")}@ExperimentalStdlibApi}@ExperimentalUnsignedTypes}@
kotlin.internal.InlineOnly\npublic inline fun UShortArray.scanReduceIndexed(operation: (index: Int, acc: UShort, UShort) ->
UShort): List<UShort> {\n    return runningReduceIndexed(operation)@\n}@\n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR}@SinceKotlin("1.3")}@ExperimentalStdlibApi}@ExperimentalUnsignedTypes}@
kotlin.internal.InlineOnly\npublic inline fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) ->
UInt): List<UInt> {\n    return runningReduceIndexed(operation)@\n}@\n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR}@SinceKotlin("1.3")}@ExperimentalStdlibApi}@ExperimentalUnsignedTypes}@
kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
the selector function applied to each element in the array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
the selector function applied to each element in the array.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
the selector function applied to each element in the array.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
the selector function applied to each element in the array.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
the selector function applied to each element in the array.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
the selector function applied to each element in the array.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by
the selector function applied to each element in the array.
*/
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
[selector] function applied to each element in the array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
the array.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@ExperimentalUnsignedTypes
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@ExperimentalUnsignedTypes
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@ExperimentalUnsignedTypes
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@ExperimentalUnsignedTypes
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@ExperimentalUnsignedTypes
@kotlin.jvm.JvmName("sumOfUInt")
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@ExperimentalUnsignedTypes
@kotlin.jvm.JvmName("sumOfUInt")
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

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applied to each element in the array.

*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfUInt")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.sumOf(selector:
(UByte) -> UInt)\{ UInt \{ var sum: UInt = 0.toUInt() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns the sum of all values produced by \[selector\] function applied to each element in the array.\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfUInt")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.sumOf(selector:
(UInt) -> ULong)\: ULong \{ var sum: ULong = 0.toULong() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns the sum of all values produced by \[selector\] function applied to each element in the array.\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfULong")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.sumOf(selector:
(UByte) -> ULong)\{ ULong \{ var sum: ULong = 0.toULong() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns the sum of all values produced by \[selector\] function applied to each element in the array.\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfULong")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.sumOf(selector:
(UShort) -> ULong)\: ULong \{ var sum: ULong = 0.toULong() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns the sum of all values produced by \[selector\] function applied to each element in the array.\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfULong")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.sumOf(selector:
(UByte) -> ULong)\: ULong \{ var sum: ULong = 0.toULong() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns the sum of all values produced by \[selector\] function applied to each element in the array.\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfULong")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.sumOf(selector:
(UShort) -> ULong)\: ULong \{ var sum: ULong = 0.toULong() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns the sum of all values produced by \[selector\] function applied to each element in the array.\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfULong")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.sumOf(selector:
(UByte) -> ULong)\{ ULong \{ var sum: ULong = 0.toULong() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns the sum of all values produced by \[selector\] function applied to each element in the array.\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfULong")\n\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.sumOf(selector:
(UShort) -> ULong)\: ULong \{ var sum: ULong = 0.toULong() \n \for (element in this) \n \{ \n sum += selector(element) \n \} \n \return sum\} \n\} /** * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n\} * The returned list has length of the shortest collection.\n\} * \n* \n* \n* @sample samples.collections.Operations.zipIterable

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\public infix fun \<R\> UIntArray.zip(other: Array\<out R\>): List\<Pair\<UInt, R\>> \{ \n \\return zip(other) \{ t1, t2 -> t1 to t2 \} \n\} \n\} /** * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n\} * The returned list has length of the shortest collection.\n\} * \n* \n* \n* @sample samples.collections.Iterations.Operations.zipIterable

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\public infix fun \<R\> ULongArray.zip(other: Array\<out R\>): List\<Pair\<ULong, R\>> \{ \n \\return zip(other) \{ t1, t2 -> t1 to t2 \} \n\} \n\} /** * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n\} * The returned list has length of the shortest collection.\n\} * \n* \n* \n* @sample samples.collections.Iterations.Operations.zipIterable

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\public infix fun \<R\> UByteArray.zip(other: Array\<out R\>): List\<Pair\<UByte, R\>> \{ \n \\return zip(other) \{ t1, t2 -> t1 to t2 \} \n\} \n\} /** * Returns a list of pairs built
from the elements of 'this' array and the [other] array with the same index.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes

public infix fun <R> UShortArray.zip(other:

Array<out R>): List<Pair<UShort, R>> {
    return zip(other, { t1, t2 -> t1 to t2 }).@sample
    .returns a list of values built from the elements of 'this' array and the [other] array with the same index
    * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes

UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V>

val list = ArrayList<V>(size)

for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
}

@sample samples.collections.Iterables.Operations.zipIterableWithTransform

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes

UCharArray.zip(other: Array<out R>, transform: (a: UChar, b: R) -> V): List<V>

val list = ArrayList<V>(size)

for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
}

@sample samples.collections.Iterables.Operations.zipIterableWithTransform


values built from the elements of `this` array and the [other] collection with the same index
using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.

@sample samples.collections.Iterables.zipIterableWithTransform

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@pubic inline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {
    \}\@val arraySize = size
    \}\@val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    \}\@var i = 0
    \}\@for (element in other) {
        \}\@if (i >= arraySize) break\n        \}\@list.add(transform(this[i++], element))
    \}\@return list\n} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@pubic inline fun <R, V> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {
    \}\@val arraySize = size
    \}\@val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    \}\@var i = 0
    \}\@for (element in other) {
        \}\@if (i >= arraySize) break\n        \}\@list.add(transform(this[i++], element))
    \}\@return list\n} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@pubic inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    \}\@val arraySize = size
    \}\@val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    \}\@var i = 0
    \}\@for (element in other) {
        \}\@if (i >= arraySize) break\n        \}\@list.add(transform(this[i++], element))
    \}\@return list\n} \n
    \}\@val arraySize = size
    \}\@val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    \}\@var i = 0
    \}\@for (element in other) {
        \}\@if (i >= arraySize) break\n        \}\@list.add(transform(this[i++], element))
    \}\@return list\n} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@pubic infix fun UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> {
    \}\return zip(other) { t1, t2 -> t1 to t2 }
} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@pubic infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    \}\return zip(other) { t1, t2 -> t1 to t2 }
} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@pubic infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    \}\return zip(other) { t1, t2 -> t1 to t2 }
} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@pubic infix fun UShortArray.zip(other: UShortArray): List<Pair<UShort, UShort>> {
    \}\return zip(other) { t1, t2 -> t1 to t2 }
} \n
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*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic inline fun <V> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @sample samples.collections.Operations.zipIterableWithTransform\n */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic inline fun <V> ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @sample samples.collections.Operations.zipIterableWithTransform\n */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic inline fun <V> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @sample samples.collections.Operations.zipIterableWithTransform\n */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic inline fun <V> UShortArray.zip(other: UShortArray, transform: (a: UShort, b: UShort) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic fun Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic fun Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic fun Array<out UByte>.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the array.\n */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\npublic fun Array<out UShort>.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Copyright 2010-2020 JetBrains s.r.o.
 * and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license
 * that can be found in the license/LICENSE.txt file.
 * @file: kotlin.jvm.JvmMultifileClass\n * @file: kotlin.jvm.JvmName("UCollectionsKt")\n */

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import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return when {
        (a >= b) && (a >= c) -> a
        (b >= a) && (b >= c) -> b
        else -> c
    }
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return when {
        (a >= b) && (a >= c) -> a
        (b >= a) && (b >= c) -> b
        else -> c
    }
}

 '*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun Collection<UShort>.toUShortArray(): UShortArray {

kotlin.collections\n
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n
open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49684
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, vararg other: ULong): ULong {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, vararg other: UByte): UByte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, vararg other: UShort): UShort {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, vararg other: UInt): UInt {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, vararg other: ULong): ULong {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, vararg other: UByte): UByte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, vararg other: UShort): UShort {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, vararg other: UInt): UInt {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, vararg other: ULong): ULong {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, vararg other: UInt): UInt {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, vararg other: ULong): ULong {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteRange.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortRange.random(): UShort {
    return random(Random)
}

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*
range using the specified source of randomness.

@throws IllegalArgumentException if this range is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@public fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@public fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@public fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@public fun ULongRange.contains(element: ULong?): Boolean {
    return element != null && contains(element)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun UByte.downToOrStart(to: UByte): UIntProgression {
    return UIntProgression.fromOpenClosedRange(this.toUInt(), to.toUInt(), -1)
}

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a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.\n * \n * The [to] value should be less than or equal to `this` value.\n * \n * If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt):
    return UIntProgression.fromClosedRange(this, to, -1u)\n
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * 
 * The [to] value should be less than or equal to `this` value.\n * 
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong):
    return ULongProgression.fromClosedRange(this, to, -1L)\n
/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.

```
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```kotlin
ULong): ULong {\n    return if (this < minimumValue) minimumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(maximumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this\n}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * Returns this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this\n}
```

---

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is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

```kotlin
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

```
expect fun Throwable.addSuppressed(exception: Throwable)\n**\n* Returns a list of all exceptions that were suppressed in order to deliver this exception.\n* \n* The list can be empty: \n* - if no exceptions were suppressed:\n* - if the platform doesn't support suppressed exceptions;\n* - if this [Throwable] instance has disabled the suppression.\n* \n@SinceKotlin("1.4.4")\npublic expect val Throwable.suppressedExceptions: List<Throwable>\n
/**
 * Returns a list of all exceptions that were
 * suppressed in order to deliver this exception.
 *
 * The list can be empty:
 * - if no exceptions were suppressed;
 * - if the platform doesn't support suppressed exceptions;
 * - if this [Throwable] instance has disabled the suppression.
 */
@SinceKotlin("1.4")\npublic expect val Throwable.suppressedExceptions: List<Throwable>\n
```kotlin
@SinceKotlin("1.4")\npublic expect annotation class JsName(val name: String)\n```

```kotlin
/**
 * Marks experimental JS export annotations.
 * Note that behavior of these annotations will likely be changed in the future.\n * Usages of such annotations will be reported as warnings unless an explicit opt-in within\n * the [OptIn] annotation, e.g.\n * @OptIn(ExperimentalJsExport::class)\n * or with the `\n * -Xopt-in=kotlin.js.ExperimentalJsExport` compiler option is given.\n */\n@OptIn(ExperimentalJsExport::class)\n@Retention(AnnotationRetention.BINARY)\n@Target(\nCLASS, FUNCTION, PROPERTY,\nCONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)\n@OptionalExpectation\npublic expect annotation class JsName(val name: String)\n
```kotlin
/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can
 * be iterated over.\n * @param E the type of elements contained in the collection.\n */
public interface Collection<\nout E> : Iterable<E> {\n
    /**
     * Returns the size of the collection.\n     */
    public val size: Int\n
    /**
     * Checks if the specified element is contained in this collection.\n     */
    public fun isEmpty(): Boolean\n
    /**
     * Checks if all elements in the specified collection are contained in this collection.\n     */
    public fun isEmpty(): Boolean\n
  ```

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in the map.\n */\n * @return the previous value associated with the key, or `null` if the key was not present in the map.\n */\n public fun put(key: K, value: V): V?\n */**\n * Removes the specified key and its corresponding value from this map.\n */\n * @return the previous associated value with the key, or `null` if the key was not present in the map.\n */\n public fun remove(key: K): V?\n */**\n * Removes the entry for the specified key only if it is mapped to the specified value.\n */\n * @return true if entry was removed\n */\n @SinceKotlin("1.1.1")\n @PlatformDependent\n public fun remove(key: K, value: V): Boolean {\n // See default implementation in JDK sources\n return true\n // Bulk Modification Operations\n */**\n * Updates this map with key/value pairs from the specified map [from].\n */\n public fun putAll(from: Map<K, V>): Unit?\n */**\n * Removes all elements from this map.\n */\n public fun clear(): Unit?\n // Views\n */**\n * Represents a [MutableSet] of all keys in this map.\n */\n override val keys:\n mutableSetOf<K>?\n /**\n * Returns a [MutableCollection] of all values in this map. Note that this collection may contain duplicate values.\n */\n override val values: MutableSet<V>\n //ekt\n /*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

/**
 * An iterator over a sequence of values of type 'Byte'.
 */
public abstract class ByteIterator : Iterator<Byte> {\n    */\n    override final fun next() = nextByte()\n    /**\n    * Returns the next value in the sequence without boxing.
    */\n    public abstract fun nextByte(): Byte\n    //kt\n    /*
    * Copyright 2010-2020 JetBrains s.r.o.
    */

package kotlin.ranges

/**
 * An iterator over a progression of values of type `Char`.
 */
public abstract class CharIterator : Iterator<Char> {\n    */\n    override final fun next() = nextChar()\n    /**\n    * Returns the next value in the sequence without boxing.
    */\n    public abstract fun nextChar(): Char\n    //kt\n    /*
    * Copyright 2010-2020 JetBrains s.r.o.
    */
type `Int`. \n * @property step the number by which the value is incremented on each step. \n * \n * @return the number by which the value is incremented on each step.
 * \n * @throws IllegalArgumentException if the step is zero.

```kotlin
internal class IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextInt(): Int {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
            return value
        }
        else {
            next += step
        }
        return value
    }
}
```

```kotlin
/**
 * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not
 * excluding it, with the specified [step].
 * In order to go backwards the [step] must be negative.
 */
internal class LongProgressionIterator(first: Long, last: Long, val step: Long) : LongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextLong(): Long {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
            return value
        }
        else {
            next += step
        }
        return value
    }
}
```

```kotlin
/**
 * An iterator over a progression of values of type `Long`. \n * @property step the number by which the value is incremented on each step. \n * @throws IllegalArgumentException if the step is zero.

```
excluding it, with the specified [step].\n   * In order to go backwards the [step] must be negative.\n   * [step] must be greater than \'Int.MIN_VALUE\' and not equal to zero.\n   */
   public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression
rangeStart, rangeEnd, step)\n    }
}

/**
 * A progression of values of type \'Long\'.\n */
public open class LongProgression

    (
            start: Long,
            endInclusive: Long,
            step: Long
    ) : Iterable<Long> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.\n") if (step <= Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.\n") \n    }

    /**
     * The first element in the progression.\n     */
    public val first: Long = start

    /**
     * The last element in the progression.\n     */
    public val last: Long = getProgressionLastElement(start, endInclusive).toLong()

    /**
     * The step of the progression.\n     */
    public val step: Long = step

    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean = other is LongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
    }

    /**
     * Creates LongProgression within the specified bounds of a closed range.\n     */
    companion object {
        /**
         * Generates a LongProgression within the specified bounds of a closed range.\n         * The progression goes from the \[rangeStart\] value and goes toward the \[rangeEnd\] value not excluding it, with the specified [step].\n         * In order to go backwards the [step] must be negative.\n         * [step] must be greater than \'Long.MIN_VALUE\' and not equal to zero.\n         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression
rangeStart, rangeEnd, step)\n    }


Determines how an annotation is stored in binary output.
*inject::enum_annotation::AnnotationRetention*

**Field, including property's backing field**

**Local variable**

**Constructor only (primary or secondary)**

**Value parameter of a function or a constructor**

**Property getter only**

**Property setter only**

**Type usage**

**Any expression**

**File**

**Type alias**

@SinceKotlin("1.1")

/**
 * Contains the list of possible annotation's retentions.
 */
public enum class AnnotationRetention {
    SOURCE,
    BINARY,
    RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Target(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection (default retention).
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

/**
 * This meta-annotation determines that an annotation is applicable twice or more on a single code element.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks.
 * That means it's completely safe to use generic types as argument for such parameter.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.
 * For example MutableMap.remove(K, V) available only if corresponding method 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions &gt;= 8)
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in
 */

---

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49697
the range \n * from [start] to [end] in case of a positive \n * [step], or from [end] to [start] in case of a negative \n * [step].\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * \n * - either \`step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * \n * @suppress\n */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)\n    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)\n    else -> \n```kotlin
throw kotlin.IllegalArgumentException("\nStep is zero.\n")\n```\n}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the
 * progression which is in the range \n * from [start] to [end] in case of a positive \n * [step], or from [end] to [start] in case of a negative \n * [step].\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * \n * - either \`step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * \n * @suppress\n */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)\n    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)\n    else -> \n```kotlin
throw kotlin.IllegalArgumentException("\nStep is zero.\n")\n```\n}

/**
 * Calculates the final element of an arithmetic progression\n * \n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * \n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * \n * @suppress\n */
@PublishedApi
internal fun getProgressionLastElement(start: dynamic, end: dynamic, step: dynamic): dynamic = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)\n    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)\n    else -> \n```kotlin
throw kotlin.IllegalArgumentException("\nStep is zero.\n")\n```\n}
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

public inline fun jsTypeOf(a: Any?): String = js("typeof a")

package kotlin

/**
 * Function corresponding to JavaScript's `typeof` operator
 */

@kotlin.internal.InlineOnly
@Suppress("UNUSED_PARAMETER")
public inline fun jsTypeOf(a: Any?): String = js("typeof a")

/**
 * Returns an empty array of the specified type [T].
 */

public fun <T> emptyArray(): Array<T> = js("["]

@library
public fun <T> arrayOf(vararg elements: T): Array<T> = definedExternally

@library
public fun doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally

@library
public fun floatArrayOf(vararg elements: Float): FloatArray = definedExternally

@library
public fun longArrayOf(vararg elements: Long): LongArray = definedExternally

@library
public fun intArrayOf(vararg elements: Int): IntArray = definedExternally

@library
public fun charArrayOf(vararg elements: Char): CharArray = definedExternally

@library
public fun shortArrayOf(vararg elements: Short): ShortArray = definedExternally

@library
public fun byteArrayOf(vararg elements: Byte): ByteArray = definedExternally

@library
public fun booleanArrayOf(vararg elements: Boolean): BooleanArray = definedExternally

@file:Suppress("UNUSED_PARAMETER", "NOTHING_TO_INLINE")

package kotlin

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 */

public actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].
 */

internal fun fillFrom(src: dynamic, dst: dynamic): dynamic {
    val srcLen: Int = src.length
    val dstLen: Int = dst.length
    var index: Int = 0
    while (index < srcLen && index < dstLen) dst[index] = src[index++]
    return dst
}

internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
        while (index < newSize) result[index++] = defaultValue
    }
    return result
}

internal inline fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()
    result.length += collection.size
    copyArrayType(array, result)
    var index: Int = array.length
    for (element in collection) result[index++] = element
    return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection) dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
the current continuation
   if (currentException != null) {
       this.result = currentResult
   } else {
       state = exceptionState
       exception = currentException
   }\n\ntry {
   val outcome = doResume()
   if (outcome == COROUTINE_SUSPENDED) return
   currentResult = outcome
   currentException = null
}
catch (exception: dynamic) {
   // Catch all exceptions
   currentResult = null
   currentException = exception.unsafeCast<Throwable>()
   releaseIntercepted() // this state machine instance is terminating
   if (completion is CoroutineImpl) {
     completion.resumeWithException(it)
   } else {
     private fun releaseIntercepted() {
       val intercepted = intercepted_
       if (intercepted != null && intercepted != this) {
         context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)
       }
       this.intercepted_ = CompletedContinuation // just in case
     }
   }
}

private fun releaseIntercepted() {
    val intercepted = intercepted_
    if (intercepted != null && intercepted !== this) {
        context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)
    }
    this.intercepted_ = CompletedContinuation // just in case
}

protected abstract fun doResume(): Any?

internal object CompletedContinuation : Continuation<Any?> {
    override val context: CoroutineContext
        get() = error("This continuation is already complete")

    override fun resumeWith(result: Result<Any?>) {
        error("This continuation is already complete")
    }

    override fun toString(): String = "This continuation is already complete"
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 * @Suppress("UNCHECKED_CAST", "RedundantVisibilityModifier")
 */

package kotlin

import kotlin.contracts.*
import kotlin.internal.InlineOnly
import kotlin.jvm.JvmField
import kotlin.jvm.JvmName

/**
 * A discriminated
 * union that encapsulates a successful outcome with a value of type [T]
 * or a failure with an arbitrary [Throwable]
 */
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi internal class Result<out T> @PublishedApi internal constructor(
    @PublishedApi
    internal val value: Any?
) : Serializable {
    // discovery

    /**
     * Returns `true` if this instance represents a successful
     * outcome. In this case [isFailure] returns `false`.
     */
    public val isSuccess: Boolean get() = value !is Failure

    /**
     * Returns `true` if this instance represents a failed outcome.
     * In this case [isSuccess] returns `false`.
     */
    public val isFailure: Boolean get() = value is Failure

    // value & exception
    retrieval

    /**
     * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or
     * `null` if it is [failure][Result.isFailure].
     */
    @InlineOnly
    public inline fun getOrNull(): T? =
        when {
            isFailure -> null
            else -> value as T
        }

    /**
     * Returns the exception if this instance represents [success][Result.isSuccess] or
     * `null` if it is [failure][Result.isFailure] or `null` if it is [success][Result.isSuccess].
     */
    public fun exceptionOrNull(): Throwable? =
        when (value) {
            is Failure -> value.exception
            else -> null
        }

    /**
     * Returns a string `Success(v)` if this instance represents [success][Result.isSuccess] where `v` is a string representation of the value or a string `Failure(x)` if it is [failure][Result.isFailure] or `null` if it is [success][Result.isSuccess].
     */
    public override fun toString(): String =
        when (value) {
            is Failure -> value.toString() // "Failure($exception)"
            else -> "Success($value)"
        }

    // companion with constructors

    /**
     * Returns an instance that encapsulates the given [value] as successful value.
     */
    @Suppress("INAPPLICABLE_JVM_NAME")
    @InlineOnly
    @JvmName("success")
    public inline fun getOrElse(value: T): Result<T> =
        when (value) {
            is Failure -> null
            else -> value as T
        }

    /**
     * Returns a string 'Success(v)' if this instance represents [success][Result.isSuccess] where `v` is a string representation of the value or a string 'Failure(x)' if it is [failure][Result.isFailure] or `null` if it is [success][Result.isSuccess].
     */
    public fun exceptionOrNull(): Throwable? =
        when (value) {
            is Failure -> value.toString() // "Failure($exception)"
            else -> null
        }

    /**
     * Companion object for [Result] class that contains its constructor functions
     * [success] and [failure].
     */
    @PublishedApi
    public companion object {

        /**
         * Returns an instance that encapsulates the given [value] as successful value.
         */
        @Suppress("INAPPLICABLE_JVM_NAME")
        @PublishedApi
        public inline fun getOrElse(value: T): Result<T> =
            Result(value)

        /**
         * Returns an instance that encapsulates the given [exception] as failure.
         */
        @PublishedApi
        public inline fun createFailure(exception: Throwable): Result<T> =
            Result(createFailure(exception))
    }
}
internal class Failure(val exception: Throwable) : Serializable {
    override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
    override fun hashCode(): Int = exception.hashCode()
    override fun toString(): String = "Failure($exception)"
}

/**
 * Creates an instance of internal marker [Result.Failure] class to
 * make sure that this class is not exposed in ABI.
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun createFailure(exception: Throwable): Any =
    Result.Failure(exception)

/**
 * Throws exception if the result is failure. This internal function minimizes inline
 * inlined bytecode for [getOrThrow] and makes sure that in the future we can
 * add some exception-augmenting logic here (if needed).
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun Result<*>.throwOnFailure() {
    if (value is Result.Failure) throw value.exception
}

/**
 * Calls the specified function [block] and returns its
 * encapsulated result if invocation was successful,
 * otherwise catching any [Throwable] exception that was thrown from the
 * [block] function execution and encapsulating it as a failure.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

/**
 * Calls the specified function [block] with `this` as
 * its receiver and returns its encapsulated result if invocation was successful,
 * otherwise catching any [Throwable] exception that was thrown from the
 * [block] function execution and encapsulating it as a failure.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

// extensions ---

/**
 * Returns the encapsulated value if this instance represents [success]
 * or throws the encapsulated [Throwable] exception if it is [failure].
 * This function is a shorthand for `getOrElse { throw it }` (see [getOrElse]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}

/**
 * Returns the encapsulated value if this instance represents [success]
 * or the result of [onFailure] for the encapsulated [Throwable] exception if it is [failure].
 * Note, that this function rethrows any [Throwable] exception thrown by [onSuccess] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}

/**
 * Returns the encapsulated value if this instance represents [success]
 * or the [defaultValue] if it is [failure].
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.getOrDefault(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}

/**
 * Returns the result of [onSuccess] for the
 * encapsulated value if this instance represents [success]
 * or the result of [onFailure] for the encapsulated [Throwable] exception if it is [failure].
 * Note, that this function rethrows any [Throwable] exception thrown by [onSuccess] or by [onFailure] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R
): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}

// transformation

/**
 * Returns the encapsulated result of the given
 * [transform] function applied to the encapsulated value
 * if this instance represents [success]
 * or the original encapsulated [Throwable] exception if it is [failure].
 * Note, that this function rethrows any [Throwable] exception thrown by [transform] function if it is [failure].
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
encapsulated [Throwable] exception if it is [failure][Result.isFailure].
* * * This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
* * * See [transform] for an alternative that rethrows exceptions from `transform` function.

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {
    return when {
        isSuccess ->
            runCatching { transform(value as T) }
        else -> Result(value)
    }
}
```

```kotlin
/**
 * Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception
 * if this instance represents [failure][Result.isFailure] or the encapsulated value if it is [success][Result.isSuccess].
 * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}
```

```kotlin
/**
 * Creates a [Continuation] instance with the given [context] and
 * interface representing a continuation after a suspension point that returns a value of type T.
 */
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class Continuation<in T>
```
implementation of [resumeWith] method. */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T>
    Continuation<T> context: CoroutineContext
    get() = context

override val context: CoroutineContext
    get() = context

override fun resumeWith(result: Result<T>)
    =
    resumeWith(result)

/**
 * Creates a coroutine without a receiver and with result type [T].
 * This function creates a new, fresh instance of suspending computation every time it is invoked.
 * To start executing the created coroutine, invoke `resume( Unit )` on the returned [Continuation] instance.
 * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
 * Subsequent invocation of any resume function on the resulting continuation will produce an [IllegalStateException].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T>
    suspend () -> T
    createCoroutine( completion: Continuation<T>
    =
    SafeContinuation( createCoroutineUnintercepted( completion ).intercepted() ).RESULT )

/**
 * Starts a coroutine without a receiver and with result type [T].
 * This function creates a new, fresh instance of suspending computation every time it is invoked.
 * To start executing the created coroutine, invoke `resume( Unit )` on the returned [Continuation] instance.
 * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
 * Subsequent invocation of any resume function on the resulting continuation will produce an [IllegalStateException].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T>
    suspend () -> T
    suspendCoroutine( block: (Continuation<T> -> Unit) )

    return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> ->
        val safe = SafeContinuation( c.intercepted() )
        block( safe )
        safe.getOrThrow()
    }

/**
 * Returns the context of the current coroutine.
 */
@SinceKotlin("1.3")
@InlineOnly
public suspend inline val coroutineContext: CoroutineContext
    get() = coroutineContext

* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
* Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.
* Returns the result of the coroutine or throws its exception if it does not suspend or
* [COROUTINE_SUSPENDED] if it suspends.
* In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.
* The coroutine is started directly in the invoker’s thread.
without going through the [ContinuationInterceptor] that might\n* be present in the completion's
[CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation\n* context is established.\n
This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended\n* coroutine using a reference to the suspending function.\n
Starts an unintercepted coroutine with receiver type [R] and result
\n* type [T] and executes it until its first suspension.\n
Returns the result of the coroutine or throws its exception if it
does not suspend or [COROUTINE_SUSPENDED] if it suspends.\n* In the latter case, the [completion]

continuation is invoked when the coroutine completes with a result or an exception.\n
* The coroutine is started
directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation\n* context is established.\n
This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended\n* coroutine using a reference to the suspending function.

Starts an unintercepted coroutine without receiver and with result type [T].\n
* This function creates a new, fresh instance of suspendable computation every
time it is invoked.\n
* To start executing the created coroutine, invoke 'resume(Unit)' on the returned

[Continuation] instance.\n
* The [completion] continuation is invoked when coroutine completes with result or
exception.\n
* This function returns unintercepted continuation.\n
* Invocation of 'resume(Unit)' starts coroutine immediately in the invoker's call stack without going through the\n
* [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].\n
* It is the invoker's responsibility to ensure that a proper invocation
context is established.\n
* Note that [completion] of this function may get invoked in an arbitrary context.\n
* [Continuation.intercepted] can be used to acquire the intercepted continuation.\n
* Invocation of 'resume(Unit)' on

intercepted continuation guarantees that execution of\n* both the coroutine and [completion] happens in the

invocation context established by\n
* [ContinuationInterceptor].\n
* Repeated invocation of any resume function
on the resulting continuation corrupts the\n* state machine of the coroutine and may result in arbitrary behaviour or
exception.\n
* The [creation] of a fresh instance of suspendable computation every time it is invoked.\n
* This function returns unintercepted continuation.\n
* If the operation is successful, the continuation is invoked when the

* [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].\n
* It is the invoker's responsibility to ensure that a proper invocation
context is established.\n
* Note that [completion] of this function may get invoked in an arbitrary context.\n
* [Continuation.intercepted] can be used to acquire the intercepted continuation.\n
* Invocation of 'resume(Unit)' on
Continuation<Unit> =
    // Kotlin/JS suspend lambdas have an extra parameter 'suspended'
    if (this.asDynamic().length == 3) {
        // When 'suspended' is true the continuation is created, but not executed
        this.asDynamic()(receiver, completion, true)
    } else {
        createCoroutineFromSuspendFunction(completion)
    }

/**
 * Intercepts this continuation with [ContinuationInterceptor].
 *
 * This function shall be used on the immediate result of
 * [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn], in which case it checks for
 * [ContinuationInterceptor] in the continuation's [context] and invokes
 * [ContinuationInterceptor.interceptContinuation], caches and returns the result.
 * If this function is invoked on other [Continuation] instances it returns 'this' continuation unchanged.
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 * LICENSE.txt file.
 */
@SinceKotlin("1.3")
public actual fun <T> Continuation<T>.intercepted(): Continuation<T> =
    (this as? CoroutineImpl)?.intercepted() ?:
    this

private inline fun <T> createCoroutineFromSuspendFunction(
    completion: Continuation<T>,
    block: () -> Any?
): Continuation<Unit> {
    return object : CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            exception?.let { throw it }
            return block()
        }
    }
}

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 * that can be found in the LICENSE.txt file.
 */

package kotlin.js

@library
@JsName("imulEmulated")
internal fun imul(x: Int, y: Int): Int = definedExternally

internal inline fun isArrayish(o: dynamic) =
    js("Kotlin").isArrayish(o)

/*
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 */

package kotlin

// TODO: remove primary constructors, make all secondary
@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undefined, cause)
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undefined, cause)
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undefined, cause)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undefined, cause)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(undefined, cause)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
}

public actual open class NumberFormatException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
}
definedExternally

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 */

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

/*
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 */

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @return the element at the given index.
 * @throws IndexOutOfBoundsException if the index is out of bounds.
 */
public actual fun UShortArray[elementAt: Int](index: Int): UShort {
    return elementAtOrFail(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
compiler, it's passed as is directly to the target module system.\n
```kotlin
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@JsModule(val import: String)
public
annotation class JsModule(val import: String)

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@JsNonModule
public
annotation class JsNonModule

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@JsQualifier("my.jsPackageName")
public
annotation class JsQualifier(val value: String)

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@SinceKotlin("1.3")
@ExperimentalJsExport
public actual annotation class JsExport
```

---

```kotlin
package kotlin.jvm

// TODO: find how to deprecate these

@Target(AnnotationTarget.FIELD)
@Retention(AnnotationRetention.SOURCE)
public actual annotation class Volatile

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER,
AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.SOURCE)
public actual annotation
```
```kotlin
override fun remove(element: K): Boolean {
    checkIsMutable()
    if (containsKey(element)) {
        this@AbstractMutableMap.remove(element)
        return true
    }
    return false
}
```

```kotlin
abstract override fun checkIsMutable(): Unit =
```

```kotlin
override fun equals(other: Any?): Boolean {
    if (this === other) return true
    if (other !is Collection<*>) return false
    return AbstractList.equals(this, other)
}
```

```kotlin
override val size: Int get() = this@AbstractMutableMap.size
```

```kotlin
override fun hashCode(): Int = this@AbstractMutableMap.orderedHashCode(this)
```

```kotlin
override fun hasNext(): Boolean = this@AbstractMutableMap.hasNext()
```

```kotlin
override fun next(): V = entryIterator.next()
```

```kotlin
override fun remove(key: K): V? {
    checkIsMutable()
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        if (iter.hasNext()) {
            val entry = iter.next()
            if (key == k) {
                val value = entry.value
                iter.remove()
                return value
            }
        }
    }
    return null
}
```

```kotlin
override fun remove(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
```

```kotlin
actual override val values: MutableCollection<V>
    get() {
        if (_values == null) {
            _values = object : AbstractMutableCollection<V>() {
                override fun add(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
                override fun contains(element: V): Boolean = containsValue(element)
            }
            return _values!!
        }
        return _values
    }

actual override fun remove(key: K): V? {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}
```

```kotlin
override fun contains(element: V): Boolean {
    checkIsMutable()
    if (containsKey(element)) {
        this@AbstractMutableMap.remove(element)
        return true
    }
    return false
}
```

```kotlin
override fun checkIsMutable(): Unit =
```

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override fun equals(other: Any?): Boolean {
    if (this === other) return true
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}
```

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override val size: Int get() = this@AbstractMutableMap.size
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        if (key == k) {
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            iter.remove()
            return value
        }
    }
    return null
}
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                override fun contains(element: V): Boolean = containsValue(element)
            }
            return _values!!
        }
        return _values
    }

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    while (iter.hasNext()) {
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        val k = entry.key
        if (key == k) {
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            iter.remove()
            return value
        }
    }
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    checkIsMutable()
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    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}
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                override fun contains(element: V): Boolean = containsValue(element)
            }
            return _values!!
        }
        return _values
    }

actual override fun remove(key: K): V? {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
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    return null
}
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        this@AbstractMutableMap.remove(element)
        return true
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override fun equals(other: Any?): Boolean {
    if (this === other) return true
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    return AbstractList.equals(this, other)
}
```

```kotlin
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```

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override fun next(): V = entryIterator.next()
```

```kotlin
override fun remove(key: K): V? {
    checkIsMutable()
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}
```

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override fun remove(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
```

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    get() {
        if (_values == null) {
            _values = object : AbstractMutableCollection<V>() {
                override fun add(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
                override fun contains(element: V): Boolean = containsValue(element)
            }
            return _values!!
        }
        return _values
    }

actual override fun remove(key: K): V? {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}
```

```kotlin
override fun contains(element: V): Boolean {
    checkIsMutable()
    if (containsKey(element)) {
        this@AbstractMutableMap.remove(element)
        return true
    }
    return false
}
```

```kotlin
override fun checkIsMutable(): Unit =
```

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override fun equals(other: Any?): Boolean {
    if (this === other) return true
    if (other !is Collection<*>) return false
    return AbstractList.equals(this, other)
}
```

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override fun hashCode(): Int = this@AbstractMutableMap.orderedHashCode(this)
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override fun hasNext(): Boolean = this@AbstractMutableMap.hasNext()
```

```kotlin
override fun next(): V = entryIterator.next()
```

```kotlin
override fun remove(key: K): V? {
    checkIsMutable()
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}
```

```kotlin
override fun remove(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
```

```kotlin
actual override val values: MutableCollection<V>
    get() {
        if (_values == null) {
            _values = object : AbstractMutableCollection<V>() {
                override fun add(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
                override fun contains(element: V): Boolean = containsValue(element)
            }
            return _values!!
        }
        return _values
    }

actual override fun remove(key: K): V? {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}
```

```kotlin
override fun contains(element: V): Boolean {
    checkIsMutable()
    if (containsKey(element)) {
        this@AbstractMutableMap.remove(element)
        return true
    }
    return false
}
```

```kotlin
override fun checkIsMutable(): Unit =
```

```kotlin
override fun equals(other: Any?): Boolean {
    if (this === other) return true
    if (other !is Collection<*>) return false
    return AbstractList.equals(this, other)
}
```

```kotlin
override val size: Int get() = this@AbstractMutableMap.size
```
// elements] collection.

*An public actual constructor(elements: Collection<E>): void

    this(elements.toTypedArray<Any?>()) { /*...*/
    @PublishedApi
    internal fun build(): List<E> {
       */** Does nothing in this ArrayList implementation.
    
    public actual fun trimToSize() {} /**/

    public actual fun ensureCapacity(minCapacity: Int) { /*...*/ 
    }

    actual override val size: Int get() = array.size

    @Suppress("UNCHECKED_CAST")
    actual override fun get(index: Int): E = array[rangeCheck(index)] as E

    actual override fun set(index: Int, element: E): E {
        checkIsMutable()
        rangeCheck(index)
        @Suppress("UNCHECKED_CAST")
        return array[index].apply { array[index] = element } as E
    }

    actual override fun add(element: E): Boolean {
        checkIsMutable()
        array.asDynamic().push(element)
        modCount++
        return true
    }

    actual override fun add(index: Int, element: E): Unit {
        checkIsMutable()
        array.asDynamic().splice(insertionRangeCheck(index), 0, element)
        modCount++
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        if (elements.isEmpty()) return false
        array += elements.toTypedArray<Any?>()
        modCount++
    }

    actual override fun removeAt(index: Int): E {
        checkIsMutable()
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

    actual override fun remove(element: E): Boolean {
        checkIsMutable()
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        checkIsMutable()
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        checkIsMutable()
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)
    override fun toArray(): Array<Any?> = js("
    ").slice.call(array)

    internal override fun checkIsMutable() {
        if (isReadOnly)
            throw UnsupportedOperationException()
    }

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}

@PublishedApi
internal fun <T>
    sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(())).
        array.lastIndex, Comparator(comparison))
        array.asDynamic().splice(index, size)
    }
}

internal fun <T>
    sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {
    if (fromIndex < toIndex - 1) {
        mergeSort(array.unsafeCast<Array<T>>(()), fromIndex, toIndex - 1, comparator)
    }
}

private var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
    _stableSortingIsSupported?.let { return it }
    _stableSortingIsSupported = false
    array = js("[]").unsafeCast<Array<Int>>()
}
implementations may use stable sort for arrays of up to 512 elements
so we create slightly more elements to test stability
for (index in 0 until 600) array.asDynamic().push(index)
val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }\narray.asDynamic().sort(comparison)
for (index in 1 until array.size) {\n    val a = array[index - 1]\n    val b = array[index]\n    if ((a and 3) == (b and 3) && a >= b) return false\n}\n_stableSortingIsSupported = true\nreturn true\n}

endInclusive: Int, comparator: Comparator<in T>) {\n    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()\n    val result = mergeSort(array, buffer, start, endInclusive, comparator)\n    val median = (start + end) / 2\n    val left = mergeSort(array, buffer, start, median, comparator)\n    val right = mergeSort(array, buffer, median + 1, end, comparator)\n    val target = if (left == buffer) array else buffer\n    Merge.run\n    var leftIndex = start\n    var rightIndex = median + 1\n    for (i in start..end) {\n        if (comparator.compare(leftValue, rightValue) <= 0) {\n            target[i] = leftValue\n            leftIndex++\n        } else {\n            target[i] = rightValue\n            rightIndex++\n        }\n    }\n    return target
}
internalMap.iterator() \n override fun remove(element: MutableEntry<K, V>): Boolean { \n if (contains(element)) { \n this@HashMap.remove(element.key) \n return true \n } \n return false \n } \n override fun remove(element: MutableEntry<K, V>): Boolean {
        if (contains(element)) {
            this@HashMap.remove(element.key)
            return true
        }
        return false
    }

    override val size: Int get() = this@HashMap.size

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     * @param privateVal internalMap:
     * @param InternalMap<K, V> super() { \n this.internalMap = internalMap \n this.equality = internalMap.equality
     } \n / *\n     * Constructs an empty [HashMap] instance.
     * @param actualConstructor:
     * this(InternalHashCodeMap(EqualityComparator.HashCode)).
     */ \n    private val internalMap:

    private val equality: EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    /**
     * Constructs an empty [HashSet].
     */
    actual constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new empty [HashSet].
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor the load factor (ignored)
     */
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this() {
        // This implementation of HashSet has no need of load factors or capacities.
        require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
        require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }
        actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f) \n / *\n     * Constructs an instance of [HashMap] with [String] keys, which stores the keys as properties of JS object without hashing them.
     */
    public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
        return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
            putAll(pairs) \n        } 
    }

    / *\n     * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
     */
    // Classes that extend HashSet and implement `build()` (freezing) operation/\n    // have to make sure mutating methods check `checkIsMutable`.
    public actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {

        internal val map: HashMap<E, Any>

        /**
         * Constructs a new empty [HashSet].
         */
        actual constructor() {
            map = HashMap<E, Any>()
        }

        /**
         * Constructs a new [HashSet] filled with the elements of the specified collection.
         */
        actual constructor(elements: Collection<E>) {
            map = HashMap<E, Any>(elements.size) addAll(elements)
        }

        /**
         * Constructs a new empty [HashSet].
         * @param initialCapacity the initial capacity (ignored)
         * @param loadFactor the load factor (ignored)
         */
        actual constructor(elements: Collection<E>, initialCapacity: Int, loadFactor: Float = 0.0f) {
            map = HashMap<E, Any>(initialCapacity, loadFactor) \n            actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f) \n        }

        actual override fun clear() {
            map.clear()
        }
    }

    /*
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     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */

    /*
     * Based on GWT HashSet
     * Copyright 2008 Google Inc.
     */

    package kotlin.collections

    /**
     * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
     */
    // Classes that extend HashSet and implement `build()` (freezing) operation/\n    // have to make sure mutating methods check `checkIsMutable`.
actual override operator fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun isEmpty(): Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

    actual override fun remove(element: E): Boolean = map.remove(element) != null

actual override val size: Int get() = map.size

}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,* which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.* Based on GWT InternalHashCodeMap
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry
import kotlin.collections.AbstractMutableMap.SimpleEntry

/**
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any* key type.*
 */
internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode)
        if (chainOrEntry == null) {
            // This is a new chain, put it to the map.
            backingMap[hashCode] = SimpleEntry(key, value)
        } else {
            if (chainOrEntry is Array<*>) {
                val chain = chainOrEntry
                val entry = chain.findEntryInChain(key)
                if (entry != null) {
                    return entry.setValue(value)
                } else {
                    val newEntry = SimpleEntry(key, value)
                    chain.asDynamic().push(newEntry)
                    size++
                    return null
                }
            } else {
                val entry = chainOrEntry
                if (equality.equals(entry.key, key)) {
                    return entry.setValue(value)
                } else {
                    backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                    size++
                    return null
                }
            }
        }
        size++
        return null
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry is Array<*>) {
            val chain = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                        // remove the whole array
                    } else {
                        chain.asDynamic().splice(index, 1)
                    }
                    size--
                    return entry.value
                }
            }
        } else {
            val entry = chainOrEntry
            if (equality.equals(entry.key, key)) {
                if (chain.size == 1) {
                    chain.asDynamic().length = 0
                } else {
                    chain.asDynamic().splice(index, 1)
                }
                size--
                return null
            }
        }
        return null
    }

    override fun contains(key: K): Boolean = getEntry(key) != null

    override fun get(key: K): V? = getEntry(key).value

    private fun getEntry(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry is Array<*>) {
            val chain = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(entry.key, key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                        // remove the whole array
                    } else {
                        chain.asDynamic().splice(index, 1)
                    }
                    size--
                    return entry.value
                }
            }
        } else {
            val entry = chainOrEntry
            if (equality.equals(entry.key, key)) {
                if (chain.size == 1) {
                    chain.asDynamic().length = 0
                } else {
                    chain.asDynamic().splice(index, 1)
                }
                size--
                return null
            }
        }
        return null
    }

    override fun iterator(): Iterator<MutableEntry<K, V>> {
        return object : Iterator<MutableEntry<K, V>> {
            var state = -1 // -1 not ready, 0 - ready, 1 - done
            var keys: Array<String> = js("Object").keys(backingMap)
            var keyIndex = -1
            override fun hasNext(): Boolean = state < keys.size
            override fun next(): MutableEntry<K, V> = keys[++keyIndex] as MutableEntry<K, V>
        }
    }

    companion object {
        fun createJsMap(): dynamic {
            /*
             * Copyright 2008 Google Inc.
             */
            return JavaScriptObject()
        }
    }

    fun <K, V> getChainOrEntryOrNull(hashCode: Int): Array<*>? {
        return backingMap[hashCode]
    }

    fun <K, V> getEntryOrNull(key: K): MutableEntry<K, V>? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findChainInChain(key: K): Array<*>? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    fun <K, V> findEntryInChain(key: K): V? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
        if (chainOrEntry == null) {
            return null
        } else {
            return chainOrEntry
        }
    }

    func<br><br>
var chainOrEntry: dynamic = null
var isChain = false
var itemIndex = -1
var lastEntry:

MutableEntry<K, V>? = null
private fun computeNext(): Int {
    if (chainOrEntry != null && isChain) {
        val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size
        if (++itemIndex < chainSize)
            return 0
    }

    if (++keyIndex < keys.size) {
        chainOrEntry = backingMap[keys[keyIndex]]
        isChain = chainOrEntry is Array<*>
        itemIndex = 0
        return 0
    } else {
        chainOrEntry = null
        return 1
    }
}

override fun hasNext(): Boolean {
    if (state == -1)
        state = computeNext()
    return state == 0
}

override fun next(): MutableEntry<K, V> {
    if (!hasNext()) throw NoSuchElementException()
    val lastEntry = if (isChain) {
        chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]
    } else {
        chainOrEntry.unsafeCast<MutableEntry<K, V>>()
    }
    this.lastEntry = lastEntry
    state = -1
    return lastEntry
}

override fun remove() {
    checkNotNull(lastEntry)
    this@InternalHashCodeMap.remove(lastEntry!!.key)
    lastEntry = null
}

private fun getChainOrEntryOrNull(hashCode: Int): dynamic {
    val chainOrEntry = backingMap[hashCode]
    return if (chainOrEntry === undefined) null else chainOrEntry
}

}

/*
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 */

package kotlin.collections

/**
 * The common interface of InternalStringMap and
 * InternalHashCodeMap.
 */
internal interface InternalMap<K, V> :

operator fun contains(key: K): Boolean
operator fun get(key: K): V?

fun put(key: K, value: V): V?
fun remove(key: K): V?
fun clear(): Unit

fun createJsMap(): dynamic {
    val result = js("Object.create(null)")
    // force to switch object representation to dictionary mode
    result["foo"] = 1
    jsDeleteProperty(result, "foo")
    return result
}

/*
 * Copyright 2010-2018 JetBrains s.r.o.
 */
/*
 * Based on GWT InternalStringMap
 * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * A simple wrapper around JavaScript Map for key type is string.
 * Though this map is instantiated only with K=String, the K type is not fixed to String statically,
 * because we want to have it erased to Any? in order not to
generate type-safe override bridges for get, put, contains, remove etc, if they ever are generated.

 * A mod count to track 'value' replacements in map to ensure that the 'value' that we have in the
 * iterator entry is
guaranteed to be still correct.
 * This is to optimize for the common scenario where the values are not modified
during iteration
 * iterations where the entries are never stale.
 * override operator fun contains(key: K): Boolean { return false }
private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
    override val key: K get() = key
    override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

    override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()

    override fun hashCode(): Int = AbstractMap.entryHashCode(this)
    override fun toString(): String = AbstractMap.entryToString(this)
    override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
}
private var head: ChainEntry<K, V>? = null

/**
 * Add this node to the end of the chain.
 */
private fun ChainEntry<K, V>.addToEnd() {
    // This entry is not in the list.
    check(next == null && prev == null) { \n        head = this \n        next = this \n        prev = this \n    } else { \n        // Chain is valid.
        val _tail = checkNotNull(_head.prev) \n        // Update me.
        prev = _tail \n        next = _head \n    }
}

/**
 * Remove this node from the chain it is a part of.
 */
private fun ChainEntry<K, V>.remove() {
    if (this.next === this) {
        // if this is single element, remove head
        head = null
    } else {
        if (head === this) {
            // if this is first element, move head to next
            head = next
        }
        next!!.prev = prev
        prev!!.next = next
    }
}

/*
 * The hashmap that keeps track of our entries and the chain. Note that we \n * duplicate the key here to eliminate changes to HashMap and minimize the \n * code here, at the expense of additional space.
 */
private val map: HashMap<K, ChainEntry<K, V>>

private var isReadOnly: Boolean = false

/**
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor() : super() {
    map = HashMap<K, ChainEntry<K, V>>()
}

internal constructor(backingMap: HashMap<K, Any>) : super() {
    @Suppress("UNCHECKED_CAST") // expected to work due to erasure
    map = backingMap as HashMap<K, ChainEntry<K, V>>
}

/**
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {
    map = HashMap<K, ChainEntry<K, V>>()
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/**
 * Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original] map.
 */
actual constructor(original: Map<out K, V>) {
    map = HashMap<K, ChainEntry<K, V>>()
    this.putAll(original)
}

@PublishedApi
internal fun build(): Map<K, V> {
    checkIsMutable()
    isReadOnly = true
    return this
}

actual override fun clear() {
    checkIsMutable()
    map.clear()
    head = null
}

actual override fun containsKey(key: K): Boolean = map.containsKey(key)

actual override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

actual override operator fun get(key: K): V? = map.get(key)

actual override fun remove(key: K): V? {
    checkIsMutable()
    val entry = map.remove(key)
    if (entry != null) {
        entry.remove()
        return entry.value
    }
    return null
}

actual override val size: Int get() = map.size

internal override fun checkIsMutable() {
    if (isReadOnly) throw UnsupportedOperationException()
}

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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
/*
 * Based on GWT LinkedHashSet
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

/**
 */
public actual open class LinkedHashSet<E> : HashSet<E>, MuttableSet<E> {

    internal constructor(map: LinkedHashMap<E, ChainEntry<E, V>>) : super(map)

    /*
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     * Use of this source code is governed by the
     * Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */
/*
 * Based on GWT LinkedHashSet
 * Copyright 2008 Google Inc.
 */

open fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedListHashMap<String, V>(stringMapOf()).apply { putAll(pairs) }
}
actual constructor() : super(LinkedHashMap<E, Any>())  />

actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
        addAll(elements)
    }

actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

internal fun build(): Set<E> {
        (map as LinkedHashMap<E, Any>).build()
        return this
    }

internal override fun checkIsMutable(): Unit = map.checkIsMutable()

public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

package kotlin

import kotlin.contracts.*

@kotlin.internal.InlineOnly
public actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var s = String(message)
        val i = s.nativeLastIndexOf("\n", 0)
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else BufferedOutputToConsoleLog()
}

@kotlin.internal.InlineOnly
private inline fun String(value: Any?): String = js("String")(value)
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

internal class SafeContinuation<in T> {
    internal constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
        get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw IllegalStateException("Already resumed")
        }
    }

    @PublishedApi
    internal fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
            return COROUTINE_SUSPENDED
        }
        val result = this.result
        return when {
            result === RESUMED -> throw result.exception
            result is Result.Failure -> throw result.exception
            else -> result
        }
    }
}

package kotlin.coroutines.cancellation

@ExperimentalStdlibApi
public actual open class CancellationException : IllegalStateException {
    actual constructor() : super()
    actual constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}

package kotlin.js

public class Date() {
    public constructor(milliseconds: Number)
    public constructor(dateString: String)
    public constructor(year: Int, month: Int)
    public constructor(year: Int, month: Int, day: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    public getDate(): Int
    public getDay(): Int
    public getFullYear(): Int
    public getHours(): Int
    public getMilliseconds(): Int
    public getMinutes(): Int
    public getMonth(): Int
    public getSeconds(): Int
    public getTime(): Double
    public getTimezoneOffset(): Int
    public getUTCDate(): Int
    public getUTCDay(): Int
    public getUTCFullYear(): Int
    public getUTCHours(): Int
    public getUTCMilliseconds(): Int
    public getUTCMinutes(): Int
    public getUTCMilliseconds(): Int
    public getUTCSecond(): Int
    public getTimezoneOffset(): Int
    public toJSON(): Json
    public toDateString(): String
    public toISOString(): String
    public toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    public toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    public toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    public toString(): String
    public toISOString(): String
    public toJSON(): Json
    public toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    public toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    public toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    public toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    public toString(): String
}
toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String

public fun toString(): String

public fun toUTCString(): String

public companion object {

public fun now(): Double

public fun parse(dateString: String): Double

public fun UTC(year: Int, month: Int): Double

public fun UTC(year: Int, month: Int, day: Int): Double

public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double

public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double


public interface LocaleOptions {

localeMatcher: String?

timeZone: String?

hour12: Boolean?

formatMatcher: String?

weekday: String?

-era: String?

year: String?

month: String?

day: String?

hour: String?

minute: String?

second: String?

timeZoneName: String?
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {

val result = js("new Object()")

unsafeCast<Date.LocaleOptions>()

init(result)

return result
}

package kotlin.dom

import org.w3c.dom.Document
import org.w3c.dom.Element
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.createElement as newCreateElement
import kotlinx.dom.appendElement as newAppendElement

/**
 * Creates a new element
 * with the specified [name].
 * The element is initialized with the specified [init] function.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package,
    use 'kotlinx.dom.createElement' instead.",
    replaceWith = ReplaceWith("this.createElement(name, init)" "kotlinx.dom.createElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element = this.newCreateElement(name,

init)

/**
 * Appends a newly created element with the specified [name] to this element.
 * The element is initialized with the specified [init] function.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package,
    use 'kotlinx.dom.appendElement' instead.",
    replaceWith = ReplaceWith("this.appendElement(name, init)" "kotlinx.dom.appendElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Element.appendElement(name: String, noinline init: Element.() -> Unit): Element = this.newAppendElement(name,

init)

package kotlin.dom

import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.hasClass as newHasClass
import kotlinx.dom.removeClass as newRemoveClass

/** Returns true if
 * the element has the given CSS class style in its 'class' attribute
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package,
    use 'kotlinx.dom.hasClass' instead.",
    replaceWith = ReplaceWith("this.hasClass(cssClass)" "kotlinx.dom.hasClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)

/**
 * Adds CSS class to element.
 * Has no effect if all specified classes are already in class attribute of the element
 * @return true if at least one class has been added
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package,
    use 'kotlinx.dom.addClass' instead.",
    replaceWith = ReplaceWith("this.addClass(cssClasses)" "kotlinx.dom.addClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Element.addClass(vararg cssClasses: String): Boolean = this.newAddClass(*cssClasses)

/**
 * Removes all [cssClasses] from element. Has no effect if all specified
 * classes are missing in class attribute of the element
 * @return true if at least one class has been removed
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package,
use 'kotlinx.dom.removeClass' instead.\n``
replaceWith = ReplaceWith("this.removeClass(cssClasses)"),
'kotlinx.dom.removeClass' in @DeprecationSinceKotlin(warningSince = '1.4')
``

inline fun Element.removeClass(vararg cssClasses: String): Boolean = this.newRemoveClass("cssClasses")

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 */

package kotlin.dom

//import org.w3c.dom.Element
import org.w3c.dom.Node
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.isElement as newIsElement
import kotlinx.dom.isText as newIsText

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
@LowPriorityInOverloadResolution
@DeprecatedSinceKotlin(warningSince = '1.4')
inline fun Node.isText: Boolean = this.newIsText

/**
 * Gets a value indicating whether this node is an [Element].
 */
@LowPriorityInOverloadResolution
@DeprecatedSinceKotlin(warningSince = '1.4')
public val Node.isElement: Boolean
    inline get() = this.newIsElement

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 */

package kotlin.js

/** Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html). */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/** Reinterprets this value as a value of the specified type [T] without any actual type checking. */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()
public inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of [Iterable]
 */
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            this["iterator"]() as Iterator<dynamic>
        isArrayish(r) ->
            r.unsafeCast<Array<*>>().iterator()
        else ->
            r as Iterable<*>.iterator()
    }
}

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass
package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of `groupingBy` extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 *
 * For the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 */
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 */
public inline fun <T, K, R> Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

fun throwNPE(message: String) {
    throw NullPointerException(message)
}

fun throwCCE() {
    throw ClassCastException("Illegal cast")
}

fun throwISE(message: String) {
    throw IllegalStateException(message)
}

fun throwUPAE(propertyName: String) {
    throw UninitializedPropertyAccessException("lateinit property ${propertyName} has not been initialized")
}

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 */

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass
package kotlin.collections

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group.
 * @return a [Map] associating the key of each group with the count of element in the group.
 */
@SinceKotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) {
        acc, _ -> acc + 1
    }

/**
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group.
 * @return a [Map] associating the key of each group with the count of element in the group.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =
        fold(0) { acc, e -> acc + valueSelector(e) }

fun throwNullPointerException(message: String) {
    throw NullPointerException(message)
}

fun throwClassCastException(message: String) {
    throw ClassCastException(message)
}

fun throwIllegalStateException(message: String) {
    throw IllegalStateException(message)
}

fun throwUninitializedPropertyAccessException(propertyName: String) {
    throw UninitializedPropertyAccessException(propertyName)
}

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 */
The key for each element is provided by the `keyOf` function.

```
@param key the key of the group this element belongs to.
@param accumulator the current value of the accumulator of the group.
```

If the `keyOf` function is not called for that group, the value of the accumulator for that group is the same `initialValue` for each group.

```
@param accumulator the current value of the accumulator of the group.
```

The first element being encountered in the group.

If the `keyOf` function is not called for that group, the value of the accumulator for that group is the same `initialValue` for each group.

The key for each element is provided by the `keyOf` function.

```
@returns returns an initial value of accumulator for each group.
```
@return the [destination] map associating the key of each group with the sum of elements in the group.

```kotlin
fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
    foldTo(destination, 0) { acc, e -> acc + valueSelector(e) }\n    TODO: sum by long and by double overloaded\n
fun <T, K, M : MutableMap<K, Long>> Grouping<T, K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =
    foldTo(destination, 0L) { acc, e -> acc + valueSelector(e) }\n```

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ReplaceWith("round(value)", "," kotlin.math.round()"), level = DeprecationLevel.ERROR

public fun round(value: Number): Int  
@Deprecated("kotlin.math.floor

level = DeprecationLevel.ERROR

public fun floor(value: Number): Int  
@Deprecated("kotlin.math.ceil

level = DeprecationLevel.ERROR

public fun ceil(value: Number): Int  

@PublishedApi

internal fun trunc(value: Number): Double

@PublishedApi

internal fun sign(value: Number): Double

@PublishedApi

internal fun sinh(value: Double): Double

@PublishedApi

internal fun cosh(value: Double): Double

@PublishedApi

internal fun tanh(value: Double): Double

@PublishedApi

internal fun asinh(value: Double): Double

@PublishedApi

internal fun acosh(value: Double): Double

@PublishedApi

internal fun atanh(value: Double): Double

@PublishedApi

internal fun hypot(x: Double, y: Double): Double

@PublishedApi

internal fun clz32(value: Int): Int

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use kotlin.math.min instead", ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * An interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is [Any].
 */
public external interface Json {
    /**
     * Calls to the function will be translated to indexing operation (square brackets) on the receiver with [propertyName] as the argument.
     */
    operator fun get(propertyName: String): Any?

    /**
     * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].
     */
    operator fun set(propertyName: String, value: Any?): Unit

    /**
     */
    @Suppress("NOT_DOCUMENTED")

    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String

    public fun <T> parse(text: String): T
    public fun <T> parse(text: String, reviver: (key: String, value: Any?): Any?): T

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package kotlin.math

import kotlin.internal.InlineOnly

// region ================ Double Math

/** Computes the sine of the angle [x] given in radians. *
 * Special cases:
 * - \(\sin(NaN|+Inf|-Inf)\) is \(NaN\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double =
nativeMath.sin(x)/n/** Computes the cosine of the angle [x] given in radians. *
 * Special cases:
 * - \(\cos(NaN|+Inf|-Inf)\) is \(NaN\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double) =
nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians. *
 * Special cases:
 * - \(\tan(NaN|+Inf|-Inf)\) is \(NaN\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double) =
nativeMath.tan(x)

/** Computes the arc sine of the value [x]: *
 * \(\sin^{-1}(x)\) for \(-1 < x < 1\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double =
nativeMath.asin(x)

/** Computes the arc cosine of the value [x]: *
 * \(\cos^{-1}(x)\) for \(-1 < x < 1\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double) =
nativeMath.acos(x)

/** Computes the arc tangent of the value [x]: *
 * \(\tan^{-1}(x)\) for all \(x\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double) =
nativeMath.atan(x)

/** Computes the arc tangent of the value [x], [y]: *
 * \(\tan^{-1}(y/x)\) for all \(x, y\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Double, x: Double) =
nativeMath.atan2(y, x)

/** Computes the hyperbolic sine of the value [x]: *
 * \(\sinh(x)\) for all \(x\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double) =
nativeMath.sinh(x)

/** Computes the hyperbolic cosine of the value [x]: *
 * \(\cosh(x)\) for all \(x\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double) =
nativeMath.cosh(x)

/** Computes the hyperbolic tangent of the value [x]: *
 * \(\tanh(x)\) for all \(x\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double) =
nativeMath.tanh(x)

/** Computes \(\sqrt{x^2 + y^2}\) without intermediate overflow or underflow. *
 * Special cases:
 * - returns \(+Inf\) if any of arguments is infinite
 * - returns \(NaN\) if any of arguments is \(NaN\)
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun hypot(x: Double, y: Double) =
nativeMath.hypot(x, y)

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Special cases:\n* - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n
*\n@SinceKotlin("1.2")@InlineOnly@nativeOnly@public actual inline fun sqrt(x: Double) =
nativeMath.sqrt(x)

*/
@SinceKotlin("1.2")@InlineOnly@public actual inline fun exp(x: Double) =
nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`.\n* This function can be implemented to produce more precise result for [x] near zero.\n* Special cases:\n* * - `exp(NaN)` is `NaN`\n* * - `exp(+Inf)` is `+Inf`\n* * - `exp(-Inf)` is `-0.0`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun exp(x: Double) =
nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`.\n* This function can be implemented to produce more precise result for [x] near zero.\n* Special cases:\n* * - `expm1(NaN)` is `NaN`\n* * - `expm1(+Inf)` is `+Inf`\n* * - `expm1(-Inf)` is `-1.0`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun expm1(x: Double) =
nativeMath.expm1(x)

/**
 * Computes the natural logarithm (base `E`) of the value [x].\n* Special cases:\n* * - `ln(NaN)` is `NaN`\n* * - `ln(x)` is `NaN` when `x < 0.0`\n* * - `ln(+Inf)` is `+Inf`\n* * - `ln(0.0)` is `-Inf`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun ln(x: Double) =
nativeMath.log(x)

/**
 * Computes the common logarithm (base 10) of the value [x].\n* Special cases:\n* * - `log10(NaN)` is `NaN`\n* * - `log10(x)` is `NaN` where `x < 0.0`\n* * - `log10(+Inf)` is `+Inf`\n* * - `log10(0.0)` is `-Inf`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun log10(x: Double) =
nativeMath.log10(x)

/**
 * Computes the binary logarithm (base 2) of the value [x].\n* Special cases:\n* * - `log2(NaN)` is `NaN`\n* * - `log2(x)` is `NaN` where `x < 0.0`\n* * - `log2(+Inf)` is `+Inf`\n* * - `log2(0.0)` is `-Inf`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun log2(x: Double) =
nativeMath.log2(x)

/**
 * Computes `ln1p(x)` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n* Special cases:\n* * - `ln1p(NaN)` is `NaN`\n* * - `ln1p(x)` is `NaN` where `x < -1.0`\n* * - `ln1p(-1.0)` is `-Inf`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun ln1p(x: Double) =
nativeMath.log1p(x)

/**
 * Rounds the given value [x] to the nearest integer.\n* Special cases:\n* * - `ceil(x)` is `x` where `x` is `NaN`\n* * - `floor(x)` is `x` where `x` is `NaN`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun ceil(x: Double) =
nativeMath.ceil(x).unsafeCast<Double>()

*/
@SinceKotlin("1.2")@InlineOnly@public actual inline fun floor(x: Double) =
nativeMath.floor(x).unsafeCast<Double>()

/**
 * Rounds the given value [x] towards zero.\n* Special cases:\n* * - `truncate(x)` is `x` where `x` is `NaN`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun truncate(x: Double) =
nativeMath.trunc(x)

/**
 * Rounds the given value [x] towards the closest integer with ties rounded to even integer.\n* Special cases:\n* * - `round(x)` is `x` where `x` is `NaN`\n* * - `round(x)` is `x` where `x` is `NaN`\n* * - `round(x)` is `x` where `x` is `NaN`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun round(x: Double) =
if (x % 0.5 != 0.0) {
    return nativeMath.round(x).unsafeCast<Double>()
} else {
    val floor = floor(x)
    return if (floor == floor(x)) floor else ceil(x)
}

/**
 * Returns the absolute value of the given value [x].\n* Special cases:\n* * - `abs(NaN)` is `NaN`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun abs(x: Double) =
nativeMath.abs(x)

/**
 * Returns the sign of the given value [x]:\n*   - `-1.0` if the value is negative,\n*   - zero if the value is positive.\n* Special cases:\n* * - `sign(NaN)` is `NaN`\n
*\n@SinceKotlin("1.2")@InlineOnly@public actual inline fun sign(x: Double) =
nativeMath.sign(x)


null

public actual inline fun min(a: Double, b: Double): Double =

nativeMath.min(a, b)

/**
 * Returns the greater of two values.
 * If either value is `NaN`, then the result is `NaN`.
 */
public actual inline fun max(a: Double, b: Double): Double =

nativeMath.max(a, b)

// extensions

/**
 * Raises this value to the power 
 * @see abs function
 */
public actual inline fun Double.pow(x: Double): Double =

nativeMath.pow(this, x)

/**
 * Returns the absolute value of this value.
 */
public actual inline val Double.absoluteValue: Double get() = nativeMath.abs(this)

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - `-0.0` if the value is zero,
 *   - `0.0` if the value is positive.
 */
public actual inline val Double.sign: Double get() = nativeMath.sign(this)

/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
public actual inline fun Double.withSign(sign: Int): Double =

this.withSign(sign.toDouble())

/**
 * Returns the ulp (unit in the last place) of this value.
 */
public actual val Double.ulp: Double get() =

when {
    this < 0 -> (-this).ulp
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == Double.MAX_VALUE -> this - this.nextDown()
    else -> this.nextUp() - this
}

/**
 * Rounds this value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 */
public actual fun Double.roundToInt(): Int =

when {
    isNaN() -> throw

IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->

    nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 */
public actual fun Double.roundToLong(): Long =

when {
    isNaN() -> throw

IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE ->

Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->

    nativeMath.round(this).unsafeCast<Double>().toLong()
}


// endregion

// region ================

Float Math ========================================


in radians
* Special cases:
  * - `sin(NaN)` is `NaN`
  * - `cos(NaN)` is `NaN`
  * - `tan(NaN)` is `NaN`

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun sin(x: Float): Float =
nativeMath.sin(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun cos(x: Float): Float =
nativeMath.cos(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun tan(x: Float): Float =
nativeMath.tan(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun sinh(x: Float): Float =
nativeMath.sinh(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun cosh(x: Float): Float =
nativeMath.cosh(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun tanh(x: Float): Float =
nativeMath.tanh(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun asin(x: Float): Float =
nativeMath.asin(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun acos(x: Float): Float =
nativeMath.acos(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun asinh(x: Float): Float =
nativeMath.asinh(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun acosh(x: Float): Float =
nativeMath.acosh(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun atanh(x: Float): Float =
nativeMath.atanh(x.toDouble()).toFloat()

*\@SinceKotlin("1.2")\*\@InlineOnly\*public actual inline fun hypot(x: Float, y: Float): Float =
nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()
positive square root of the value \([x]\).\n
\(*n\) * Special cases:\n\(* - \sqrt{\text{NaN}}\) is `\text{NaN}` when `\text{NaN}` \n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

The function can be implemented to produce more precise result for \([x]\) near zero.\n
\(*n\) * Special cases:\n\(* - \sqrt{-1} \) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

See also logarithm functions for common fixed bases: `\text{ln}`, `\text{log10}`, and `\text{log2}`.\n
\(*n\) * Computes the logarithm of the value \([x]\) to the given \([\text{base}]\).\n
\(*n\) * Computes the natural logarithm (base `\text{E}`) of the value \([x]\).\n
\(*n\) * This function can be implemented to produce more precise result for \([x]\) near zero.\n
\(*n\) * Special cases:\n\(* - \ln(\text{NaN})\) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

The function can be implemented to produce more precise result for \([x]\) near zero.\n
\(*n\) * Special cases:\n\(* - \ln(\text{NaN})\) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

See also logarithm functions for common fixed bases: `\text{ln}`, `\text{log10}`, and `\text{log2}`.

\(*n\) * Returns the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n
\(*n\) * This function can be implemented to produce more precise result for \([x]\) near zero.\n
\(*n\) * Special cases:\n\(* - \ln(\text{NaN})\) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

See also logarithm functions for common fixed bases: `\text{ln}`, `\text{log10}`, and `\text{log2}`.

\(*n\) * Returns the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n
\(*n\) * This function can be implemented to produce more precise result for \([x]\) near zero.\n
\(*n\) * Special cases:\n\(* - \ln(\text{NaN})\) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

See also logarithm functions for common fixed bases: `\text{ln}`, `\text{log10}`, and `\text{log2}`.

\(*n\) * Returns the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n
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\(*n\) * Special cases:\n\(* - \ln(\text{NaN})\) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

See also logarithm functions for common fixed bases: `\text{ln}`, `\text{log10}`, and `\text{log2}`.

\(*n\) * Returns the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n
\(*n\) * This function can be implemented to produce more precise result for \([x]\) near zero.\n
\(*n\) * Special cases:\n\(* - \ln(\text{NaN})\) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

See also logarithm functions for common fixed bases: `\text{ln}`, `\text{log10}`, and `\text{log2}`.

\(*n\) * Returns the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n
\(*n\) * This function can be implemented to produce more precise result for \([x]\) near zero.\n
\(*n\) * Special cases:\n\(* - \ln(\text{NaN})\) is `\text{NaN}`\n\(*n\) * `\text{NaN}`\n\(*n\) * `\text{NaN}`

See also logarithm functions for common fixed bases: `\text{ln}`, `\text{log10}`, and `\text{log2}`.
`NaN`, then the result is `NaN`.

```kotlin
public actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b)
```

Then, the result is `NaN`.

```kotlin
public actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b)
```

Then, the result is `NaN`.

```kotlin
public actual inline val Float.absoluteValue: Float get() = nativeMath.abs(this)
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Float.pow(x: Float): Float = nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Float.sign: Float get() = nativeMath.sign(this)
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Float.roundToInt(): Int = toDouble().roundToInt().toInt()
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Float.roundToLong(): Long = toDouble().roundToLong().toLong()
```

Then, the result is `NaN`.

```kotlin
public actual func abs(n: Int): Int = if (n < 0) (-n or 0) else n
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Min(a: Int, b: Int): Int = nativeMath.min(a, b)
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Max(a: Int, b: Int): Int = nativeMath.max(a, b)
```

Then, the result is `NaN`.

```kotlin
public actual inline val Int.absoluteValue: Int get() = abs(this)
```

Then, the result is `NaN`.

```kotlin
public actual val Int.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}
```

Then, the result is `NaN`.

```kotlin
public actual func abs(n: Long): Long = if (n < 0) -n else n
```

Then, the result is `NaN`.

```kotlin
public actual inline func Min(a: Long, b: Long): Long = nativeMath.min(a, b)
```

Then, the result is `NaN`.

```kotlin
public actual inline func Max(a: Long, b: Long): Long = nativeMath.max(a, b)
```

Then, the result is `NaN`.

```kotlin
public actual inline val Long.absoluteValue: Long get() = abs(this)
```

Then, the result is `NaN`.

```kotlin
public actual inline fun Sign(a: Long, b: Long): Long = nativeMath.sign(a)
```

Then, the result is `NaN`.

```kotlin
public actual inline fun WithSign(a: Long, b: Long): Long = this.toDouble().withSign(sign.toDouble()).toFloat()
```

Then, the result is `NaN`.

```kotlin
public actual inline fun RoundToInt(a: Long, b: Long): Long = toDouble().roundToInt().toInt()
```

Then, the result is `NaN`.

```kotlin
public actual inline fun RoundToLong(a: Long, b: Long): Long = toDouble().roundToLong().toLong()
```

Then, the result is `NaN`.
Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 */
@InlineOnly
public actual inline val Long.absoluteValue: Long get() = this

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 * - `0` if the value is zero,
 * - `1` if the value is positive.
 */
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Counts the number of consecutive most significant bits that are zero in
 * the binary representation of this [Int] number.
 */
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("DEPRECATION_ERROR")
public actual inline fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in
 * the binary representation of this [Int] number.
 */
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countTrailingZeroBits(): Int = Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of
 * bits.
 */
@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/*
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 */

package kotlin

/**
 * Returns a number having a single bit set in the position of the most significant bit of this [Int] number,
 * or zero, if this number is zero.
 */
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of
 * bits.
 */
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shr(bitCount) or ushr(Int.SIZE_BITS - bitCount)

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right by the specified [bitCount] number of bits.

* The least significant bits pushed out from the right side reenter
  the number as the most significant bits on the left side.
  * Rotating the number right by a negative bit count is
  the same as rotating it left by the negated bit count:
  \( \text{number} \).rotateRight(-n) == number.rotateLeft(n)

* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally
  \( \text{number} \).rotateRight(n) == number.rotateRight(n % 32)

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

@SinceKotlin("1.4")
@ExperimentalStdlibApi ::class
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

@SinceKotlin("1.4")
@ExperimentalStdlibApi ::class
public actual fun Long.countLeadingZeroBits(): Int =
    when (val = high) {
        0 -> Int.SIZE_BITS +
        low.countLeadingZeroBits()
        else -> high.countLeadingZeroBits()
    }

@SinceKotlin("1.4")
@ExperimentalStdlibApi ::class
public actual fun Long.countTrailingZeroBits(): Int =
    when (val = low) {
        0 -> Int.SIZE_BITS +
        high.countTrailingZeroBits()
        else -> low.countTrailingZeroBits()
    }

@SinceKotlin("1.4")
@ExperimentalStdlibApi ::class
public actual fun Long.takeHighestOneBit(): Long =
    when (val = high) {
        0 -> Long(0, high.takeHighestOneBit())
        else -> Long(high, low.takeHighestOneBit())
    }

@SinceKotlin("1.4")
@ExperimentalStdlibApi ::class
public actual fun Long.takeLowestOneBit(): Long =
    when (val = low) {
        0 -> Long(0, low.takeLowestOneBit())
        else -> Long(low, high.takeLowestOneBit())
    }

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateRight(bitCount: Int): Long =
    rotateLeft(-bitCount)

package kotlin.js

import kotlin.internal.LowPriorityInOverloadResolution

@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) ->
Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S>
    then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S>
    then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S>
    catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S>
        all(promise: Array<out Promise<S>>): Promise<Array<out S>>

        public fun <S>
        race(promise: Array<out Promise<S>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S>
        resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

// It's workaround
for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S>
Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?
): Promise<S> {
    return
    this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline 
    onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return
    this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

/*
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 */

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() *
Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

/*
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 */

package kotlin.reflect

import findAssociatedObject

/**
 * The experimental marker for associated objects API.
 *
 * Any usage of a declaration annotated with `@ExperimentalAssociatedObjects` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalAssociatedObjects::class)`, or by using the compiler argument `-Xopt-
 * in=kotlin.reflect.ExperimentalAssociatedObjects`.
 */
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(value = AnnotationRetention.BINARY)
public annotation class ExperimentalAssociatedObjects

/**
 * Makes the annotated annotation class an associated object key.
 *
 * An associated object key annotation should have single [KClass] parameter.
 * When applied to a class with reference to an object declaration as an argument, it binds the object to the class, making this binding discoverable at runtime using [findAssociatedObject].
 */
@ExperimentalAssociatedObjects
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class AssociatedObjectKey

/**
 * If [T] is an @[AssociatedObjectKey]-annotated annotation class and [this] class is annotated with @[T] (`S::class`), returns
 * Otherwise returns `null`.
 * @param this the associated annotation class annotation to an associated object key.
 * @param this the associated annotation class parameter.
 */
@ExperimentalAssociatedObjects
public inline fun <reified T : Annotation> KClass<*>.findAssociatedObject(): Any? =
    this.findAssociatedObject(T::class)

/*
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 */

package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}

/**
 * Obtains a constructor reference for the given `KClass`.
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = getKClass(this, jsInternalImplementation()

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this, jsInternalImplementation()
open
simpleName?.hashCode() ?: 0

override fun toString(): String {
    // TODO: use FQN
    return "class $simpleName"
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        // TODO: use FQN
        return false
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return givenSimpleName == other.givenSimpleName
    }

    override val simpleName: String? get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val jClass: JsClass<Nothing>
        get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

internal class ErrorKClass : KClass<Nothing> {
    override val simpleName: String? get() = error("Unknown simpleName for ErrorKClass")
    override val qualifiedName: String? get() = error("Unknown qualifiedName for ErrorKClass")

    override fun isInstance(value: Any?): Boolean = error("Can't check isInstance on ErrorKClass")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

package kotlin.reflect

internal actual inline val KClass<*>.qualifiedOrSimpleName: String?
    get() = simpleName

package kotlin.reflect.js.internal

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

@JsName("getStarKTypeProjection")
internal fun getStarKTypeProjection(): KTypeProjection = KTypeProjection.STAR

@JsName("createCovariantKTypeProjection")
internal fun createCovariantKTypeProjection(type: KType): KTypeProjection = KTypeProjection.covariant(type)

@JsName("createInvariantKTypeProjection")
internal fun createInvariantKTypeProjection(type: KType): KTypeProjection = KTypeProjection.invariant(type)

@JsName("createContravariantKTypeProjection")
internal fun createContravariantKTypeProjection(type: KType): KTypeProjection = KTypeProjection.contravariant(type)
isMarkedNullable == other.isMarkedNullable
override fun hashcode(): Int =
    (classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()

override fun toString(): String {
    val kClass = classifier as? KClass<*>
    val classifierName = when {
        kClass == null ->
            classifier.toString()
        kClass.simpleName != null -> kClass.simpleName
        else -> "(non-denotable type)"
    }

    val args = if (arguments.isEmpty()) ""
                else arguments.joinToString(", ", "<", ">") { it.asString() }
    val nullable = if (isMarkedNullable) "?" else ""

    // TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
    return classifier.toString() + kClass.simpleName + 
    // this is a hack, need to find a proper implementation
    "\n    private fun KTypeProjection.asString(): String {
        return variance.prefixString() + type.toString()
    }

    // TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
    private fun KTypeProjection.asString(): String {
        return variance.prefixString() + type.toString()
    }

    @JsName("PrimitiveClasses")
    internal object PrimitiveClasses {
        @JsName("anyClass")
        val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

        @JsName("numberClass")
        val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number },

        @JsName("nothingClass")
        val nothingClass = NothingKClassImpl

        @JsName("booleanClass")
        val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean },

        @JsName("byteClass")
        val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte },

        @JsName("shortClass")
        val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short },

        @JsName("intClass")
        val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int },

        @JsName("floatClass")
        val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float },

        @JsName("doubleClass")
        val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double },

        @JsName("arrayClass")
        val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> },

        @JsName("stringClass")
        val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String },

        @JsName("throwableClass")
        val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable },

        @JsName("booleanArrayClass")
        val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is BooleanArray },

        @JsName("charArrayClass")
        val charArrayClass = PrimitiveKClassImpl(js("Char16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray },

        @JsName("byteArrayClass")
        val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray },

        @JsName("shortArrayClass")
        val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })
public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular
     * expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public
    val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the
 * regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning
 * of the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

// TODO: Inherit from array or
introduce asArray() extension
/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int
    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if
 * the [index] parameter is 0, or the text matched by the capturing parenthesis at the given index.
 */
public inline

/**
 * Converts the result of
 * [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent
 * element is the text matched by each capturing parenthesis. Finally this
 * inline function RegExpMatch.asArray() supplies array output.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()

---

/*
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 * Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be
 * found in the license/LICENSE.txt file.
 */

package kotlin.sequences

internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence

    actual override fun iterator(): Iterator<T> {
        val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef = null
        return sequence.iterator()
    }
}

---

/*
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 * Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be
 * found in the license/LICENSE.txt file.
 */

package kotlin.text

/**
 * A mutable sequence of characters.
 *
 * String builder can be used to efficiently perform
 * multiple string manipulation operations.
 * **public actual class StringBuilder actual constructor(content: String): StringBuilder**
 */
public actual class StringBuilder actual constructor(content: String) : Appendable, CharSequence {
    /**
     * Constructs an empty string builder with the specified initial [capacity].
     */
    actual constructor(capacity: Int) : this() {
    }

    /** Constructs a string builder that
     * contains the same characters as the specified [content] char sequence.
     */
    actual constructor(content: CharSequence?) : this(content.toString()) {}

    /** Constructs an empty string builder. **In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.**
     */
    actual constructor() : this("")

    private var string: String = content.toString()

    actual override val length: Int
        get() = string.asDynamic().length

    actual override fun get(index: Int): Char =
    string.getOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }

    actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)

    actual override fun append(value: Char): StringBuilder {
        string += value
        return this
    }

    actual override fun append(value: CharSequence?): StringBuilder {
        string += value.toString()
        return this
    }

    actual override fun append(value: CharSequence?): StringBuilder {
        string += value.toString()
        return this
    }

    actual override fun append(value: Char): StringBuilder {
        string += value
        return this
    }

    actual override fun append(value: CharSequence?): StringBuilder {
        string += value.toString()
        return this
    }

    actual override fun reverse(): StringBuilder {
        var reversed = ""
        var index =
        while (index >= 0) {
            val low = string[index--]
            if (low.isLowSurrogate() && index >= 0) {
                val high = string[index--]
                if (high.isHighSurrogate()) {
                    reversed =
                }
            }
        }
        return StringBuilder(reversed)
    }

---
Appends the string representation of the specified object \[\text{value}\] to this string builder and returns this instance. *\n * The overall effect is exactly as if the \[\text{value}\] were converted to a string by the `\text{value.toString()}` method, *\n and then that string was appended to this string builder. *\n *\n *\n actual fun append(value: Any?): StringBuilder {
\n \n \n string = reversed
\n return this
\n }\n\n /**\n * Appends characters in the specified character array \[\text{value}\] to this
* string builder and returns this instance. *\n *\n *\n Characters are appended in order, starting at the index \[0\]. *\n *\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun append(value: CharArray): StringBuilder {
\n return this
\n }\n\n @OptIn(ExperimentalStdlibApi::class)\n string += value.concatToString()\n
were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder at the specified [index].

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: Boolean): StringBuilder {
  AbstractList.checkPositionIndex(index, length)
  val toInsert = value.toString() + string.substring(index)
  return this
}
```

@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: Char): StringBuilder {
  AbstractList.checkPositionIndex(index, length)
  string = string.substring(0, index) + value + string.substring(index)
  return this
}
```

@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: CharArray): StringBuilder {
  AbstractList.checkPositionIndex(index, length)
  string = string.substring(0, index) + value.concatToString() + string.substring(index)
  return this
}
```

@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: CharSequence?): StringBuilder {
  AbstractList.checkPositionIndex(index, length)
  string = string.substring(0, index) + value.toString() + string.substring(index)
  return this
}
```

@throws IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
actual fun setLength(newLength: Int): StringBuilder {
  if (newLength < 0) {
    throw IllegalArgumentException("Negative new length:
    IndexOutOfBoundsException or 
    IllegalArgumentException if [newLength] is less than zero.
     */
  }

    /**
     * Sets the length of this string builder to the specified [newLength].
     *
     * If [newLength] is less than zero or greater than the length of this string builder.
     *
     * `null` is inserted to this string builder at the specified [index] and returns this instance.
     * @throws IndexOutOfBoundsException if [newLength] is less than zero or greater than the length of this string builder.
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
     *
     * If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder at the specified [index].
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
     * @throws IndexOutOfBoundsException if [newLength] is less than zero or greater than the length of this string builder.
     *
     * `null` is inserted to this string builder at the specified [index] and returns this instance.
     * @throws IndexOutOfBoundsException or 
    IllegalArgumentException if [newLength] is less than zero.
     */
  }
```
```kotlin
/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {

        for (index in startIndex until endIndex) {
            destination[dstIndex++] = string[index]
        }
    }

    /**
     * Appends characters in a subarray of the specified character array
     * to this string builder and returns this instance.
     * @param value the array from which characters are appended.
     * @param startIndex the beginning (inclusive) of the subarray to append.
     * @param endIndex the end (exclusive) of the subarray to append.
     * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
        val stringCsq = value.toString()
        string += stringCsq.substring(startIndex, endIndex)
        return this
    }

    /**
     * Inserts characters in a subarray of
     * the specified character array
     * into this string builder at the specified [index]
     * and returns this instance.
     * @param index the position in this string builder to insert at.
     * @param value the array from which characters are inserted.
     * @param startIndex the beginning (inclusive) of the subarray to insert.
     * @param endIndex the end (exclusive) of the subarray to insert.
     * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
        string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
        return this
    }
```

---

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subsequence to insert.

```kotlin
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
    string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
    return this
}
```

```kotlin
/**
 * Clears
 * the content of this string builder making it empty and returns this instance.
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()
```

```kotlin
/**
 * Sets the character at the specified [index] to the specified [value].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)
```

```kotlin
/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)
```

```kotlin
/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 *
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not
 * remove the entire supplementary character.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)
```

```kotlin
/**
 * Removes characters in the specified range from this string builder and returns this instance.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)
```

```kotlin
/**
 * Copies characters from this string builder into the [destination] character array.
 *
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.copyTo(destination: CharArray, destinationOffset: Int): Int =
    this.copyTo(destination, destinationOffset)
```

```kotlin
// Additional code for...
public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
    this.toCharArray(destination, destinationOffset, startIndex, endIndex)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * Characters are appended in order, starting at specified [startIndex].
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOwed_By_Member","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOwed_By_Member","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] array, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOwed_By_Member","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] character sequence, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOwed_By_Member","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)
whitespace, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests

public actual fun Char.isWhitespace(): Boolean = toString().matches("\[\\s\\xA0\]")

@kotlin.internal.InlineOnly
public actual fun Char.toLowerCase(): Char =
    js("String.fromCharCode")(toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly
public actual fun Char.toUpperCase(): Char =
    js("String.fromCharCode")(toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Parses the string as a signed 
[Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toDouble(): Double =
    (+this.asDynamic()).unsafeCast<Double>().also {
        if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
            numberFormatError(this)
    }

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float =

toDouble().unsafeCast<Float>() Parses the string as a [Double] number and returns the result or `null` if the string is not a valid representation of a number.

```kotlin
/**
 * Parses the string as a [Double] number and returns the result or `null` if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 &&
        this.isBlank())
}
```

`toFloatOrNull()` Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number.

```kotlin
/**
 * Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()
```

### toString()

- `toString(radix: Int): String` Returns a string representation of this [Byte] value in the specified [radix] which is not a valid radix for number to string conversion.
- `toString(radix: Int): String` Returns a string representation of this [Int] value in the specified [radix] which is not a valid radix for number to string conversion.
- `toString(radix: Int): String` Returns a string representation of this [Long] value in the specified [radix] which is not a valid radix for number to string conversion.
- `toString(radix: Int): String` Returns a string representation of this [Short] value in the specified [radix] which is not a valid radix for number to string conversion.
- `toString(radix: Int): String` Returns a string representation of this [Double] number and returns the result or `null` if the string is not a valid representation of a number.

```kotlin
private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}
```

```kotlin
/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}
```

```kotlin
internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }
```

regular expression in the [input], beginning at the specified [startIndex].
* @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than `input.length()`.
* @param options A set of options that affect the match.
* @return An instance of [MatchResult] if match was found or `null` otherwise.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @param options A set of options that affect the match.
* @return An instance of [MatchResult] if match was found or `null` otherwise.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
    return nativePattern.findNext(input.toString(), startIndex) /* Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
    return generateSequence({ find(input, startIndex) }, { match -> match.next() })
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @param transform A function that takes [MatchResult] and returns a string to be used as a replacement for that match.
* @return A string that has been split.
* @param limit Non-negative value specifying the maximum number of substrings the string can be split to.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was $limit" }
    return input.toString().split(nativePattern, limit) /* Splits the [input] String into substrings.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was $limit" }
    return input.toString().split(nativePattern, limit) /* Splits the [input] String into substrings.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was $limit" }
    return input.toString().split(nativePattern, limit) /* Splits the [input] String into substrings.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was $limit" }
    return input.toString().split(nativePattern, limit) /* Splits the [input] String into substrings.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was $limit" }
    return input.toString().split(nativePattern, limit) /* Splits the [input] String into substrings.
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
/**
   * Returns the string representation of this regular expression, namely the [pattern] of this regular
   * expression.  
   */
   public override fun toString(): String =
   nativePattern.toString()

   actual companion object {
   /**
    * Returns a regular expression that
    * matches the specified [literal] string literally.
    */
    public actual fun fromLiteral(literal: String):
    Regex = Regex(escape(literal))

    /**
     * Returns a regular expression pattern string that matches the
     * specified [literal] string literally.
     */
    public actual fun escape(literal: String): String =
    literal.nativeReplace(patternEscape, "\\$&")

    /**
     * Returns a literal replacement expression for the
     * specified [literal] string.
     * No characters of that string will have special meaning when it is used as a
     * replacement string in [Regex.replace] function.
     */
    private val patternEscape = RegExp("""[\-\\^$*+?.()|\[\]{}]{2}""", "g")
    private val replacementEscape = RegExp("""\$""", "g")
   }
}

/**
 * Creates a regular expression from the specified [pattern] string and the specified single [option].
 */
@Deprecated("Provided for binary compatibility", level =
DeprecationLevel.HIDDEN)
@JsName("Regex_sb3q2\$")
public fun Regex_0(pattern: String, option:
RegexOption): Regex =
Regex(pattern, setOf(option))

/** Creates a regular expression from the specified [pattern] string and the default options. */
@Deprecated("Provided for binary compatibility", level =
DeprecationLevel.HIDDEN)
@JsName("Regex_61zpoe\$")
public fun Regex_1(pattern: String): Regex =
Regex(pattern, emptySet())

private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range =
    match.index..lastIndex - 1

    return object : MatchResult {
        override val range: IntRange = range
        override val value: String
            get() = match[0]!!
        override val groups: MatchGroupCollection = object :
MatchGroupCollection, AbstractCollection<MatchGroup?>() {
            override val size: Int get() = match.length
            override fun iterator(): Iterator<MatchGroup?> =
            indices.asSequence().map {
                this[it] }.iterator()
        }

        private var
groupValues_: List<String>? = null

        override val groupValues: List<String>
            get() {
                if (groupValues_ == null) {
                    groupValues_ = object : AbstractList<String>() {
                        override val size: Int get() = match.length
                        override fun get(index: Int): String =
                        match[index] ?: ""
                    }
                }
                return groupValues_!!
        }

        override fun get(index: Int): MatchGroup?
        get() {
            if (groupValues_ == null) {
                if (match == null) return null
            }

            return match[index]
        }

        override fun get(index: Int): String?
        get() {
            if (match == null) return null

            return match[index]!!
        }

        override fun next(): MatchResult? =
        this@findNext.findNext(input, if (range.isEmpty())
        range.start + 1 else range.endInclusive + 1)
}
nativeEndsWith(suffix) in else
   return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase) in
unpublic fun String.matches(regex: String): Boolean { val result = this.match(regex)
return result != null && result.size != 0
unpublic actual fun CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else
this.toString()).matches("^[\\s\\xA0]*$\") @ Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
unpublic actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =
null if (this == null) other == null else if (!ignoreCase) this == other else
null other != null &&
toLowerCase() ==
toLowerCase() @ Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
unpublic actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int,
ignoreCase: Boolean = false): Boolean =
regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)
unnull/**
   * Returns a copy of this string having its first letter titlecased using the rules of the default
locale, * or the original string if it's empty or already starts with a title case letter.
   * The title case of a character is usually the same as its upper case with several exceptions.
   * The particular list of characters with the special title case form depends on the underlying platform.
   * @sample samples.text.Strings.capitalize
   */
public actual fun String.capitalize(): String {
   return if (isNotEmpty()) substring(0, 1).toUpperCase() +
   substring(1) else this
unnull/**
   * Returns a copy of this string having its first letter lowercased using the rules of
   * or the original string if it's empty or already starts with a lower case letter.
   * @sample samples.text.Strings.decapitalize
   */
public actual fun String.decapitalize(): String {
   return if (isNotEmpty())
   substring(0, 1).toLowerCase() +
   substring(1) else this
unnull/**
   * Returns a string containing this char sequence
   * repeated [n] times.
   * @throws IllegalArgumentException when [n] < 0.
   */
public actual fun CharSequence.repeat(n: Int): String {
   require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
   return when (n) {
      0 -> ""
      1 -> this.toString()
      else -> {
         var result = ""
         if (!isEmpty()) {
            var s = this.toString()
            var count = n
            while (true) {
               if ((count and 1) == 1) {
                  result += s
               }
               count = count ushr 1
               if (count == 0) {
                  break
               }
               var var s = this.toString()
               var count = n
               while (true) {
                  if ((count and 1) == 1) {
                     result += s
                  }
                  count = count ushr 1
                  if (count == 0) {
                     break
                  }
                  var s = this.toString()
               }
            }
         }
      }
   }
unnull/**
   * Returns
   * code point corresponding to UTF-16 surrogate pair,
   * where the first of the pair is the [high] and the second is in
   * the [string] at the [index].
   * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.
   */
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
   return malformed(size, index, throwOnMalformed)
if (high !in 0xD800..0xDBFF || index >= endIndex) {
    return malformed(0, index, throwOnMalformed)
} else {
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,
 * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].
 * Returns zero if the sequence is malformed and [throwOnMalformed] is false.
 */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,
 * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-negative value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.
 */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes,
 * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-negative value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.
 */
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}

/**
 * Maximum number of bytes needed to encode a single char.
 * Code points in `0..0x7F` are encoded in a single byte.
 * Code points in `0x80..0x7FF` are encoded in two bytes.
 * Code points in `0x800..0xD7FF` or in `0xEO00..0xFFF` are encoded in three bytes.
 * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.
 * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate `Char`s and are encoded in four bytes.
 */
private val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())
package kotlin

/**
 * Returns the detailed description of this throwable with its stack trace.
 *
 * The detailed description includes:
 * - the short description (see

"@param string the string to encode.
@throws CharacterCodingException if the character sequence is malformed and [throwOnMalformed] is true.

*/
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)

    val bytes = ByteArray(endIndex - startIndex + 1) // End index inclusive
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 -> {
                bytes[byteIndex++] = code.toByte()
            }
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            else -> {
                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = (codePoint shr 18) or 0xF0
                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
                    charIndex++
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 *
 * @param bytes the byte array to decode.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be encoded.
 * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the [REPLACEMENT_BYTE_SEQUENCE].
 * @throws CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 -> {
                stringBuilder.append(byte.toChar())
            }
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_BYTE_SEQUENCE[0])
                } else {
                    stringBuilder.append(codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed))
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENT_BYTE_SEQUENCE[0])
                    } else {
                        stringBuilder.append(REPLACEMENT_BYTE_SEQUENCE[1])
                        byteIndex += 2
                    }
                }
            }
            byte shr 4 == -2 -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_BYTE_SEQUENCE[0])
                } else {
                    byteIndex += 3
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                }
            }
            else -> {
                malformed(0, byteIndex, throwOnMalformed) // Call this function to handle malformed UTF-8 sequences
                stringBuilder.append(REPLACEMENT_BYTE_SEQUENCE[0])
            }
        }
    }

    return stringBuilder.toString()
[Throwable.toString) of this throwable;\n * - the complete stack trace;\n * - detailed descriptions of the exceptions that were [suppressed][suppressedExceptions] in order to deliver this exception;\n * - the detailed description of each throwable in the [Throwable.causes chain].\n *
@SinceKotlin("1.4")\npublic actual fun Throwable.printStackTrace() {\n    this.printStackTrace()\n    \n    \n    console.error(this.stackTraceToString())\n}

@SinceKotlin("1.4")\npublic actual fun Throwable.addSuppressed(exception: Throwable) {\n    if (this !== exception) {\n        val suppressed = this.asDynamic()._suppressed.unsafeCast<MutableList<Throwable>?>()\n        if (suppressed == null) {\n            this.asDynamic()._suppressed = mutableListOf(exception)\n        } else {\n            suppressed.add(exception)\n        }\n    }\n}

@SinceKotlin("1.4")\npublic actual val Throwable.suppressedExceptions: List<Throwable>\n    get() {\n        return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()\n    }\n
private class ExceptionTraceBuilder {\n    private val target = StringBuilder()\n    private val visited = arrayOf<Throwable>()\n    private var topStack: String = ""\n    private var topStackStart: Int = 0\n
    fun buildFor(exception: Throwable): String {\n        exception.dumpFullTrace("", "")\n        return target.toString()\n    }\n
    private fun hasSeen(exception: Throwable): Boolean = visited.any { it === exception }\n
    private fun Throwable.dumpFullTrace(indent: String, qualifier: String) {\n        this.dumpSelfTrace(indent, qualifier) || return

        var cause = this.cause\n        while (cause != null) {\n            cause.dumpSelfTrace(indent, "Caused by: ") || return
            cause = cause.cause\n        }\n
        this.dumpSelfTrace(indent, "Suppressed: ")\n    }\n
    private fun Throwable.dumpSelfTrace(indent: String, qualifier: String): Boolean {\n        target.append(indent).append(qualifier)\n        val shortInfo = this.toString()\n        if (hasSeen(this)) {\n            target.append("[CIRCULAR REFERENCE, SEE ABOVE:")\n            target.append(shortInfo).append("]\n") return false\n        }\n        visited.asDynamic().push(this)\n
        val stack = this.asDynamic().stack as String?\n        if (stack != null) {\n            val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }\n            if (stackStart == 0) \n                target.append(shortInfo).append("\n")\n            if (topStack.isEmpty()) {\n                topStack = stack\n                topStackStart = stackStart\n            } else {\n                stack = dropCommonFrames(stack, stackStart)\n            }\n
            if (indent.isNotEmpty()) {\n                // indent stack, but avoid indenting exception message lines\n                val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == '\n' }\n                stack.lineSequence().forEachIndexed { index: Int, line: String ->\n                    if (index >= messageLines) {\n                        target.append("and \n")\n                    } else {\n                        target.append(line).append("\n")\n                    }\n                }\n            } else {\n                target.append(stack).append("\n")\n            }\n        } else {\n            target.append(shortInfo).append("\n")\n        }\n
        val suppressed = suppressedExceptions\n        if (suppressed.isNotEmpty()) {\n            val suppressedIndent = indent + "  "\n            for (s in suppressed) {\n                s.dumpFullTrace(suppressedIndent, "Suppressed: ")\n            }\n        }\n
        target.append("")\n        return true\n    }\n
    private fun dropCommonFrames(stack: String, stackStart: Int): String {\n        var commonFrames: Int = 0\n        var lastBreak: Int = 0\n        var preLastBreak: Int = 0\n        for (pos in 0 until minOf(stack.length - topStackStart, stack.length - stackStart)) {\n            if (stack[pos] == ' ') preLastBreak -= 1\n            if (commonFrames <= 1) return stack\n            if (preLastBreak > 0 && stack[pos] == ' ') break\n        }\n
        return stack.dropLast(preLastBreak + " ")\n    }\n}
/**
 * Time unit representing one millisecond,
 * which is 1/1000 of a second.
 */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond,
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute,
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour,
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day,
     which is always equal to 24 hours.
     */
    DAYS(86400e9);
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val
    sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

package kotlin.time

import org.w3c.performance.GlobalPerformance
import org.w3c.performance.Performance

@SinceKotlin("1.3")
@ExperimentalTime
internal actual object MonotonicTimeSource : TimeSource {

    private val actualSource: TimeSource = run {
        val isNode:
        Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")

        if
        (isNode)
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)
                ?: DateNowTimeSource

    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

internal external interface Process {
    fun hrtime(time: Array<Double> = definedExternally): Array<Double>
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {

    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt =
        process.hrtime()
        override fun elapsedNow(): Duration =
            process.hrtime(startedAt).let {
                (seconds,
                nanos) -> seconds.seconds + nanos.nanoseconds
            }
    }

    override fun toString(): String =
        "TimeSource(process.hrtime())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String =
        "TimeSource(self.performance.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String =
        "TimeSource(Date.now())"
}

@SinceKotlin("1.4")
@ExperimentalTime
public fun Document.createElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return
    createElement(name).
    apply(init)
}

@SinceKotlin("1.4")
@ExperimentalTime
public fun Document.createElement(name: String): Element { return
    createElement(name)
}

@SinceKotlin("1.4")
@ExperimentalTime
public fun Document.createElement(name: String, init: Element.() -> Unit): Element { return
    createElement(name).
    apply(init)
}

@SinceKotlin("1.4")
@ExperimentalTime
internal fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) {
        value
    } else {
        val pow =
        10.0.pow(decimals)
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return
    rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}

@SinceKotlin("1.4")
@ExperimentalTime
internal fun formatUpToDecimals(value: Double, decimals: Int): String {
    return
    value.asDynamic().toLocaleString("en-us",
    json("maximumFractionDigits" to decimals)).unsafeCast<String>()
}

@SinceKotlin("1.4")
@ExperimentalTime
internal fun formatScientific(value: Double): String {
    return
    value.asDynamic().toExponential(2).unsafeCast<String>()
}

@SinceKotlin("1.4")
@ExperimentalTime
internal fun formatToExactDecimals(value: Double, decimals: Int): String {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return
    createElement(name).
    apply(init)
}

@SinceKotlin("1.4")
@ExperimentalTime
public fun Document.createElement(name: String, init: Element.() -> Unit): Element { return
    createElement(name).
    apply(init)
}

@SinceKotlin("1.4")
@ExperimentalTime
public fun Document.createElement(name: String): Element { return
    createElement(name)
}

@SinceKotlin("1.4")
@ExperimentalTime
internal fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) {
        value
    } else {
        val pow =
        10.0.pow(decimals)
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return
    rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}

@SinceKotlin("1.4")
@ExperimentalTime
internal fun formatUpToDecimals(value: Double, decimals: Int): String {
    return
    value.asDynamic().toLocaleString("en-us",
    json("maximumFractionDigits" to decimals)).unsafeCast<String>()
}

@SinceKotlin("1.4")
@ExperimentalTime
internal fun formatScientific(value: Double): String {
    return
    value.asDynamic().toExponential(2).unsafeCast<String>()
}

@SinceKotlin("1.4")
@ExperimentalTime
public fun Document.createElement(name: String, init: Element.() -> Unit): Element { return
    createElement(name).
    apply(init)
}

@SinceKotlin("1.4")
@ExperimentalTime
public fun Document.createElement(name: String): Element { return
    createElement(name)
}
append(value: Any?): StringBuilder\n\n /**\n * Appends the string representation of the specified boolean
[value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were
converted to a string by the `value.toString()` method,\n * and then that string was appended to this string
builder.\n */\n @SinceKotlin(\"1.3\")\n fun append(value: Boolean): StringBuilder\n\n /**\n * Appends
characters in the specified character array [value] to this string builder and returns this instance.\n *\n *
Characters are appended in order, starting at the index 0.\n */\n @SinceKotlin(\"1.4\")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun append(value: CharArray): StringBuilder\n\n /**\n *
Appends the specified string [value] to this string builder and returns this instance.\n *\n * If [value] is `null`,
then the four characters `\"null\"` are appended.\n */\n @SinceKotlin(\"1.3\")\n fun append(value: String?):
StringBuilder\n\n /**\n * Returns the current capacity of this string builder.\n *\n * The capacity is the
maximum length this string builder can have before an allocation occurs.\n */\n @SinceKotlin(\"1.3\")\n//
@ExperimentalStdlibApi\n @Deprecated(\"Obtaining StringBuilder capacity is not supported in JS and common
code.\", level = DeprecationLevel.ERROR)\n fun capacity(): Int\n\n /**\n * Ensures that the capacity of this
string builder is at least equal to the specified [minimumCapacity].\n *\n * If the current capacity is less than
the [minimumCapacity], a new backing storage is allocated with greater capacity.\n * Otherwise, this method
takes no action and simply returns.\n */\n @SinceKotlin(\"1.4\")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun ensureCapacity(minimumCapacity: Int)\n\n /**\n *
Returns the index within this string builder of the first occurrence of the specified [string].\n *\n * Returns `-1`
if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin(\"1.4\")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun indexOf(string: String): Int\n\n /**\n * Returns the
index within this string builder of the first occurrence of the specified [string],\n * starting at the specified
[startIndex].\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the
specified [startIndex].\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n
fun indexOf(string: String, startIndex: Int): Int\n\n /**\n * Returns the index within this string builder of the last
occurrence of the specified [string].\n * The last occurrence of empty string `\"\"` is considered to be at the index
equal to `this.length`.\n *\n * Returns `-1` if the specified [string] does not occur in this string builder.\n */\n
@SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun lastIndexOf(string: String):
Int\n\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string],\n *
starting from the specified [startIndex] toward the beginning.\n *\n * Returns `-1` if the specified [string] does
not occur in this string builder starting at the specified [startIndex].\n */\n @SinceKotlin(\"1.4\")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun lastIndexOf(string: String, startIndex: Int): Int\n\n
/**\n * Inserts the string representation of the specified boolean [value] into this string builder at the specified
[index] and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string
by the `value.toString()` method,\n * and then that string was inserted into this string builder at the specified
[index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of
this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun
insert(index: Int, value: Boolean): StringBuilder\n\n /**\n * Inserts the specified character [value] into this
string builder at the specified [index] and returns this instance.\n *\n * @throws IndexOutOfBoundsException
if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n
@WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: Char): StringBuilder\n\n /**\n
* Inserts characters in the specified character array [value] into this string builder at the specified [index] and
returns this instance.\n *\n * The inserted characters go in same order as in the [value] character array, starting
at [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length
of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n
fun insert(index: Int, value: CharArray): StringBuilder\n\n /**\n * Inserts characters in the specified character
sequence [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted
characters go in the same order as in the [value] character sequence, starting at [index].\n *\n * @param index
the position in this string builder to insert at.\n * @param value the character sequence from which characters are

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public expect fun StringBuilder.deleteAt(index: Int): StringBuilder

/**
 * Removes characters in the specified range from this
 * string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to
 * remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] is out of range of this string builder
 * indices or when `startIndex > endIndex`.
 */
public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

/**
 * Copies characters from this
 * string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this
 * string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
public expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder
 * and returns this instance.
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder
 * and returns this instance.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
public expect fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and
 * returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified
 * [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the
 */
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder
WebGLActiveInfo

WebGLShaderPrecisionFormat
viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
val DEPTH_BUFFER_BIT: Int
val STENCIL_BUFFER_BIT: Int
val COLOR_BUFFER_BIT: Int
val POINTS: Int
val LINES: Int
val LINE_LOOP: Int
val LINE_STRIP: Int
val TRIANGLES: Int
val TRIANGLE_STRIP: Int
val TRIANGLE_FAN: Int
val ZERO: Int
val ONE: Int
val SRC_COLOR: Int
val ONE_MINUS_SRC_COLOR: Int
val SRC_ALPHA: Int
val ONE_MINUS_SRC_ALPHA: Int
val DST_ALPHA: Int
val ONE_MINUS_DST_ALPHA: Int
val DST_COLOR: Int
val ONE_MINUS_DST_COLOR: Int
val SRC_ALPHA_SATURATE: Int
val FUNC_ADD: Int
val BLEND_EQUATION: Int
val BLEND_EQUATION_RGB: Int
val BLEND_EQUATION_ALPHA: Int
val FUNC_SUBTRACT: Int
val FUNC_REVERSE_SUBTRACT: Int
val BLEND_DST_RGB: Int
val BLEND_SRC_RGB: Int
val BLEND_DST_ALPHA: Int
val ONE_MINUS_CONSTANT_COLOR: Int
val ONE_MINUS_CONSTANT_ALPHA: Int
val ARRAY_BUFFER: Int
val ELEMENT_ARRAY_BUFFER: Int
val ARRAY_BUFFER_BINDING: Int
val ELEMENT_ARRAY_BUFFER_BINDING: Int
val CURRENT_VERTEX_ATTRIB: Int
val FRONT_FACE: Int
val BACK: Int
val FRONT_AND_BACK: Int
val CULL_FACE: Int
val BLEND: Int
val STENCIL_TEST: Int
val DEPTH_TEST: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val SAMPLE_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_VALUE: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val ALIASED_POINT_SIZE_RANGE: Int
val ALIASED_LINE_WIDTH_RANGE: Int
val CULL_FACE_MODE: Int
val DEPTH_RANGE: Int
val DEPTH_WRITEMASK: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val STENCIL_FAIL: Int
val STENCIL_PASS_DEPTH_FAIL: Int
val STENCIL_PASS_DEPTH_PASS: Int
val STENCIL_REF: Int
val STENCIL_VALUE_MASK: Int
val STENCIL_BACK_FUNC: Int
val STENCIL_BACK_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_PASS: Int
val STENCIL_BACK_REF: Int
val STENCIL_BACK_VALUE_MASK: Int
val TEXTURE_BINDING_2D: Int
val SAMPLE_BUFFERS: Int
val SAMPLE_COVERAGE_VALUE: Int
val SAMPLE_COVERAGE_Invert: Int
val COMPRESSED_TEXTURE_FORMATS: Int
val NICEST: Int
val GENERATE_MIPMAP_HINT: Int
val BYTE: Int
val UNSIGNED_BYTE: Int
val SHORT: Int
val UNSIGNED_SHORT: Int
val INT: Int
val UNSIGNED_INT: Int
val FLOAT: Int
val DEPTH_COMPONENT: Int
val ALPHA: Int
val RGB: Int
val RGBA: Int
val LUMINANCE: Int
val LUMINANCE_ALPHA: Int
val UNSIGNED_SHORT_4_4_4_4: Int
val UNSIGNED_SHORT_5_5_5_1: Int
val UNSIGNED_SHORT_5_6_5: Int
val FRAGMENT_SHADER: Int
val VERTEX_SHADER: Int
}
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```kotlin
 val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
 val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
 val COLOR_ATTACHMENT0: Int
 val DEPTH_ATTACHMENT: Int
 val STENCIL_ATTACHMENT: Int
 val NONE: Int
 val FRAMEBUFFER_COMPLETE: Int
 val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
 val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
 val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
 val FRAMEBUFFER_UNSUPPORTED: Int
 val MAX_RENDERBUFFER_SIZE: Int
 val INVALID_FRAMEBUFFER_OPERATION: Int
 val UNPACK_FLIP_Y_WEBGL: Int
 val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
 val CONTEXT_LOST_WEBGL: Int
 val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
 val BROWSER_DEFAULT_WEBGL: Int
}

/** *
 * Exposes the JavaScript WebGLRenderingContext to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {

```
```
Int8Array.set(index: Int, value: Byte) { asDynamic()}[index] = value }

/**
 * Exposes the JavaScript
 * Uint8Array to Kotlin
 */
public external open class Uint8Array
constructor(array: Array<Byte>, byteOffset: Int = definedExternally)
override fun set(array: Uint8Array, offset: Int = definedExternally)
fun set(array: Array<Byte>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint8Array

companion object {
    val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.set(index: Int, value: Byte) { asDynamic()}[index] = value }

/**
 * Exposes the JavaScript
 * Uint8ClampedArray to Kotlin
 */
public external open class Uint8ClampedArray
constructor(array: Array<Byte>, byteOffset: Int = definedExternally)
fun set(array: Uint8ClampedArray, offset: Int = definedExternally)
fun set(array: Array<Byte>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint8ClampedArray

companion object {
    val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()}[index] = value }

/**
 * Exposes the JavaScript
 * Int16Array to Kotlin
 */
public external open class Int16Array
constructor(array: Array<Short>, byteOffset: Int = definedExternally)
fun set(array: Int16Array, offset: Int = definedExternally)
fun set(array: Array<Short>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int16Array

companion object {
    val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.set(index: Int, value: Short) { asDynamic()}[index] = value }

/**
 * Exposes the JavaScript
 * Uint16Array to Kotlin
 */
public external open class Uint16Array
constructor(array: Array<Short>, byteOffset: Int = definedExternally)
fun set(array: Uint16Array, offset: Int = definedExternally)
fun set(array: Array<Short>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint16Array

companion object {
    val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.set(index: Int, value: Short) { asDynamic()}[index] = value }

/**
 * Exposes the JavaScript
 * Int32Array to Kotlin
 */
public external open class Int32Array
constructor(array: Array<Int>, byteOffset: Int = definedExternally)
fun set(array: Int32Array, offset: Int = definedExternally)
fun set(array: Array<Int>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int32Array

companion object {
    val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.set(index: Int, value: Int) { asDynamic()}[index] = value }

/**
 * Exposes the JavaScript
 * Uint32Array to Kotlin
 */
public external open class Uint32Array
constructor(array: Array<Int>, byteOffset: Int = definedExternally)
fun set(array: Uint32Array, offset: Int = definedExternally)
fun set(array: Array<Int>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint32Array

companion object {
    val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()}[index] = value }

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class Uint32Array : ArrayBufferView {
  constructor(length: Int) = definedExternally;
  constructor(array: Uint32Array) = definedExternally;
  constructor(array: Array<Int>) = definedExternally;
  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally) = definedExternally;
  override val byteLength: Int = definedExternally;
  fun subarray(start: Int, end: Int): Uint32Array = definedExternally;

  companion object {
    valBYTES_PER_ELEMENT: Int = definedExternally;
  }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript Float32Array() to Kotlin
 */
public external open class Float32Array : ArrayBufferView {
  constructor(length: Int)
  constructor(array: Float32Array)
  constructor(array: Array<Float>) = definedExternally;
  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally) = definedExternally;
  override val byteLength: Int = definedExternally;
  fun subarray(start: Int, end: Int): Float32Array = definedExternally;

  companion object {
    valBYTES_PER_ELEMENT: Int = definedExternally;
  }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript Float64Array() to Kotlin
 */
public external open class Float64Array : ArrayBufferView {
  constructor(length: Int)
  constructor(array: Float64Array)
  constructor(array: Array<Double>) = definedExternally;
  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally) = definedExternally;
  override val byteLength: Int = definedExternally;
  fun subarray(start: Int, end: Int): Float64Array = definedExternally;

  companion object {
    valBYTES_PER_ELEMENT: Int = definedExternally;
  }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript DataView() to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
  override val byteLength: Int = definedExternally;
  fun getInt8(byteOffset: Int): Byte = definedExternally;
  fun getUint8(byteOffset: Int): Byte = definedExternally;
  fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short = definedExternally;
  fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short = definedExternally;
  fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int = definedExternally;
  fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int = definedExternally;
  fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float = definedExternally;
  fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double = definedExternally;
  fun setInt8(byteOffset: Int, value: Byte) = definedExternally;
  fun setUint8(byteOffset: Int, value: Byte) = definedExternally;
  fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally) = definedExternally;
  fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally) = definedExternally;
  fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally) = definedExternally;
  fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally) = definedExternally;
  fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally) = definedExternally;
  fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally) = definedExternally;
}

public external interface BufferDataSource

public external interface TexImageSource
org.w3c.dom.mediasource.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.pointerevents.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\n
public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * ClipboardEvent(https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    val clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
 * Clipboard(https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.css

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)

    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript
 * StyleSheet(https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?
    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript
 * CSSStyleSheet(https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript
 * StyleSheetList(https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript
 * LinkStyle(https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript
 * CSSRuleList(https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int):
CSSRule?

```kotlin
public inline operator fun CSSRuleList.get(index: Int): CSSRule? =

asDynamic()[index]["*" in *] * Exposes the JavaScript
```

[CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin

```kotlin
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short

\n
\n
```
set(value) = definedExternally

var sessionTypes: Array<String>?
    get() = definedExternally

set(value) = definedExternally

var AudioCapabilities: Array<String>?
    get() = definedExternally

set(value) = definedExternally

var VideoCapabilities: Array<String>?
    get() = definedExternally

set(value) = definedExternally

@kotlin.internal.InlineOnly
    "value" = js("({})")
    "label" = label
    "initDataType" = initDataType

    initAudioCapabilities = audioCapabilities
    initVideoCapabilities = videoCapabilities

    distinctIdentifier = distinctIdentifier
    persistentState = persistentState
    "sessionTypes" = sessionTypes

    return o
}

public external interface MediaKeySystemMediaCapability {
    var contentType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var robustness: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = ""): MediaKeySystemMediaCapability {
    "value" = js("({})")
    "contentType" = contentType

    "robustness" = robustness
    return o
}

public external abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}

public external abstract class MediaKeys {
    fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
}

public external abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration: Double
    open val closed: Promise<Unit>
    open val keyStatuses: MediaKeyStatusMap
    open var onkeystatuseschange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?

    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>

    fun load(sessionId: String): Promise<Boolean>

    fun update(response: dynamic): Promise<Unit>

    fun close(): Promise<Unit>

    fun remove(): Promise<Unit>
}

public external abstract class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

public external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {
    open val initDataType: String
    open val initData: ArrayBuffer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MediaKeyMessageEventInit : EventInit {
        var messageType: MediaKeyMessageType?
            get() = definedExternally
            set(value) = definedExternally
        var message: ArrayBuffer
            get() = definedExternally
            set(value) = definedExternally
        var bubbles: Boolean
            get() = definedExternally
            set(value) = definedExternally
        var cancelable: Boolean
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        "value" = js("({})")
        "messageType" = messageType
        "message" = message
        "bubbles" = bubbles
        "cancelable" = cancelable
        "composed" = composed
        return o
    }

    public external open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit = definedExternally) : Event {
        open val initDataType: String
        open val initData: ArrayBuffer?

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface MediaEncryptedEventInit : EventInit {
            var initDataType: String?
                /* = "" */
            var initData: ArrayBuffer?
                /* = null */
            var bubbles: Boolean
                /* = false */
            var cancelable: Boolean
                /* = false */
        }

        @kotlin.internal.InlineOnly
            "value" = js("({})")
            "initDataType" = initDataType
            "initData" = initData
        }
    }
}
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeysRequirement {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeySessionType {
    companion object
}

public inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = "temporary".asDynamic().unsafeCast<MediaKeySessionType>()
public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyStatus {
    companion object
}

public inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = "usable".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = "expired".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = "released".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = "output-restricted".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = "output-downscaled".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = "status-pending".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = "internal-error".asDynamic().unsafeCast<MediaKeyStatus>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyMessageType {
    companion object
}

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()
public inline val MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()
public inline val MediaKeyMessageType.Companion.INDIVIDUALIZATION_REQUEST: MediaKeyMessageType get() = "individualization-request".asDynamic().unsafeCast<MediaKeyMessageType>()

/* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
/* NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! */
// See github.com/kotlin/dukat for details

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// See github.com/kotlin/dukat for details

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    var view: Window? /* = null */
    get() = definedExternally
    set(value) = definedExternally

    var detail: Int
    get() = definedExternally
    set(value) = definedExternally

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
} /* Exposes the JavaScript FocusEvent*/

public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    var relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
} /* Exposes the JavaScript MouseEvent*/

public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent,
UnionEventOrMouseEvent {
    var screenX: Int
    var screenY: Int
    var clientX: Int
    var clientY: Int
    var ctrlKey: Boolean
    var shiftKey: Boolean
    var altKey: Boolean
    var metaKey: Boolean
    var button: Short
    var buttons: Short
    var relatedTarget: EventTarget?
    var region: String?
    var pageX: Double
    var pageY: Double
    var x: Double
    var y: Double
    var offsetX: Double
    var offsetY: Double

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
}
shiftKey\n o["altKey"] = altKey\n o["metaKey"] = metaKey\n o["modifierAltGraph"] = modifierAltGraph\n o["modifierCapsLock"] = modifierCapsLock\n o["modifierFn"] = modifierFn\n o["modifierFnLock"] = modifierFnLock\n o["modifierHyper"] = modifierHyper\n o["modifierNumLock"] = modifierNumLock\n o["modifierScrollLock"] = modifierScrollLock\n o["modifierSuper"] = modifierSuper\n o["modifierSymbol"] = modifierSymbol\n o["modifierSymbolLock"] = modifierSymbolLock\n o["view"] = view\n o["detail"] = detail\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return o\n}public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: View? = null,
    var detail: Int? = 0,
    var bubbles: Boolean? = false,
    var cancelable: Boolean? = false,
    var composed: Boolean? = false,
    var nonPublicExternalInterface: EventModifierInit = undefined
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin\n */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface WheelEventInit : MouseEventInit {
        var deltaX: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaY: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaZ: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaMode: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun WheelEventInit(deltaX: Double? = 0.0, deltaY: Double? = 0.0, deltaZ: Double? = 0.0, deltaMode: Int? = 0, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region:
    val o = js("({})")
    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["deltaMode"] = deltaMode
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
*/
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent {
    open val data: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CompositionEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
*/
public external open class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target: EventTarget?
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number
    fun composedPath(): Array<EventTarget>
    fun stopPropagation()
    fun stopImmediatePropagation()
    fun preventDefault()
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
*/
public external abstract class EventTarget {
    fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
    fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
    fun removeEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
    fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
    fun dispatchEvent(event: Event): Boolean
}

/**
 * Exposes the JavaScript
*/
public external interface EventListener {
    fun handleEvent(event: Event)
}
the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin

```kotlin
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin
 */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var `as`: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var...
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DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin */

public external abstract class HTMLHeadingElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin */

public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin */

public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
    open var noShade: Boolean
    open var size: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin */

public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin */

public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */

public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var vspace: Int
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */

public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */

**Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
*/
public  
external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
  open var width: Int
      open var height: Int
      open val videoWidth: Int
      open val videoHeight: Int
      open var poster: String
      open var playsInline: Boolean

      companion object {
          val NETWORK_EMPTY: Short
          val NETWORK_IDLE: Short
          val NETWORK_LOADING: Short
          val NETWORK_NO_SOURCE: Short
          val HAVE_NOTHING: Short
          val HAVE_METADATA: Short
          val HAVE_CURRENT_DATA: Short
          val HAVE_FUTURE_DATA: Short
          val HAVE_ENOUGH_DATA: Short
          val ELEMENT_NODE: Short
          val ATTRIBUTE_NODE: Short
          val TEXT_NODE: Short
          val CDATA_SECTION_NODE: Short
          val ENTITY_REFERENCE_NODE: Short
          val ENTITY_NODE: Short
          val PROCESSING_INSTRUCTION_NODE: Short
          val COMMENT_NODE: Short
          val DOCUMENT_NODE: Short
          val DOCUMENT_TYPE_NODE: Short
          val DOCUMENT_FRAGMENT_NODE: Short
          val DOCUMENT_POSITION_DISCONNECTED: Short
          val DOCUMENT_POSITION_PRECEDING: Short
          val DOCUMENT_POSITION_FOLLOWING: Short
          val DOCUMENT_POSITION_CONTAINS: Short
          val DOCUMENT_POSITION_CONTAINED_BY: Short
          val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
      }
}

**Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
*/
public  
external abstract class HTMLAudioElement : HTMLMediaElement {
  companion object {
      val NETWORK_EMPTY: Short
      val NETWORK_IDLE: Short
      val NETWORK_LOADING: Short
      val NETWORK_NO_SOURCE: Short
      val HAVE_NOTHING: Short
      val HAVE_METADATA: Short
      val HAVE_CURRENT_DATA: Short
      val HAVE_FUTURE_DATA: Short
      val HAVE_ENOUGH_DATA: Short
      val ELEMENT_NODE: Short
      val ATTRIBUTE_NODE: Short
      val TEXT_NODE: Short
      val CDATA_SECTION_NODE: Short
      val ENTITY_REFERENCE_NODE: Short
      val ENTITY_NODE: Short
      val PROCESSING_INSTRUCTION_NODE: Short
      val COMMENT_NODE: Short
      val DOCUMENT_NODE: Short
      val DOCUMENT_TYPE_NODE: Short
      val DOCUMENT_FRAGMENT_NODE: Short
      val DOCUMENT_POSITION_DISCONNECTED: Short
      val DOCUMENT_POSITION_PRECEDING: Short
      val DOCUMENT_POSITION_FOLLOWING: Short
      val DOCUMENT_POSITION_CONTAINS: Short
      val DOCUMENT_POSITION_CONTAINED_BY: Short
      val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }
}

**Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
*/
public  
external abstract class HTMLTrackElement : HTMLElement {
  open var kind: String
      open var src: String
      open var srclang: String
      open var label: String
      open var default: Boolean
      open val readyState: Short
      open val track: TextTrack

      companion object {
          val NONE: Short
          val LOADING: Short
          val LOADED: Short
          val ERROR: Short
          val ELEMENT_NODE: Short
          val ATTRIBUTE_NODE: Short
          val TEXT_NODE: Short
          val CDATA_SECTION_NODE: Short
          val ENTITY_REFERENCE_NODE: Short
          val ENTITY_NODE: Short
          val PROCESSING_INSTRUCTION_NODE: Short
          val COMMENT_NODE: Short
          val DOCUMENT_NODE: Short
          val DOCUMENT_TYPE_NODE: Short
          val DOCUMENT_FRAGMENT_NODE: Short
          val DOCUMENT_POSITION_DISCONNECTED: Short
          val DOCUMENT_POSITION_PRECEDING: Short
          val DOCUMENT_POSITION_FOLLOWING: Short
          val DOCUMENT_POSITION_CONTAINS: Short
          val DOCUMENT_POSITION_CONTAINED_BY: Short
          val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
      }
}

**Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
*/
public  
external abstract class HTMLMediaElement : HTMLElement {
  open var src: String
      open var srcObject: MediaProvider?
      open val currentSrc: String
      open var crossOrigin: String?
      open val networkState: Short
      open var preload: String
      open val buffered: TimeRanges
      open val error: MediaError?
  }

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val readyState: Short
val seeking: Boolean
val currentTime: Double
val duration: Double
val paused: Boolean
val defaultPlaybackRate: Boolean
val audioTracks: AudioTrackList
val videoTracks: VideoTrackList
val textTracks: TextTrackList
val mediaKeys: MediaKeys
val canPlayType: ((Event) -> dynamic)
val onwaitingforkey: ((Event) -> dynamic)
fun load(): Unit
fun canPlayType(type: String): CanPlayTypeResult
fun fastSeek(time: Double)
fun getStartDate(): dynamic
fun play(): Promise<Unit>
fun pause()
fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally)
TextTrack

TextTrack?\n\n\n@kotlin.internal.InlineOnly\n\n\npublic inline operator fun TextTrackList.get(index: Int): TextTrack?

= asDynamic()?[index]/**\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\nThe
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[HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin

```kotlin
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin

```kotlin
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin

```kotlin
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin

```kotlin
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin

*public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open var form: HTMLFormElement
    open var formAction: String
    open var formEncType: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var open: Boolean
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement
    open var willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
}

Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin

public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var form: HTMLFormElement
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open var type: String
    open var options: HTMLOptionsCollection
    override var length: Int
    open var selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open val labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
}

Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin

public external abstract class HTMLDataListElement : HTMLElement {
    open var options: HTMLCollection
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) {
    asDynamic()[index] = option
}

*public external abstract class HTMLDataListElement : HTMLElement {

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val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 * [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
[ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the
**JavaScript** [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to
Kotlin

```kotlin
/*
 * public external abstract class HTMLDetailsElement : HTMLElement {
 *     open val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 * }

 /*
 * */

 /**
 * Exposes the JavaScript
 * [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 * */

 public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var.returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }
}

 public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open var relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val BUBBLING_PHASE: Short
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["Composed"] = composed
    return o
}
```

---

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the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin

```kotlin
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource { open var width: Int open var height: Int fun getCanvasRenderingContext2D(): CanvasRenderingContext2D fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally) companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
        get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript

```
interface CanvasUserInterface {
    fun drawFocusIfNeeded(element: Element?)
    fun drawFocusIfNeeded(path: Path2D, element: Element?)
    fun scrollIntoView(path: Path2D)
}

interface CanvasText {
    fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)
    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)
    fun measureText(text: String): TextMetrics
}

interface CanvasDrawImage {
    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)
    fun drawImage(image: CanvasImageSource, sx: Double, sy: Double, dw: Double, dh: Double)
}

interface CanvasHitRegion {
    fun addHitRegion(options: HitRegionOptions = definedExternally)
    fun removeHitRegion(id: String?)
    fun clearHitRegions()
}

interface CanvasImageData {
    fun createImageData(sw: Double, sh: Double)
    fun createImageData(imagedata: ImageData): ImageData
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double)
    fun putImageData(imagedata: ImageData, sx: Double, sy: Double, sw: Double, sh: Double)
}

interface CanvasPathDrawingStyles {
    var lineWidth: Double
    var lineCap: CanvasLineCap
    var lineJoin: CanvasLineJoin
    var miterLimit: Double
    var lineDashOffset: Double
}

interface CanvasTextDrawingStyles {
    var font: String
    var textAlign: CanvasTextAlign
    var textBaseline: CanvasTextBaseline
    var direction: CanvasDirection
}

interface CanvasPath {
    fun closePath()
    fun moveTo(x: Double, y: Double)
    fun lineTo(x: Double, y: Double)
    fun quadraticCurveTo(cp1x: Double, cp1y: Double, x: Double, y: Double)
    fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)
    fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double)
    fun rect(x: Double, y: Double, w: Double, h: Double)
    fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean)
    fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double)
}

abstract class CanvasGradient {
    fun addColorStop(offset: Double, color: String)
}

abstract class CanvasPattern {
    fun setTransform(transform: dynamic)
}

abstract class TextMetrics {
    open var width: Double
    open var actualBoundingBoxLeft: Double
    open var actualBoundingBoxRight: Double
    open var fontBoundingBoxAscent: Double
    open var fontBoundingBoxDescent: Double
    open var actualBoundingBoxAscent: Double
    open var actualBoundingBoxDescent: Double
    open var emHeightAscent: Double
    open var emHeightDescent: Double
    open var hangingBaseline: Double
    open var ideographicBaseline: Double
}

abstract class HitRegionOptions {
    var path: Path2D? /* = null */
    var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */
    var var addColorStop(offset: Double, color: String): Unit
}

fun HitRegionOptions(path: Path2D? = null, fillRule: CanvasFillRule? = CanvasFillRule.NONZERO, id: String? = \"\",
null): HitRegionOptions {
    \[ val o = js("{}\")\n    o[\"path\"] = path\n    o[\"fillRule\"] = fillRule\n    o[\"id\"] = id\n    o[\"parentID\"] = parentID\n    o[\"cursor\"] = cursor\n    o[\"control\"] = control\n    o[\"label\"] = label\n    o[\"role\"] = role\n    return o\n}\n\n/**
 * Exposes the JavaScript
 * [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin
 */
public external open class ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)\n    constructor(data: Uint8ClampedArray, sw: Int, sh: Int = definedExternally)\n    \{ open val width: Int\n    \{ open val height: Int\n    \{ open val data: Uint8ClampedArray\n\} \n\}
\}

/**
 * Exposes the JavaScript
 * [Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin
 */
public external open class Path2D() : CanvasPath {
    constructor(path: Path2D)\n    constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)\n    constructor(d: String)\n    fun addPath(path: Path2D, transform: dynamic = definedExternally)\n    override fun closePath()
    override fun moveTo(x: Double, y: Double)\n    override fun lineTo(x: Double, y: Double)\n    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)\n    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)\n    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)\n    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)\n    override fun rect(x: Double, y: Double, w: Double, h: Double)\n    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double)\n    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)\n    \{ open val canvas: HTMLCanvasElement\n        fun transferFromImageBitmap(bitmap: ImageBitmap)\n\}

/**
 * Exposes the JavaScript
 * [CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin
 */
public external abstract class CustomElementRegistry {
    fun define(name: String, constructor: () -> dynamic, options: ElementDefinitionOptions = definedExternally)\n    fun get(name: String): Any?\n    fun whenDefined(name: String): Promise<Unit>
}

public external interface ElementDefinitionOptions {
    var extends: String? get() = definedExternally
    var extends: String? set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {
    val o = js("{}")\n    o[\"extends\"] = extends\n    return o\n}\n\}

/**
 * Exposes the JavaScript
 * [DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin
 */
public external abstract class DataTransfer {
    open var dropEffect: String
    open var effectAllowed: String
    open val items: DataTransferItemList
    open val types: Array<out String>
    open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int)\n    fun getData(format: String): String?
    fun setData(format: String, data: String): void
    fun clearData(format: String = definedExternally)\n\}

/**
 * Exposes the JavaScript
 * [DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin
 */
public external abstract class DataTransferItemList {
    open val length: Int
    fun add(data: String, type: String): DataTransferItem?
    fun add(data: File): DataTransferItem?
    fun remove(index: Int)
    fun clear()\n\}

/**
 * Exposes the JavaScript
 * [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
 */
public external abstract class DataTransferItem {\n    fun add(data: File): DataTransferItem?
    fun remove(index: Int)
    fun clear()\n\}

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[DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin

```kotlin
private open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    ...}
```

```kotlin
private interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? = null
}
```

```kotlin
    ...}
```

```kotlin
private open class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {
    ...}
```

```kotlin
    ...}
```
inline operator fun Window.get(name: String): dynamic = asDynamic()[name]

public external abstract class BarProp {
    open val visible: Boolean
}

/**
 * Exposes the JavaScript History to Kotlin
 */
public external abstract class History {
    open val length: Int
    open var scrollRestoration: ScrollRestoration
    fun go(delta: Int = definedExternally)
    fun back()
    fun forward()
    fun pushState(data: Any?, title: String, url: String?)
    fun replaceState(data: Any?, title: String, url: String?)
}

/**
 * Exposes the JavaScript Location to Kotlin
 */
public external abstract class Location {
    open var href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open var pathname: String
    fun assign(url: String)
    fun replace(url: String)
    fun reload()
}

/**
 * Exposes the JavaScript PopStateEvent to Kotlin
 */
public open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {
    open var state: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PopStateEventInit : EventInit {
    var state: Any? /* = null */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript HashChangeEvent to Kotlin
 */
public open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String?
    var newURL: String?
}

@kotlin.internal.InlineOnly
public inline fun HashChangeEventInit(oldURL: String? = ", oldURL
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript PageTransitionEvent to Kotlin
 */
public open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open var persisted: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript BeforeUnloadEvent to Kotlin
 */
public open class BeforeUnloadEvent : Event {
    open var returnValue: String
}

public external abstract class ApplicationCache : EventTarget {
    open var status: Short
    open var onchecking: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onnoupdate: ((Event) -> dynamic)?
    open var ondownloading: ((Event) -> dynamic)?
}
set(value) = definedExternally
var onvolumechange: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onwaiting: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var ongotpointercapture: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onlostpointercapture: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpointermove: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpointerup: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpointercancel: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpointerover: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpointerout: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpointerenter: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpointerleave: ((PointerEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onafterprint: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onbeforeprint: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onbeforeunload: ((BeforeUnloadEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onhashchange: ((HashChangeEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onlanguagechange: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onmessage: ((MessageEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onoffline: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var ononline: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onpopstate: ((PopStateEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onrejectionhandled: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onstorage: ((StorageEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onunload: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware

fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>

fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: dynamic())

fun vibrate(pattern: dynamic): Boolean

/**
 * Exposes the JavaScript [NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript [NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript [NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external interface NavigatorPlugins {
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin
 */
public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin
 */
public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin
 */
public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height: Int
    fun close()
}

public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation?
    var premultiplyAlpha: PremultiplyAlpha?
    var colorSpaceConversion: ColorSpaceConversion?
}

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JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin

```kotlin
open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    open var wasClean: Boolean? /* = false */
    open var code: Short
    open var reason: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

interface CloseEventInit : EventInit {
    var wasClean: Boolean? /* = false */
    var code: Short? /* = 0 */
    var reason: String? /* = "" */
}

    val o = js("({})")
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin

```kotlin
open class MessageChannel {
    open var port1: MessagePort
    open var port2: MessagePort
}
```

JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin

```kotlin
abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}
```

JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin

```kotlin
open class BroadcastChannel(name: String) : EventTarget {
    open var name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}
```

JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin

```kotlin
abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    open var onerror: ((Event) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var ononline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((Event) -> dynamic)?
    open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}
```

JavaScript [DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin

```kotlin
abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()
}
```

JavaScript [SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin

```kotlin
abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
    open var name: String
    open var applicationCache: ApplicationCache
    fun close()
}
```

JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin

```kotlin
interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
    fun () = definedExternally
}
```

JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin

```kotlin
open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun terminate() = this.terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()
}
```

JavaScript [RequestCredentials](https://developer.mozilla.org/en/docs/Web/API/RequestCredentials) to Kotlin

```kotlin
interface RequestCredentials {
    fun authenticate((Request) -> dynamic)?
    fun challenge((Request) -> dynamic)?
}
```

JavaScript [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin

```kotlin
interface PromiseRejectionEvent {
    fun reason: String?
}
```

JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin

```kotlin
interface XMLHttpRequest {
    fun open(): Unit
    fun send(): Unit
    fun abort(): Unit
    fun onreadystatechange(): ((XMLHttpRequest) -> dynamic)?
}
```

JavaScript [ReadableStream](https://developer.mozilla.org/en/docs/Web/API/ReadableStream) to Kotlin

```kotlin
interface ReadableStream {
    fun read(): ReadableStreamPart
}
```

JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin

```kotlin
interface MessagePort {
    fun send(message: Any?, transfer: Array<dynamic> = definedExternally)
}
```

JavaScript [EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin

```kotlin
interface EventTarget {
    fun addEventListener(eventName: String, listener: ((Event) -> dynamic)?, useCapture: Boolean? = false)
    fun removeEventListener(eventName: String, listener: ((Event) -> dynamic)?, useCapture: Boolean? = false)
    fun dispatchEvent(event: Event)
    fun stopPropagation(): Unit
    fun preventDefault(): Unit
}
```

JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin

```kotlin
interface WorkerGlobalScope {
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close(): Unit
}
```

JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin

```kotlin
interface XMLHttpRequest {
    fun open(method: String, url: String, async: Boolean? = true)
    fun send(): Unit
    fun abort(): Unit
}
```

JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin

```kotlin
interface Request {
    fun open(method: String, url: String, async: Boolean? = true)
    fun send(): Unit
    fun abort(): Unit
}
```

JavaScript [ReadableStream](https://developer.mozilla.org/en/docs/Web/API/ReadableStream) to Kotlin

```kotlin
interface ReadableStream {
    fun read(): ReadableStreamPart
}
```

JavaScript [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin

```kotlin
interface PromiseRejectionEvent {
    fun reason: String?
}
```

JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin

```kotlin
interface XMLHttpRequest {
    fun open(method: String, url: String, async: Boolean? = true)
    fun send(): Unit
    fun abort(): Unit
}
```

JavaScript [RequestCredentials](https://developer.mozilla.org/en/docs/Web/API/RequestCredentials) to Kotlin

```kotlin
interface RequestCredentials {
    fun authenticate((Request) -> dynamic)?
    fun challenge((Request) -> dynamic)?
}
```
WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
 */
public external open class NavigatorConcurrentHardware {
    val hardwareConcurrency: Number?
}

/**
 * Exposes the JavaScript
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val hostname: String
    open val pathname: String
    open val search: String
    open val hash: String
}

/**
 * Exposes the JavaScript
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

/**
 * Exposes the JavaScript
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String?
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["key"] = key
        o["oldValue"] = oldValue
        o["newValue"] = newValue
        o["url"] = url
        o["storageArea"] = storageArea
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String?
    open var alt: String?
    open var archive: String?
    open var code: String?
    open var codeBase: String?
    open var height: String?
    open var hspace: Int
    open var name: String?
    open var _object: String
    open var vspace: Int
    open var width: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}
Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String

    companion object {
}

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean

    companion object {

**Exposes the JavaScript \[HTMLFontElement\](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin**

```kotlin
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript \[CustomEvent\](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
    open val detail: Any?
    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["capture"] = capture
    o["once"] = once
    return o
}

public external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript
 */

// Examples of usage:
fun main() {
    val htmlFontElement = HTMLFontElement()
    htmlFontElement.color = "red"
    htmlFontElement.face = "Arial"
    htmlFontElement.size = "14px"

    val customEvent = CustomEvent("event", CustomEventInit()
        .set(bubbles = true)
        .set(cancelable = true)
        .set(detail = "Data")
    )

    customEvent.dispatchEvent()
}
```
Node

public abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?

    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node?): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
public open class Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers, NonElementParentNode, DocumentOrShadowRoot, ParentNode, GeometryUtils {
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType?
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement?
    open val defaultView: Window?
    override var onreadystatechange: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncontextClickListener: ((MouseWheelEvent) -> dynamic)?
    override var oncontextmenu: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncontextmenu: ((KeyboardEvent) -> dynamic)?
    override var oncontextmenu: ((CustomEvent) -> dynamic)?
    override var oncontextmenu: ((ContextMenuEvent) -> dynamic)?
    override var oncontextmenu: ((GestureEvent) -> dynamic)?
    override var oncontextmenu: ((AnimationEvent) -> dynamic)?
    override var oncontextmenu: ((SpeechRecognitionEvent) -> dynamic)?
override var oncuechange: ((Event) -> dynamic)?
override var ondrag: ((DragEvent) -> dynamic)?
override var ondragend: ((DragEvent) -> dynamic)?
override var ondragenter: ((DragEvent) -> dynamic)?
override var ondragleave: ((DragEvent) -> dynamic)?
override var ondragover: ((DragEvent) -> dynamic)?
override var ondragstart: ((DragEvent) -> dynamic)?
override var onend: ((Event) -> dynamic)?
override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
override var onfocus: ((FocusEvent) -> dynamic)?
override var oninput: ((InputEvent) -> dynamic)?
override var oninvalid: ((Event) -> dynamic)?
override var onkeydown: ((KeyboardEvent) -> dynamic)?
override var onkeypress: ((KeyboardEvent) -> dynamic)?
override var onkeyup: ((KeyboardEvent) -> dynamic)?
override var onload: ((Event) -> dynamic)?
override var onloadeddata: ((Event) -> dynamic)?
override var onloadedmetadata: ((Event) -> dynamic)?
override var onloading: ((Event) -> dynamic)?
override var onmousedown: ((MouseEvent) -> dynamic)?
override var onmouseenter: ((MouseEvent) -> dynamic)?
override var onmouseleave: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onwheel: ((WheelEvent) -> dynamic)?
override var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onplaying: ((Event) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onresize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var ontimeupdate: ((Event) -> dynamic)?
override var ontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointerover: ((PointerEvent) -> dynamic)?
override var onpointerout: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?

HTMLCollection::override val firstElementChild: Element?
override val lastElementChild: Element?
override val elementCount: Int
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByClassName(classNames: String): HTMLCollection
fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
fun createDocumentFragment(): DocumentFragment
fun createTextNode(data: String): Text
fun createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node
fun adoptNode(node: Node): Node
fun createAttribute(localName: String): Attr
fun createAttributeNS(nAMESPACE: String?, qualifiedName: String): Attr
fun createEvent("interface": String): Event
fun createRange(): Range
fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short) =
definedExternally): NodeIterator
    fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
    fun getElementsByName(elementName: String): NodeList
    fun open(type: String = definedExternally, replace: String = definedExternally): Document
    fun open(url: String, name: String, features: String): Window
    fun close(): Boolean
    fun write(vararg text: String)
    fun writeln(vararg text: String)
    fun hasFocus(): Boolean
    fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
    fun queryCommandEnabled(commandId: String): Boolean
    fun queryCommandIndeterm(commandId: String): Boolean
    fun queryCommandState(commandId: String): Boolean
    fun queryCommandSupported(commandId: String): Boolean
    fun queryCommandValue(commandId: String): String
    fun clear()
    fun captureEvents()
    fun releaseEvents()

    fun elementFromPoint(x: Double, y: Double): Element?
    fun elementsFromPoint(x: Double, y: Double): Array<Element>
    fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
    fun createTouchList(vararg touches: Touch): TouchList
    fun exitFullscreen(): Promise<Unit>
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic)
    override fun append(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Document.get(name: String): dynamic = asDynamic()?[name]

/**
 * Exposes the JavaScript [XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin
 */
public external open class XMLDocument : Document {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface ElementCreationOptions {
    var `is`: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions

the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to
Kotlin
 */
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String?,
        doctype: DocumentType? = definedExternally): XMLDocument
    fun createDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to
Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent, UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val localName: String
val open val tagName: String
val open var id: String
val open var className: String
val open var classList: DOMTokenList
val open var slot: String
val open var shadowRoot: ShadowRoot?
val open var scrollTop: Double
val open var scrollLeft: Double
val open var scrollWidth: Int
val open var scrollHeight: Int
val open var clientTop: Int
val open var clientLeft: Int
val open var clientWidth: Int
val open var clientHeight: Int
val open var innerHTML: String
val open var outerHTML: String

fun hasAttributes(): Boolean
fun getAttributeNames(): Array<String>
fun getAttribute(qualifiedName: String): String?
fun getAttributeNS(namespace: String?, localName: String): String?
fun setAttribute(qualifiedName: String, value: String)
fun setAttributeNS(namespace: String?, qualifiedName: String, value: String): Boolean
fun removeAttribute(qualifiedName: String)
fun removeAttributeNS(namespace: String?, qualifiedName: String)
fun hasAttribute(qualifiedName: String): Boolean
fun hasAttributeNS(namespace: String?, localName: String): Boolean
fun getAttributeNode(qualifiedName: String): Attr
fun getAttributeNodeNS(namespace: String?, localName: String): Attr
fun setAttributeNode(attr: Attr)
fun setAttributeNodeNS(attr: Attr)
fun attachShadow(init: ShadowRootInit): ShadowRoot
fun closest(selectors: String): Element
fun matches(selectors: String): Boolean
fun webkitMatchesSelector(selectors: String): Boolean
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByClassName(classNames: String): HTMLCollection
fun insertAdjacentElement(where: String, element: Element): Element
fun insertAdjacentText(where: String, data: String): Unit
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect
fun scrollIntoView(): Unit
fun scrollIntoView(arg: dynamic): Unit
fun scroll(options: ScrollToOptions = definedExternally): Unit
fun scroll(x: Double, y: Double): Unit
fun scrollBy(options: ScrollToOptions = definedExternally): Unit
fun scrollBy(x: Double, y: Double): Unit
fun insertAdjacentHTML(position: String, text: String): Unit
fun setPointerCapture(pointerId: Int): Unit
fun releasePointerCapture(pointerId: Int): Unit
fun hasPointerCapture(pointerId: Int): Boolean
fun requestFullscreen(): Promise<Unit>

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface ShadowRootInit {
var mode: ShadowRootMode?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ShadowRootInit(mode: ShadowRootMode?): String? = asDynamic()

/**
 * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin
 */
public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
fun getNamedItemNS(namespace: String?, localName: String): Attr?
fun setNamedItem(attr: Attr): Attr?
fun setNamedItemNS(attr: Attr): Attr?
fun removeNamedItem(qualifiedName: String): Boolean
fun removeNamedItemNS(qualifiedName: String?, localName: String): Boolean
fun override fun item(index: Int): Attr?
fun getNamedItemNS(namespace: String?, localName: String): Attr?
fun setNamedItemNS(attr: Attr): Attr?
fun removeNamedItemNS(qualifiedName: String?): Boolean
fun removeNamedItemNS(qualifiedName?: String): Boolean
}

/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class Attr : Node {
open var namespaceURI: String
open var open val prefix: String
open val localName: String

open val name: String
open var value: String
open val ownerElement: Element?
open val specified: Boolean

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
open var data: String
open val length: Int
fun substringData(offset: Int, count: Int): String
fun appendData(data: String)
fun insertData(offset: Int, data: String)
fun deleteData(offset: Int, count: Int)
fun replaceData(offset: Int, count: Int, data: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
open val wholeText: String
override val assignedSlot: HTMLSlotElement?
override val previousElementSibling: Element?
override val nextElementSibling: Element?
fun splitText(offset: Int): Text
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 *
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
        UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect

DOMRectInit {
    var x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var y: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var width: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var height: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
}
CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions \n  \n  o["box"] = box
  o["relativeTo"] = relativeTo
  return o
}\n\n\nopen public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? /* = CSSBoxType.BORDER, toBox: CSSBoxType? /* = CSSBoxType.BORDER): ConvertCoordinateOptions \n  \n  var toBox = fromBox
  if (toBox != null) {\n    o["toBox"] = toBox
    return o
  }\n  return this
}
((DragEvent) -> dynamic)?
override var ondrop: ((DragEvent) -> dynamic)?
override var ondurationchange: ((Event) -> dynamic)?
override var onemptied: ((Event) -> dynamic)?
override var onended: ((Event) -> dynamic)?
override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
override var onfocus: ((KeyboardEvent) -> dynamic)?
override var oninput: ((InputEvent) -> dynamic)?
override var oninvalid: ((Event) -> dynamic)?
override var onkeydown: ((KeyboardEvent) -> dynamic)?
override var onkeypress: ((KeyboardEvent) -> dynamic)?
override var onkeyup: ((KeyboardEvent) -> dynamic)?
override var onload: ((Event) -> dynamic)?
override var onloadeddata: ((Event) -> dynamic)?
override var onloadedmetadata: ((Event) -> dynamic)?
override var onloadend: ((Event) -> dynamic)?
override var onloadstart: ((ProgressEvent) -> dynamic)?
override var onmousedown: ((MouseEvent) -> dynamic)?
override var onmouseenter: ((MouseEvent) -> dynamic)?
override var onmouseleave: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onwheel: ((WheelEvent) -> dynamic)?
override var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onplaying: ((Event) -> dynamic)?
override var onprogress: ((ProgressEvent) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onresize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onseeked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var ontimeupdate: ((Event) -> dynamic)?
override var ontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongotpointercapture: ((PointerEvent) -> dynamic)?
override var onlostpointercapture: ((PointerEvent) -> dynamic)?
override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerout: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad?
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad?
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint?
override val isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override val previousElementSibling: Element?
override val nextElementSibling: Element?
override val assignedSlot: HTMLSlotElement?
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad?
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad?
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint?
override companion object { val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NO_TING: Short
val HAVE_METHDATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val
/**
 * Exposes the JavaScript Option to Kotlin
 */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragexit: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onemptied: ((Event) -> dynamic)?
    override var onended: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var oninvalid: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onloadend: ((Event) -> dynamic)?
    override var onloadstart: ((ProgressEvent) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var onmouseenter: ((MouseEvent) -> dynamic)?
    override var onmouseleave: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onwheel: ((WheelEvent) -> dynamic)?
    override var onpause: ((Event) -> dynamic)?
    override var onplay: ((Event) -> dynamic)?
    override var onplaying: ((Event) -> dynamic)?
    override var onprogress: ((ProgressEvent) -> dynamic)?
    override var onratechange: ((Event) -> dynamic)?
    override var onreset: ((Event) -> dynamic)?
    override var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onseekend: ((Event) -> dynamic)?
    override var onseeking: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onshow: ((Event) -> dynamic)?
    override var onstalled: ((Event) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var onsuspend: ((Event) -> dynamic)?
    override var ontimeupdate: ((Event) -> dynamic)?
    override var ontoggle: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)?
    override var onwaiting: ((Event) -> dynamic)?
    override var onpointerup: ((PointerEvent) -> dynamic)?
    override var onpointermove: ((PointerEvent) -> dynamic)?
    override var onpointerleave: ((PointerEvent) -> dynamic)?
    override var onpointerdown: ((PointerEvent) -> dynamic)?
    override var onpointerout: ((PointerEvent) -> dynamic)?
    override var onmousemove: ((PointerEvent) -> dynamic)?
    override var onmouseout: ((PointerEvent) -> dynamic)?
    override var onmouseover: ((PointerEvent) -> dynamic)?
    override var onmouseup: ((PointerEvent) -> dynamic)?
    override var onwheel: ((PointerEvent) -> dynamic)?
    override var onpointerup: ((PointerEvent) -> dynamic)?
    override var onpointermove: ((PointerEvent) -> dynamic)?
    override var onpointerleave: ((PointerEvent) -> dynamic)?
    override var onpointerdown: ((PointerEvent) -> dynamic)?
    override var onpointerout: ((PointerEvent) -> dynamic)?
    override var onpointerenter: ((PointerEvent) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onChange: ((Event) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
}
ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED,
// DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.files.*
`Headers(init: dynamic = definedExternally) { fn append(name: String, value: String) { fn fun delete(name: String) { String? fn has(name: String): Boolean { fn fun set(name: String, value: String) { fn } } } } }`
statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    return o
}*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") public external interface RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.REDIRECT: RequestMode get() = "redirect".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.REPLACE: RequestMode get() = "replace".asDynamic().unsafeCast<RequestMode>()
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun applyConstraints(constraints: MediaTrackConstraints): Promise<Unit>
}

/**
 * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally
set(value) = definedExternally
var aspectRatio: DoubleRange?
get() =
definedExternally
set(value) = definedExternally
var frameRate: DoubleRange?
get() =
definedExternally
set(value) = definedExternally
var facingMode: Array<String>?
get() =
definedExternally
set(value) = definedExternally
var resizeMode: Array<String>?
get() =
definedExternally
set(value) = definedExternally
var volume: DoubleRange?
get() =
definedExternally
set(value) = definedExternally
var sampleRate: ULongRange?
get() =
definedExternally
set(value) = definedExternally
var noiseSuppression: Array<Boolean>?
get() =
definedExternally
set(value) = definedExternally
var latency: DoubleRange?
get() =
definedExternally
set(value) = definedExternally
var channelCount: ULongRange?
get() =
definedExternally
set(value) = definedExternally
var deviceId: String?
get() =
definedExternally
set(value) = definedExternally
var groupId: String?
get() =
definedExternally
set(value) = definedExternally

definedExternally
set(value) = definedExternally
var groupPl: String?
get() =
definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline
fun MediaTrackCapabilities(width: ULongRange? = undefined,
height: ULongRange? = undefined,
aspectRatio: DoubleRange? = undefined,
frameRate: DoubleRange? = undefined,
facingMode: Array<String>? = undefined,
resizeMode: Array<String>? = undefined,
volume: DoubleRange? = undefined,
sampleRate: ULongRange? = undefined,
sampleSize: ULongRange? = undefined,
echoCancellation: Array<Boolean>? = undefined,
autoGainControl: Array<Boolean>? = undefined,
noteSuppression: Array<Boolean>? = undefined,
latency: DoubleRange? = undefined,
channelCount: ULongRange? = undefined,
deviceId: String? = undefined,
groupId: String? = undefined):
MediaTrackCapabilities {  
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
*/
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally
  set(value) = definedExternally
var volume: dynamic
  get() = definedExternally
  set(value) = definedExternally
var sampleRate: dynamic
  get() = definedExternally
  set(value) = definedExternally
var sampleSize: dynamic
  get() = definedExternally
  set(value) = definedExternally
var echoCancellation: dynamic
  get() = definedExternally
  set(value) = definedExternally
var autoGainControl: dynamic
  get() = definedExternally
  set(value) = definedExternally
var noiseSuppression: dynamic
  get() = definedExternally
  set(value) = definedExternally
var latency: dynamic
  get() = definedExternally
  set(value) = definedExternally
var channelCount: dynamic
  get() = definedExternally
  set(value) = definedExternally
var deviceId: 
dynamic
  get() = definedExternally
  set(value) = definedExternally
var groupId: 
dynamic
  get() = definedExternally
  set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackConstraintSet(width: dynamic = undefined, height: dynamic = undefined, aspectRatio: dynamic =
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
 [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackSettings(width: Int? = undefined, height: Int? = undefined, aspectRatio: Double? = undefined, frameRate: Double? = undefined, 
    resizeMode: String? = undefined, volume: Double? = undefined, sampleRate: Int? = undefined, 
    sampleSize: Int? = undefined, echoCancellation: Boolean? = undefined, autoGainControl: Boolean? = undefined, 
    noiseSuppression: Boolean? = undefined, latency: Double? = undefined, 
    channelCount: Int? = undefined, deviceId: String? = undefined, 
    groupId: String? = undefined): MediaTrackSettings {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
groupId
    return o
}

/**
 * Exposes the JavaScript
 [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
*/
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : 
    Event {
    open val track: MediaStreamTrack
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
        val AT_TARGET: Short
    }
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamTrackEventInit(track: MediaStreamTrack?, bubbles: Boolean? = false, cancelable: Boolean? = false, 
    composed: Boolean? = false): MediaStreamTrackEventInit {
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : 
    Event {
    open val error: dynamic
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface OverconstrainedErrorEventInit : EventInit {
    var error: dynamic /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun OverconstrainedErrorEventInit(error: dynamic = null, bubbles: Boolean? = false, cancelable: Boolean? = false, 
    composed: Boolean? = false): OverconstrainedErrorEventInit {
    val o = js("({})")
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
*/
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints(): MediaTrackSupportedConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/**
 * Exposes the JavaScript
 [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
*/
public external abstract class MediaDeviceInfo {
    open val deviceId: String
    open val kind: MediaDeviceKind
    open val label: String
    open val groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript
 [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
*/
public external interface DoubleRange {
    var max: Double?
    get() = definedExternally
    set(value) = definedExternally
    var min: Double?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external open class ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints = definedExternally):
    Promise<Unit>
}

/**
 * Exposes the JavaScript
 [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
*/
public external interface DoubleRange {
    var max: Double?
    get() = definedExternally
    set(value) = definedExternally
    var min: Double?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}
VideoResizeModeEnum.

VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()

VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = "crop-and-scale".asDynamic().unsafeCast<VideoResizeModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind.

MediaDeviceKind.Companion.AUDIOINPUT:

MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()

MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ReadyState.

ReadyState.Companion.CLOSED: ReadyState get() = "closed".asDynamic().unsafeCast<ReadyState>()

ReadyState.Companion.OPEN: ReadyState get() = "open".asDynamic().unsafeCast<ReadyState>()

ReadyState.Companion.ENDED: ReadyState get() = "ended".asDynamic().unsafeCast<ReadyState>()

/*@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") */
public external interface EndOfStreamError.

EndOfStreamError.Companion.NETWORK: EndOfStreamError get() = "network".asDynamic().unsafeCast<EndOfStreamError>()

EndOfStreamError.Companion.DECODE: EndOfStreamError get() = "decode".asDynamic().unsafeCast<EndOfStreamError>()

/*@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") */
public external interface SourceBufferList.

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SourceBuffer.

@kotlin.internal.InlineOnly
public inline operator fun SourceBufferList.get(index: Int): SourceBuffer? = asDynamic()[index]

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 49846
public external interface AppendMode {

    companion object
}

public inline val AppendMode.Companion.SEGMENTS: AppendMode get() =
"segments".asDynamic().unsafeCast<AppendMode>()

public inline val AppendMode.Companion.SEQUENCE: AppendMode get() =
"sequence".asDynamic().unsafeCast<AppendMode>()

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be
 * found in the license/LICENSE.txt file.
 * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
 * See github.com/kotlin/dukat for details.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.pointerevents

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasequence.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
        o["pointerId"] = pointerId
        o["width"] = width
        o["height"] = height
        o["pressure"] = pressure
        o["tangentialPressure"] = tangentialPressure
        o["tiltX"] = tiltX
        o["tiltY"] = tiltY
        o["twist"] = twist
        o["pointerType"] = pointerType
        o["isPrimary"] = isPrimary
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {

        open val pointerId: Int
        open val width: Double
        open val height: Double
        open val pressure: Float
        open val
tangentialPressure: Float
open val tiltX: Int
open val tiltY: Int
open val twist: Int
open val pointerType: String
open val isPrimary: Boolean
open companion object {
    var NONE: Short
    var CAPTURING_PHASE: Short
    var AT_TARGET: Short
    var BUBBLING_PHASE: Short
}

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* NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!*/

package org.w3c.dom.svg

import kotlin.js.
import org.khronos.webgl.
import org.w3c.css.
import org.w3c.dom.
import org.w3c.dom.events.
import org.w3c.dom.mediacapture.
import org.w3c.dom.svg.

/**
 * Exposes the JavaScript
 [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var clipped: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript
 [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength:
removeItem(index: Int): SVGLength
  fun appendItem(newItem: SVGLength): SVGLength
  fun getItem(index: Int): SVGLength

fun @kotlin.internal.InlineOnly

Exposes the JavaScript
[SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin

*An external abstract class SVGAnimatedBoolean [\n  open var baseVal: Boolean \n  open val animVal: Boolean \n]* Exposes the JavaScript

[SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin

*An external abstract class SVGAnimatedEnumeration [\n  open var baseVal: Short \n  open val animVal: Short \n]* Exposes the JavaScript

[SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin

*An external abstract class SVGAnimatedInteger [\n  open var baseVal: Int \n  open val animVal: Int \n]* Exposes the JavaScript

[SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin

*An external abstract class SVGAnimatedNumber [\n  open var baseVal: Float \n  open val animVal: Float \n]* Exposes the JavaScript

[SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin

*An external abstract class SVGAnimatedLength [\n  open var baseVal: SVGLength \n  open val animVal: SVGLength \n]* Exposes the JavaScript

[SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin

*An external abstract class SVGAnimatedAngle [\n  open var baseVal: SVGAngle \n  open val animVal: SVGAngle \n]* Exposes the JavaScript

[SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin

*An external abstract class SVGAnimatedString [\n  open var baseVal: String \n  open val animVal: String \n]* Exposes the JavaScript

[SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin

*An external abstract class SVGAnimatedRect [\n  open var baseVal: DOMRect \n  open val animVal: DOMRectReadOnly \n]* Exposes the JavaScript

[SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin

*An external abstract class SVGAnimatedNumberList [\n  open var baseVal: SVGNumberList \n  open val animVal: SVGNumberList \n]* Exposes the JavaScript

[SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin

*An external abstract class SVGAnimatedLengthList [\n  open var baseVal: SVGLengthList \n  open val animVal: SVGLengthList \n]* Exposes the JavaScript

[SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin

*An external abstract class SVGStringList [\n  open var baseVal: Int \n  open val numberOfItems: Int \n  fun clear() \n  fun insertItemBefore(newItem: String, index: Int) \n  fun replaceItem(newItem: String, index: Int) \n  fun appendItem(newItem: String) \n  fun getItem(index: Int) \n  \n]* Exposes the JavaScript

[SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin

*An external interface SVGUnitTypes [\n  companion object [\n    val SVG_UNIT_TYPE_UNKNOWN: Short \n    val SVG_UNIT_TYPE_USERSPACEONUSE: Short \n    val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short \n  ] \n]* Exposes the JavaScript

[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin

*An external interface
SVGTests {\n\nval requiredExtensions: SVGStringList\nval systemLanguage: SVGStringList}\n\nunpublic external interface SVGFitToViewBox {\nval viewBox: SVGAnimatedRect\nval preserveAspectRatio: SVGAnimatedPreserveAspectRatio}\n\n*\n\n\n* Exposes the JavaScript
\n\nSVGZoomAndPan {\n\nvar zoomAndPan: Short\n\n}\n\n\n\n*\n\n\n* Exposes the JavaScript
\n\nSVGURIReference {\n\nval href: SVGAnimatedString\n\n}\n\n\n\n*\n\n\n* Exposes the JavaScript
\n\nSVGSVGElement {\n\n\n}\n\n\n\n*\n\n\n* Exposes the JavaScript
\n\nSVGGElement {\n\n\n}\n\n\n\n* \n\n\n* Exposes the JavaScript
\n\nSVGUngnknownElement {\n\n\n}\n\n\n\n* \n\n\n* Exposes the JavaScript
\n\nSVGUnknownElement {\n\n\n}\n\n\n\n* \n\n\n* Exposes the JavaScript
\n\n
val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

        /* Exposes the JavaScript [SVGDefElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefElement) to Kotlin */
        public external abstract class SVGDefElement : SVGGraphicsElement {
            companion object {
                val ELEMENT_NODE: Short
                val ATTRIBUTE_NODE: Short
                val TEXT_NODE: Short
                val CDATA_SECTION_NODE: Short
                val ENTITY_REFERENCE_NODE: Short
                val ENTITY_NODE: Short
                val PROCESSING_INSTRUCTION_NODE: Short
                val COMMENT_NODE: Short
                val DOCUMENT_NODE: Short
                val DOCUMENT_TYPE_NODE: Short
                val DOCUMENT_FRAGMENT_NODE: Short
                val NOTATION_NODE: Short
                val DOCUMENT_POSITION_DISCONNECTED: Short
                val DOCUMENT_POSITION_PRECEDING: Short
                val DOCUMENT_POSITION_FOLLOWING: Short
                val DOCUMENT_POSITION_CONTAINS: Short
                val DOCUMENT_POSITION_CONTAINED_BY: Short
                val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgElement) to Kotlin */
                public external abstract class SVGSvgElement : SVGEllipse {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGLoadableElement](https://developer.mozilla.org/en/docs/Web/API/SVGLoadableElement) to Kotlin */
                public external abstract class SVGLoadableElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgTitleElement) to Kotlin */
                public external abstract class SVGSvgTitleElement : SVGEllipse {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgViewElement) to Kotlin */
                public external abstract class SVGSvgViewElement : SVGSvgElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgRectElement) to Kotlin */
                public external abstract class SVGSvgRectElement : SVGSvgElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgPathElement) to Kotlin */
                public external abstract class SVGSvgPathElement : SVGSvgElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgLineElement) to Kotlin */
                public external abstract class SVGSvgLineElement : SVGSvgElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgEllipseElement) to Kotlin */
                public external abstract class SVGSvgEllipseElement : SVGSvgElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgCircleElement) to Kotlin */
                public external abstract class SVGSvgCircleElement : SVGSvgElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @n
                /* Exposes the JavaScript [SVGSvgCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgCircleElement) to Kotlin */
                public external abstract class SVGSvgCircleElement : SVGSvgElement {
                    companion object {
                        val ELEMENT_NODE: Short
                        val ATTRIBUTE_NODE: Short
                        val TEXT_NODE: Short
                        val CDATA_SECTION_NODE: Short
                        val ENTITY_REFERENCE_NODE: Short
                        val ENTITY_NODE: Short
                        val PROCESSING_INSTRUCTION_NODE: Short
                        val COMMENT_NODE: Short
                        val DOCUMENT_NODE: Short
                        val DOCUMENT_TYPE_NODE: Short
                        val DOCUMENT_FRAGMENT_NODE: Short
                        val NOTATION_NODE: Short
                        val DOCUMENT_POSITION_DISCONNECTED: Short
                        val DOCUMENT_POSITION_PRECEDING: Short
                        val DOCUMENT_POSITION_FOLLOWING: Short
                        val DOCUMENT_POSITION_CONTAINS: Short
                        val DOCUMENT_POSITION_CONTAINED_BY: Short
                        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*/

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DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin

```java
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin

```java
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin

```java
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript 
[SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript 
[SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun.setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
    }
}

/**
 * Exposes the JavaScript 
[SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript 
[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript 
[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
    }
}
companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
 * [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 * [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
* Exposes the JavaScript
[SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
*/
public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
* Exposes the JavaScript
[SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
*/
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
* Exposes the JavaScript
[SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
*/
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
* Exposes the JavaScript
[SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
*/
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 *
 * @public external abstract class SVGGradientElement : SVGElement, SVGURIRefERENCE, SVGUnitTypes {
 * enum open val gradientUnits: SVGAnimatedEnumeration open val gradientTransform: SVGAnimatedTransformList
open val spreadMethod: SVGAnimatedEnumeration companion object {
val SVG_SPREADMETHOD_UNKNOWN: Short
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REFLECT: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
val ENTITY_REFERENCE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 *
 * @public external abstract class SVGLinearGradientElement : SVGGradientElement {
open val x1: SVGAnimatedLength
open val y1: SVGAnimatedLength
open val x2: SVGAnimatedLength
open val y2: SVGAnimatedLength companion object {
val SVG_SPREADMETHOD_UNKNOWN: Short
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REFLECT: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
val ENTITY_REFERENCE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 *
 * @public external abstract class SVGRadialGradientElement : SVGGradientElement {
open val cx: SVGAnimatedLength
open val cy: SVGAnimatedLength
open val r: SVGAnimatedLength
open val fx: SVGAnimatedLength
open val fy: SVGAnimatedLength companion object {
val SVG_SPREADMETHOD_UNKNOWN: Short
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REFLECT: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
val ENTITY_REFERENCE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*/
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val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin

* `public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes`

  * `open val patternUnits: SVGAnimatedEnumeration`
  * `open val patternContentUnits: SVGAnimatedEnumeration`
  * `open val patternTransform: SVGAnimatedTransformList`
  * `open val x: SVGAnimatedLength`
  * `open val y: SVGAnimatedLength`
  * `open val width: SVGAnimatedLength`
  * `open val height: SVGAnimatedLength`

  * `companion object {`
    * `val SVG_UNIT_TYPE_UNKNOWN: Short`
    * `val SVG_UNIT_TYPE_USERSPACEONUSE: Short`
    * `val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short`
    * `val ELEMENT_NODE: Short`
    * `val ATTRIBUTE_NODE: Short`
    * `val TEXT_NODE: Short`
    * `val CDATA_SECTION_NODE: Short`
    * `val ENTITY_REFERENCE_NODE: Short`
    * `val ENTITY_NODE: Short`
    * `val PROCESSING_INSTRUCTION_NODE: Short`
    * `val COMMENT_NODE: Short`
    * `val DOCUMENT_NODE: Short`
    * `val DOCUMENT_TYPE_NODE: Short`
    * `val DOCUMENT_FRAGMENT_NODE: Short`
    * `val NOTATION_NODE: Short`
    * `val DOCUMENT_POSITION_DISCONNECTED: Short`
    * `val DOCUMENT_POSITION_PRECEDING: Short`
    * `val DOCUMENT_POSITION_FOLLOWING: Short`
    * `val DOCUMENT_POSITION_CONTAINS: Short`
    * `val DOCUMENT_POSITION_CONTAINED_BY: Short`
    * `val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short`
  }

* `public external abstract class SVGHatchElement : SVGElement`

  * `companion object {`
    * `val ELEMENT_NODE: Short`
    * `val ATTRIBUTE_NODE: Short`
    * `val TEXT_NODE: Short`
    * `val CDATA_SECTION_NODE: Short`
    * `val ENTITY_REFERENCE_NODE: Short`
    * `val ENTITY_NODE: Short`
    * `val PROCESSING_INSTRUCTION_NODE: Short`
    * `val COMMENT_NODE: Short`
    * `val DOCUMENT_NODE: Short`
    * `val DOCUMENT_TYPE_NODE: Short`
    * `val DOCUMENT_FRAGMENT_NODE: Short`
    * `val NOTATION_NODE: Short`
    * `val DOCUMENT_POSITION_DISCONNECTED: Short`
    * `val DOCUMENT_POSITION_PRECEDING: Short`
    * `val DOCUMENT_POSITION_FOLLOWING: Short`
    * `val DOCUMENT_POSITION_CONTAINS: Short`
    * `val DOCUMENT_POSITION_CONTAINED_BY: Short`
    * `val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short`
  }

* `public external abstract class SVGHatchpathElement : SVGElement`

  * `companion object {`
    * `val ELEMENT_NODE: Short`
    * `val ATTRIBUTE_NODE: Short`
    * `val TEXT_NODE: Short`
    * `val CDATA_SECTION_NODE: Short`
    * `val ENTITY_REFERENCE_NODE: Short`
    * `val ENTITY_NODE: Short`
    * `val PROCESSING_INSTRUCTION_NODE: Short`
    * `val COMMENT_NODE: Short`
    * `val DOCUMENT_NODE: Short`
    * `val DOCUMENT_TYPE_NODE: Short`
    * `val DOCUMENT_FRAGMENT_NODE: Short`
    * `val NOTATION_NODE: Short`
    * `val DOCUMENT_POSITION_DISCONNECTED: Short`
    * `val DOCUMENT_POSITION_PRECEDING: Short`
    * `val DOCUMENT_POSITION_FOLLOWING: Short`
    * `val DOCUMENT_POSITION_CONTAINS: Short`
    * `val DOCUMENT_POSITION_CONTAINED_BY: Short`
    * `val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short`
  }

* `/**
  * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
  *
  * `public external abstract class SVGCursorElement : SVGElement, SVGURIReference`

  * `open val x: SVGAnimatedLength`
  * `open val y: SVGAnimatedLength`

  * `companion object {`
    * `val ELEMENT_NODE: Short`
    * `val ATTRIBUTE_NODE: Short`
    * `val TEXT_NODE: Short`
    * `val CDATA_SECTION_NODE: Short`
    * `val ENTITY_REFERENCE_NODE: Short`
    * `val ENTITY_NODE: Short`
    * `val PROCESSING_INSTRUCTION_NODE: Short`
    * `val COMMENT_NODE: Short`
    * `val DOCUMENT_NODE: Short`
    * `val DOCUMENT_TYPE_NODE: Short`
    * `val DOCUMENT_FRAGMENT_NODE: Short`
    * `val NOTATION_NODE: Short`
    * `val DOCUMENT_POSITION_DISCONNECTED: Short`
    * `val DOCUMENT_POSITION_PRECEDING: Short`
    * `val DOCUMENT_POSITION_FOLLOWING: Short`
    * `val DOCUMENT_POSITION_CONTAINS: Short`
    * `val DOCUMENT_POSITION_CONTAINED_BY: Short`
    * `val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short`
  }

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val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open var target: SVGAnimatedString
    open var download: SVGAnimatedString
    open var rel: SVGAnimatedString
    open var relList: SVGAnimatedString
    open var hreflang: SVGAnimatedString
    open var type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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```
org.w3c.dom.parsing.*

org.w3c.dom.pointerevents.*

org.w3c.dom.svg.*

org.w3c.dom.url.*

org.w3c.fetch.*

org.w3c.notifications.*

org.w3c.performance.*

org.w3c.workers.*

org.w3c.xhr.*

```
open val noscreen: Boolean
open val requireInteraction: Boolean
open val sticky: Boolean
open val data: Any?
open val actions: Array<out NotificationAction>

fun close()

companion object {
    val permission: NotificationPermission
    val maxActions: Int
    fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    var lang: String? /* = "" */
    var body: String? /* = "" */
    var tag: String? /* = "" */
    var image: String?
    var icon: String?
    var badge: String?
    var sound: String?
    var vibrate: dynamic
    var timestamp: Number?
    var renotify: Boolean? /* = false */
    var silent: Boolean? /* = false */
    var noscreen: Boolean? /* = false */
    var requireInteraction: Boolean? /* = false */
    var sticky: Boolean? /* = false */
    var data: Any? /* = null */
    var actions: Array<NotificationAction>? /* = arrayOf() */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}

public external interface NotificationAction {
    var action: String?
    var title: String?
    var icon: String?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["action"] = action
    o["title"] = title
    o["icon"] = icon
    return o
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
}

@kotlin.internal.InlineOnly
public inline fun GetNotificationOptions(tag: String? = ""): GetNotificationOptions {
    val o = js("({})")
    o["tag"] = tag
    return o
}

/**
 * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
    var action: String? /* = "" */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
false): NotificationEventInit {
  val o = js("{}")
  o["notification"] = notification
  o["action"] = action
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  o["composed"] = composed
  return o}
}/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
  companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
  companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
var type: WorkerType? /* = WorkerType.CLASSIC */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    o["scope"] = scope
    o["type"] = type
    return o
}

@kotlin.internal.InlineOnly
public inline fun ServiceWorkerMessageEventInit(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ServiceWorkerMessageEventInit {
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 */
public external open abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients: Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
    open var onforeignfetch: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onnotificationclick: ((NotificationEvent) -> dynamic)?
    open var onnotificationclose: ((NotificationEvent) -> dynamic)?
    open var onfunctionalevent: ((Event) -> dynamic)?
    fun skipWaiting(): Promise<Unit>
}

/**
 * Exposes the JavaScript
 */
public external abstract class Clients {
    fun get(id: String?): Promise<Any?>
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<WindowClient>
    fun claim(): Promise<Unit>
}

/**
 * Exposes the JavaScript
 */
public external abstract class ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
    var type: ClientType? /* = ClientType.WINDOW */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

@kotlin.internal.InlineOnly
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    return o
}

fun postMessage(message: Any?, transfer: Array<dynamic>): Promise<WindowClient>
fun navigate(url: String): Promise<WindowClient>

definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
public inline fun ExtendableEventInit(bubbles: Boolean? = false, cancelable: Boolean? = false): ExtendableEventInit {
    fun get() = definedExternally
    set(value) = definedExternally
    var origin = Array<String?>()
    var scopes = Array<String?>()
    var type = String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ForeignFetchOptions {
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?)

/**
 * Exposes the JavaScript FetchEvent to Kotlin
 */
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    open val request: Request
    open val clientId: String?
    open val isReload: Boolean
    fun respondWith(r: Promise<Response>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface FetchEventInit : ExtendableEventInit {
        var request: Request?
            get() = definedExternally
            set(value) = definedExternally
        var clientId: String? /* = null */
            get() = definedExternally
            set(value) = definedExternally
        var isReload: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FetchEventInit(request: Request?, clientId: String? = null, isReload: Boolean? = false, bubbles: Boolean?

/**
 * Exposes the JavaScript ExtendableMessageEvent to Kotlin
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit) : ExtendableEvent {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val headers: Array<String>?
    fun respondWith(r: Promise<ExtendableMessageResponse>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface ExtendableMessageEventInit : ExtendableEventInit {
        var data: Any?
        var origin: String?
        var headers: Array<String>?
    }

@kotlin.internal.InlineOnly
public inline fun ExtendableMessageEventInit(data: Any?, origin: String?, headers: Array<String>?)

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MessagePort?

companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}

package external interface

ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    var origin: String?
    get() = definedExternally
    set(value) = definedExternally
    var lastEventId: String?
    get() = definedExternally
    set(value) = definedExternally
    var ports: Array<MessagePort>?
    get() = definedExternally
    set(value) = definedExternally
    var array: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var composed: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var bubbles: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var cancelable: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
    get() = definedExternally
    set(value) = definedExternally
    var direct: Boolean?
    get() = definedExternally
    set(value) = definedExternally
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var direct: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var bubbles: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var array: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise[Unit]
    fun keys(request: dynamic = undefined, options: CacheQueryOptions = undefined): Promise<Array<Request>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript
 [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

*/

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ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript XMLHttpRequest to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String?
    open val status: Int
    open val statusText: String?
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String?
    open val responseXML: Document?
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING:
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```kotlin
val DONE: Short
}

/**
 * Exposes the JavaScript
 * [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun get(name: String): Array<*>fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript
 * [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {

    val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

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 * that can be found in the license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.reflect.KClass

/**
 * Signals that the annotated
 * annotation class is a marker of an experimental API.
 *
 * Any declaration annotated with that marker is
 * considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by
 * using [UseExperimental],
 * or by being annotated with that marker themselves, effectively causing further
 * propagation of that experimental aspect.
 * This class is deprecated in favor of a more general approach
 * provided by [RequiresOptIn]/[OptIn].
 */
@Target(ANNOTATION_CLASS)
@Retention(RETENTION_BINARY)
@SinceKotlin("1.2")
@RequiresOptIn
@OptIn
@Retention(RETENTION_SOURCE)
@Target
class Experimental(val level: Level = Level.ERROR) {
}
```

---

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aspect
  * of that API either by using [UseExperimental] or by being annotated with the corresponding marker
annotation.

/*
 * WARNING, */

/** Specifies that a warning should be reported on incorrect
usages of this experimental API. */

/** Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.
* If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
* This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
*/

public enum class Level {
    WARNING,
    ERROR,
}

/**
 * Allows to use experimental API
that is considered experimental and is not subject to the standard library:
 * the behavior of such API may be changed or the API may be removed completely in any
 * future release.
 */

@Target(ANNOTATION)
@Retention(SOURCE)
@RequireKotlin("1.2.2")
@RequireKotlinVersionKind="1.2.50",

class ExperimentalStdlibApi

"/*
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 * license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Enables overload selection based on the type of the value
 * returned from lambda argument.
 * When two or more function overloads have otherwise the same parameter
 * lists that differ only in the return type
 * of a functional parameter, this annotation enables overload selection by the
 * type of the value returned from the lambda body passed to that parameter.
 * The calls that affect inference are either members of the receiver type
 * of an annotated function parameter or * extensions for that type. The extensions must be themselves annotated
 * with `@BuilderInference`.
 * Example: we declare
 * ```
 * fun create(intProducer: () -> Int): Int
 * ```
 * and use it like
 * ```
 * val result = create {
 * yield("result") }
 * ```
 * Here the type argument of the resulting sequence is inferred to `Int` from
 * the argument of the [SequenceScope.yield] function, that is called inside the lambda passed to [Sequence].
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.
 */

@Target(VALUE_PARAMETER, FUNCTION)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.3")
@requireKotlinVersionKind=CompilerVersion("1.2.50")

fun create(intProducer: () -> Int): Int

*/
The version of this document is not clear from the image provided. However, the text seems to be discussing the use of lambda functions in Kotlin, specifically focusing on overload resolution by lambda return type analysis. It also mentions annotations used for experimental API support and multiplatform expectations.
annotated with the corresponding marker annotation. */

/** Specifies that a warning should be reported on incorrect usages of this API. */

/** Specifies that an error should be reported on incorrect usages of this API. */

allows to use the API denoted by the given markers in the annotated file, declaration, or expression.

If a declaration is annotated with [OptIn], its usages are required to opt in to that API. This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`. * Provides a skeletal implementation of the read-only [Collection] interface. * `param E` the type of elements contained in the collection. The collection is covariant in its element type. * `@Target` the type of annotations supported. * Requires opt-in argument `-Xopt-in=kotlin.RequiresOptIn`.

/**
 * Allows to use the API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [OptIn], its usages are required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 */

@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
@RequireKotlin("1.3.70")
public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
)

/**
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 * @package kotlin.collections
 * @subpackage kotlin.collections\n*/

package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 * If a declaration is annotated with [OptIn], its usages are required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 */

@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
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 */

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    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
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import kotlin.js.JsName

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 * If a declaration is annotated with [OptIn], its usages are required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 */

@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
@RequireKotlin("1.3.70")
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 * If a declaration is annotated with [OptIn], its usages are required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 */

@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
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package kotlin.collections

import kotlin.js.JsName

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 * Provides a skeletal implementation of the read-only [Collection] interface.
 * If a declaration is annotated with [OptIn], its usages are required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 */

@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
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public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
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package kotlin.collections

import kotlin.js.JsName

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 * Provides a skeletal implementation of the read-only [Collection] interface.
 * If a declaration is annotated with [OptIn], its usages are required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 */

@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
@RequireKotlin("1.3.70")
public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
)

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import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 * If a declaration is annotated with [OptIn], its usages are required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 */

@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
@RequireKotlin("1.3.70")
public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
)
fun containsValue(value: @UnsafeVariance V): Boolean = entries.any { it.value == value }

    internal fun 

    override fun containsKey(key: K): Boolean {
        return implFindEntry(key) != null
    }

    override
*/
@SinceKotlin("1.1")
public abstract class AbstractMap<K, out V> protected constructor() : Map<K, V>

    map is invariant in its key type.
 * @param V the type of map values. The map is covariant in its value type.

[entries] property, which should return read-only set of map entries.
 *
 * @param K the type of map keys. The

a skeletal implementation of the read-only [Map] interface.
 *
 * The implementor is required to implement
 [entries] property, which should return read-only set of map entries.
 *
 * @param V the type of map values. The map is covariant in its value type.

hashCode = 31 * hashCode + (e?.hashCode() ?: 0)
            }
            return hashCode
        }

        internal fun

        override fun hashCode(): Int = orderedHashCode(this)

        private open inner class IteratorImpl

        /** the index of the item that will be returned on the next call to [next]`()` */
        protected constructor() : AbstractCollection<E>(), List<E> {
    abstract override val size: Int
    abstract override

    private class

    private class

    override fun listIterator(): ListIterator<E> = ListIteratorImpl(0)

    override fun listIterator(index: Int): ListIterator<E> = ListIteratorImpl(index)

    override

    override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)

    private class

    protected constructor() : AbstractCollection<E>(), List<E> {
    abstract override val size: Int
    abstract override

    override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)

    private class

    protected constructor() : AbstractCollection<E>(), List<E> {
    abstract override val size: Int
    abstract override
containsEntry(entry: Map.Entry<*, *>?): Boolean {
    // since entry comes from @UnsafeVariance parameters it can
    // be virtually anything
    if (entry !is Map.Entry<*, *>()) return false
    val key = entry.key
    val value = entry.value
    val ourValue = get(key)
    if (value != ourValue) {
        return false
    }
    // Perhaps it was null and we don't contain the key?
    if (ourValue == null && !containsKey(key)) {
        return false
    }
    return true
}

override fun hashCode(): Int = unorderedHashCode(this)

internal companion object {

    internal fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }

    internal

collectionTest() {
    // since entry comes from @UnsafeVariance parameters it can
    // be virtually anything
    if (entry !is Map.Entry<*, *>()) return false
    val key = entry.key
    val value = entry.value
    val ourValue = get(key)
    if (value != ourValue) {
        return false
    }
    // Perhaps it was null and we don't contain the key?
    if (ourValue == null && !containsKey(key)) {
        return false
    }
    return true
}

override fun hashCode(): Int = unorderedHashCode(this)

internal companion object {

    internal fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }

    internal

collectionTest() {
    // since entry comes from @UnsafeVariance parameters it can
    // be virtually anything
    if (entry !is Map.Entry<*, *>()) return false
    val key = entry.key
    val value = entry.value
    val ourValue = get(key)
    if (value != ourValue) {
        return false
    }
    // Perhaps it was null and we don't contain the key?
    if (ourValue == null && !containsKey(key)) {
        return false
    }
    return true
}

override fun hashCode(): Int = unorderedHashCode(this)

internal companion object {

    internal fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }

    internal

}
object {
internal fun unorderedHashCode(c: Collection<*>): Int {
var hashCode = 0
for (element in c) {
hashCode += element?.hashCode() ?: 0
}
return hashCode
}
}

internal fun setEquals(c: Set<*>?, other: Set<*>?): Boolean {
if (c.size != other.size) return false
return c.containsAll(other) && other.containsAll(c)
}

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found in the license/LICENSE.txt file.
* Android package kotlin.collections
* Resizable-array implementation of the deque data structure.
* The name deque is short for "double ended queue" and is usually pronounced
"deck".
* The collection provide methods for convenient access to the both ends.
* It also implements [MutableList] interface and supports efficient get/set operations by index.

/*
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 */

package kotlin.collections

/**
 * Resizable-array implementation
 * of the deque data structure.
 *
 * The name deque is short for "double ended queue" and is usually pronounced
 "deck".
 *
 * The collection provide methods for convenient access to the both ends.
 * It also implements [MutableList] interface and supports efficient get/set operations by index.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public class ArrayDeque<E> : AbstractMutableList<E> {
private var head: Int = 0
private var elementData: Array<Any?>

override var size: Int = 0
private set

/**
 * Constructs an empty deque with specified [initialCapacity], or
 * throws [IllegalArgument] if [initialCapacity] is negative.
 * public constructor(initialCapacity: Int) {
 * elementData = when {
 * initialCapacity == 0 -> emptyElementData
 * initialCapacity > 0 -> arrayOfNulls(initialCapacity)
 * else -> throw IllegalArgumentException("Illegal Capacity: $initialCapacity")
 * }
 */
public constructor(initialCapacity: Int) {
if (initialCapacity == 0) {
else {
throw IllegalArgumentException("Illegal Capacity: $initialCapacity")
}
}

/**
 * Constructs an empty deque.
 */
public constructor() {
if (initialCapacity == 0) {
else {
}
}

/**
 * Constructs a deque that contains the same elements as the specified [elements] collection in the same order.
 * public constructor(elements: Collection<E>) {
 * elementData = elements.toTypedArray()
 */
public constructor(elements: Collection<E>) {
val elementData = elements.toTypedArray()
if (elementData.isEmpty()) {
else {
}
}

/**
 * Ensures that the current capacity is less than the [minCapacity], a new backing
 * storage is allocated with greater capacity.
 * Otherwise, this method takes no action and simply returns.
 * private fun ensureCapacity(minCapacity: Int) {
 * if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
 * if (minCapacity <= elementData.size) return
 * if (elementData === emptyElementData) {
 * elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
 * return
 * }
 * val newCapacity = newCapacity(elementData.size, minCapacity)
 * copyElements(newCapacity)
 */
private fun ensureCapacity(minCapacity: Int) {
if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
if (minCapacity <= elementData.size) return
if (elementData === emptyElementData) {
else {
val newCapacity = newCapacity(elementData.size, minCapacity)
val elementData = newArrayWithSpecifiedSizeAndCopies(elementData)
if (elementData.isEmpty()) {
else {
}
}

/**
 * Prepends the specified [element] to this deque.
 */
public fun addFirst(element: E) {
ensureCapacity(size + 1)
val elementData = newArrayWithSpecifiedSizeAndCopies(elementData)
val head = decremented(head)
elementData[head] = element
size += 1
}

/**
 * Appends the specified [element] to this deque.
 */
public fun addLast(element: E) {
public override fun addAll(elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    for (element in elements) {
        if (!iterator.hasNext()) break
        elementData[index] = iterator.next()
    }
    size += elements.size
    return true
}

private fun copyCollectionElements(): ElementDataArray

private fun copyInto(elementData: ElementData, head: Int, tail: Int)

private fun decremented(head: Int)
ensureCapacity(this.size + elements.size)
copyCollectionElements(internalIndex(size), elements)
if (head >= tail) { // closer to the first element -> shift preceding
    head += internalIndex - head
    shiftToBack = elementData.size - shiftedHead
    elementData.copyInto(elementData, shiftedHead, head, head + shiftToBack)
} else if (head < tail) {
    if (shiftToBack >= elements.size) {
        elementData.copyInto(elementData, shiftedHead, shiftedHead, internalIndex)
    } else {
        // head < tail, insertion leads to head >= tail
        shiftedHead += elementData.size
        shiftToBack = elementData.size - shiftedHead
        copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
    }
} else if (head >= tail) {
    if (internalIndex < head) {
        if (internalIndex < tail) {
            if (element == elementData[internalIndex]) return internalIndex + elementsSize
        }
    }
} else if (head < tail) {
    if (element == elementData[internalIndex]) return internalIndex + elementsSize
}

val temp = internalIndex
val oldElement = internalGet(internalIndex)
val internalIndex = internalIndex(index)
val elementsSize = elementData.size
val shiftedHead = head - elementsSize
if (shiftedHead >= 0) {
    elementData.copyInto(elementData, shiftedHead, head, internalIndex)
} else if (shiftedHead < 0) {
    val shiftToFront = elementData.size - shiftedHead
    elementData.copyInto(elementData, shiftedHead, head, head + shiftToFront)
}

val temp2 = internalIndex
val head = shiftedHead
val shiftToBack = elementData.size - shiftedHead
val elementsSize = elements.size
val internalIndex = internalIndex(index)
val elements = elementData.copyInto(elementData, head, head, elementsSize)
val internalIndex = internalIndex(index)
val elementsSize = elementData.size
if (head >= tail) {
    head += internalIndex - head
    shiftToBack = elementData.size - shiftedHead
    elementData.copyInto(elementData, shiftedHead, head, head + shiftToBack)
} else if (head < tail) {
    if (shiftToBack >= elements.size) {
        elementData.copyInto(elementData, shiftedHead, head, head + shiftToBack)
    } else {
        // head > tail, insertion leads to head >= tail
        shiftedHead += elementData.size
        shiftToBack = elementData.size - shiftedHead
        copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
    }
} else if (head >= tail) {
    if (internalIndex < head) {
        if (internalIndex < tail) {
            if (element == elementData[internalIndex]) return internalIndex + elementsSize
        }
    }
} else if (head < tail) {
    if (element == elementData[internalIndex]) return internalIndex + elementsSize
}

val temp = internalIndex
val oldElement = internalGet(internalIndex)
val internalIndex = internalIndex(index)
val elementsSize = elementData.size
val shiftedHead = head - elementsSize
if (shiftedHead >= 0) {
    if (shiftedHead < 0) {
        val shiftToFront = elementData.size - shiftedHead
    } else {
        // head < tail, insertion leads to head >= tail
        shiftToFront += elementsSize
        if (shiftToBack >= elements.size) {
            shiftToBack = elementData.size - shiftedHead
        } else {
            // head < tail, insertion leads to head >= tail
            shiftToBack = elementData.size - shiftedHead
            if (elementsSize >= internalIndex) {
                if (internalIndex <= head) {
                    elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
                } else {
                    shiftToBack = elementData.size - shiftedHead
                    if (shiftToBack >= elements.size) {
                        shiftToBack = elementData.size - shiftedHead
                    } else {
                        // head < tail, insertion leads to head >= tail
                        shiftToBack = elementData.size - shiftedHead
                        if (shiftToBack >= elements.size) {
                            shiftToBack = elementData.size - shiftedHead
                        } else {
                            // head < tail, insertion leads to head >= tail
                            shiftToBack = elementData.size - shiftedHead
                        }
                    }
                }
            } else { // head > tail, internalIndex < tail
                elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
            }
        }
    }
}

val temp2 = internalIndex
val head = shiftedHead
val shiftToBack = elementData.size - shiftedHead
val elementsSize = elements.size
val internalIndex = internalIndex(index)
val elements = elementData.copyInto(elementData, head, head, elementsSize)
val internalIndex = internalIndex(index)
val elementsSize = elementData.size
if (head >= tail) {
    head += internalIndex - head
    shiftToBack = elementData.size - shiftedHead
    copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
} else if (head < tail) {
    if (shiftToBack >= elements.size) {
        shiftToBack = elementData.size - shiftedHead
    } else {
        // head < tail, insertion leads to head >= tail
        shiftToBack += elementsSize
        if (shiftedHead >= 0) {
            if (shiftedHead < 0) {
                val shiftToFront = elementData.size - shiftedHead
            } else {
                // head < tail, insertion leads to head >= tail
                shiftToFront = elementData.size - shiftedHead
                if (elementsSize >= internalIndex) {
                    if (internalIndex <= head) {
                        elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
                    } else {
                        shiftToBack = elementData.size - shiftedHead
                        if (shiftToBack >= elements.size) {
                            shiftToBack = elementData.size - shiftedHead
                        } else {
                            // head < tail, insertion leads to head >= tail
                            shiftToBack = elementData.size - shiftedHead
                        }
                    }
                } else { // head > tail, internalIndex < tail
                    elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
                }
            }
        } else { // head > tail, internalIndex < tail
            elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
        }
    }
}

val temp = internalIndex
val oldElement = internalGet(internalIndex)
val internalIndex = internalIndex(index)
val elementsSize = elementData.size
val shiftedHead = head - elementsSize
if (shiftedHead >= 0) {
    if (shiftedHead < 0) {
        val shiftToFront = elementData.size - shiftedHead
    } else {
        // head < tail, insertion leads to head >= tail
        shiftToFront = elementData.size - shiftedHead
        if (elementsSize >= internalIndex) {
            if (internalIndex <= head) {
                elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
            } else {
                shiftToBack = elementData.size - shiftedHead
                if (elementsSize >= internalIndex) {
                    if (internalIndex <= head) {
                        elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
                    } else {
                        shiftToBack = elementData.size - shiftedHead
                        if (elementsSize >= internalIndex) {
                            shiftToBack = elementData.size - shiftedHead
                        } else {
                            // head < tail, insertion leads to head >= tail
                            shiftToBack = elementData.size - shiftedHead
                        }
                    }
                } else { // head > tail, internalIndex < tail
                    elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
                }
            }
        } else { // head > tail, insertion leads to head >= tail
            elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
        }
    }
}

val temp = internalIndex
val oldElement = internalGet(internalIndex)
val internalIndex = internalIndex(index)
val elementsSize = elementData.size
val shiftedHead = head - elementsSize
if (shiftedHead >= 0) {
    if (shiftedHead < 0) {
        val shiftToFront = elementData.size - shiftedHead
    } else {
        // head < tail, insertion leads to head >= tail
        shiftToFront = elementData.size - shiftedHead
        if (elementsSize >= internalIndex) {
            if (internalIndex <= head) {
                elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
            } else {
                shiftToBack = elementData.size - shiftedHead
                if (elementsSize >= internalIndex) {
                    if (internalIndex <= head) {
                        elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
                    } else {
                        shiftToBack = elementData.size - shiftedHead
                        if (elementsSize >= internalIndex) {
                            shiftToBack = elementData.size - shiftedHead
                        } else {
                            // head < tail, insertion leads to head >= tail
                            shiftToBack = elementData.size - shiftedHead
                        }
                    }
                } else { // head > tail, internalIndex < tail
                    elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
                }
            }
        } else { // head > tail, insertion leads to head >= tail
            elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
        }
    }
}

val temp = internalIndex
val oldElement = internalGet(internalIndex)
val internalIndex = internalIndex(index)
val elementsSize = elementData.size
val shiftedHead = head - elementsSize
if (shiftedHead >= 0) {
    if (shiftedHead < 0) {
        val shiftToFront = elementData.size - shiftedHead
    } else {
        // head < tail, insertion leads to head >= tail
        shiftToFront = elementData.size - shiftedHead
        if (elementsSize >= internalIndex) {
            if (internalIndex <= head) {
                elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
            } else {
                shiftToBack = elementData.size - shiftedHead
                if (elementsSize >= internalIndex) {
                    if (internalIndex <= head) {
                        elementData.copyInto(elementData, internalIndex, head, head + shiftToBack)
                    } else {
                        shiftToBack = elementData.size - shiftedHead
                        if (elementsSize >= internalIndex) {
                            shiftToBack = elementData.size - shiftedHead
                        } else {
                            // head < tail, insertion leads to head >= tail
                            shiftToBack = elementData.size - shiftedHead
                        }
                    }
                } else { // head > tail, internalIndex < tail
                    elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
                }
            }
        } else { // head > tail, insertion leads to head >= tail
            elementData.copyInto(elementData, shiftedInternalIndex, shiftedInternalIndex, tail)
        }
    }
}
override fun remove(element: E): Boolean {
    val index = indexOf(element)??
    if (index == -1) return false
    removeAt(index)??
    return true
}??
public override fun removeAt(index: Int): E {
    AbstractList.checkElementIndex(index, size)??
    if (index == lastIndex) {
        return removeLast()
    } else if (index == 0) {
        return removeFirst()
    }??
    val internalIndex = internalIndex(index)??
    val element = internalGet(internalIndex)??
    if (index < size shr 1) {??
        // closer to the first element -
        shift preceding elements??
        if (internalIndex >= head) {
            elementData.copyInto(elementData, head + 1, head, internalIndex)??
        } else { // head > tail, internalIndex < head
            elementData.copyInto(elementData, 1, 0, internalIndex)??
            elementData[0] = elementData[elementData.size - 1]??
            elementData.copyInto(elementData, head + 1, head, elementData.size - 1)??
        }
        elementData[head] = null??
        head = incremented(head)??
        "private inline function inFilter{Predicate: (E) -> Boolean): Boolean {
        (predicate(element as E))
        elementData[newTail++ = element]??
        else
            modified = true
        }
        if (modified)
        size = 0
    } else if (index == 0) {
        return removeFirst()
    }
    val internalIndex = internalIndex(index)??
    if (index == lastIndex) {
        return removeLast()
    }
    if (index < size shr 1) { ??
        shift preceding elements
        val internalLastIndex = internalIndex(lastIndex)??
        if (internalIndex <= internalLastIndex) {
            elementData.copyInto(elementData, internalIndex, internalIndex + 1, internalLastIndex + 1)??
        } else { // head > tail, internalIndex > head
            elementData.copyInto(elementData, internalIndex, internalIndex + 1, elementData.size)??
            elementData[elementData.size - 1] = elementData[0]??
            elementData.copyInto(elementData, 0, 1, internalLastIndex + 1)??
            elementData[internalLastIndex] = null??
        }
    } else { // head > tail, internalIndex < head
        val modified = false
        for (index in head until tail) {
            if (index in head until elementData.size)
                @Suppress("UNCHECKED_CAST")
                if (predicate(element as E))
                    elementData[newTail++] = element
                else
                    modified = true
        }
        if (modified)
        size = 0
    } else { // index in 0 until tail
        val newTail = head + 1
        val - negativeMod(newTail)??
        for (index in 0 until tail) {
            if (index == lastIndex)
                return removeLast()
            if (index < size shr 1) { ??
                shift preceding elements
                val internalIndex = internalIndex(size)
            } else if (index == 0) { ??
                shift preceding elements
            }
            val element = internalGet(index)
            if (index < size shr 1) { ??
                shift preceding elements
            } else if (index == 0) { ??
                shift preceding elements
            }
            if (index in head until elementData.size)
                @Suppress("UNCHECKED_CAST")
                if (predicate(element as E))
                    elementData[newTail++] = element
                else
                    modified = true
        }
        if (modified)
        size = 0
    }
    return elementData[index]??
    @Suppress("UNCHECKED_CAST")
    if (predicate(element as E))
        elementData[newTail++] = element
    else
        modified = true
    }
    if (modified)
    size = 0
}
private companion object {
    private val elementData = emptyArray<Any?>()
    private const val maxArraySize = Int.MAX_VALUE - 8
    private const val defaultMinCapacity = 10
    internal fun internalStructure(structure: (head: Int, elements: Collection<E>) -> Unit) {
        val tail = internalIndex(size)
        if (isEmpty())
            return false
        val tail = internalIndex(size)
        var modified = false
        for (index in head until tail) {
            if (index == lastIndex)
                return removeLast()
            if (index < size shr 1) { ??
                shift preceding elements
                val internalLastIndex = internalIndex(lastIndex)??
                if (internalIndex <= internalLastIndex) {
                    elementData.copyInto(elementData, internalIndex, internalIndex + 1, internalLastIndex + 1)??
                } else { // head > tail, internalIndex > head
                    elementData.copyInto(elementData, internalIndex, internalIndex + 1, elementData.size)??
                    elementData[elementData.size - 1] = elementData[0]??
                    elementData.copyInto(elementData, 0, 1, internalLastIndex + 1)??
                    elementData[internalLastIndex] = null??
                }
            } else { // head > tail, internalIndex < head
                modified = false
                for (index in head until tail) {
                    if (index in head until elementData.size)
                        @Suppress("UNCHECKED_CAST")
                        if (predicate(element as E))
                            elementData[newTail++] = element
                        else
                            modified = true
                }
                if (modified)
                size = 0
            }
        }
    }
    public override fun clear() {
        val tail = internalIndex(size)
        if (isEmpty())
            return false
        val tail = internalIndex(size)
        var modified = false
        for (index in head until tail) {
            if (index == lastIndex)
                return removeLast()
            if (index < size shr 1) { ??
                shift preceding elements
                val internalIndex = internalIndex(size)
            } else if (index == 0) { ??
                shift preceding elements
            }
            val element = internalGet(index)
            if (index < size shr 1) { ??
                shift preceding elements
            } else if (index == 0) { ??
                shift preceding elements
            }
            if (index in head until elementData.size)
                @Suppress("UNCHECKED_CAST")
                if (predicate(element as E))
                    elementData[newTail++] = element
                else
                    modified = true
        }
        if (modified)
        size = 0
    } else if (index == 0) { ??
        shift preceding elements
    }
    val element = internalGet(index)
    if (index < size shr 1) { ??
        shift preceding elements
    } else if (index == 0) { ??
        shift preceding elements
    }
    if (index in head until elementData.size)
        @Suppress("UNCHECKED_CAST")
        if (predicate(element as E))
            elementData[newTail++] = element
        else
            modified = true
    }
    if (modified)
    size = 0
}
private inline fun filterInPlace(predicate: (E) -> Boolean): Boolean {
    if (elements.contains(it))
        @Suppress("UNCHECKED_CAST")
        if (predicate(element as E))
            elementData[newTail++ = element]
        else
            modified = true
    }
    if (modified)
    size = 0
}
private inline fun filterInPlace(predicate: (E) -> Boolean): Boolean {
    if (elements.contains(it))
        @Suppress("UNCHECKED_CAST")
        if (predicate(element as E))
            elementData[newTail++ = element]
        else
            modified = true
    }
    if (modified)
    size = 0
}
package kotlin.collections

import kotlin.contracts.*

/**
 * Returns a single list of all elements from all arrays in the
given array.
 */
public fun Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 */
public fun <T, R> Array<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 */
@SinceKotlin("1.3")
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

/**
 * Returns this array if it's not empty
 * or the result of calling 
 * [defaultValue] function if the array is empty.
 */
@SinceKotlin("1.3")
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue() else
    this

@OptIn(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>)

@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Array<out T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {
    if (this === other) return true
    if (this == null || other == null || this.size != other.size) return false

    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]

        if (v1 === v2) {
            continue
        } else if (v1 == null || v2 == null) {
            return false
        }

        when {
            v1 is Array<*> && v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return false
            v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false
            v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2)) return false
            v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false
            v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false
            else -> if (v1 != v2) return false
        }
    }
    return true
}
is DoubleArray -> result.append(element.contentToString())
is CharArray ->
result.append(element.contentToString())

is UByteArray   -> result.append(element.contentToString())
            is UShortArray  ->
            is UIntArray    ->
            is ULongArray   ->

            else            ->
result.append(element.toString())
}

result.append(']')
processed.removeAt(processed.lastIndex)

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * Data class representing a value from a collection or sequence.
 */

package kotlin.collections

/**
 * Data class representing a value from a collection or sequence, along with its index in that collection or sequence.
 */
public data class IndexedValue<out T>(public val index: Int, public val value: T)

/*
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 */

@file:kotlin.jvm.JvmName("MapAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 */
@Suppress("UNCHECKED_CAST")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
@Suppress("UNCHECKED_CAST")
@PublishedApi
internal fun <K, V> Map<in K, V>.getValueOrDefault(key: K): V {
    if (this is MapWithDefault)
        return this.getOrDefault(key)
    return this.getOrDefaultNull(key) { throw NoSuchElementException("Key $key is missing in the map.") }
}

/*
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 */

@file:kotlin.jvm.JvmName("MapsAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.collections.MapWithDefault

/**
 * Provides the default value for this map.
 * @param default the default value.
 * @return the default value.
 */
public fun <V> Map<in String, out V>.setDefaultValue(default: V): V {
    this.defaultValue = default
    this.defaultPutValue = default
    return default
}

/*
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 */

@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.collections.MapWithDefault

/**
 * Provides the default value for this map.
 * @param default the default value.
 * @return the default value.
 */
public fun <V> Map<in String, out V>.setDefaultValue(default: V): V {
    this.defaultValue = default
    this.defaultPutValue = default
    return default
}

/*
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 */

@file:kotlin.jvm.JvmName("MapsAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.collections.MapWithDefault

/**
 * Provides the default value for this map.
 * @param default the default value.
 * @return the default value.
 */
public fun <V> Map<in String, out V>.setDefaultValue(default: V): V {
    this.defaultValue = default
    this.defaultPutValue = default
    return default
}
provided with a former call to [withDefault], it is being replaced by this call.

```kotlin
public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault ->
            this.map.withDefault(defaultValue)
        else ->
            MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function
 * [defaultValue].
 */
private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun get(key: K): V? = map.get(key)
    override val keys: Set<K> get() = map.keys
    override val values: Collection<V> get() = map.values
    override val entries: Set<Map.Entry<K, V>> get() = map.entries

    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}
```

---

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---

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 */
public fun <T> Collection<T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST")
    @kotlin.internal.InlineOnly
    @UnsafeVariance
    (this as MutableCollection<T>).remove(element)

/**
 * Removes all of this collection's elements that are also contained in the specified collection.
 */
public fun <T> Collection<T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST")
    @UnsafeVariance
    this.removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 */
public fun <T> Collection<T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST")
    @UnsafeVariance
    this.retainAll(elements)
result
   * Removes all elements from this [MutableIterable] that match the given [predicate].
   * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
   * @unpublic fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)/
   * Retains only elements of this [MutableIterable] that match the given [predicate].
   * @return `true` if any element was removed from this collection, or `false` when all elements were removed and collection was not modified.
   * @unpublic fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)/

   ```kotlin
   private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
       var result = false
       with(iterator()) {
           while (hasNext())
               if (predicate(next()) == predicateResultToRemove) {
                   remove()
                   result = true
               }
       }
       return result
   }
   ```

   ```kotlin
   @file:kotlin.jvm.JvmMultifileClass
   @file:kotlin.jvm.JvmName("CollectionsKt")
   ```

   ```kotlin
   package kotlin.collections
   ```

   ```kotlin
   private open class ReversedListReadOnly<out T>(private val delegate: List<T>) :
       AbstractList<T>() {
       override val size: Int get() = delegate.size
       override fun get(index: Int): T = delegate[reverseElementIndex(index)]
   }
   ```

   ```kotlin
   private class ReversedList<T>(private val delegate: MutableList<T>) :
       AbstractMutableList<T>() {
       override val size: Int get() = delegate.size
       override fun get(index: Int): T = if (this is RandomAccess) { delegate[index] } else { delegate[delegate.size - index - 1] }
   }
   ```

   ```kotlin
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   * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
   ```
delegate[reverseElementIndex(index)]? null override fun clear() = delegate.clear()
override fun removeAt(index: Int): T =
delegate.removeAt(reverseElementIndex(index))
override fun set(index: Int, element: T): T =
delegate.set(reverseElementIndex(index), element)
\noverride fun add(index: Int, element: T) { \n delegate.add(reversePositionIndex(index), element) \n }\n\nprivate fun List<!*>.reverseElementIndex(index: Int) =\n    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index \nSindex must be in range \n$[0..lastIndex]).")\n\nprivate fun List<!*>.reversePositionIndex(index: Int) =\n    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range \n$[0..size]).")\n
/**\n * Returns a reversed read-only view of the original List.\n * All changes made in the \noriginal list will be reflected in the reversed one.\n * @sample samples.collections.ReversedViews.asReversedList\n */\npublic fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)\n\n/**\n * Returns a reversed mutable view of the original mutable List.\n * All changes made in the \noriginal list will be reflected in the reversed one \nand vice versa.\n * @sample samples.collections.ReversedViews.asReversedMutableList\n */\n@kotlin.jvm.JvmName("asReversedMutable")\npublic fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)\n
/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming \nLanguage contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the \nlicense/LICENSE.txt file.\n */\n
*/

@file:kotlin.jvm.JvmName("SequencesKt")@file:OptIn(Experimental ITypInference::class)@file:unpackage kotlin.sequences@unimport kotlin.coroutines@unimport kotlin.coroutines.intrinsics@unimport kotlin.experimental.ExperimentalTypeInference@unimport kotlin.coroutines.implementation@unimport kotlin.experimental.ExperimentalTypeInference\n@unimport kotlin.coroutines.implementation\n\n/**\n * Builds a [Sequence] lazily yielding values one by one.\n * @see kotlin.sequences.generateSequence\n * @sample samples.collections.Sequences.buildSequence\n */\n@SinceKotlin("1.3")\npublic fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(block) }\n\n@SinceKotlin("1.3")\n@Deprecated("Use 'sequence[ ]' function instead.", level = DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(builderAction) }\n\n/**\n * Builds an [Iterator] lazily yielding values one by one.\n * @sample samples.collections.Sequences.buildIterator\n */\n@SinceKotlin("1.3")\npublic fun <T> iterator(@BuilderInference noinline block: suspend SequenceScope<T>.() -> Unit): Iterator<T> =\n    block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)\n    return iterator\n\n/**\n * The scope for yielding values of a [Sequence] or an [Iterator], \nprovides [yield], \n[yieldAll] and [yieldAll] suspension functions.\n * @see sequences漪yield\n * @sample samples.collections.Sequences.buildSequenceYieldAll\n */\n@RestrictsSuspension\n@SinceKotlin("1.3")\npublic abstract class SequenceScope<in T> {\n    /**\n     * Yields a value to the [Iterator] being built and suspends\n     * until the next value is requested.\n     * @see sequences漪yield\n     * @sample samples.collections.Sequences.buildSequenceYieldAll\n     */\n    public abstract fun yield(value: T)\n\n    /**\n     * Yields all values from the `iterator` to the [Iterator] being built\n     * and suspends until all these values are iterated and the next one is requested.\n     * @see sequences漪yield\n     * @sample samples.collections.Sequences.buildSequenceYieldAll\n     */\n    public abstract fun yieldAll(iterator: Iterator<T>)\n\n    /**\n     * Yields a collections of values to the [Iterator] being built\n     * and suspends until all these values are iterated and the next one is requested.\n     * @see sequences漪yield\n     * @sample samples.collections.Sequences.buildSequenceYieldAll\n     */\n    public abstract fun yieldAll(\n        @RestrictsSuspension@SinceKotlin("1.3")\n        public abstract class SequenceScope<\n            \n            */

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* @sample samples.collections.Sequences.Building.buildSequenceYieldAll
    */
    public suspend fun yieldAll(elements: Iterable<T>) {
        if (elements is Collection && elements.isEmpty()) return
        return yieldAll(elements.iterator())
    }

    /**
     * Yields potentially infinite sequence of values to the [Iterator]
     * being built * and suspends until all these values are iterated and the
     * next one is requested.
     * The sequence can be potentially infinite.
     */
    public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

    @Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
    public typealias SequenceBuilder<T> = SequenceScope<T>

    private typealias State = Int
    private const val State_NotReady: State = 0
    private const val State_ManyNotReady: State = 1
    private const val State_ManyReady: State = 2
    private const val State_Ready: State = 3
    private const val State_Done: State = 4
    private const val State_Failed: State = 5

    private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
        private var state = State_NotReady
        private var nextValue: T? = null
        private var nextIterator: Iterator<T>? = null
        private var nextStep: Continuation<Unit>? = null

        override fun hasNext(): Boolean {
            while (true) {
                when (state) {
                    State_NotReady -> {}
                    State_ManyNotReady ->
                        if (nextIterator!!.hasNext()) {
                            state = State_ManyReady
                            return true
                        } else {
                            nextIterator = null
                            state = State_Done
                            return false
                        }
                    State_Ready, State_ManyReady -> return true
                    else -> throw exceptionalState()
                }

                state = State_Failed
                val step = nextStep!!
                nextStep = null
                step.resume(Unit)
            }
        }

        override fun next(): T {
            when (state) {
                State_NotReady, State_ManyNotReady -> return nextNotReady()
                State_ManyReady -> {
                    state = State_ManyNotReady
                    return nextIterator!!.next()
                }
                State_Ready, State_Done -> {
                    state = State_NotReady
                    @Suppress("UNCHECKED_CAST")
                    val result = nextValue as T
                    nextValue = null
                    return result
                }
                else -> throw exceptionalState()
            }
        }

        private fun nextNotReady(): T {
            if (!hasNext()) throw NoSuchElementException() else return next()
        }

        private fun exceptionalState(): Throwable = when (state) {
            State_Done -> NoSuchElementException()
            State_Failed
                -> IllegalStateException("Iterator has failed.")
            else -> IllegalStateException("Unexpected state of the iterator: $state")
        }

        override suspend fun yield(value: T) {
            nextValue = value
            state = State_Ready
            return suspendCoroutineUninterceptedOrReturn { c ->
                nextStep = c
                COROUTINE_SUSPENDED
            }
        }

        override suspend fun yieldAll(iterator: Iterator<T>) {
            if (!iterator.hasNext()) return
            nextIterator = iterator
            state = State_ManyReady
            return suspendCoroutineUninterceptedOrReturn { c ->
                nextStep = c
                COROUTINE_SUSPENDED
            }
        }

        // Completion continuation implementation
        override fun resumeWith(result: Result<Unit>) {
            result.getOrThrow() // just rethrow exception if it is there
            state = State_Done
            override val context: CoroutineContext
                get() = EmptyCoroutineContext
        }
    }

    internal fun checkWindowSizeStep(size: Int, step: Int) {
        require(size > 0 && step > 0) {
            if (size != step)
                "Both size $size and step $step must be greater than zero."
            else
                "size $size must be greater than zero."
        }
    }

        checkWindowSizeStep(size, step)
        return Sequence {
            windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
        }
    }

        if (!iterator.hasNext()) return EmptyIterator
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            COROUTINE_SUSPENDED
        }
    }
erimentalUnsignedTypes\nprivate fun partition(
array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            var tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

private fun quickSort(
array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces
=============================================================================
private fun partition(
array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            var tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

private fun quickSort(
array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces
=============================================================================
private fun partition(
array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            var tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

private fun quickSort(
array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces
=============================================================================
private fun partition(
array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            var tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

private fun quickSort(
array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

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Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to describe the contract of a function. This type is used as a receiver type of the lambda function passed to the [contract] function.

```kotlin
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * @see contract
     */
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     * The possible values of [value] are limited to `true`, `false` or `null`.
     * @see contract
     */
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.
     * @see contract
     */
    @ContractsDsl public fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies that the function parameter [lambda] is invoked in place.
     * This contract specifies:
     * 1. the function [lambda] can only be invoked during the call of the owner function,
        and it won't be invoked after that owner function call is completed;
     * 2. (optionally) the function [lambda] is invoked the amount of times specified by the [kind] parameter,
     * see the [InvocationKind] enum for possible values.
     * A function declaring the `callsInPlace` effect must be _inline_.
     * @see contract
     */
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies the contract of a function.
 * The contract description must be at the beginning of a function and have at least one
 * effect.
 * Only the top-level functions can have a contract for now.
 * A function parameter invocation that is not or not invoked at all:
 * A function parameter will be invoked one or more times:
 * A function parameter is called in place, but it's unknown how many times it can be called:
 * The contract description must be at the beginning of a function and have at least one
 * effect. Only the top-level functions can have a contract for now.
 * @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
 * @see contract
 */
@ContractsDsl
@ExperimentalContracts
@Suppress("UNUSED_PARAMETER")
@SinceKotlin("1.3")
public inline fun contract(builder: ContractBuilder.() -> Unit) { }
```

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license/LICENSE.txt file.

package kotlin.coroutines

/**
 * Marks coroutine context element that
intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve
the interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key :
        CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original
continuation, thus intercepting all resumptions.
 * This function is invoked by coroutines framework when
needed and the resulting continuations are
 * cached internally per each instance of the original [continuation].
 * This function may simply return original [continuation] if it does not want to intercept this particular
continuation.
 * When the original [continuation] completes, coroutines framework invokes
[releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
continuation instance returned by [interceptContinuation] had previously returned a different continuation instance.
 */
    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the
continuation instance returned by [interceptContinuation] when the original
continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]
 had returned a different
continuation instance from the one it was invoked with. 

 * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
 */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicElement specialized for ContinuationInterceptor key
        if (key is AbstractCoroutineContextKey<*, *>) {
            @Suppress("UNCHECKED_CAST")
            return key.tryCast(this) as? E else null
        }
        return if (ContinuationInterceptor === key) this as E else null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        // minusPolymorphicElement specialized for ContinuationInterceptor key
        if (key is AbstractCoroutineContextKey<*, *>) {
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        }
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}

 Persistent context for the coroutine. It is an indexed set of [Element] instances.
An indexed set is a mix between a set and a map.
Every element in this set has a unique [Key].
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Apache 2.0 license that can be found in the license/LICENSE.txt file.

package kotlin.coroutines

/**
 * public interface ContinuationInterceptor : CoroutineContext.Element {
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * Returns continuation that wraps the original
continuation, thus intercepting all resumptions.
 * This function is invoked by coroutines framework when
needed and the resulting continuations are
 * cached internally per each instance of the original [continuation].
 * This function may simply return original [continuation] if it does not want to intercept this particular
continuation.
 * When the original [continuation] completes, coroutines framework invokes
[releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
continuation instance returned by [interceptContinuation] had previously
 * returned a different continuation instance.
 */
    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the
continuation instance returned by [interceptContinuation] when the original
continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]
 had returned a different
continuation instance from the one it was invoked with.

 * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
 */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicKey specialized for ContinuationInterceptor key
        if (key is AbstractCoroutineContextKey<*, *>) {
            @Suppress("UNCHECKED_CAST")
            return key.tryCast(this) as? E else null
        }
        return if (ContinuationInterceptor === key) this as E else null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        // minusPolymorphicKey specialized for ContinuationInterceptor key
        if (key is AbstractCoroutineContextKey<*, *>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}

 Persistent context for the coroutine. It is an indexed set of [Element] instances.
An indexed set is a mix between a set and a map.
Every element in this set has a unique [Key].
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package kotlin.coroutines

/**
 * public interface ContinuationInterceptor : CoroutineContext.Element {
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * Returns continuation that wraps the original
continuation, thus intercepting all resumptions.
 * This function is invoked by coroutines framework when
needed and the resulting continuations are
 * cached internally per each instance of the original [continuation].
 * This function may simply return original [continuation] if it does not want to intercept this particular
continuation.
 * When the original [continuation] completes, coroutines framework invokes
[releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
continuation instance returned by [interceptContinuation] had previously
 * returned a different continuation instance.
 */
    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the
continuation instance returned by [interceptContinuation] when the original
continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]
 had returned a different
continuation instance from the one it was invoked with.

 * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
 */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicElement specialized for ContinuationInterceptor key
        if (key is AbstractCoroutineContextKey<*, *>) {
            @Suppress("UNCHECKED_CAST")
            return key.tryCast(this) as? E else null
        }
        return if (ContinuationInterceptor === key) this as E else null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        // minusPolymorphicElement specialized for ContinuationInterceptor key
        if (key is AbstractCoroutineContextKey<*, *>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}

 Persistent context for the coroutine. It is an indexed set of [Element] instances.
An indexed set is a mix between a set and a map.
Every element in this set has a unique [Key].
Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.
`EmptyCoroutineContext` CombinedContext(element, interceptor) else

CombinedContext(CombinedContext(left, element), interceptor)\n
* Returns a context containing elements from this context, but without an element with
"the specified [key]." An element of the [CoroutineContext]. [E] is a type of element with this key.\n
* public interface Key\n
* A key of this coroutine context element.\n
* public val key: Key\n
* *\n
* public override fun <E : Element> get(key: Key<E>): E? =\n
* val left = removed.minusKey(ContinuationInterceptor)\n
if (left ==\n
EmptyCoroutineContext) CombinedContext(element, interceptor) else

CombinedContext(CombinedContext(left, element), interceptor)\n
* Returns a context containing elements from this context, but without an element with
"the specified [key]." An element of the [CoroutineContext]. [E] is a type of element with this key.\n
* public interface Key\n
* A key of this coroutine context element.\n
* public val key: Key\n
* *\n
* public override fun <E : Element> get(key: Key<E>): E? =\n
* @Suppress("UNCHECKED_CAST")\n
```
null" otherwise. This method returns empty context if either [Element.key] is equal to the given [key] or if the [key] is associated with [Element.key] via [AbstractCoroutineContextKey]. See [AbstractCoroutineContextKey] for the example of usage.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {
    if (key is AbstractCoroutineContextKey<*, *>)
        return if (key.isSubKey(this.key) &&
            key.tryCast(this) != null)
            EmptyCoroutineContext else this
    return if (this.key === key)
        EmptyCoroutineContext else this
}

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ---------------------

// this class is not exposed, but is hidden inside implementations/
// this is a left-biased list, so that `plus` works

@SinceKotlin("1.3")
internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>):
        CoroutineContext {
            element[key]?.let { return left }
            val newLeft = left.minusKey(key)
            return when {
                newLeft === left -> this
                newLeft === EmptyCoroutineContext -> element
                else ->
                    CombinedContext(newLeft, element)
            }
        }

    private fun size(): Int {
        var cur = this
        var size = 2
        while (true) {
            cur = cur.left as? CombinedContext ?: return size
            size++
        }
    }

    private fun contains(element: Element): Boolean =
        get(element.key) == element

    private fun containsAll(context: CombinedContext): Boolean {
        var cur = context
        while (true) {
            if (!contains(cur.element)) return false
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else if (contains(next as Element)) return true
        }
    }

    override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.size() == size() &&
        other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String =
        "\[" + fold("") { acc, element ->
            if (acc.isEmpty()) element.toString() else
            "$acc, $element"
        } + "\]"

    private fun writeReplace(): Any {
        val n = size()
        val elements = arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element ->
            elements[index++] = element
        }
        check(index == n)
        @Suppress("UNCHECKED_CAST")
        return Serialized(elements as Array<CoroutineContext>)
    }

    private class Serialized(val elements: Array<CoroutineContext>) : Serializable {
        companion object {
            private const val serialVersionUID: Long = 0L
        }

        private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
    }
}
```

---

"null" otherwise. This method returns empty context if either an [Element.key] is equal to the given [key] or if the [key] is associated with an [Element.key] via an [AbstractCoroutineContextKey]. See [AbstractCoroutineContextKey] for the example of usage.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {
    if (key is AbstractCoroutineContextKey<*, *>)
        return if (key.isSubKey(this.key) &&
            key.tryCast(this) != null)
            EmptyCoroutineContext else this
    return if (this.key === key)
        EmptyCoroutineContext else this
}

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ---------------------

// this class is not exposed, but is hidden inside implementations/
// this is a left-biased list, so that `plus` works

@SinceKotlin("1.3")
internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>):
        CoroutineContext {
            element[key]?.let { return left }
            val newLeft = left.minusKey(key)
            return when {
                newLeft === left -> this
                newLeft === EmptyCoroutineContext -> element
                else ->
                    CombinedContext(newLeft, element)
            }
        }

    private fun size(): Int {
        var cur = this
        var size = 2
        while (true) {
            cur = cur.left as? CombinedContext ?: return size
            size++
        }
    }

    private fun contains(element: Element): Boolean =
        get(element.key) == element

    private fun containsAll(context: CombinedContext): Boolean {
        var cur = context
        while (true) {
            if (!contains(cur.element)) return false
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else if (contains(next as Element)) return true
        }
    }

    override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.size() == size() &&
        other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String =
        "\[" + fold("") { acc, element ->
            if (acc.isEmpty()) element.toString() else
            "$acc, $element"
        } + "\]"

    private fun writeReplace(): Any {
        val n = size()
        val elements = arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element ->
            elements[index++] = element
        }
        check(index == n)
        @Suppress("UNCHECKED_CAST")
        return Serialized(elements as Array<CoroutineContext>)
    }

    private class Serialized(val elements: Array<CoroutineContext>) : Serializable {
        companion object {
            private const val serialVersionUID: Long = 0L
        }

        private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
    }
```
[Continuation] provided to the [block] shall not be invoked.
* As the result type of the [block] is declared as
  `Any?` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend
function's author.
* Invocation of [Continuation resumeWith] resumes coroutine directly in the invoker's thread without going through the
  [ContinuationInterceptor] that might be present in the coroutine's
  [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.
* [Continuation.intercepted] can be used to acquire the intercepted continuation.
* Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions
  synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to
  obtain current continuation instance.

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE) 
    }
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")
}

/**
 * This value is used as a return value of suspendCoroutineUninterceptedOrReturn `block` argument to state that
 * the execution was suspended and will not return any result immediately. Note: this value should not be used in general code.**
 * Using it outside of the context of suspendCoroutineUninterceptedOrReturn function return value (including, but not limited
to, storing this value in other properties, returning it from other functions, etc) can lead to unspecified
 * behavior of the code.
 */
public suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE) 
    }
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")
}

/**
 * Performs a bitwise AND operation between the two values.
 */
public inline infix fun Byte.and(other: Byte): Byte 

/**
 * Performs a bitwise OR operation between the two values.
 */
public inline infix fun Byte.or(other: Byte): Byte 

/**
 * Performs a bitwise XOR operation between the two values.
 */
public inline infix fun Byte.xor(other: Byte): Byte 

/**
 * Inverts the bits in this value.
 */
public inline fun Byte.inv(): Byte 

/**
 * Performs a bitwise AND operation between the two values.
 */
public inline infix fun Short.and(other: Short): Short 

/**
 * Performs a bitwise OR operation between the two values.
 */
public inline infix fun Short.or(other: Short): Short 

/**
 * Performs a bitwise XOR operation between the two values.
 */
public inline infix fun Short.xor(other: Short): Short 

/**
 * Inverts the bits in this value.
 */
public inline fun Short.inv(): Short 

public suspend inline func
e.g. `@OptIn(ExperimentalTypeInference::class)` \n* or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference` \n */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
public annotation class ExperimentalTypeInference

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that a corresponding member has the highest priority in overload resolution. Effectively this means that\n an extension annotated with this annotation will win in overload resolution over a member with the same signature.\n */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without inlining\n */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property,\n * the backing field of which is accessible at the point where the corresponding argument is passed.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies which version should be compared with the [version] value, when compiling the usage of the annotated\n * declaration.\n * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to\n * treat any [RequireKotlin] as if it requires the language version.\n * Since 1.2, the Kotlin compiler supports\n */
@Target(AnnotationTarget.CLASS, AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class RequireKotlin

/**
 * Specifies the corresponding type should be supported since the specified version.\n */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
public annotation class SinceKotlin

/**
 * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.\n */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
public annotation class RequiresOptIn

/**
 * Specifies that this type parameter should be available in overload resolution.\n */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
public annotation class RequiresOptIn

/**
 * A diagnostic message that will be reported when the annotated\n * declaration is used before the specified version.\n */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
public annotation class RequiresOptIn
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
)

/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing function's contract.
 */
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal class ContractsDsl

@sample samples.properties.Delegates.notNullDelegate
@sample samples.properties.Delegates.observableDelegate
@sample samples.properties.Delegates.vetoableDelegate

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

private fun RequiresKotlinVersion
toSourceVersion()

public object Delegates {
    public fun <T : Any> notNull():
        ReadWriteProperty<Any?, T> = NotNullVar()

    public inline fun <T> observable(initialValue: T,
        crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
        ReadWriteProperty<T>(initialValue) {
            override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
        }

    public inline fun <T> vetoable(initialValue: T,
        crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
        ReadWriteProperty<T>(initialValue) {
            override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
        }

    public override fun getDelegate() = this
}

public interface ReadOnlyProperty<in T, out V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param T the type of the property value.
     * @param V the type of the property value.
     * @param property the metadata for the property.
     * @param return the property value.
     */
    public override fun getValue(thisRef: T, out V): V
}

public interface WriteOnlyProperty<in T, out V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param T the type of the property value.
     * @param V the type of the property value.
     * @param property the metadata for the property.
     * @param return the property value.
     */
    public operator fun getValue(thisRef: T, out V): V

property: KProperty<*>): V

/**
 * Base interface that can be used for implementing property delegates of
 * read-write properties.
 *
 * This is provided only for convenience; you don't have to extend this interface
 * as long as your property delegate has methods with the same signatures.
 *
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 */
public interface ReadWriteProperty<in T, V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    fun getValue(thisRef: T, property: KProperty<*>): V

    /**
     * Sets the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @param value the value to set.
     */
    fun setValue(thisRef: T, property: KProperty<*>?, value: V)
}

/**
 * Base interface that can be used for implementing property delegate providers.
 *
 * This is provided only for convenience; you don't have to extend this interface
 * as long as your delegate provider has a method with the same signature.
 *
 * @param T the type of object which owns the delegated property.
 * @param D the type of property delegates this provider provides.
 */
@SinceKotlin("1.4")
public fun interface PropertyDelegateProvider<in T, out D> {
    /**
     * Returns the delegate of the property for the given object.
     *
     * This function can be used to extend the logic of creating
     * the object (e.g. perform validation checks).
     *
     * @param thisRef the object for which property delegate is requested.
     * @param property the metadata for the property.
     * @return the property delegate.
     */
    fun provideDelegate(thisRef: T, property: KProperty<*>): D
}

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when
 * changed.
 *
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {
    private var value = initialValue

    /**
     * The callback which is called before a change to the property value is attempted.
     * @param property the metadata for the property.
     * @param oldValue the old value.
     * @param newValue the new value.
     * @return true if the callback allows the change, false otherwise.
     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true

    /**
     * The callback which is called after the change of the property is made.
     * @param property the metadata for the property.
     * @param oldValue the old value.
     * @param newValue the new value.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): V {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }
        this.value = value
        afterChange(property, oldValue, value)
    }
}
without a receiver, i.e. it either references a top-level property or a class Login(val username: String, var incorrectAttemptCounter: Int = 0) by defaultLogin = Login("Admin") * var defaultLoginAttempts by defaultLogin: incorrectAttemptCounter * // equivalent to

* var defaultLoginAttempts: Int * get() = defaultLogin.incorrectAttemptCounter * set(value) {
    defaultLogin.incorrectAttemptCounter = value }

* An extension operator that allows delegating a read-only or extension property of type [V] to a property reference to a member or extension property of type [V] or its subtype.

* Example:

```kotlin
class Login(val username: String) {
    val defaultLogin = Login("Admin")
    var defaultLoginAttempts: Int
        get() = this.username
        set(value) {
            this.username = value
        }
}
```

* An extension operator that allows delegating a read-only or mutable property of type [V] to a property reference to a member or extension property of the same type [V].

* Example:

```kotlin
class Login(val username: String) {
    var Login.attempts by Login::incorrectAttemptCounter
    // equivalent to
    var Login.attempts: Int
        get() = this.incorrectAttemptCounter
        set(value) { this.incorrectAttemptCounter = value }
}
```

* The companion object [Random.Default] is the default instance of [Random].

* Get a seeded instance of random generator use [Random] function.

* Sample [Randoms.defaultRandom]
generator.
* On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
* @sample samples.random.Randoms.defaultRandom
* companion object Default : Random() {
  private val defaultRandom: Random = defaultPlatformRandom()
  override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)
  override fun override fun nextInt(): Int = defaultRandom.nextInt()
  override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)
  override fun override fun nextLong(): Long = defaultRandom.nextLong()
  companion object Default : Random() {
    private val defaultRandom: Random = defaultPlatformRandom()
    override fun nextInt(from, until: Int) = defaultRandom.nextInt(from, until)
    override fun nextLong(from, until: Long) = defaultRandom.nextLong(from, until)
    override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()
    override fun nextDouble(): Double = defaultRandom.nextDouble()
    override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
    override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
    override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray =
      defaultRandom.nextBytes(array, fromIndex, toIndex)
  }
}

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * **Note:** Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * **Note:** Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random =
  XorWowRandom(seed.toInt(), seed.shr(32).toInt())

/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 * Generates an `Int` random value uniformly distributed in the specified [range]:
 * from `range.first` inclusive to `range.endInclusive` inclusive.
 * @throws IllegalArgumentException if [range] is empty.
 */
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int = when {
  range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
  range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
  range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
  else -> nextInt(range.first, range.last) + 1
}

/**
 * Gets the next random `Long` from the random number generator in the specified [range].
 * Generates a `Long` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws IllegalArgumentException if [range] is empty.
 */
@SinceKotlin("1.3")
public fun Random.nextLong(range: LongRange): Long = when {
  range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
  range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
  range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
  else -> nextLong(range.first, range.last) + 1
}

internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

@OptIn(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
  this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
  boundsErrorMessage(from, until)
}
}
/*
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 * found in the license/LICENSE.txt file.
 */

package kotlin.random

/**
 * Gets the next random [UInt] from the random number generator.
 * Generates a [UInt] random value uniformly distributed between
 * [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt =
    nextInt().toUInt()/* @throws IllegalArgumentException if [until] is zero.*/

/**
 * Gets the next random [UInt] less than the specified [until] bound.
 * Generates a [UInt] random value uniformly distributed between '0' (inclusive) and
 * the specified [until] bound (exclusive).*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt =
    nextUInt(0u, until)/* @throws IllegalArgumentException if [from] is greater than or equal to [until].*/

/**
 * Gets the next random [UInt] in the specified range.
 * Generates a [UInt] random value uniformly distributed between the specified [from] and [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)/* @throws IllegalArgumentException if [range] is empty.*/

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()/* @throws IllegalArgumentException if [range] is empty.*/
}

/**
 * Gets the next random [ULong] from the random number generator.
 * Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and
 * [ULong.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(): ULong =
    nextLong().toULong()/* @throws IllegalArgumentException if [range] is empty.*/

/**
 * Gets the next random [ULong] less than the specified [until] bound.
 * Generates a [ULong] random value uniformly distributed between '0' (inclusive) and
 * the specified [until] bound (exclusive).*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong =
    nextULong(0uL, until)/* @throws IllegalArgumentException if [from] is greater than or equal to [until].*/

/**
 * Gets the next random [ULong] in the specified range.
 * Generates a [ULong] random value uniformly distributed between the specified [from] and [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until: ULong): ULong {
    checkULongRangeBounds(from, until)/* @throws IllegalArgumentException if [range] is empty.*/

    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE

    val signedResult =
        nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
    return signedResult.toULong()/* @throws IllegalArgumentException if [range] is empty.*/
}

/**
 * Fills the specified unsigned byte [array] with random bytes and returns it.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray): UByteArray {
    nextBytes(array.asByteArray())/* @returns array filled with random bytes.*/
    return array
}/* @returns an unsigned
byte array of the specified [size], filled with random bytes.

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package kotlin.random

/**
 * Random number generator, using Marsaglia's 'xorwow' algorithm
 * Cycles after 2^192 - 2^32 repetitions.
 * For more details, see Marsaglia, George (July 2003). 'Xorshift RNGs'. Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14
 * Available at https://www.jstatsoft.org/v08/i14/paper
 */

internal class XorWowRandom
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
            this(seed1, seed2, 0, 0,
            seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorxow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override
    fun nextBits(bitCount: Int): Int =
        nextInt().takeUpperBits(bitCount)
}

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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override
    fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty()
                ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int
    {  
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override
    fun toString(): String = "$start..$endInclusive"
}

/**
 * Creates a range from this [Comparable] value to the specified [that] value.
 * This value needs to be smaller than [that] value, otherwise the returned range will be empty:
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)


/**
 * Represents a range of floating point numbers.
 * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.
 */
@SinceKotlin("1.1")
public interface
    ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean
        = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
    
}
override val start: Double get() = _start
override val endInclusive: Double get() = _endInclusive
override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
override fun isEmpty(): Boolean = !_start <= _endInclusive
override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() &&
                _start == other._start && _endInclusive == other._endInclusive)
    }

override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
}

override fun toString(): String = "$_start..$_endInclusive"

/**
 * Creates a range from this 
 [Double]
 * to the specified 
 [that]
 * value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedDoubleRange = ClosedDoubleRange(this, that)

/**
 * A closed range of values of type 
 `Float`
 * Numbers are compared with the ends of this range according to IEEE-754.
 */
private class ClosedFloatRange(
    start: Float,
    endInclusive: Float
) :
    ClosedFloatingPointRange<Float> {
        private val _start = start
        private val _endInclusive = endInclusive

        override val start: Float get() = _start
        override val endInclusive: Float get() = _endInclusive

        override fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b

        override fun contains(value: Float): Boolean = value >= _start && value <= _endInclusive
        override fun isEmpty(): Boolean = !_start <= _endInclusive

        override fun equals(other: Any?): Boolean {
            return other is ClosedFloatRange && (isEmpty() &&
                    _start == other._start && _endInclusive == other._endInclusive)
        }

        override fun hashCode(): Int {
            return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
        }

        override fun toString(): String = "$_start..$_endInclusive"
    }

/**
 * Creates a range from this 
 [Float]
 * to the specified 
 [that]
 * value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromFloat
 */
@SinceKotlin("1.1")
public operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified 
 [element]
 *.
 * Always returns `false` if the 
 [element]
 * is `null`.
 * @see 
 * [KClass.isInstance]
 * @see 
 * [KClass.safeCast]
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.cast(value: Any?): T {
    if (!isInstance(value)) throw ClassCastException("Value cannot be cast to $qualifiedOrSimpleName")
    return value as T
}

// TODO: replace with qualifiedName when it is fully supported in K/JS
internal expect val KClass<*>.qualifiedOrSimpleName: String?

/**
 * Returns `true` if this iterable range contains the specified 
 [element]
 *.
 * Always returns `false` if the 
 [element]
 * is `null`.
 * @see 
 * [KClass.isInstance]
 * @see 
 * [KClass.safeCast]
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.safeCast(value: Any?): T? {
    return if (isInstance(value)) value as T else null
}

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 */

package kotlin.reflect

import kotlin.jvm.JvmField
import kotlin.jvm.JvmStatic

/**
 * Represents a type projection. Type projection is usually the argument to another type in a type usage.
 * For example, in the
 */

type `Array<out Number>`.

* `out Number` is the covariant projection of the type represented by the class `Number`. * Type projection is either the star projection, or an entity consisting of a specific type plus optional variance. * The use-site variance specified in the projection, or `null` if this is a star projection.

* `public val type: KType?` Initial `null` requires (variance == null) == (type == null) if (variance == null) `Star projection must have no type specified.` else `The projection variance requires type to be specified.`

* The `Array<out Number>` covariant projection of the class `Number`.

---

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 */

package kotlin.reflect

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {

    /**
     * Appends the specified character `value` to this Appendable and returns this instance.
     * @param value the character to append.
     */
    fun append(value: Char): Appendable

    /**
     * Returns a runtime representation of the given reified type `T` as an instance of `KType`.
     */
    @Suppress("unused") // KT-12448 @file:kotlin.text
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public inline fun <reified T> typeOf(): KType =
    throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.")

    /**
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     * An object to which char sequences and values can be appended.
     */
    @ExperimentalStdlibApi
    public interface Appendable {

        fun append(value: Char): Appendable
    }
}
kotlin

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string
 * and removes \n * the first and the last lines if they are blank (notice difference blank vs empty).
 * \n * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 * \n * Doesn't preserve the original line endings. \n * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is '|'
 * (pipe character).
 * \n * @see trimIndent
 * \n * @see kotlin.text.isWhitespace
 * \n * @public fun String.trimMargin(marginPrefix: String?): String =
 * \n * replaceIndentByMargin('|', marginPrefix)\n * \n * @detected indent by \n * [marginPrefix] as it does \n * [trimMargin] and replace it with [newIndent]. \n * \n * @param newIndent non-blank string, which is used as a margin delimiter. \n * Default is '|' (pipe character).
 * \n * @public fun String.replaceIndentByMargin(newIndent: String): String =
 * \n * detect a common minimal indent of all the input lines, removes it from every line and also
 * removes the first and the last \n * lines if they are blank (notice difference blank vs empty).
 * \n * In case if there are no non-blank lines with no leading
 * whitespace characters (no indent at all) then the \n * common indent is 0, and therefore this function doesn't change
 * the indentation.
 * \n * Doesn't preserve the original line endings.
 * \n * @param sample
 * \n * @sample samples.text.Strings.trimMargin
 * \n * @see trimIndent
 * \n * @see kotlin.text.isWhitespace
 */

public fun String.trimMargin(marginPrefix: String = "|") =
        replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and
 * replace it with [newIndent].
 * \n * @param newIndent non-blank string, which is used as a margin delimiter.
 * \n * @sample samples.text.Strings.replaceIndentByMargin
 * \n * @see trimIndent
 */

public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = "|") =

    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size,
            getIndentFunction(newIndent), { line ->
        val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() }

        when {
            firstNonWhitespaceIndex == -1 -> null
            line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)
            else -> null
        }
    })

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and
 * also removes the first and the last \n * lines if they are blank (notice difference blank vs empty).
 * \n * In case if there are no non-blank lines with no leading
 * whitespace characters (no indent at all) then the \n * common indent is 0, and therefore this function doesn't change
 * the indentation.
 * \n * Doesn't preserve the original line endings.
 * \n * @param sample
 * \n * @sample samples.text.Strings.trimIndent
 * \n * @see trimMargin
 * \n * @see kotlin.text.isBlank
 */

public fun String.trimIndent(): String = replaceIndent("")

/**
 * Detects a common minimal indent like it does
 * [trimIndent] and replaces it with the specified [newIndent]. \n * \n * @param newIndent non-blank string, which is used as a margin delimiter.
 * \n * @see trimIndent
 * \n * @see String.replaceIndent
 */

public fun String.replaceIndent(newIndent: String = "") =
    lines().filter(String::isNotBlank)
        .map(String::indentWidth)
        .minOrNull() ?: 0
    return lines
        .map { line ->
        val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() } + newIndent.length

        when {
            firstNonWhitespaceIndex == -1 -> null
            line.startsWith(marginPrefix, firstNonWhitespaceIndex) ->
                line.substring(firstNonWhitespaceIndex + marginPrefix.length)
            else -> null
        }
    }
        .reindent(resultSizeEstimate, getIndentFunction(newIndent), { line ->
        val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() } + newIndent.length

        when {
            firstNonWhitespaceIndex == -1 -> null
            line.startsWith(marginPrefix, firstNonWhitespaceIndex) ->
                line.substring(firstNonWhitespaceIndex + marginPrefix.length)
            else -> null
        }
    })

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -
        indent + line }.let { it.isNotBlank() } }

private inline fun List<String>.reindent(
        resultSizeEstimate: Int,
        indentAddFunction: (String) -> String,
        indentCutFunction: (String) -> String?) =

    joinTo(StringBuilder(resultSizeEstimate), "\n") { it.isNotBlank() }

private fun joinTo(sb: StringBuilder, input: String, sep: String) =
    input.joinToString(sep, SB)

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// * packaging kotlin.text

package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */

public object Typography {
    /** The character "" */
    public const val quote: Char = '\u0022'
    /** The character $ */
    public const val dollar: Char = '\u0024'
    /** The character & */
    public const val amp: Char = '\u0026'
    /** The character < */
    public const val less: Char = '\u003C'
    /** The character > */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × */
    public const val times: Char = '\u00D7'
    /** The character ¢ */
    public const val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00A6'
    /** The character » */
    public const val rightGuillemete: Char = '\u00B4'
}
The character `\u00BB` represents `»`.

The character `\u00AE` represents `®`.

The character `\u00B0` represents °.

The character `\u00B1` represents ±.

The character `\u00B6` represents ¶.

The character `\u00B7` represents ·.

The character `\u00BD` represents ½.

The character `\u2013` represents –.

The character `\u2014` represents —.

The character `\u2018` represents ‘.

The character `\u2019` represents ’.

The character `\u201A` represents “.

The character `\u201C` represents “.

The character `\u201D` represents ”.

The character `\u201E` represents ”.

The character `\u2020` represents †.

The character `\u2021` represents ‡.

The character `\u2022` represents •.

The character `\u2026` represents ….

The character `\u2032` represents ′.

The character `\u2033` represents ″.

The character `\u20AC` represents €.

The character `\u2122` represents ™.

The character `\u2248` represents ≈.

The character `\u2260` represents ≠.

The character `\u2264` represents ≤.

The character `\u2265` represents ≥.

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The character `\u2032` represents ′.

The character `\u2033` represents ″.

The character `\u20AC` represents €.

The character `\u2122` represents ™.

The character `\u2248` represents ≈.

The character `\u2260` represents ≠.

The character `\u2264` represents ≤.

The character `\u2265` represents ≥.

The character `\u2018` represents ‘.

The character `\u2019` represents ’.

The character `\u201A` represents “.

The character `\u201C` represents “.

The character `\u201D` represents ”.

The character `\u201E` represents ”.

The character `\u2020` represents †.

The character `\u2021` represents ‡.

The character `\u2022` represents •.

The character `\u2026` represents ….

The character `\u2032` represents ′.

The character `\u2033` represents ″.

The character `\u20AC` represents €.

The character `\u2122` represents ™.

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The character `\u2020` represents †.

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The character `\u2022` represents •.

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The character `\u201C` represents “.

The character `\u201D` represents ”.

The character `\u201E` represents ”.
### Duration

#### Public Functions

- `compareTo(other: Duration): Int` - Compares two durations.
- `max(value: Duration): Duration` - Returns the greater of two durations.
- `min(value: Duration): Duration` - Returns the lesser of two durations.
- `plus(value: Duration): Duration` - Adds two durations.
- `toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T` - Splits a duration into its components.
- `equals(other: Duration): Boolean` - Checks if two durations are equal.
- `hashCode(): Int` - Returns a hash code for the duration.
- `toString(): String` - Returns a string representation of the duration.

#### Operators

- `Duration(value: Long)` - Creates a duration.
- `Duration(value: Int)` - Creates a duration.
- `Duration(value: Double)` - Creates a duration.
- `Duration(value: Float)` - Creates a duration.
- `Duration(value: Long)` - Creates a duration.
- `Duration(value: Int)` - Creates a duration.
- `Duration(value: Double)` - Creates a duration.
- `Duration(value: Float)` - Creates a duration.

### Duration Components

- `days` - Represents the whole number of days in this duration.
- `hours` - Represents the whole number of hours in this duration.
- `minutes` - Represents the whole number of minutes in this duration.
- `seconds` - Represents the whole number of seconds in this duration.
- `nanoseconds` - Represents the whole number of nanoseconds in this duration.

### Duration Methods

- `isFinite(): Boolean` - Checks if the duration is finite.
- `isInfinite(): Boolean` - Checks if the duration is infinite.
- `isNegative(): Boolean` - Checks if the duration is negative.
- `isPositive(): Boolean` - Checks if the duration is positive.
- `isZero(): Boolean` - Checks if the duration is zero.
- `compareTo(other: Duration): Int` - Compares two durations.
- `max(value: Duration): Duration` - Returns the greater of two durations.
- `min(value: Duration): Duration` - Returns the lesser of two durations.
- `plus(value: Duration): Duration` - Adds two durations.
- `toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T` - Splits a duration into its components.
- `equals(other: Duration): Boolean` - Checks if two durations are equal.
- `hashCode(): Int` - Returns a hash code for the duration.
- `toString(): String` - Returns a string representation of the duration.

### Duration Properties

- `absoluteValue: Duration` - Returns the absolute value of this duration.
- `totalDuration: Duration` - Returns the total duration.
- `zero: Duration` - Returns a duration representing zero.
- `value: Long` - Returns the value of the duration.

### Duration Accessors

- `public fun isNegative(): Boolean` - Checks if the duration is negative.
- `public fun isPositive(): Boolean` - Checks if the duration is positive.
- `public fun isZero(): Boolean` - Checks if the duration is zero.

### Duration Calculations

- `duration = Duration(value - other.value)` - Subtracts two durations.
- `duration = Duration(value * scale)` - Multiplies a duration by a scale.
- `duration = Duration(value / scale)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Int)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Double)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Long)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Float)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Int)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Double)` - Divides a duration by a scale.
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- `duration = Duration(value / scale).div(scale: Long)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Float)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Int)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Double)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Long)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Float)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Int)` - Divides a duration by a scale.
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- `duration = Duration(value / scale).div(scale: Long)` - Divides a duration by a scale.
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- `duration = Duration(value / scale).div(scale: Int)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Double)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Long)` - Divides a duration by a scale.
- `duration = Duration(value / scale).div(scale: Float)` - Divides a duration by a scale.
duration.
* If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE], it is coerced into that range.
* The value is coerced into that range
  */
    public inline fun <T> toComponents(action:
     *   If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than
[91x776][Long.MIN_VALUE], it is coerced into that range.
     *   If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.
     */
    // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit) {
        return value.toFloat() * unit.factor
    }

    /**
     * Returns the value of this duration expressed as a [Long] number of the specified [unit].
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.
     */
    public fun toLong(unit: DurationUnit): Long = toLongNanoseconds().toInt()

    /**
     * Returns the value of this duration expressed as an [Int] number of the specified [unit].
     * If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion [Double.toInt] for details.
     */
    public fun toInt(unit: DurationUnit): Int = toIntNanoseconds().toInt()

    /**
     * Returns the value of this duration expressed as a [Double] number of days.
     */
    public val inDays: Double get() = toDouble(DurationUnit.DAYS)

    /**
     * Returns the value of this duration expressed as a [Double] number of hours.
     */
    public val inHours: Double get() = toDouble(DurationUnit.HOURS)

    /**
     * Returns the value of this duration expressed as a [Double] number of minutes.
     */
    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /**
     * Returns the value of this duration expressed as a [Double] number of seconds.
     */
    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of milliseconds.
     */
    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of microseconds.
     */
    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of nanoseconds.
     */
    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

    // shortcuts

    /**
     * Returns the value of this duration expressed as a [Long] number of nanoseconds.
     * The value is coerced to the range of [Long] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
     */
    public fun toLongNanoseconds(): Long = toIntNanoseconds().longValue

    /**
     * Returns the value of this duration expressed as a [Long] number of milliseconds.
     * The value is coerced to the range of [Long] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
     */
    public fun toLongMilliseconds(): Long = toIntMilliNanoseconds().longValue

    /**
     * Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value.
     * Special cases:
     * - zero duration is formatted as "0s"
     * - the infinite duration is formatted as "\"\" w/o units\n
    override fun toString(): String = when {
        isInfinite() ->
        value == 0.0 -> "0s"
        else -> {
            var scientific = false
            var maxDecimals = 0
            val unit = when {
                value < 1e-7 -> DurationUnit.NANOSECONDS
                value < 1e-6 -> DurationUnit.MICROSECONDS
                value < 1e-3 -> DurationUnit.MILLISECONDS
                value < 1e-2 -> DurationUnit.SECONDS
                else -> DurationUnit.YEARS
            }
            val absNs = absoluteValue.inNanoseconds
            var ns = absNs
            var us = absNs / 1e9
            var ms = absNs / 1e12
            var s = absNs / 1e15
            var min = absNs / 1e18
            var h = absNs / 1e21
            var d = absNs / 1e24
            var years = absNs / 1e27
            scientific = absNs > 1e32
            maxDecimals = 7
            absNs = absNs < 1e3 -> DurationUnit.NANOSECONDS
            absNs < 1e6 -> DurationUnit.MICROSECONDS
            absNs < 1e9 -> DurationUnit.MILLISECONDS
            absNs < 60_000e9 -> DurationUnit.MINUTES
            absNs < 3600_000e9 -> DurationUnit.HOURS
            absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
            else ->
            DurationUnit.SECONDS also { scientific = true } \n            DurationUnit.MICROSECONDS also { scientific = true } \n            DurationUnit.MILLISECONDS also { scientific = true } \n            DurationUnit.SECONDS also { scientific = true }
DurationUnit.DAYS.also { scientific = true }\nval value = toDouble(unit)\nwhen {\n    scientific -> formatScientific(value)\n    maxDecimals > 0 -> formatUpToDecimals(value,\n        maxDecimals)\n    else -> formatToExactDecimals(value, precision(abs(value)))\n} +\nunit.shortName()\n
private fun precision(value: Double): Int = when {\n    value < 1 -> 3\n    value < 10 -> 2\n    value < 100 -> 1\n    else -> 0\n}/**\n * Returns a string representation of this duration value expressed in the given [unit] and formatted with the specified [decimals] number of digits after decimal point.\n * Special cases:\n * - the infinite duration is formatted as "\n    Infinity\n" without unit\n * @return the value of duration in the specified [unit] followed by that unit abbreviated name: `d`, `h`, `m`,\n    `s`, `ms`, `us`, or `ns`.\n * @throws IllegalArgumentException if [decimals] is less than zero.\n * @param sample.times.Durations.toStringDecimals\n */\npublic fun toStringDecimals(unit: DurationUnit, decimals: Int = 0): String {\n    require(decimals >= 0) { "decimals must be not negative, but was $decimals" }\n    if (isInfinite()) return value.toString()\n    val number = toDouble(unit)\n    return when {\n        abs(number) < 1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12))\n        else -> formatScientific(value)\n    } + unit.shortName()\n}

/** Returns an ISO-8601 based string representation of this duration.\n * The returned value is presented in the format `PTHHMMSS.FS`, where `h`, `m`, `s` are the integer components\n * of this duration (see [toComponents]) and `f` is a fractional part of second. Depending on the roundness of the value\n * the fractional part can be formatted with either 0, 3, 6, or 9 decimal digits.\n * @throws IllegalArgumentException if the hours component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced\n * with [Int.MAX_VALUE].\n * @throws IllegalArgumentException if the infinite duration is formatted as `\n    PT2147483647H\n`.\n * Negative durations are indicated with the sign `-` in the beginning of the returned string, for example, `\n    -PT5M30S\n`.\n * @sample samples.time.Durations.toString\n */\n@OptIn(ExperimentalStdlibApi::class)\npublic fun toIsoString(): String = buildString {
    if (isNegative()) append('-')\n    append("PT")\n    absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
        val hasHours = hours != 0
        val hasSeconds = seconds != 0 || nanoseconds != 0
        val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
        if (hasHours) {
            append(hours).append('H')
        }
        if (hasMinutes) {
            append(minutes).append('M')
        }
        if (hasSeconds || (!hasHours && !hasMinutes)) {
            append(seconds)
                if (nanoseconds != 0) {
                    append('.')
                    val nss = nanoseconds.toString().padStart(9, '0')
                    when {
                        nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3)
                        nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6)
                        else -> append(nss)\n                    }\n                }\n                append('S')\n        }\n    }\n}

// constructing\n// extension functions

/** Returns a [Duration] equal to this [Int] number of the specified [unit]. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Int.toDuration(unit: DurationUnit): Duration = toDouble().toDuration(unit)\n
/** Returns a [Duration] equal to this [Long] number of the specified [unit]. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Long.toDuration(unit: DurationUnit): Duration = toDouble().toDuration(unit)\n
/** Returns a [Duration] equal to this [Double] number of nanoseconds. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Double.toDuration(unit: DurationUnit): Duration = Duration(convertDurationUnit(this, unit, storageUnit))\n
// constructing from number of units\n// extension functions

/** Returns a [Duration] equal to this [Int] number of specified [unit]. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Int.toDuration(unit: DurationUnit): Duration = toDouble().toDuration(unit)\n
/** Returns a [Duration] equal to this [Long] number of specified [unit]. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Long.toDuration(unit: DurationUnit): Duration = toDouble().toDuration(unit)\n
/** Returns a [Duration] equal to this [Double] number of specified [unit]. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic fun Double.toDuration(unit: DurationUnit): Duration = Duration(convertDurationUnit(this, unit, storageUnit))\n
// constructing from number of units\n// extension functions

/** Returns a [Duration] equal to this [Int] number of nanoseconds. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n
/** Returns a [Duration] equal to this [Long] number of nanoseconds. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n
/** Returns a [Duration] equal to this [Double] number of nanoseconds. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n
/** Returns a [Duration] equal to this [Int] number of microseconds. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n
/** Returns a [Duration] equal to this [Long] number of microseconds. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n
/** Returns a [Duration] equal to this [Double] number of microseconds. */\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n
microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)
/** Returns a [Duration] equal to this [Int] number of
milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)
/** Returns a [Duration] equal to this [Long] number of
milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)
/** Returns a [Duration] equal to this [Double] number of
milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)
/** Returns a [Duration] equal to this [Int] number of
seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
toDuration(DurationUnit.SECONDS)
/** Returns a [Duration] equal to this [Long] number of
seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() =
toDuration(DurationUnit.SECONDS)
/** Returns a [Duration] equal to this [Double] number of
seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)
/** Returns a duration whose value is the specified [duration] value
multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this
/** Returns a duration whose value is the specified [duration] value
multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
internal expect fun formatScientific(value: Double): String

@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
 * [HOURS].
 */
@SinceKotlin("1.3")
@ExperimentalTime
expect enum class DurationUnit {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
MILLISECONDS,* Time unit representing one second.
SECONDS,* Time unit representing one minute.
MINUTES,* Time unit representing one hour.
HOURS,* Time unit representing one day, which is always equal to 24 hours.
DAYS;** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].

PUBLIC *

/**
 * Time unit representing one second.
 */
SECONDS,
/**
 * Time unit representing one minute.
 */
MINUTES,
/**
 * Time unit representing one hour.
 */
HOURS,
/**
 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

/**
 * Time unit representing one second.
 */
SECONDS,
/**
 * Time unit representing one minute.
 */
MINUTES,
/**
 * Time unit representing one hour.
 */
HOURS,
/**
 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

/**
 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
 */

/**
 * Time unit representing one second.
 */
SECONDS,
/**
 * Time unit representing one minute.
 */
MINUTES,
/**
 * Time unit representing one hour.
 */
HOURS,
/**
 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

/**
 * Time unit representing one second.
 */
SECONDS,
/**
 * Time unit representing one minute.
 */
MINUTES,
/**
 * Time unit representing one hour.
 */
HOURS,
/**
 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

/**
 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
 */

/**
 * Time unit representing one second.
 */
SECONDS,
/**
 * Time unit representing one minute.
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MINUTES,
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 * Time unit representing one hour.
 */
HOURS,
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 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

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 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
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 * Time unit representing one second.
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 */
MINUTES,
/**
 * Time unit representing one hour.
 */
HOURS,
/**
 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

/**
 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
 */

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 * Time unit representing one second.
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SECONDS,
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 * Time unit representing one minute.
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MINUTES,
/**
 * Time unit representing one hour.
 */
HOURS,
/**
 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

/**
 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
 */

/**
 * Time unit representing one second.
 */
SECONDS,
/**
 * Time unit representing one minute.
 */
MINUTES,
/**
 * Time unit representing one hour.
 */
HOURS,
/**
 * Time unit representing one day, which is always equal to 24 hours.
 */
DAYS;

/**
 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
 */

/**
 * Time unit representing one second.
 */
SECONDS,
/**
 * Time unit representing one minute.
 */
MINUTES,
* Returns true if this time mark has passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the time source is monotonic, it can change only from 'false' to 'true', namely, when the time mark becomes behind the current point of the time source.
 * An public fun hasPassedNow(): Boolean = elapsedNow().isNegative()

* Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source.

* An public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()
DoubleTimeMark(read(), this, Duration.ZERO)

/**
 * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 * The current reading value can be advanced by the specified duration amount with the operator [plusAssign].
 * timeSource += 10.seconds
 * Implementation note: the current reading value is stored as a [Long] number of nanoseconds.
 * thus it's capable to represent a time range of approximately ±292 years.
 * Should the reading value overflow as the result of [plusAssign], an [IllegalStateException] is thrown.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified [duration].
     *
     * @throws IllegalStateException when the reading value overflows as the result of this operation.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta fits in long, add it as long
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0) overflow(duration)
            newReading
        } else {
            // when delta is greater than long, add it as double
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)
            newReading.toLong()
        }
    }

    private fun overflow(duration: Duration) {
        throw IllegalStateException("TestTimeSource will overflow if its reading ${reading}ns is advanced by $duration.")
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.", ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias MonoClock = TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource", "kotlin.time.AbstractLongTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractLongClock = AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TestTimeSource instead.", ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"), DeprecationLevel.ERROR)
public typealias TestClock = TestTimeSource

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both
* the result of the function execution and the duration of elapsed time interval.
* The elapsed time is measured with
* [TimeSource.Monotonic].

* The elapsed time is measured with
* [TimeSource.Monotonic].

*/
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T>
measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    return
TimeSource.Monotonic.measureTimedValue(block)
DeepRecursiveScope<T, R> { 
    /**
     * Makes recursive call to this [DeepRecursiveFunction] function putting
     * the call activation frame on the heap.
     * as opposed to the actual call stack that is used by a regular recursive
     * call.
     */ public abstract suspend fun callRecursive(value: T): R

    /**
     * Makes call to the specified [DeepRecursiveFunction] function putting the call
     * activation frame on the heap.
     * as opposed to the actual call stack that is used by a regular call.

    @Deprecated(
        level = DeprecationLevel.ERROR,
        message =
            "'invoke' should not be called from DeepRecursiveScope. Use 'callRecursive' to do recursion in
            the heap instead of the call stack.
        )
    @Suppress("UNUSED_PARAMETER")
    public operator fun DeepRecursiveFunction<*, *>.invoke(value: Any?): Nothing =
        throw UnsupportedOperationException("Should not be called from
DeepRecursiveScope")
}

// Implementation

@ExperimentalStdlibApi
private typealias DeepRecursiveFunctionBlock = suspend
DeepRecursiveScope<*, *>.(Any?) -> Any?

private val UNDEFINED_RESULT =
    Result.success(COROUTINE_SUSPENDED)

@Suppress("UNCHECKED_CAST")
@ExperimentalStdlibApi
private class DeepRecursiveScopeImpl<T, R>(
    block: suspend DeepRecursiveScope<T, R>.(T) -> R,
    value: T
) : DeepRecursiveScope<T, R>(), Continuation<R> {
    // Active function block
    private var function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock

    // Value to call function
    private var value: Any? = value

    // Continuation of the current call
    private var cont: Continuation<Any?>? = this as Continuation<Any?>

    // Completion result (completion of the whole call stack)
    private var result: Result<Any?> = UNDEFINED_RESULT

    override fun resumeWith(result: Result<R>) {
        this.cont = null
        this.result = result
    }

    override suspend fun callRecursive(value: T): R =
        suspendCoroutineUninterceptedOrReturn { cont ->
            // calling the same function that is currently active
            this.cont = cont
            this.value = value
            COROUTINE_SUSPENDED
        }

        suspendCoroutineUninterceptedOrReturn { cont ->
            // calling another recursive function
            val function =
                block as DeepRecursiveFunctionBlock
            with(this@DeepRecursiveScopeImpl) {
                val currentFunction = this.function
                if (function !== currentFunction) {
                    // calling a different function -- create a
                    // trampoline to restore function
                    this.function = function
                    this.cont =
                        crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)
                } else {
                    // calling the
                    // same function -- direct
                    this.cont = cont
                }
                this.value = value
            }
        }

    private fun crossFunctionCompletion(
        currentFunction: DeepRecursiveFunctionBlock,
        cont: Continuation<Any?>
    ): Continuation<Any?> =
        Continuation(EmptyCoroutineContext) {
            this.function = currentFunction
            this.cont =
                crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)
            else {
                // calling the
                // same function -- direct
                this.cont = cont
            }
        }

    @ExperimentalStdlibApi
    fun runCallLoop(): R {
        while (true) {
            // Note: cont is set to null in DeepRecursiveScopeImpl.resumeWith
            // when the whole computation completes
            val result = this.result
            val cont = this.cont
            ?: return (result as Result<R>).getOrThrow() // done
            // The order of comparison is important
            // here for that case of rogue class with broken equals
            if (UNDEFINED_RESULT == result) {
                // call "function" with "value" using "cont" as completion
                val r = try {
                    // This is block.startCoroutine(this, value, cont)
                    function.startCoroutineUninterceptedOrReturn(this, value, cont)
                } catch (e: Throwable) {
                    cont.resumeWithException(e)
                }
                continue
            } // If the function returns without suspension -- calls its continuation immediately
            if (r ==
                COROUTINE_SUSPENDED)
                cont.resume(r as R)
            else {
                // we returned from a
                // crossFunctionCompletion trampoline -- call resume here
                this.result = UNDEFINED_RESULT
                cont.resumeWith(result)
            }
        }
    }

    companion object {
        fun start<T, R>(scope: DeepRecursiveScope<T, R>, value: T): R {
            // Delegate to DeepRecursiveScopeImpl
            return scope.runCallLoop()
        }
    }
}

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/*
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 */

package kotlin

import kotlin.internal.InlineOnly

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public fun Any?.hashCode(): Int = this?.hashCode() ?: 0

/*
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 */

package kotlin

/**
 * Represents a version of the Kotlin standard library.
 */
@SinceKotlin("1.3")
    /**
     * Returns the string representation of this version
     */
    override fun toString(): String = version

    override fun compareTo(other: KotlinVersion): Int = this.version - other.version

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided 
     * major and minor components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = this.major > major || (this.major == major &&
            this.minor >= minor)

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 10) // value is written here automatically during build
    }
}

/*
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 */

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false` otherwise.
 * Cannot be used in an inline function, to avoid binary compatibility issues.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean = throw NotImplementedError("Implementation is intrinsic")

/*
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 */

@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     */
    public fun isInitialized(): Boolean
}

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the [Lazy] that is already initialized with the specified [value].

```kotlin
@public fun <T> lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)
```

This extension allows to use instances of Lazy for property delegation:

```kotlin
Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value
```

No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined.

```kotlin
UNINITIALIZED_VALUE
```

This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread.

```kotlin
UNSAFE_VALUE
```

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Counts the number of set bits in the binary representation of this [Int] number.

```kotlin
@public expect fun Int.countOneBits(): Int
```

Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.

```kotlin
@public expect fun Int.countLeadingZeroBits(): Int
```

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.

```kotlin
@public expect fun Int.countTrailingZeroBits(): Int
```

Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.

```kotlin
@public expect fun Int.takeHighestOneBit(): Int
```

Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.

```kotlin
@public expect fun Int.takeLowestOneBit(): Int
```

Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.

```kotlin
@public expect fun Int.rotateLeft(bitCount: Int): Int
```

Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

```kotlin
@public expect fun Int.rotateRight(bitCount: Int): Int
```

Rotates the binary representation of this [Int] number by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:

```kotlin
number.rotateLeft(n % 32) == number.rotateLeft(n) % 32
```

Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits:

```kotlin
Int.rotateRight(bitCount: Int): Int
```
rotating it left by the negated bit count:
  \[ \text{number.rotateRight}(n) = \text{number.rotateLeft}(-n) \]
* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally
  \[ \text{number.rotateRight}(n \% 32) = \text{number.rotateRight}(n) \]
* Counts the number of set bits in the binary representation of this
  [Long] number.
  \[ \text{Long.rotateRight}(bitCount: Int) = \text{Int.rotateRight}(bitCount: Int) \]
  * Returns a number having a single bit set in the position of the most
  significant set bit of this [Long] number.
  \[ \text{Long.takeHighestOneBit()} = \text{Long.takeLowestOneBit()} \]
  * Rotates the binary representation of this [Long] number left by the
  specified [bitCount] number of bits.
  \[ \text{Long.rotateLeft}(bitCount: Int) = \text{Int.rotateLeft}(bitCount: Int) \]
  * Counts the number of consecutive most significant bits that are zero in
  the binary representation of this [Byte] number.
  \[ \text{Byte.countLeadingZeroBits()} = \text{Byte.countTrailingZeroBits()} - (\text{Int.SIZE_BITS} - \text{Byte.SIZE_BITS}) \]
  * Returns a number having a single bit set in the position of the least
  significant set bit of this [Byte] number.
  \[ \text{Byte.takeHighestOneBit()} = \text{Byte.takeLowestOneBit()} \]
  * Rotates a number having a single bit set in the position of the most
  significant set bit of this [Byte] number.
  \[ \text{Byte.rotateRight}(bitCount: Int) = \text{Byte.rotateLeft}(bitCount: Int) \]
representation of this [Byte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * \`number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * \`number.rotateLeft(n) == number.rotateLeft(n % 8)`\n
`@SinceKotlin("1.3")`\npublic fun Byte.rotateLeft(bitCount: Int): Byte =\n    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()\n
* Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as left by the negated bit count:\n * \`number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * \`number.rotateRight(n) == number.rotateRight(n % 8)`\n
`@SinceKotlin("1.3")`\npublic fun Byte.rotateRight(bitCount: Int): Byte =\n    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()\n
`@SinceKotlin("1.4")`\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n
* Counts the number of set bits in the binary representation of this [Short] number.\n
`@SinceKotlin("1.4")`\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countLeadingZeroBits(): Int =\n    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n
* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n
`@SinceKotlin("1.4")`\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countTrailingZeroBits(): Int = toInt().takeLowestOneBit().toShort()\n
Returns a number having a single bit set in the position of the least significant set bit of this [Short] number, or zero, if this number is zero.\n
`@SinceKotlin("1.4")`\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeHighestOneBit(): Short =\n    (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n
* Returns a number having a single bit set in the position of the most significant set bit of this [Short] number, or zero, if this number is zero.\n
`@SinceKotlin("1.4")`\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeLowestOneBit(): Short =\n    toInt().takeLowestOneBit().toShort()\n
* Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * \`number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * \`number.rotateLeft(n) == number.rotateLeft(n % 16)`\n
`@SinceKotlin("1.3")`\npublic fun Short.rotateLeft(bitCount: Int): Short =\n    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n
* Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * \`number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * \`number.rotateRight(n) == number.rotateRight(n % 16)`\n
`@SinceKotlin("1.3")`\npublic fun Short.rotateRight(bitCount: Int): Short =\n    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFF)).ushr(bitCount and 15)).toShort()\n
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kotlin.internal.RequireKotlin

kotlin.internal.RequireKotlinVersionKind

import kotlin.internal.InlineOnly

@sinceKotlin("1.2")

@suppress("INVISIBLE_MEMBER", "INVISIBLE_REFERENCE")

@requireKotlin("1.2.30", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMPLIER_VERSION)

@public inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin

/**
 * Represents a generic pair of two values.
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * An example of decomposing it into values:
 * @sample samples.misc.Tuples.pairDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @property first First value.
 * @property second Second value.
 * @constructor
 * Creates a new instance of Pair.
 */

public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the Pair including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 * @sample samples.collections.Maps.Instantiation.mapFromPairs
 */

public infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 * @sample samples.misc.Tuples.pairToList
 */

public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 * @sample samples.misc.Tuples.tripleDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 */

public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the Triple including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 * @sample samples.misc.Tuples.tripleToList
 */

public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)

/**
 * A range of values of type `UInt`.
 */

@sinceKotlin("1.3")

public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type UInt. */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */

@sinceKotlin("1.3")

public open class UIntProgression
 internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> {  
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val init: UInt

    /**
     * The last element in the progression.
     */
    public val last: UInt

    /**
     * The step of the progression.
     */
    public val step: Int

    /**
     * Override fun iterator(): UIntIterator
     */
    override fun iterator(): UIntIterator = UIntProgressionIterator(init, last, step)

    /**
     * Override fun toString(): String
     */
    override fun toString(): String = "$init..$last (step=$step)

    companion object {
        /**
         * Companion object for UIntProgression
         */
        public var step: Int = 1
    }
}

open class UIntProgressionIterator
 internal constructor(
    init: UInt,
    last: UInt,
    step: Int
) : Iterable<UInt> {  
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val init: UInt

    /**
     * The last element in the progression.
     */
    public val last: UInt

    /**
     * The step of the progression.
     */
    public val step: Int

    /**
     * Override fun iterator(): UIntIterator
     */
    override fun iterator(): UIntIterator = UIntProgressionIterator(init, last, step)

    /**
     * Override fun toString(): String
     */
    override fun toString(): String = "$init..$last (step=$step)
Checks if the progression is empty. */
@\n
    open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is UIntProgression && (isEmpty() &&

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].

         * In order to go backwards the [step] must be negative.

         * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.

         * An iterator over a progression of values of type `UInt`.

         * @property step the number by which the value is incremented on each step.

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         * kotlin.collections

         * A range of values of type ULong.

         * @property step the number by which the value is incremented on each step.

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         * kotlin.ranges

         * A progression of values of type ULong.

         * @property step the number by which the value is incremented on each step.

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non-zero.

if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.");

/*\n * The first element in the progression.
 */
public val first: ULong = start

/*\n * The last element in the progression.
 */
public val last: ULong = getProgressionLastElement(start, endInclusive, step)

/*\n * The step of the progression.
 */
public val step: Long = step

override fun iterator(): ULongIterator =
    ULongProgressionIterator(first, last, step)

/** Checks if the progression is empty. */
public open fun isEmpty(): Boolean =
    if (step > 0) first > last else first < last

override fun equals(other: Any?): Boolean =
    other is ULongProgression &&
    (isEmpty() && other.isEmpty() ||
     first == other.first && last ==
     other.last && step == other.step)

override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * (first
     xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())

override fun toString(): String = "$first..$last step $step"

companion object {
    /**
     * Creates ULongProgression within the specified bounds of a closed range.
     */
    public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression =
        ULongProgression(rangeStart, rangeEnd, step)
}

/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which
 * the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
private class
    ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement =
        last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step =
        step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else
        finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val
        value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

package kotlin.math

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@kotlin.internal.InlineOnly
public inline fun countOneBits(): Int =
    toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@kotlin.internal.InlineOnly
public inline fun countLeadingZeroBits(): Int =
    toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@kotlin.internal.InlineOnly
public inline fun countTrailingZeroBits(): Int =
    toInt().countTrailingZeroBits()
significant set bit of this [UInt] number,\n * or zero, if this number is zero.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun UInt.takeHighestOneBit(): UInt =
 toInt().takeHighestOneBit().toUInt()//**\n * Returns a number having a single bit set in the position of the least\n significant set bit of this [UInt] number,\n * or zero, if this number is zero.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun UInt.takeLowestOneBit(): UInt =
 toInt().takeLowestOneBit().toUInt()//**\n * Rotates the binary representation of this [UInt] number left by the\n specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as\n the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as\n rotating it right by the negated bit count:\n * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally:\n * number.rotateLeft(n % 32)\n *
 @SinceKotlin("1.3")\n @ExperimentalStdlibApi\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun UInt.rotateLeft(bitCount: Int): UInt =
 toInt().rotateLeft(bitCount).toUInt()//**\n * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * number.rotateRight(-n) == number.rotateLeft(n)\n * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally:\n * number.rotateRight(n % 32)\n *
 @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun ULong.countOneBits(): Int =
 toLong().countOneBits()//**\n * Counts the number of set bits in the binary representation of this [ULong] number.\n *
 @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun ULong.countLeadingZeroBits(): Int =
 toLong().countLeadingZeroBits()//**\n * Counts the number of consecutive least significant bits that are zero in the\n binary representation of this [ULong] number.\n *
 @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun ULong.countTrailingZeroBits(): Int =
 toLong().countTrailingZeroBits()//**\n * Returns a number having a single bit set in the position of the most\n significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n *
 @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun ULong.takeHighestOneBit(): ULong =
 toLong().takeHighestOneBit().toULong()//**\n * Returns a number having a single bit set in the position of the\n least significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n *
 @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun ULong.takeLowestOneBit(): ULong =
 toLong().takeLowestOneBit().toULong()//**\n * Rotates the binary representation of this [ULong] number left by the\n specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as\n the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as\n rotating it right by the negated bit count:\n * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:\n * number.rotateLeft(n % 64)\n *
 @SinceKotlin("1.3")\n @ExperimentalStdlibApi\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()

/*
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.

 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * *n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)` *n * Rotating by a multiple of [ULong.SIZE_BITS] is `number.rotateRight(n % 64)` returns the same number, or more generally
 * `number.rotateRight(n) == number.rotateRight(n % 64)`

 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeHighestOneBit(): ULong = toInt().takeHighestOneBit().toULong()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeLowestOneBit(): ULong = toInt().takeLowestOneBit().toULong()

/**
 * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.

 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()

/**
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.

 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.countOneBits(): Int = toUInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()

/**
 * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.

 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()

/**
 * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.

 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()

/**
 * Counts the number of set bits in the binary representation of this [UByte] number.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()

/**
 * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.

 */

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()
@kotlin.internal.InlineOnly
public inline fun UShort.countLeadingZeroBits(): Int =
toShort().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in
 * the binary representation of this [UShort] number.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countTrailingZeroBits(): Int =
toShort().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most
 * significant set bit of this [UShort] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeHighestOneBit(): UShort =
toInt().takeHighestOneBit().toUShort()

/**
 * Returns a number having a single bit set in the position of the
 * least significant set bit of this [UShort] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeLowestOneBit(): UShort =
toInt().takeLowestOneBit().toUShort()

/**
 * Rotates the binary representation of this [UShort] number left
 * by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
 * number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the
 * same as rotating it right by the negated bit count:\n * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally\n * \n * `number.rotateLeft(n) == number.rotateLeft(n mod 16)`\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed \n * parameters is performed. The given parameters should satisfy the condition:\n * `step > 0` and `start <= end`, or `step < 0` and `start >= end`.\n * In case of a positive [step], this method calculates the final element of the progression\n * \n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@file:OptIn(ExperimentalUnsignedTypes::class)
package kotlin.internal

@file:OptIn(ExperimentalUnsignedTypes::class)
package kotlin.internal

// (a - b) mod c\nprivate fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed \n * parameters is performed. The given parameters should satisfy the condition:\n * `step > 0` and `start <= end`, or `step < 0` and `start >= end`.\n * In case of a positive [step], this method calculates the final element of the progression\n * \n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@file:OptIn(ExperimentalUnsignedTypes::class)
package kotlin.internal

@file:OptIn(ExperimentalUnsignedTypes::class)
package kotlin.internal

// (a - b) mod c\nprivate fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed \n * parameters is performed. The given parameters should satisfy the condition:\n * `step > 0` and `start <= end`, or `step < 0` and `start >= end`.\n * In case of a positive [step], this method calculates the final element of the progression\n * \n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong = toULongOrNull() ?: numberFormatError(this)
result.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for number to conversion.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUIntOrNull(radix: Int): UInt? =
toUIntOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUShortOrNull(radix: Int): UShort? =
toUShortOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUByteOrNull(radix: Int): UByte? =
toUByteOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUByteOrNull(): UByte? =
toUByteOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUByteOrNull(): UByte? =
toUByteOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUByteOrNull(radix: Int): UByte? {
    val int = this.toUIntOrNull(radix) ?: return null

    return result
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUIntOrNull(): UInt? =
toUIntOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toUIntOrNull(radix: Int): UInt? {
    val int = this.toUIntOrNull(radix) ?: return null

    return result
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toULongOrNull(): ULong? =
toULongOrNull(radix = 10)/\n
* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toULongOrNull(radix: Int): ULong? {
    val int = this.toULongOrNull(radix) ?: return null

    return result
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toULongOrNull(radix: Int): ULong? {
    val int = this.toULongOrNull(radix) ?: return null

    return result
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toULongOrNull(radix: Int): ULong? {
    val int = this.toULongOrNull(radix) ?: return null

    return result
}

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes

@public fun String.toULongOrNull(radix: Int): ULong? {
    val int = this.toULongOrNull(radix) ?: return null

    return result
}

"
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*An@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")

@file:Suppress("DEPRECATION")
package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * Marks the API that is dependent on the experimental unsigned types, including those types themselves.
 * Usages of such API will be reported as warnings unless an explicit opt-in within
 * the [OptIn] annotation, e.g. `@OptIn(ExperimentalUnsignedTypes::class)`, or with the `-Xopt-in=kotlin.ExperimentalUnsignedTypes` compiler option is given.
 * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.WARNING)
@RequiresOptIn(level = RequiresOptIn.Level.WARNING)
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@public annotation class ExperimentalUnsignedTypes

--

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MathKt")

package kotlin.math

/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793
/** Base of the natural logarithms, approximately 2.71828. */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045

--

Double Math ========================================

/** Computes the sine of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/** Computes the cosine of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun cos(x: Double): Double

/** Computes the tangent of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/** Computes the arc sine of the value [x] in the range from `-PI/2` to `PI/2` radians. */
@SinceKotlin("1.2")
public expect fun asin(x: Double): Double

/** Computes the arc cosine of the value [x] in the range from `0.0` to `PI` radians. */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/** Computes the arc tangent of the value [x] in the range from `-PI/2` to `PI/2` radians. */
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double

/** Computes the hyperbolic sine of the value [x]. */
@SinceKotlin("1.2")
public expect fun sinh(x: Double): Double

/** Computes the hyperbolic cosine of the value [x]. */
@SinceKotlin("1.2")
public expect fun cosh(x: Double): Double

/** Computes the hyperbolic tangent of the value [x]. */
@SinceKotlin("1.2")
public expect fun tanh(x: Double): Double

--

Returns the angle 'theta' of the polar coordinates (r, theta) that correspond to the rectangular coordinates (x, y) by computing the arc tangent of the value [y] / [x].
// tanh

/**
 * Computes the hyperbolic sine of the value \([x]\) \(\sinh(y) = x \cdot \sinh(\sinh(-1.0))\).
 */
@SinceKotlin("1.2")
public expect fun tanh(x: Double): Double

/**
 * Computes the inverse hyperbolic cosine of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun acosh(x: Double): Double

/**
 * Computes the inverse hyperbolic tangent of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun atanh(x: Double): Double

/**
 * Computes \(\sqrt{x^2 + y^2}\) without intermediate overflow or underflow.
 */
@SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double): Double

/**
 * Computes Euler's number \(e\) raised to the power of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun exp(x: Double): Double

/**
 * Computes \(\exp(x) - 1\).
 */
@SinceKotlin("1.2")
public expect fun expm1(x: Double): Double

/**
 * Computes the logarithm of the value \([x]\) to the given \([base]\).
 */
@SinceKotlin("1.2")
public expect fun log(x: Double, base: Double): Double

/**
 * Computes the natural logarithm (base \(\text{E}\)) of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun ln(x: Double): Double

/**
 * Computes the common logarithm (base 10) of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun log10(x: Double): Double

/**
 * Computes the binary logarithm (base 2) of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun log2(x: Double): Double

/**
 * Computes \(\ln(1+x)\).
 */
@SinceKotlin("1.2")
public expect fun ln1p(x: Double): Double

/**
 * Rounds the given value \([x]\) to an integer towards positive infinity.
 */
@SinceKotlin("1.2")
public expect fun ceil(x: Double): Double

/**
 * Rounds the given value \([x]\) towards negative infinity.
 */
@SinceKotlin("1.2")
public expect fun floor(x: Double): Double

/**
 * Rounds the given value \([x]\) towards zero.
 */
@SinceKotlin("1.2")
public expect fun truncate(x: Double): Double

/**
 * Rounds the given value \([x]\) towards the closest integer with ties rounded towards even integer.
 */
@SinceKotlin("1.2")
public expect fun round(x: Double): Double

/**
 * Returns the absolute value of the given value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun abs(x: Double): Double

// sqrt

/**
 * Computes the square root of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun sqrt(x: Double): Double

// expm1

/**
 * Computes \(\exp(x) - 1\).
 */
@SinceKotlin("1.2")
public expect fun expm1(x: Double): Double

// math

/**
 * Computes the square root of the value \([x]\).
 */
@SinceKotlin("1.2")
public expect fun sqrt(x: Double):Double
extension property for [Double]

@SinceKotlin("1.2")
public expect fun abs(x: Double): Double

/**
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
public expect val Double.absoluteValue:

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 *
 * Special case:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect val Double.sign: Double

/**
 * Returns the ulp (unit in the last place) of this value.
 *
 * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.
 */
@SinceKotlin("1.2")
public expect val Double.ulp: Double

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].
 */
@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].
 */
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long

// endregion

// region ================ Float Math

/** Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 */
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from 0.0`
to `PT` radians.

* `acos(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`

* `atan2(y, x)` is `NaN` when `x` is `0` and `y` is `NaN`

* `atan2(0.0, 0.0)` is `0.0` when `y` is `0` and `x` is `0`

* `atan2(-0.0, x)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-Inf, -Inf)` is `-PI` when `x` is `-Inf` and `y` is `-Inf`

* `atan2(Inf, Inf)` is `PI` when `x` is `Inf` and `y` is `Inf`

* `atan2(-Inf, -0.0)` is `-PI/2` when `x` is `-Inf` and `y` is `-0.0`

* `atan2(Inf, -0.0)` is `PI/2` when `x` is `Inf` and `y` is `-0.0`

* `atan2(-Inf, Inf)` is `-PI/2` when `x` is `-Inf` and `y` is `Inf`

* `atan2(Inf, Inf)` is `PI/2` when `x` is `Inf` and `y` is `Inf`

* `atan2(0.0, -0.0)` is `PI/2` when `x` is `0` and `y` is `-0.0`

* `atan2(0.0, Inf)` is `-PI/2` when `x` is `0` and `y` is `Inf`

* `atan2(-0.0, -0.0)` is `PI/2` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(0.0, Inf)` is `-PI/2` when `x` is `0` and `y` is `Inf`

* `atan2(-0.0, -Inf)` is `-PI` when `x` is `-0.0` and `y` is `-Inf`

* `atan2(0.0, -Inf)` is `PI` when `x` is `0` and `y` is `-Inf`

* `atan2(Inf, -Inf)` is `-PI` when `x` is `Inf` and `y` is `-Inf`

* `atan2(-Inf, Inf)` is `PI` when `x` is `-Inf` and `y` is `Inf`

* `atan2(0.0, 0.0)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-0.0, 0.0)` is `0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`

* `atan2(x, y)` is `0.0` when `x` is `0` and `y` is `0`

* `atan2(-x, -y)` is `-0.0` when `x` is `-0.0` and `y` is `-0.0`

* `atan2(x, -y)` is `-0.0` when `x` is `0` and `y` is `-0.0`

* `atan2(-x, y)` is `-0.0` when `x` is `-0.0` and `y` is `0`
produce more precise result for \([x]\) near zero.\n\n* Special cases:\n  - \(\ln1p(NaN)\) is \(NaN\)
  - \(\ln1p(+0.0)\) is \(+0.0\)
  - \(\ln1p(-0.0)\) is \(-0.0\)

\* @return the smallest float that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n\n* Special cases:\n  - \(\ln1p(+Inf)\) is \(+Inf\)
  - \(\ln1p(NaN)\) is \(NaN\)

\* @return the largest float that is smaller than or equal to the given value \([x]\) and is a mathematical integer.\n\n* Special cases:\n  - \(\ln1p(-Inf)\) is \(-Inf\)
  - \(\ln1p(+0.0)\) is \(+0.0\)

\* @return the smallest float that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n\n* Special cases:\n  - \(\ln1p(-Inf)\) is \(-Inf\)
  - \(\ln1p(+Inf)\) is \(+Inf\)

\* @see \[ln\] function
\* @see \[expm1\] function
\* @return the smallest float that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n\n* Special cases:\n  - \(\ln1p(-Inf)\) is \(-Inf\)

\* @see \[ln\] function
\* @see \[expm1\] function
\* @return the smallest float that is greater than or equal to the given value \([x]\) and is a mathematical integer.
@SinceKotlin("1.2")
public expect fun abs(n: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Int, b: Int): Int

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 *   - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.absoluteValue: Int

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int

@SinceKotlin("1.2")
public expect fun abs(n: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Long, b: Long): Long

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 *   - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Long.absoluteValue: Long

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int


@endregion
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  src/preproc/grn/hdb.cpp
  src/preproc/grn/hgraph.cpp
  src/preproc/grn/hpoint.cpp
  src/preproc/grn/main.cpp

- The `gxditview' output device. It is based on X11’s `xditview' program and thus has the X license.

  src/devices/xditview/DESC.in
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- The -mdoc macro set, using the BSD license.

  tmac/doc.tmac
  tmac/doc-old.tmac
  tmac/doc-common
  tmac/doc-ditroff
  tmac/doc-nroff
  tmac/doc-syms
  tmac/groff_mdoc.man

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--------------------

. The file `tmac/hyphen.us' is identical to the file `hyphen.tex', part of the TeX system written by Donald E. Knuth; the master file can be found at

     ftp://labrea.stanford.edu/pub/tex/dist/lib/hyphen.tex

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. The file `tmac/hyphen.fr' contains the same patterns as the file `frhyph.tex' (for TeX), which can be found at

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. The files `tmac/hyphen.det' and `tmac/hyphen.den' contain the same patterns as the files `dehyph-x-2017-03-31.pat' and `dehyphn-x-2017-03-31.pat' (for TeX), respectively, which can be found at

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```

- *__text__*

**AUTHOR**

------

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========================================================================

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sub dump { '[' . _esc( @{ $_[0] } ) . ']' }
# JUNK:
sub _esc {
return '' unless @_;
my @out;
foreach my $in (@_) {
push @out, '"' . $in . '"';
$out[-1] =~ s/([^- \:\:\.\,\'\>\<\"\/\=\?\+\|\[\]\{\}\_a-zA-Z0-9_\`\~\!\#\%\^\&\*\(\)])/
sprintf( (ord($1) < 256) ? "\\x%02X" : "\\x{%X}", ord($1))
/eg;
}
return join ', ', @out;
}

__END__
=head1 NAME
Pod::Simple::PullParserToken -- tokens from Pod::Simple::PullParser
=head1 SYNOPSIS
Given a $parser that's an object of class Pod::Simple::PullParser
(or a subclass)...
while(my $token = $parser->get_token) {
$DEBUG and print STDERR "Token: ", $token->dump, "\n";
if($token->is_start) {
...access $token->tagname, $token->attr, etc...
} elsif($token->is_text) {

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When you do $parser->get_token on a L<Pod::Simple::PullParser>, you should get an object of a subclass of Pod::Simple::PullParserToken.

Subclasses will add methods, and will also inherit these methods:

=head1 DESCRIPTION

This returns the type of the token. This will be either the string "start", the string "text", or the string "end".

Once you know what the type of an object is, you then know what subclass it belongs to, and therefore what methods it supports.

Yes, you could probably do the same thing with code like
$token->isa('Pod::Simple::PullParserEndToken'), but that's not so pretty as using just $token->type, or even the following shortcuts:

=item $token->is_start

This is a shortcut for C<< $token->type() eq "start" >>

=item $token->is_text

This is a shortcut for C<< $token->type() eq "text" >>

=item $token->is_end

This is a shortcut for C<< $token->type() eq "end" >>

=item $token->dump

This returns a handy stringified value of this object. This is useful for debugging, as in:
while(my $token = $parser->get_token) {
    $DEBUG and print STDERR "Token: ", $token->dump, "\n";
    ...
}

=head1 SEE ALSO

My subclasses:
L<Pod::Simple::PullParserStartToken>,
L<Pod::Simple::PullParserTextToken>, and
L<Pod::Simple::PullParserEndToken>.

L<Pod::Simple::PullParser> and L<Pod::Simple>

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=head1 AUTHOR

Pod::Simple was created by Sean M. Burke <sburke@cpan.org>.
But don't bother him, he's retired.

Pod::Simple is maintained by:

=over
Found in path(s):
  * /opt/ws_local/PERMITS_SQL/1009548100_1591379813.5/0/perl-Pod-Simple-3.35-395.el8.src.rpm-cosi-expand-archive-dyJZxwBE/Pod-Simple-3.35.tar.gz-cosi-expand-archive-HgAXY2Rt/Pod-Simple-3.35/lib/Pod/Simple/PullParserToken.pm

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=head1 NAME

Pod::Simple::Search - find POD documents in directory trees

=head1 SYNOPSIS

use Pod::Simple::Search;
my $name2path = Pod::Simple::Search->new->limit_glob('LWP::*')->survey;
print "Looky see what I found: ",
  join("", sort keys %$name2path), "\n";

print "LWPUA docs = ",
  Pod::Simple::Search->new->find('LWP::UserAgent') || "?",
  "\n";

=head1 DESCRIPTION

B<Pod::Simple::Search> is a class that you use for running searches for Pod files. An object of this class has several attributes (mostly options for controlling search options), and some methods for searching based on those attributes.

The way to use this class is to make a new object of this class, set any options, and then call one of the search options (probably C<survey> or C<find>). The sections below discuss the syntaxes for doing all that.

=head1 CONSTRUCTOR

This class provides the one constructor, called C<new>.
It takes no parameters:

```perl
use Pod::Simple::Search;
my $search = Pod::Simple::Search->new;
```

=head1 ACCESSORS

This class defines several methods for setting (and, occasionally, reading) the contents of an object. With two exceptions (discussed at the end of this section), these attributes are just for controlling the way searches are carried out.

Note that each of these return C<$self> when you call them as C<$self->I<whatever(value)> >>. That's so that you can chain together set-attribute calls like this:

```perl
my $name2path =
    Pod::Simple::Search->new
    -> inc(0) -> verbose(1) -> callback(&blab)
    -> survey(@there);
```

...which works exactly as if you'd done this:

```perl
my $search = Pod::Simple::Search->new;
$search->inc(0);
$search->verbose(1);
$search->callback(&blab);
my $name2path = $search->survey(@there);
```

=over

=item $search->inc( I<true-or-false> );

This attribute, if set to a true value, means that searches should implicitly add perl's I<$@INC> paths. This automatically considers paths specified in the C<PERL5LIB> environment as this is prepended to I<$@INC> by the Perl interpreter itself.

This attribute's default value is B<TRUE>. If you want to search only specific directories, set $self->inc(0) before calling $inc->survey or $inc->find.

=item $search->verbose( I<nonnegative-number> );

This attribute, if set to a nonzero positive value, will make searches output (via C<warn>) notes about what they're doing as they do it.

This option may be useful for debugging a pod-related module.

This attribute's default value is zero, meaning that no C<warn> messages
are produced. (Setting verbose to 1 turns on some messages, and setting it to 2 turns on even more messages, i.e., makes the following search(es) even more verbose than 1 would make them.)

=item $search->limit_glob( I<some-glob-string> );

This option means that you want to limit the results just to items whose podnames match the given glob/wildcard expression. For example, you might limit your search to just "LWP::*", to search only for modules starting with "LWP::*" (but not including the module "LWP" itself); or you might limit your search to "LW*" to see only modules whose (full) names begin with "LW"; or you might search for "*Find*" to search for all modules with "Find" somewhere in their full name. (You can also use "?" in a glob expression; so "DB?" will match "DBI" and "DBD").

=item $search->callback( I<\&some_routine> );

This attribute means that every time this search sees a matching Pod file, it should call this callback routine. The routine is called with two parameters: the current file's filespec, and its pod name. (For example: C<("/etc/perljunk/File/Crunk.pm", "File::Crunk")> would be in C<@_>.)

The callback routine's return value is not used for anything.

This attribute's default value is false, meaning that no callback is called.

=item $search->laborious( I<true-or-false> );

Unless you set this attribute to a true value, Pod::Search will apply Perl-specific heuristics to find the correct module PODs quickly. This attribute's default value is false. You won't normally need to set this to true.

Specifically: Turning on this option will disable the heuristics for seeing only files with Perl-like extensions, omitting subdirectories that are numeric but do I<not> match the current Perl interpreter's version ID, suppressing F<site_perl> as a module hierarchy name, etc.

=item $search->recursively( I<true-or-false> );

Unless you set this attribute to a false value, Pod::Search will recurse into subdirectories of the search directories.

=item $search->shadows( I<true-or-false> );
Unless you set this attribute to a true value, Pod::Simple::Search will consider only the first file of a given modulename as it looks thru the specified directories; that is, with this option off, if Pod::Simple::Search has seen a C<somepathdir/Foo/Bar.pm> already in this search, then it won't bother looking at a C<somelaterpathdir/Foo/Bar.pm> later on in that search, because that file is merely a "shadow". But if you turn on C<< $self->shadows(1) >>, then these "shadow" files are inspected too, and are noted in the pathname2podname return hash.

This attribute's default value is false; and normally you won't need to turn it on.

=item $search->limit_re( I<some-regxp> );

Setting this attribute (to a value that's a regexp) means that you want to limit the results just to items whose podnames match the given regexp. Normally this option is not needed, and the more efficient C<limit_glob> attribute is used instead.

=item $search->dir_prefix( I<some-string-value> );

Setting this attribute to a string value means that the searches should begin in the specified subdirectory name (like "Pod" or "File::Find", also expressible as "File/Find"). For example, the search option C<< $search->limit_glob("File::Find::R*") >> is the same as the combination of the search options C<< $search->limit_re("^File::Find::R") -> dir_prefix("File::Find") >>. Normally you don't need to know about the C<dir_prefix> option, but I include it in case it might prove useful for someone somewhere.

(Implementationally, searching with limit_glob ends up setting limit_re and usually dir_prefix.)

=item $search->progress( I<some-progress-object> );

If you set a value for this attribute, the value is expected to be an object (probably of a class that you define) that has a C<reach> method and a C<done> method. This is meant for reporting progress during the search, if you don't want to use a simple callback.

Normally you don't need to know about the C<progress> option, but I include it in case it might prove useful for someone somewhere.
While a search is in progress, the progress object's \texttt{reach} and \texttt{done} methods are called like this:

```perl
# Every time a file is being scanned for pod:
$progress->reach($count, "Scanning $file");  ++$count;

# And then at the end of the search:
$progress->done("Noted $count Pod files total");
```

Internally, we often set this to an object of class
\texttt{Pod::Simple::Progress}. That class is probably undocumented, but you may wish to look at its source.

```perl
=item $name2path = $self->name2path;

This attribute is not a search parameter, but is used to report the result of \texttt{survey} method, as discussed in the next section.

=item $path2name = $self->path2name;

This attribute is not a search parameter, but is used to report the result of \texttt{survey} method, as discussed in the next section.
```

=head1 MAIN SEARCH METHODS

Once you've actually set any options you want (if any), you can go ahead and use the following methods to search for Pod files in particular ways.

=head2 \texttt{$search->survey( @directories )}

The method \texttt{survey} searches for POD documents in a given set of files and/or directories. This runs the search according to the various options set by the accessors above. (For example, if the \texttt{inc} attribute is on, as it is by default, then the perl \texttt{@INC} directories are implicitly added to the list of directories (if any) that you specify.)

The return value of \texttt{survey} is two hashes:

=over

=item \texttt{name2path}

A hash that maps from each pod-name to the filespec (like
"Stuff::Thing" => "/whatever/plib/Stuff/Thing.pm")

=back

Besides saving these hashes as the hashref attributes,
C<name2path> and C<path2name>, calling this function also returns
these hashrefs. In list context, the return value of
C<<( $search->survey )>> is the list C<{%name2path, {%path2name}>.
In scalar context, the return value is C<{%name2path}>.
Or you can just call this in void context.

Regardless of calling context, calling C<survey> saves
its results in its C{name2path} and C{path2name} attributes.

E.g., when searching in F<$HOME/perl5lib>, the file
F<$HOME/perl5lib/MyModule.pm> would get the POD name I<MyModule>,
whereas F<$HOME/perl5lib/Myclass/Subclass.pm> would be
I<Myclass::Subclass>. The name information can be used for POD
translators.

Only text files containing at least one valid POD command are found.

In verbose mode, a warning is printed if shadows are found (i.e., more
than one POD file with the same POD name is found, e.g. F<CPAN.pm> in
different directories). This usually indicates duplicate occurrences of
modules in the I>@INC> search path, which is occasionally inadvertent
(but is often simply a case of a user's path dir having a more recent
version than the system's general path dirs in general.)

The options to this argument is a list of either directories that are
searched recursively, or files. (Usually you wouldn't specify files,
but just dirs.) Or you can just specify an empty-list, as in
$name2path; with the C<inc> option on, as it is by default.

The POD names of files are the plain basenames with any Perl-like
extension (.pm, .pl, .pod) stripped, and path separators replaced by
C<::>'s.

Calling Pod::Simple::Search->search(...) is short for
Pod::Simple::Search->new->search(...). That is, a throwaway object
with default attribute values is used.
The method `simplify_name` is equivalent to `basename`, but also strips Perl-like extensions (.pm, .pl, .pod) and extensions like `.bat`, `.cmd` on Win32 and OS/2, or `.com` on VMS, respectively.

```
=head2 C<< $search->find( $pod ) >>
```

```
=head2 C<< $search->find( $pod, @search_dirs ) >>
```

Returns the location of a Pod file, given a Pod/module/script name (like "Foo::Bar" or "perlvar" or "perldoc"), and an idea of what files/directories to look in.

It searches according to the various options set by the accessors above. (For example, if the `inc` attribute is on, as it is by default, then the perl @INC directories are implicitly added to the list of directories (if any) that you specify.)

This returns the full path of the first occurrence to the file. Package names (eg 'A::B') are automatically converted to directory names in the selected directory. Additionally, '.pm', '.pl' and '.pod' are automatically appended to the search as required. (So, for example, under Unix, "A::B" is converted to "somedir/A/B.pm", "somedir/A/B.pod", or "somedir/A/B.pl", as appropriate.)

If no such Pod file is found, this method returns undef.

If any of the given search directories contains a `pod` subdirectory, then it is searched. (That's how we manage to find `perlfunc`, for example, which is usually in `pod/perlfunc` in most Perl dists.)

The `verbose` and `inc` attributes influence the behavior of this search; notably, `inc`, if true, adds @INC I<and also $Config::Config{'scriptdir'}> to the list of directories to search.

It is common to simply say `C<< $filename = Pod::Simple::Search-> new ->find("perlvar") >>` so that just the @INC (well, and scriptdir) directories are searched. (This happens because the `inc` attribute is true by default.)

Calling `Pod::Simple::Search->find(...)` is short for `Pod::Simple::Search->new->find(...)`. That is, a throwaway object with default attribute values is used.

```
=head2 C<< $self->contains_pod( $file ) >>
```
Returns true if the supplied filename (not POD module) contains some Pod documentation.

=head1 SUPPORT

Questions or discussion about POD and Pod::Simple should be sent to the pod-people@perl.org mail list. Send an empty email to pod-people-subscribe@perl.org to subscribe.

This module is managed in an open GitHub repository, L<https://github.com/perl-pod/pod-simple/>. Feel free to fork and contribute, or to clone L<git://github.com/perl-pod/pod-simple.git> and send patches!

Patches against Pod::Simple are welcome. Please send bug reports to <bug-pod-simple@rt.cpan.org>.

=head1 COPYRIGHT AND DISCLAIMERS

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This program is distributed in the hope that it will be useful, but without any warranty; without even the implied warranty of merchantability or fitness for a particular purpose.

=head1 AUTHOR

Pod::Simple was created by Sean M. Burke <sburke@cpan.org> with code borrowed from Marek Rouchal's L<Pod::Find>, which in turn heavily borrowed code from Nick Ing-Simmons' C<PodToHtml>.

But don't bother him, he's retired.

Pod::Simple is maintained by:

=over

=item * Allison Randal C<allison@perl.org>

=item * Hans Dieter Pearcey C<hdp@cpan.org>

=item * David E. Wheeler C<dwheeler@cpan.org>

=back

=cut
No license file was found, but licenses were detected in source scan.

=head1 NAME

Pod::Simple::XMLOutStream -- turn Pod into XML

=head1 SYNOPSIS

perl -MPod::Simple::XMLOutStream -e \n  "exit Pod::Simple::XMLOutStream->filter(shift)->any_errata_seen" \n  thingy.pod

=head1 DESCRIPTION

Pod::Simple::XMLOutStream is a subclass of L<Pod::Simple> that parses
Pod and turns it into XML.

Pod::Simple::XMLOutStream inherits methods from
L<Pod::Simple>.

=head1 SEE ALSO

L<Pod::Simple::DumpAsXML> is rather like this class; see its
documentation for a discussion of the differences.

L<Pod::Simple>, L<Pod::Simple::DumpAsXML>, L<Pod::SAX>

L<Pod::Simple::Subclassing>

The older (and possibly obsolete) libraries L<Pod::PXML>, L<Pod::XML>

=head1 ABOUT EXTENDING POD

TODO: An example or two of =extend, then point to Pod::Simple::Subclassing

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::Text>, L<Pod::Spell>

=head1 SUPPORT
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=back

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548100_1591379813.5/0/perl-Pod-Simple-3.35-395.el8.src.rpm-cosi-expand-
archive-dyJZxwBE/Pod-Simple-3.35.tar.gz-cosi-expand-archive-HgAXY2Rt/Pod-Simple-
3.35/lib/Pod/Simple/XMLOutStream.pm
No license file was found, but licenses were detected in source scan.

=head1 NAME
=head1 SYNOPSIS

(See L<Pod::Simple::PullParser>)

=head1 DESCRIPTION

When you do $parser->get_token on a L<Pod::Simple::PullParser>, you might
get an object of this class.

This is a subclass of L<Pod::Simple::PullParserToken> and inherits all its methods,
and adds these methods:

=item $token->text

This returns the text that this token holds. For example, parsing
CZ<!--foo> will return a C start-token, a text-token, and a C end-token. And
if you want to get the "foo" out of the text-token, call C<< $token->text >>

=item $token->text(I<somestring>)

This changes the string that this token holds. You probably won't need
to do this.

=item $token->text_r()

This returns a scalar reference to the string that this token holds.
This can be useful if you don't want to memory-copy the potentially
large text value (well, as large as a paragraph or a verbatim block)
as calling $token->text would do.

Or, if you want to alter the value, you can even do things like this:

for ( $[ $token->text_r ] ) { # Aliases it with $_ !!

s/ The / the /g; # just for example

if( 'A' eq chr(65) ) { # (if in an ASCII world)
    tr/xA0//;
    tr/xAD//d;
}

...or however you want to alter the value...
(Note that starting with Perl v5.8, you can use, e.g.,
my $nbsp = chr utf8::unicode_to_native(0xA0);
s/$nbsp/ /g;

to handle the above regardless if it's an ASCII world or not)
}
=back

You're unlikely to ever need to construct an object of this class for
yourself, but if you want to, call
C<<
Pod::Simple::PullParserTextToken->new( I<text> )
>>
=head1 SEE ALSO
L<Pod::Simple::PullParserToken>, L<Pod::Simple>, L<Pod::Simple::Subclassing>

=head1 SUPPORT

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pod-people@perl.org mail list. Send an empty email to
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=cut

NAME
perlfaq3 - Programming Tools ($Revision: 1.38 $, $Date: 1999/05/23 16:08:30 $)

DESCRIPTION
This section of the FAQ answers questions related to programmer tools and programming support.

How do I do (anything)?

Have you looked at CPAN (see perlfaq2)? The chances are that someone has already written a module that can solve your problem. Have you read the appropriate man pages? Here's a brief index:

   Basics       perldata, perlvar, perlsyn, perlop, perlsub
   Execution    perlrn, perlddebug
   Functions    perlfunc
   Objects      perlref, perlmod, perlobj, perltie
   Data Structures perlref, perlloil, perldsc
   Modules      perlmod, perlmodlib, perlsub
   Regexes      perlr, perlfunc, perlop, perlocale
   Moving to perl5 perltrap, perl
   Linking w/C   perlxstut, perlx, perlcall, perlguts, perlembedded
                   (not a man-page but still useful)

A crude table of contents for the Perl man page set is found in perltoc.

How can I use Perl interactively?

The typical approach uses the Perl debugger, described in the perlddebug(1) man page, on an ``empty'' program, like this:

perl -de 42

Now just type in any legal Perl code, and it will be immediately evaluated. You can also examine the symbol table, get stack backtraces, check variable values, set breakpoints, and other operations typically found in symbolic debuggers.

Is there a Perl shell?
In general, no. The Shell.pm module (distributed with Perl) makes Perl try commands which aren't part of the Perl
How do I debug my Perl programs?

Have you tried use warnings or used -w? They enable warnings to detect dubious practices.

Have you tried use strict? It prevents you from using symbolic references, makes you predeclare any subroutines that you call as bare words, and (probably most importantly) forces you to predeclare your variables with my, our, or use vars.

Did you check the return values of each and every system call? The operating system (and thus Perl) tells you whether they worked, and if not why.

```perl
open(FH, "> /etc/cantwrite")
or die "Couldn't write to /etc/cantwrite: $!
";
```

Did you read perltrap? It's full of gotchas for old and new Perl programmers and even has sections for those of you who are upgrading from languages like awk and C.

Have you tried the Perl debugger, described in perldebug? You can step through your program and see what it's doing and thus work out why what it's doing isn't what it should be doing.

How do I profile my Perl programs?

You should get the Devel::DProf module from the standard distribution (or separately on CPAN) and also use Benchmark.pm from the standard distribution. The Benchmark module lets you time specific portions of your code, while Devel::DProf gives detailed breakdowns of where your code spends its time.

Here's a sample use of Benchmark:

```perl
use Benchmark;
@junk = `cat /etc/motd`;
$count = 10_000;
timethese($count, {
    'map' => sub { my @a = @junk;
        map { s/a/b/ } @a;
        return @a
    },
    'for' => sub { my @a = @junk;
        local $_;
        for (@a) { s/a/b/ }
        return @a
    });
});
```

This is what it prints (on one machine—yours results will be dependent on your hardware, operating system, and the load on your machine):

```text
Benchmark: timing 10000 iterations of for, map...
    for:  4 secs ( 3.97 usr  0.01 sys =  3.98 cpu)
    map:  6 secs ( 4.97 usr  0.00 sys =  4.97 cpu)
```

Be aware that a good benchmark is very hard to write. It only tests the data you give it and proves little about the differing complexities of contrasting algorithms.

How do I cross-reference my Perl programs?

The B::Xref module, shipped with the new, alpha-release Perl compiler (not the general distribution prior to the 5.005 release), can be used to generate cross-reference reports for Perl programs.

```perl
perl -MO=Xref[OPTIONS] scriptname.plx
```

Is there a pretty-printer (formatter) for Perl?

There is no program that will reformat Perl as much as indent(1) does for C. The complex feedback between the scanner and the parser (this feedback is what confuses the vgrind and emacs programs) makes it challenging at best to write a stand-alone Perl parser.
Of course, if you simply follow the guidelines in perlstyle, you shouldn't need to reformat. The habit of formatting your code as you write it will help prevent bugs. Your editor can and should help you with this. The perl-mode or newer cperl-mode for emacs can provide remarkable amounts of help with most (but not all) code, and even less programmable editors can provide significant assistance. Tom swears by the following settings in vi and its clones:

```
    set ai sw=4  
    map! ^O {^M}^[OT
```

Now put that in your .exrc file (replacing the caret characters with control characters) and away you go. In insert mode, ^T is for indenting, ^D is for undenting, and ^O is for blockdenting-- as it were. If you haven't used the last one, you're missing a lot. A more complete example, with comments, can be found at http://www.perl.com/CPAN-local/authors/id/TOMC/scripts/toms.exrc.gz

If you are used to using the vgrind program for printing out nice code to a laser printer, you can take a stab at this using http://www.perl.com/CPAN/doc/misc/tips/working.vgrind.entry, but the results are not particularly satisfying for sophisticated code.

The a2ps at http://www.infres.enst.fr/%7Edemaille/a2ps/ does lots of things related to generating nicely printed output of documents.

Is there a ctags for Perl?

There's a simple one at http://www.perl.com/CPAN/authors/id/TOMC/scripts/ptags.gz which may do the trick. And if not, it's easy to hack into what you want.

Is there an IDE or Windows Perl Editor?

Perl programs are just plain text, so any editor will do.

If you're on Unix, you already have an IDE--Unix itself. The UNIX philosophy is the philosophy of several small tools that each do one thing and do it well. It's like a carpenter's toolbox.

If you want a Windows IDE, check the following:

- **CodeMagicCD**
  http://www.codemagiccd.com/

- **Komodo**
  ActiveState's cross-platform, multi-language IDE has Perl support, including a regular expression debugger and remote debugging (http://www.ActiveState.com/Products/Komodo/index.html). (Visual Perl, a Visual Studio.NET plug-in is currently (early 2001) in beta (http://www.ActiveState.com/Products/VisualPerl/index.html)).

- **The Object System**
  (http://www.castlelink.co.uk/object_system/) is a Perl web applications development IDE.

- **PerlBuilder**
  (http://www.solutionsoft.com/perl.htm) is an integrated development environment for Windows that supports Perl development.

- **Perl code magic**
  (http://www.petes-place.com/codemagic.html).

- **visiPerl+**
  http://helpconsulting.net/visiperl/, from Help Consulting.

For editors: if you're on Unix you probably have vi or a vi clone already, and possibly an emacs too, so you may not need to download anything. In any emacs the cperl-mode (M-x cperl-mode) gives you perhaps the best available Perl editing mode in any editor.

For Windows editors: you can download an Emacs

- **GNU Emacs**
  http://www.gnu.org/software/emacs/windows/nitemacs.html

- **MicroEMACS**
  http://members.nbci.com/uemacs/

- **XEmacs**
  http://www.xemacs.org/Download/index.html
or a vi clone such as

Elvis

Vile
http://vile.cx/

Vim
http://www.vim.org/


nvi (http://www.bostic.com/vi/, available from CPAN in src/misc/) is yet another vi clone, unfortunately not available for Windows, but in UNIX platforms you might be interested in trying it out, firstly because strictly speaking it is not a vi clone, it is the real vi, or the new incarnation of it, and secondly because you can embed Perl inside it to use Perl as the scripting language. nvi is not alone in this, though: at least also vim and vile offer an embedded Perl.

The following are Win32 multilanguage editor/IDESs that support Perl:

Codewright
http://www.starbase.com/

MultiEdit

SlickEdit
http://www.slickedit.com/

There is also a toyedit Text widget based editor written in Perl that is distributed with the Tk module on CPAN. The ptkdb (http://world.std.com/~aep/ptkdb/) is a Perl/tk based debugger that acts as a development environment of sorts. Perl Composer (http://perlcomposer.sourceforge.net/ver.html) is an IDE for Perl/Tk GUI creation.

In addition to an editor/IDE you might be interested in a more powerful shell environment for Win32. Your options include

Bash
from the Cygwin package (http://sources.redhat.com/cygwin/)

Ksh
from the MKS Toolkit (http://www.mks.com/), or the Bourne shell of the U/WIN environment (http://www.research.att.com/sw/tools/uwin/)

Tcsh

Zsh
ftp://ftp.blarg.net/users/amol/zsh/, see also http://www.zsh.org/

MKS and U/WIN are commercial (U/WIN is free for educational and research purposes), Cygwin is covered by the GNU Public License (but that shouldn't matter for Perl use). The Cygwin, MKS, and U/WIN all contain (in addition to the shells) a comprehensive set of standard UNIX toolkit utilities.

If you're transferring text files between Unix and Windows using FTP be sure to transfer them in ASCII mode so the ends of lines are appropriately converted.

On Mac OS the MacPerl Application comes with a simple 32k text editor that behaves like a rudimentary IDE. In contrast to the MacPerl Application the MPW Perl tool can make use of the MPW Shell itself as an editor (with no 32k limit).

BBEdit and BBEdit Lite are text editors for Mac OS that have a Perl sensitivity mode (http://web.barebones.com/).

Alpha is an editor, written and extensible in Tcl, that nonetheless has built in support for several popular markup and programming languages including Perl and HTML (http://alpha.olm.net/).
Pepper and Pe are programming language sensitive text editors for Mac OS X and BeOS respectively (http://www.hekkelman.com/).

Where can I get Perl macros for vi?

For a complete version of Tom Christiansen's vi configuration file, see http://www.perl.com/CPAN/authors/Tom_Christiansen/scripts/toms.exe.rc.gz, the standard benchmark file for vi emulators. The file runs best with nvi, the current version of vi out of Berkeley, which incidentally can be built with an embedded Perl interpreter--see http://www.perl.com/CPAN/src/misc.

Where can I get perl-mode for emacs?

Since Emacs version 19 patchlevel 22 or so, there have been both a perl-mode.el and support for the Perl debugger built in. These should come with the standard Emacs 19 distribution.

In the Perl source directory, you'll find a directory called "emacs", which contains a cperl-mode that color-codes keywords, provides context-sensitive help, and other nifty things.

Note that the perl-mode of emacs will have fits with "main'foo" (single quote), and mess up the indentation and highlighting. You are probably using "main::foo" in new Perl code anyway, so this shouldn't be an issue.

How can I use curses with Perl?

The Curses module from CPAN provides a dynamically loadable object module interface to a curses library. A small demo can be found at the directory http://www.perl.com/CPAN/authors/Tom_Christiansen/scripts/rep; this program repeats a command and updates the screen as needed, rendering rep ps axu similar to top.

How can I use X or Tk with Perl?

Tk is a completely Perl-based, object-oriented interface to the Tk toolkit that doesn't force you to use Tcl just to get at Tk. Sx is an interface to the Athena Widget set. Both are available from CPAN. See the directory http://www.perl.com/CPAN/modules/by-category/08_User_Interfaces/


How can I generate simple menus without using CGI or Tk?

The http://www.perl.com/CPAN/authors/id/SKUNZ/perlmenu.v4.0.tar.gz module, which is curses-based, can help with this.

What is undump?

See the next question on ``How can I make my Perl program run faster?''

How can I make my Perl program run faster?

The best way to do this is to come up with a better algorithm. This can often make a dramatic difference. Jon Bentley's book ``Programming Pearls'' (that's not a misspelling!) has some good tips on optimization, too. Advice on benchmarking boils down to: benchmark and profile to make sure you're optimizing the right part, look for better algorithms instead of microtuning your code, and when all else fails consider just buying faster hardware.

A different approach is to autoload seldom-used Perl code. See the AutoSplit and AutoLoader modules in the standard distribution for that. Or you could locate the bottleneck and think about writing just that part in C, the way we used to take bottlenecks in C code and write them in assembler. Similar to rewriting in C, modules that have critical sections can be written in C (for instance, the PDL module from CPAN).

In some cases, it may be worth it to use the backend compiler to produce byte code (saving compilation time) or compile into C, which will certainly save compilation time and sometimes a small amount (but not much) execution time. See the question about compiling your Perl programs for more on the compiler--the wins aren't as obvious as you'd hope.

If you're currently linking your perl executable to a shared libc.so, you can often gain a 10-25% performance benefit by rebuilding it to link with a static libc.a instead. This will make a bigger perl executable, but your Perl programs (and programmers) may thank you for it. See the INSTALL file in the source distribution for more information. Unsubstantiated reports allege that Perl interpreters that use sfio outperform those that don't (for I/O intensive applications). To try this, see the INSTALL file in the source distribution, especially the ``Selecting File I/O
The undump program was an old attempt to speed up your Perl program by storing the already-compiled form to disk. This is no longer a viable option, as it only worked on a few architectures, and wasn't a good solution anyway.

How can I make my Perl program take less memory?

When it comes to time-space tradeoffs, Perl nearly always prefers to throw memory at a problem. Scalars in Perl use more memory than strings in C, arrays take more than that, and hashes use even more. While there's still a lot to be done, recent releases have been addressing these issues. For example, as of 5.004, duplicate hash keys are shared amongst all hashes using them, so require no reallocation.

In some cases, using substr() or vec() to simulate arrays can be highly beneficial. For example, an array of a thousand booleans will take at least 20,000 bytes of space, but it can be turned into one 125-byte bit vector—a considerable memory savings. The standard Tie::SubstrHash module can also help for certain types of data structure. If you're working with specialist data structures (matrices, for instance) modules that implement these in C may use less memory than equivalent Perl modules.

Another thing to try is learning whether your Perl was compiled with the system malloc or with Perl's builtin malloc. Whichever one it is, try using the other one and see whether this makes a difference. Information about malloc is in the INSTALL file in the source distribution. You can find out whether you are using perl's malloc by typing perl -V:usemymalloc.

Is it unsafe to return a pointer to local data?

No, Perl's garbage collection system takes care of this.

```perl
sub makeone {
    my @a = ( 1 .. 10 );
    return \@a;
}

group { }
    push @many, makeone();
}
print $many[4][5], "\n";
print "@many\n";
```

How can I free an array or hash so my program shrinks?

You can't. On most operating systems, memory allocated to a program can never be returned to the system. That's why long-running programs sometimes re-exec themselves. Some operating systems (notably, FreeBSD and Linux) allegedly reclaim large chunks of memory that is no longer used, but it doesn't appear to happen with Perl (yet). The Mac appears to be the only platform that will reliably (albeit, slowly) return memory to the OS.

We've had reports that on Linux (Redhat 5.1) on Intel, undef $scalar will return memory to the system, while on Solaris 2.6 it won't. In general, try it yourself and see.

However, judicious use of my() on your variables will help make sure that they go out of scope so that Perl can free up that space for use in other parts of your program. A global variable, of course, never goes out of scope, so you can't get its space automatically reclaimed, although undef()ing and/or delete()ing it will achieve the same effect. In general, memory allocation and de-allocation isn't something you can or should be worrying about much in Perl, but even this capability (preallocation of data types) is in the works.

How can I make my CGI script more efficient?

Beyond the normal measures described to make general Perl programs faster or smaller, a CGI program has additional issues. It may be run several times per second. Given that each time it runs it will need to be re-compiled and will often allocate a megabyte or more of system memory, this can be a killer. Compiling into C isn't going to help you because the process start-up overhead is where the bottleneck is.

There are two popular ways to avoid this overhead. One solution involves running the Apache HTTP server (available from http://www.apache.org/) with either of the mod_perl or mod_fastcgi plugin modules. With mod_perl and the Apache::Registry module (distributed with mod_perl), httpd will run with an embedded Perl
The interpreter which pre-compiles your script and then executes it within the same address space without forking. The Apache extension also gives Perl access to the internal server API, so modules written in Perl can do just about anything a module written in C can. For more on mod_perl, see http://perl.apache.org/

With the FCGI module (from CPAN) and the mod_fastcgi module (available from http://www.fastcgi.com/) each of your Perl programs becomes a permanent CGI daemon process.

Both of these solutions can have far-reaching effects on your system and on the way you write your CGI programs, so investigate them with care.


A non-free, commercial product, "The Velocity Engine for Perl" (http://www.binevolve.com/ or http://www.binevolve.com/velocigen/) might also be worth looking at. It will allow you to increase the performance of your Perl programs, running programs up to 25 times faster than normal CGI Perl when running in persistent Perl mode or 4 to 5 times faster without any modification to your existing CGI programs. Fully functional evaluation copies are available from the web site.

How can I hide the source for my Perl program?

Delete it. :-) Seriously, there are a number of (mostly unsatisfactory) solutions with varying levels of "security". First of all, however, you can't take away read permission, because the source code has to be readable in order to be compiled and interpreted. (That doesn't mean that a CGI script's source is readable by people on the web, though--only by people with access to the filesystem.) So you have to leave the permissions at the socially friendly 0755 level.

Some people regard this as a security problem. If your program does insecure things and relies on people not knowing how to exploit those insecurities, it is not secure. It is often possible for someone to determine the insecure things and exploit them without viewing the source. Security through obscurity, the name for hiding your bugs instead of fixing them, is little security indeed.

You can try using encryption via source filters (Filter::* from CPAN), but any decent programmer will be able to decrypt it. You can try using the byte code compiler and interpreter described below, but the curious might still be able to de-compile it. You can try using the native-code compiler described below, but crackers might be able to disassemble it. These pose varying degrees of difficulty to people wanting to get at your code, but none can definitively conceal it (true of every language, not just Perl).

If you're concerned about people profiting from your code, then the bottom line is that nothing but a restrictive license will give you legal security. License your software and pepper it with threatening statements like "This is unpublished proprietary software of XYZ Corp. Your access to it does not give you permission to use it blah blah blah." We are not lawyers, of course, so you should see a lawyer if you want to be sure your license's wording will stand up in court.

How can I compile my Perl program into byte code or C?

Malcolm Beattie has written a multifunction backend compiler, available from CPAN, that can do both these things. It is included in the perl5.005 release, but is still considered experimental. This means it's fun to play with if you're a programmer but not really for people looking for turn-key solutions.

Merely compiling into C does not in and of itself guarantee that your code will run very much faster. That's because except for lucky cases where a lot of native type inferencing is possible, the normal Perl run-time system is still present and so your program will take just as long to run and be just as big. Most programs save little more than compilation time, leaving execution no more than 10-30% faster. A few rare programs actually benefit significantly (even running several times faster), but this takes some tweaking of your code.

You'll probably be astonished to learn that the current version of the compiler generates a compiled form of your script whose executable is just as big as the original perl executable, and then some. That's because as currently written, all programs are prepared for a full eval() statement. You can tremendously reduce this cost by building a shared libperl.so library and linking against that. See the INSTALL podfile in the Perl source distribution for details.

If you link your main perl binary with this, it will make it minuscule. For example, on one author's system, /usr/bin/perl is only 11k in size!
In general, the compiler will do nothing to make a Perl program smaller, faster, more portable, or more secure. In
fact, it can make your situation worse. The executable will be bigger, your VM system may take longer to load the
whole thing, the binary is fragile and hard to fix, and compilation never stopped software piracy in the form of
crackers, viruses, or bootleggers. The real advantage of the compiler is merely packaging, and once you see the size
of what it makes (well, unless you use a shared libperl.so), you'll probably want a complete Perl install anyway.
How can I compile Perl into Java?
You can also integrate Java and Perl with the Perl Resource Kit from O'Reilly and Associates. See
Perl 5.6 comes with Java Perl Lingo, or JPL. JPL, still in development, allows Perl code to be called from Java. See
jpl/README in the Perl source tree.
How can I get #!perl to work on [MS-DOS,NT,...]?
For OS/2 just use
extproc perl -S -your_switches
as the first line in *.cmd file (-S due to a bug in cmd.exe's `extproc' handling). For DOS one should first invent a
corresponding batch file and codify it in ALTERNATIVE_SHEBANG (see the INSTALL file in the source
distribution for more information).
The Win95/NT installation, when using the ActiveState port of Perl, will modify the Registry to associate the .pl
extension with the perl interpreter. If you install another port, perhaps even building your own Win95/NT Perl from
the standard sources by using a Windows port of gcc (e.g., with cygwin or mingw32), then you'll have to modify the
Registry yourself. In addition to associating .pl with the interpreter, NT people can use: SET
PATHEXT=%PATHEXT%;.PL to let them run the program install-linux.pl merely by typing install-linux.
Macintosh Perl programs will have the appropriate Creator and Type, so that double-clicking them will invoke the
Perl application.
IMPORTANT!: Whatever you do, PLEASE don't get frustrated, and just throw the perl interpreter into your cgi-bin
directory, in order to get your programs working for a web server. This is an EXTREMELY big security risk. Take
the time to figure out how to do it correctly.
Can I write useful Perl programs on the command line?
Yes. Read perlrun for more information. Some examples follow. (These assume standard Unix shell quoting rules.)
# sum first and last fields
perl -lane 'print $F[0] + $F[-1]' *
# identify text files
perl -le 'for(@ARGV) {print if -f && -T _}' *
# remove (most) comments from C program
perl -0777 -pe 's{/\*.*?\*/}{}gs' foo.c
# make file a month younger than today, defeating reaper daemons
perl -e '$X=24*60*60; utime(time(),time() + 30 * $X,@ARGV)' *
# find first unused uid
perl -le '$i++ while getpwuid($i); print $i'
# display reasonable manpath
echo $PATH | perl -nl -072 -e '
s![^/+]*$!man!&&-d&&!$s{$_}++&&push@m,$_;END{print"@m"}'
OK, the last one was actually an Obfuscated Perl Contest entry. :-)
Why don't Perl one-liners work on my DOS/Mac/VMS system?
The problem is usually that the command interpreters on those systems have rather different ideas about quoting
than the Unix shells under which the one-liners were created. On some systems, you may have to change singlequotes to double ones, which you must NOT do on Unix or Plan9 systems. You might also have to change a single
% to a %%.
For example:

Open Source Used In Connected-Pharma 1.7.4 - Merck Connected Pharma 50278


The problem is that none of these examples are reliable: they depend on the command interpreter. Under Unix, the first two often work. Under DOS, it's entirely possible that neither works. If 4DOS was the command shell, you'd probably have better luck like this:

perl -e "print <Ctrl-x>Hello world<Ctrl-x>"

Under the Mac, it depends which environment you are using. The MacPerl shell, or MPW, is much like Unix shells in its support for several quoting variants, except that it makes free use of the Mac's non-ASCII characters as control characters.

Using qq(), q(), and qx(), instead of "double quotes", 'single quotes', and `backticks`, may make one-liners easier to write.

There is no general solution to all of this. It is a mess, pure and simple. Sucks to be away from Unix, huh? :-)

[Some of this answer was contributed by Kenneth Albanowski.]
Download the ExtUtils::Embed kit from CPAN and run `make test`. If the tests pass, read the pods again and again and again. If they fail, see perlbug and send a bug report with the output of `make test TEST_VERBOSE=1` along with `perl -V`.

When I tried to run my script, I got this message. What does it mean?
A complete list of Perl's error messages and warnings with explanatory text can be found in perldiag. You can also use the splain program (distributed with Perl) to explain the error messages:

```
pl program 2>diag.out
splain [-v] [-p] diag.out
```
or change your program to explain the messages for you:

```
use diagnostics;
```
or
```
use diagnostics -verbose;
```
What's MakeMaker?

This module (part of the standard Perl distribution) is designed to write a Makefile for an extension module from a Makefile.PL. For more information, see ExtUtils::MakeMaker.

**AUTHOR AND COPYRIGHT**

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Found in path(s):

```
* ~/opt/ws_local/PERMITS_SQL/1009548100_1591379813.5/0/perl-Pod-Simple-3.35-395.el8.src.rpm-cosi-expand-archive-dyJZxwBE/Pod-Simple-3.35.tar.gz-cosi-expand-archive-HgAXY2Rt/Pod-Simple-3.35/t/perlfaqo.txt
```
No license file was found, but licenses were detected in source scan.

=head1 NAME

Pod::Simple::PullParserStartToken -- start-tokens from Pod::Simple::PullParser

=head1 SYNOPSIS

(See L<Pod::Simple::PullParser>)

=head1 DESCRIPTION

When you do `$parser->get_token` on a L<Pod::Simple::PullParser> object, you might get an object of this class.

This is a subclass of L<Pod::Simple::PullParserToken> and inherits all its methods, and adds these methods:

=over

=item $token->tagname

=item $token->tagname
This returns the tagname for this start-token object.
For example, parsing a "=head1 ..." line will give you
a start-token with the tagname of "head1", token(s) for its
content, and then an end-token with the tagname of "head1".

=item $token->tagname(I<somestring>)

This changes the tagname for this start-token object.
You probably won't need
to do this.

=item $token->tag(...)

A shortcut for $token->tagname(...)

=item $token->is_tag(I<somestring>) or $token->is_tagname(I<somestring>)

These are shortcuts for $token->tag() eq I<somestring> >>

=item $token->attr(I<attrname>)

This returns the value of the I<attrname> attribute for this start-token
object, or undef.

For example, parsing a LZ:<Foo"Bar"> link will produce a start-token
with a "to" attribute with the value "Foo", a "type" attribute with the
value "pod", and a "section" attribute with the value "Bar".

=item $token->attr(I<attrname>, I<newvalue>)

This sets the I<attrname> attribute for this start-token object to
I<newvalue>. You probably won't need to do this.

=item $token->attr_hash

This returns the hashref that is the attribute set for this start-token.
This is useful if (for example) you want to ask what all the attributes
are -- you can just do C<< keys %{$token->attr_hash} >>

=back

You're unlikely to ever need to construct an object of this class for
yourself, but if you want to, call
C<<
Pod::Simple::PullParserStartToken->new( I<tagname>, I<attrhash> )
>>
SEE ALSO

L<Pod::Simple::PullParserToken>, L<Pod::Simple>, L<Pod::Simple::Subclassing>

SEE ALSO

L<Pod::Simple::PullParserToken>, L<Pod::Simple>, L<Pod::Simple::Subclassing>

SUPPORT

Questions or discussion about POD and Pod::Simple should be sent to the pod-people@perl.org mail list. Send an empty email to pod-people-subscribe@perl.org to subscribe.

This module is managed in an open GitHub repository, L<https://github.com/perl-pod/pod-simple/>. Feel free to fork and contribute, or to clone L<git://github.com/perl-pod/pod-simple.git> and send patches!

Patches against Pod::Simple are welcome. Please send bug reports to <bug-pod-simple@rt.cpan.org>.

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AUTHOR

Pod::Simple was created by Sean M. Burke <sburke@cpan.org>. But don't bother him, he's retired.

Pod::Simple is maintained by:

over

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* Hans Dieter Pearcey C<hdp@cpan.org>

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NAME

Pod::Simple - framework for parsing Pod

SYNOPSIS

TODO

DESCRIPTION

Pod::Simple is a Perl library for parsing text in the Pod ("plain old
documentation") markup language that is typically used for writing
documentation for Perl and for Perl modules. The Pod format is explained
in L<perlpod>; the most common formatter is called C<perldoc>.

Be sure to read L</ENCODING> if your Pod contains non-ASCII characters.

Pod formatters can use Pod::Simple to parse Pod documents and render them into
plain text, HTML, or any number of other formats. Typically, such formatters
will be subclasses of Pod::Simple, and so they will inherit its methods, like
C<parse_file>.

If you're reading this document just because you have a Pod-processing
subclass that you want to use, this document (plus the documentation for the
subclass) is probably all you need to read.

If you're reading this document because you want to write a formatter
subclass, continue reading it and then read L<Pod::Simple::Subclassing>, and
then possibly even read L<perlpodspec> (some of which is for parser-writers,
but much of which is notes to formatter-writers).

MAIN METHODS

This returns a new parser object, where I<C<SomeClass>> is a subclass
of Pod::Simple.

=item C<< $parser->output_fh( *OUT ); >>

This sets the filehandle that $parser’s output will be written to. You can pass "$STDOUT" or "$STDERR", otherwise you should probably do something like this:

    my $outfile = "output.txt";
    open TXTOUT, ">$outfile" or die "Can't write to $outfile: $!";
    $parser->output_fh(*TXTOUT);

...before you call one of the C<< $parser->parse_I<whatever> >> methods.

=item C<< $parser->output_string( \$somestring ); >>

This sets the string that $parser’s output will be sent to, instead of any filehandle.

=item C<< $parser->parse_file( I<$some_filename> ); >>

=item C<< $parser->parse_file( *INPUT_FH ); >>

This reads the Pod content of the file (or filehandle) that you specify, and processes it with that $parser object, according to however $parser’s class works, and according to whatever parser options you have set up for this $parser object.

=item C<< $parser->parse_string_document( I<$all_content> ); >>

This works just like C<parse_file> except that it reads the Pod content not from a file, but from a string that you have already in memory.

=item C<< $parser->parse_lines( I<...@lines...>, undef ); >>

This processes the lines in C<@lines> (where each list item must be a defined value, and must contain exactly one line of content -- so no items like C<"foo\nbar"> are allowed). The final C<undef> is used to indicate the end of document being parsed.

The other C<parser_I<whatever>> methods are meant to be called only once per C<$parser> object; but C<parse_lines> can be called as many times per C<$parser> object as you want, as long as the last call (and only the last call) ends with an C<undef> value.
This returns true only if there has been any real content seen for this document. Returns false in cases where the document contains content, but does not make use of any Pod markup.

This is a shortcut method for creating a new parser object, setting the output handle to STDOUT, and then processing the specified file (or filehandle, or in-memory document). This is handy for one-liners like this:

```
perl -MPod::Simple::Text -e "Pod::Simple::Text->filter('thingy.pod')"
```

Some of these methods might be of interest to general users, as well as of interest to formatter-writers.

Note that the general pattern here is that the accessor-methods read the attribute's value with `value = $parser->attribute` and set the attribute's value with `parser->attribute(newvalue)`. For each accessor, I typically only mention one syntax or another, based on which I think you are actually most likely to use.

The Pod parser normally expects to read octets and to convert those octets to characters based on the `encoding` declaration in the Pod source. Set this option to a true value to indicate that the Pod source is already a Perl character stream. This tells the parser to ignore any `encoding` command and to skip all the code paths involving decoding octets.

```
perl -MPod::Simple::Text -e "Pod::Simple::Text->filter('thingy.pod')"
```
If you set this attribute to a true value, you will suppress the parser's complaints about irregularities in the Pod coding. By default, this attribute's value is false, meaning that irregularities will be reported.

Note that turning this attribute to true won't suppress one or two kinds of complaints about rarely occurring unrecoverable errors.

=item C<< $parser->no_errata_section( I<SOMEVALUE> ) >>

If you set this attribute to a true value, you will stop the parser from generating a "POD ERRORS" section at the end of the document. By default, this attribute's value is false, meaning that an errata section will be generated, as necessary.

=item C<< $parser->complain_stderr( I<SOMEVALUE> ) >>

If you set this attribute to a true value, it will send reports of parsing errors to STDERR. By default, this attribute's value is false, meaning that no output is sent to STDERR.

Setting C<complain_stderr> also sets C<no_errata_section>.

=item C<< $parser->source_filename >>

This returns the filename that this parser object was set to read from.

=item C<< $parser->doc_has_started >>

This returns true if C<$parser> has read from a source, and has seen Pod content in it.

=item C<< $parser->source_dead >>

This returns true if C<$parser> has read from a source, and come to the end of that source.

=item C<< $parser->strip_verbatim_indent( I<SOMEVALUE> ) >>

The perlpod spec for a Verbatim paragraph is "It should be reproduced exactly...", which means that the whitespace you've used to indent your verbatim blocks will be preserved in the output. This can be annoying for outputs such as HTML, where that whitespace will remain in front of every
line. It's an unfortunate case where syntax is turned into semantics.

If the POD you're parsing adheres to a consistent indentation policy, you can have such indentation stripped from the beginning of every line of your verbatim blocks. This method tells Pod::Simple what to strip. For two-space indents, you'd use:

$parser->strip_verbatim_indent(" ");

For tab indents, you'd use a tab character:

$parser->strip_verbatim_indent("\t");

If the POD is inconsistent about the indentation of verbatim blocks, but you have figured out a heuristic to determine how much a particular verbatim block is indented, you can pass a code reference instead. The code reference will be executed with one argument, an array reference of all the lines in the verbatim block, and should return the value to be stripped from each line. For example, if you decide that you're fine to use the first line of the verbatim block to set the standard for indentation of the rest of the block, you can look at the first line and return the appropriate value, like so:

$new->strip_verbatim_indent(sub {
    my $lines = shift;
    (my $indent = $lines->[0]) =~ s/\S.*//;
    return $indent;
});

If you'd rather treat each line individually, you can do that, too, by just transforming them in-place in the code reference and returning C<undef>. Say that you don't want I<any> lines indented. You can do something like this:

$new->strip_verbatim_indent(sub {
    my $lines = shift;
    sub { s/^\s+// for @$lines },
    return undef;
});

=back

=head1 TERTIARY METHODS

=over

=item C<< $parser->abandon_output_fh() >>

Cancel output to the file handle. Any POD read by the C<$parser> is not affected.
Cancel output to the output string. Any POD read by the $parser is not effected.

Alias for $accept_codes.

Allows $parser to accept a list of $accept_codes. This can be used to implement user-defined codes.

Allows $parser to accept a list of directives for data paragraphs. A directive is the label of a Command Paragraph. A data paragraph is one delimited by $directives directives. This can be used to implement user-defined directives.

Allows $parser to accept a list of directives for processed paragraphs. A directive is the label of a Command Paragraph. A processed paragraph is also known as an Ordinary Paragraph. This can be used to implement user-defined directives.

Allows $parser to accept a list of directives for Verbatim Paragraph. A directive is the label of a Command Paragraph. This can be used to implement user-defined directives.

Alias for $accept_targets.

Alias for $accept_targets_as_text.

Accepts targets for $sections of the POD.
Accepts targets for \verb|^begin/=for/=end^ sections that should be parsed as POD. For details, see \verb|L<< perlpodspec/About Data Paragraphs >>|.

\verb|item C<< $parser->any_errata_seen() >>X|\verb|any_errata_seen>

Used to check if any errata was seen.

\verb|Example:|

\verb|die "too many errors\n" if $parser->any_errata_seen();|

\verb|item C<< $parser->errata_seen() >>X|\verb|errata_seen>

Returns a hash reference of all errata seen, both whines and screams. The hash reference's keys are the line number and the value is an array reference of the errors for that line.

\verb|Example:|

\verb|if ( $parser->any_errata_seen() ) |
\verb{| |
\verb| $logger->log( $parser->errata_seen() ); |
\verb|}|

\verb|item C<< $parser->detected_encoding() >>X|\verb|detected_encoding>

Return the encoding corresponding to \verb|^encoding^, but only if the encoding was recognized and handled.

\verb|item C<< $parser->encoding() >>X|\verb|encoding>

Return encoding of the document, even if the encoding is not correctly handled.

\verb|item C<< $parser->parse_from_file( $source, $to ) >>X|\verb|parse_from_file>

Parses from \verb|$source^ file to \verb|$to^ file. Similar to \verb|Pod::Parser/parse_from_file >>|.

\verb|item C<< $parser->scream( @error_messages ) >>X|\verb|scream>

Log an error that can't be ignored.

\verb|item C<< $parser->unaccept_code( @codes ) >>X|\verb|unaccept_code>

Alias for \verb|unaccept_codes >>|.

\verb|item C<< $parser->unaccept_codes( @codes ) >>X|\verb|unaccept_codes>
Removes C\<< @codes >> as valid codes for the parse.

=item C\<< $parser->unaccept_directive( @directives ) >>X<unaccept_directive>

Alias for L\<< unaccept_directives >>.

=item C\<< $parser->unaccept_directives( @directives ) >>X<unaccept_directives>

Removes C\<< @directives >> as valid directives for the parse.

=item C\<< $parser->unaccept_target( @targets ) >>X<unaccept_target>

Alias for L\<< unaccept_targets >>.

=item C\<< $parser->unaccept_targets( @targets ) >>X<unaccept_targets>

Removes C\<< @targets >> as valid targets for the parse.

=item C\<< $parser->version_report() >>X<version_report>

Returns a string describing the version.

=item C\<< $parser->whine( @error_messages ) >>X<whine>

Log an error unless C\<< $parser->no_whining( TRUE ); >>.

=back

=head1 ENCODING

The Pod::Simple parser expects to read B<octets>. The parser will decode the octets into Perl's internal character string representation using the value of the C<\=encoding> declaration in the POD source.

If the POD source does not include an C<\=encoding> declaration, the parser will attempt to guess the encoding (selecting one of UTF-8 or CP 1252) by examining the first non-ASCII bytes and applying the heuristic described in L<perlpodspec>. (If the POD source contains only ASCII bytes, the encoding is assumed to be ASCII.)

If you set the C<parse_characters> option to a true value the parser will expect characters rather than octets; will ignore any C<\=encoding>; and will make no attempt to decode the input.

=head1 SEE ALSO

L<Pod::Simple::Subclassing>
=head1 SUPPORT

Questions or discussion about POD and Pod::Simple should be sent to the pod-people@perl.org mail list. Send an empty email to pod-people-subscribe@perl.org to subscribe.

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=head1 AUTHOR

Pod::Simple was created by Sean M. Burke <sburke@cpan.org>. But don't bother him, he's retired.

Pod::Simple is maintained by:

=over

=item * Allison Randal C<allison@perl.org>

=item * Hans Dieter Pearcey C<hdp@cpan.org>

=item * David E. Wheeler C<dwheeler@cpan.org>

=back
Documentation has been contributed by:

=over

=item * Gabor Szabo  C<szabgab@gmail.com>

=item * Shawn H Corey  C<SHCOREY at cpan.org>

=back

=cut

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1009548100_1591379813/0/perl-Pod-Simple-3.35-395.el8.src.rpm-cosi-expand-archive-dyJZxB/PE/Pod-Simple-3.35.tar.gz-cosi-expand-archive-HgAXY2Rt/Pod-Simple-3.35/lib/Pod/Simple.pod
No license file was found, but licenses were detected in source scan.

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No license file was found, but licenses were detected in source scan.

---
abstract: 'framework for parsing Pod'
author:
  - 'Allison Randal <allison@perl.org>'
build_requires:
  ExtUtils::MakeMaker: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.0401, CPAN::Meta::Converter version 2.150005'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: Pod-Simple
no_index:
directory:
  - t
- inc
recommends:
  Encode: '2.78'
requires:
  Carp: '0'
  Config: '0'
  Cwd: '0'
  File::Basename: '0'
  File::FIND: '0'
  File::Spec: '0'
  Pod::EScapes: '1.04'
  Symbol: '0'
  Test: '1.25'
  Test::More: '0'
  Text::Wrap: '98.112902'
  integer: '0'
  overload: '0'
  strict: '0'
resources:
  bugtracker: https://github.com/perl-pod/pod-simple/issues
  homepage: http://search.cpan.org/dist/Pod-Simple/
  license: http://dev.perl.org/licenses/
  repository: git://github.com/perl-pod/pod-simple.git
  version: '3.35'
  x_serialization_backend: 'CPAN::Meta::YAML version 0.012'

Found in path(s):
  */opt/ws_local/PERMITS_SQL/1009548100_1591379813.5/0/perl-Pod-Simple-3.35-395.el8.src.rpm-cosi-expand-archive-dyJZxwBE/Pod-Simple-3.35.tar.gz-cosi-expand-archive-HgAXY2Rt/Pod-Simple-3.35/META.yml
No license file was found, but licenses were detected in source scan.

=head1 NAME

Pod::Simple::DumpAsText -- dump Pod-parsing events as text

=head1 SYNOPSIS

perl -MPod::Simple::DumpAsText -e \
  "exit Pod::Simple::DumpAsText->filter(shift)->any_errata_seen" \
  thingy.pod

=head1 DESCRIPTION

This class is for dumping, as text, the events gotten from parsing a Pod document. This class is of interest to people writing Pod formatters based on Pod::Simple. It is useful for seeing exactly what events you get out of some Pod that you feed in.
This is a subclass of L<Pod::Simple> and inherits all its methods.

=head1 SEE ALSO

L<Pod::Simple::DumpAsXML>

L<Pod::Simple>

=head1 SUPPORT

Questions or discussion about POD and Pod::Simple should be sent to the pod-people@perl.org mail list. Send an empty email to pod-people-subscribe@perl.org to subscribe.

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=over

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=item * Hans Dieter Pearcey <hdp@cpan.org>

=item * David E. Wheeler <d wheeler@cpan.org>

=back
=cut

Found in path(s):
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No license file was found, but licenses were detected in source scan.

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::Text>, L<Pod::Spell>

=head1 SUPPORT

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=head1 ACKNOWLEDGEMENTS

Thanks to L<Hurricane Electric|http://he.net/> for permission to use its L<Linux man pages online|http://man.he.net/> site for man page links.

Thanks to L<search.cpan.org|http://search.cpan.org/> for permission to use the site for Perl module links.

=head1 AUTHOR

Pod::Simple::XHTML was created by Allison Randal <allison@perl.org>.
Pod::Simple was created by Sean M. Burke <sburke@cpan.org>. But don't bother him, he's retired.

Pod::Simple is maintained by:

=over

=item * Allison Randal C<allison@perl.org>

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=item * David E. Wheeler C<dwheeler@cpan.org>

=back

=cut

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=head1 NAME

Pod::Simple::HTMLBatch - convert several Pod files to several HTML files

=head1 SYNOPSIS

perl -MPod::Simple::HTMLBatch -e 'Pod::Simple::HTMLBatch::go' in out

=head1 DESCRIPTION

This module is used for running batch-conversions of a lot of HTML documents

This class is NOT a subclass of Pod::Simple::HTML (nor of bad old Pod::Html) -- although it uses Pod::Simple::HTML for doing the conversion of each document.

The normal use of this class is like so:

use Pod::Simple::HTMLBatch;
my $batchconv = Pod::Simple::HTMLBatch->new;
$batchconv->some_option( some_value );
$batchconv->some_other_option( some_other_value );
=head2 FROM THE COMMAND LINE

Note that this class also provides
(but does not export) the function Pod::Simple::HTMLBatch::go.
This is basically just a shortcut for C<<
Pod::Simple::HTMLBatch->batch_convert(@ARGV) >>.
It's meant to be handy for calling from the command line.

However, the shortcut requires that you specify exactly two command-line
arguments, C<indirs> and C<outdir>.

Example:

```perl
% mkdir out_html
% perl -MPod::Simple::HTMLBatch -e Pod::Simple::HTMLBatch::go @INC out_html
   (to convert the pod from Perl's @INC
    files under the directory ./out_html)
```

(Note that the command line there contains a literal atsign-I-N-C. This
is handled as a special case by batch_convert, in order to save you having
to enter the odd-looking """" as the first command-line parameter when you
mean "just use whatever's in @INC"."

Example:

```perl
% mkdir ../seekrut
% chmod og-rx ../seekrut
% perl -MPod::Simple::HTMLBatch -e Pod::Simple::HTMLBatch::go . ../seekrut
   (to convert the pod under the current dir into HTML
    files under the directory ./seekrut)
```

Example:

```perl
% perl -MPod::Simple::HTMLBatch -e Pod::Simple::HTMLBatch::go happydocs .
   (to convert all pod from happydocs into the current directory)
```

=head1 MAIN METHODS

=over

=item $batchconv = Pod::Simple::HTMLBatch->new;

This TODO
this TODO

These two values for $indirs specify that the normal Perl @INC

This specifies that the input directories are the items in the arrayref C<[@dirs]>

This specifies that the director "somedir" is the input.
(This can be an absolute or relative path, it doesn't matter.)

A common value you might want would be just "." for the current directory:

This specifies that you want the dirs "somedir", "someother", and "also" scanned, just as if you'd passed the arrayref C<['somedir someother also']>. Note that a ":"-separator is normal under Unix, but Under MSWin, you'll need C<['somedir someother also']>

(Exactly what separator character should be used, is gotten from C<$Config::Config{'path_sep'}>, via the L<Config> module.)

This specifies that you want the HTML output to go into the current directory.

(Note that a missing or undefined value means a different thing in the first slot than in the second. That's so that C<batch_convert()> with no arguments (or undef arguments) means "go from @INC, into
the current directory.)

=item $batchconv->batch_convert( ... , 'somedir' );

This specifies that you want the HTML output to go into the
directory 'somedir'.
(This can be an absolute or relative path, it doesn't matter.)

=back

Note that you can also call C<batch_convert> as a class method,
like so:

Pod::Simple::HTMLBatch->batch_convert( ... );

That is just short for this:

Pod::Simple::HTMLBatch-> new-> batch_convert(...);

That is, it runs a conversion with default options, for
whatever inputdirs and output dir you specify.

=head2 ACCESSOR METHODS

The following are all accessor methods -- that is, they don't do anything
on their own, but just alter the contents of the conversion object,
which comprises the options for this particular batch conversion.

We show the "put" form of the accessors below (i.e., the syntax you use
for setting the accessor to a specific value). But you can also
call each method with no parameters to get its current value. For
example, C<< $self->contents_file() >> returns the current value of
the contents_file attribute.

=over

=item $batchconv->verbose( I<nonnegative_integer> );

This controls how verbose to be during batch conversion, as far as
notes to STDOUT (or whatever is C<select>'d) about how the conversion
is going. If 0, no progress information is printed.
If 1 (the default value), some progress information is printed.
Higher values print more information.
=item $batchconv-&gt;index( I<true-or-false> );

This controls whether or not each HTML page is liable to have a little table of contents at the top (which we call an "index" for historical reasons). This is true by default.

=item $batchconv-&gt;contents_file( I&lt;filename&gt; );

If set, should be the name of a file (in the output directory) to write the HTML index to. The default value is "index.html". If you set this to a false value, no contents file will be written.

=item $batchconv-&gt;contents_page_start( I&lt;HTML_string&gt; );

This specifies what string should be put at the beginning of the contents page. The default is a string more or less like this:

<html>
<head><title>Perl Documentation</title></head>
<body class='contentspage'>
<h1>Perl Documentation</h1>

=item $batchconv-&gt;contents_page_end( I&lt;HTML_string&gt; );

This specifies what string should be put at the end of the contents page. The default is a string more or less like this:

<p class='contentsfooty'>Generated by Perl::Simple::HTMLBatch v3.01 under Perl v5.008
At Fri May 14 22:26:42 2004 GMT,
which is Fri May 14 14:26:42 2004 local time.</p>

=item $batchconv-&gt;add_css( $url );

TODO

=item $batchconv-&gt;add_javascript( $url );

TODO

=item $batchconv-&gt;css_flurry( I<true-or-false> );

If true (the default value), we autogenerate some CSS files in the output directory, and set our HTML files to use those.
TODO: continue

=item $batchconv->javascript_flurry( I<true-or-false> );

If true (the default value), we autogenerate a JavaScript in the output directory, and set our HTML files to use it. Currently, the JavaScript is used only to get the browser to remember what stylesheet it prefers.
TODO: continue

=item $batchconv->no_contents_links( I<true-or-false> );

TODO

=item $batchconv->html_render_class( I<classname> );

This sets what class is used for rendering the files.
The default is "Pod::Simple::HTML". If you set it to something else, it should probably be a subclass of Pod::Simple::HTML, and you should C<require> or C<use> that class so that's it's loaded before Pod::Simple::HTMLBatch tries loading it.

=item $batchconv->search_class( I<classname> );

This sets what class is used for searching for the files.
The default is "Pod::Simple::Search". If you set it to something else, it should probably be a subclass of Pod::Simple::Search, and you should C<require> or C<use> that class so that's it's loaded before Pod::Simple::HTMLBatch tries loading it.

=back

=head1 NOTES ON CUSTOMIZATION

TODO

call add_css($someurl) to add stylesheet as alternate
call add_css($someurl,1) to add as primary stylesheet

call add_javascript

subclass Pod::Simple::HTML and set $batchconv->html_render_class to that classname
and maybe override
$page->batch_mode_page_object_init($self, $module, $infile, $outfile, $depth)
or maybe override
 subclass Pod::Simple::Search and set $batchconv->search_class to
 that classname

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::HTMLBatch>, L<perlpod>, L<perlpodspec>

=head1 SUPPORT

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No license file was found, but licenses were detected in source scan.

=head1 NAME

Pod::Simple::Checker -- check the Pod syntax of a document

=head1 SYNOPSIS

perl -MPod::Simple::Checker -e \
"exit Pod::Simple::Checker->filter(shift)->any_errata_seen" \
thingy.pod

=head1 DESCRIPTION

This class is for checking the syntactic validity of Pod.
It works by basically acting like a simple-minded version of
L<Pod::Simple::Text> that formats only the "Pod Errors" section
(if Pod::Simple even generates one for the given document).

This is a subclass of L<Pod::Simple> and inherits all its methods.

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::Text>, L<Pod::Checker>

=head1 SUPPORT

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=item * David E. Wheeler C<dwheeler@cpan.org>
=back
=cut

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No license file was found, but licenses were detected in source scan.

=head1 NAME

Pod::Simple::PullParser -- a pull-parser interface to parsing Pod

=head1 SYNOPSIS

my $parser = SomePodProcessor->new;
$parser->set_source( "whatever.pod" );
$parser->run;

Or:

my $parser = SomePodProcessor->new;
require 5;
package SomePodProcessor;
use strict;
use base qw(Pod::Simple::PullParser);

sub run {
    my $self = shift;
    Token:
    while(my $token = $self->get_token) {
        ...process each token...
    }
}

=head1 DESCRIPTION

This class is for using Pod::Simple to build a Pod processor -- but
one that uses an interface based on a stream of token objects,
instead of based on events.

This is a subclass of L<Pod::Simple> and inherits all its methods.

A subclass of Pod::Simple::PullParser should define a C<run> method
that calls C<< $token = $parser->get_token >> to pull tokens.

See the source for Pod::Simple::RTF for an example of a formatter
that uses Pod::Simple::PullParser.

=head1 METHODS

=over
=item my $token = $parser->get_token

This returns the next token object (which will be of a subclass of
L<Pod::Simple::PullParserToken>), or undef if the parser-stream has hit
the end of the document.

=item $parser->unget_token( $token )

=item $parser->unget_token( $token1, $token2, ... )

This restores the token object(s) to the front of the parser stream.

=back

The source has to be set before you can parse anything. The lowest-level
way is to call C<set_source>:

=over

=item $parser->set_source( $filename )

=item $parser->set_source( $filehandle_object )

=item $parser->set_source( $document_source )

=back

Or you can call these methods, which Pod::Simple::PullParser has defined
to work just like Pod::Simple's same-named methods:

=over

=item $parser->parse_file(...)  

=item $parser->parse_string_document(...)  

=item $parser->filter(...)  

=item $parser->parse_from_file(...)  

=back

For those to work, the Pod-processing subclass of
Pod::Simple::PullParser has to have defined a $parser->run method --
so it is advised that all Pod::Simple::PullParser subclasses do so.
See the Synopsis above, or the source for Pod::Simple::RTF.
Authors of formatter subclasses might find these methods useful to call on a parser object that you haven’t started pulling tokens from yet:

=item my $title_string = $parser->get_title

This tries to get the title string out of $parser, by getting some tokens, and scanning them for the title, and then ungetting them so that you can process the token-stream from the beginning.

For example, suppose you have a document that starts out:

=head1 NAME

Hoo::Boy::Wowza -- Stuff B<wow> yeah!

$parser->get_title on that document will return "Hoo::Boy::Wowza -- Stuff wow yeah!". If the document starts with:

=head1 Name

Hoo::Boy::W00t -- Stuff B<w00t> yeah!

Then you’ll need to pass the C<nocase> option in order to recognize "Name":

$parser->get_title(nocase => 1);

In cases where get_title can’t find the title, it will return empty-string (“”).

=item my $title_string = $parser->get_short_title

This is just like get_title, except that it returns just the modulename, if the title seems to be of the form "SomeModuleName -- description".

For example, suppose you have a document that starts out:

=head1 NAME

Hoo::Boy::Wowza -- Stuff B<wow> yeah!

then $parser->get_short_title on that document will return "Hoo::Boy::Wowza".

But if the document starts out:
=head1 NAME

Hooboy, stuff B<wow> yeah!

then $parser->get_short_title on that document will return "Hooboy, stuff wow yeah!". If the document starts with:

=head1 Name

Hoo::Boy::W00t -- Stuff B<w00t> yeah!

Then you'll need to pass the C<nocase> option in order to recognize "Name":

$parser->get_short_title(nocase => 1);

If the title can't be found, then get_short_title returns empty-string ("").

=item $author_name = $parser->get_author

This works like get_title except that it returns the contents of the "=head1 AUTHOR\n\nParagraph...\n" section, assuming that that section isn't terribly long. To recognize a "=head1 Author\n\nParagraph\n" section, pass the C<nocase> option:

$parser->get_author(nocase => 1);

(This method tolerates "AUTHORS" instead of "AUTHOR" too.)

=item $description_name = $parser->get_description

This works like get_title except that it returns the contents of the "=head1 DESCRIPTION\n\nParagraph...\n" section, assuming that that section isn't terribly long. To recognize a "=head1 Description\n\nParagraph\n" section, pass the C<nocase> option:

$parser->get_description(nocase => 1);

=item $version_block = $parser->get_version

This works like get_title except that it returns the contents of the "=head1 VERSION\n\n[BIG BLOCK]\n" block. Note that this does NOT return the module's C<$VERSION>!! To recognize a "=head1 Version\n\n[BIG BLOCK]\n" section, pass the C<nocase> option:

$parser->get_version(nocase => 1);
NOTE

You don't actually have to define a `run` method. If you're writing a Pod-formatter class, you should define a `run` just so that users can call `parse_file` etc, but you don't have to.

And if you're not writing a formatter class, but are instead just writing a program that does something simple with a `Pod::PullParser` object (and not an object of a subclass), then there's no reason to bother subclassing to add a `run` method.

SEE ALSO

`
Pod::Simple`

`
Pod::Simple::PullParserToken` -- and its subclasses
`
Pod::Simple::PullParserStartToken`
`
Pod::Simple::PullParserTextToken`, and
`
Pod::Simple::PullParserEndToken`

`
HTML::TokeParser`, which inspired this.

SUPPORT

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`
https://github.com/perl-pod/pod-simple/`. Feel free to fork and contribute, or to clone `git://github.com/perl-pod/pod-simple.git` and send patches!

Patches against Pod::Simple are welcome. Please send bug reports to <bug-pod-simple@rt.cpan.org>.

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Pod::Simple is maintained by:

=item * Allison Randal C<allison@perl.org>
=item * Hans Dieter Pearcey C<hdp@cpan.org>
=item * David E. Wheeler C<dwheeler@cpan.org>

=over
=cut

sub _old_get_title {  # some witchery in here
  my $self = $_[0];
  my $title;
  my @to_unget;
  while(1) {
    push @to_unget, $self->get_token;
    unless(defined $to_unget[-1]) { # whoops, short doc!
      pop @to_unget;
      last;
    }
    DEBUG and print STDERR "-Got token ", $to_unget[-1]->dump, "\n";
  }
  (DEBUG and print STDERR "Too much in the buffer:\n"),
  last if @to_unget > 25; # sanity

  my $pattern = ";
  if (!$to_unget[-1]->type eq 'end'
    #and $to_unget[-1]->tagname eq 'Para'
    #and
    ($pattern = join("", map {
      ($_.->type eq 'start') ? ("<" . (_.->tagname . ">")
        : ($_.->type eq 'end' ) ? ("</" . (_.->tagname . ">")
        : ($_.->type eq 'text' ) ? (($_->text =~ m<^([A-Z]+)>s ? $1 : 'X')
        : "BLORP"
    )
  )

=cut

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=head1 NAME

Pod::Simple::DumpAsXML -- turn Pod into XML

=head1 SYNOPSIS

perl -MPod::Simple::DumpAsXML -e "exit Pod::Simple::DumpAsXML->filter(shift)->any_errata_seen" thingy.pod

=head1 DESCRIPTION

Pod::Simple::DumpAsXML is a subclass of Pod::Simple that parses Pod and turns it into indented and wrapped XML. This class is of interest to people writing Pod formatters based on Pod::Simple.

Pod::Simple::DumpAsXML inherits methods from Pod::Simple.

=head1 SEE ALSO

Pod::Simple::XMLOutStream is rather like this class.

Pod::Simple::XMLOutStream's output is space-padded in a way that's better for sending to an XML processor (that is, it has no ignorable whitespace). But Pod::Simple::DumpAsXML's output is much more human-readable, being (more-or-less) one token per line, with line-wrapping.

Pod::Simple::DumpAsText is rather like this class, except that it doesn't dump with XML syntax. Try them and see which one you like best!

Pod::Simple, Pod::Simple::DumpAsXML

The older libraries Pod::PXML, Pod::XML, Pod::SAX

=head1 SUPPORT

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=cut

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=head1 NAME

Pod::Simple::Text -- format Pod as plaintext

=head1 SYNOPSIS

perl -MPod::Simple::Text -e \
"exit Pod::Simple::Text->filter(shift)->any_errata_seen" \n
thingy.pod

=head1 DESCRIPTION

This class is a formatter that takes Pod and renders it as wrapped plaintext.

Its wrapping is done by L<Text::Wrap>, so you can change C<$Text::Wrap::columns> as you like.

This is a subclass of L<Pod::Simple> and inherits all its methods.

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::TextContent>, L<Pod::Text>

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=head1 NAME

Pod::Simple::PullParserEndToken -- end-tokens from Pod::Simple::PullParser

=head1 SYNOPSIS

(See L<Pod::Simple::PullParser>)

=head1 DESCRIPTION

When you do $parser->get_token on a L<Pod::Simple::PullParser>, you might get an object of this class.

This is a subclass of L<Pod::Simple::PullParserToken> and inherits all its methods, and adds these methods:

=over

=item $token->tagname

This returns the tagname for this end-token object.
For example, parsing a "=head1 ..." line will give you a start-token with the tagname of "head1", token(s) for its content, and then an end-token with the tagname of "head1".

=item $token->tagname(I<somestring>)

This changes the tagname for this end-token object.
You probably won't need to do this.

=item $token->tag(...)

A shortcut for $token->tagname(...)

=item $token->is_tag(I<somestring>) or $token->is_tagname(I<somestring>)

These are shortcuts for C<< $token->tag() eq I<somestring> >>

=back

You're unlikely to ever need to construct an object of this class for
yourself, but if you want to, call
C<< Pod::Simple::PullParserEndToken->new( I<tagname> ) >>

=head1 SEE ALSO

L<Pod::Simple::PullParserToken>, L<Pod::Simple>, L<Pod::Simple::Subclassing>

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# TODO: let it be an option whether a given subclass even wants little treelets?

__END__

=head1 NAME

Pod::Simple::LinkSection -- represent "section" attributes of L codes

=head1 SYNOPSIS

# a long story

=head1 DESCRIPTION

This class is not of interest to general users.

Pod::Simple uses this class for representing the value of the "section" attribute of "L" start-element events. Most applications can just use the normal stringification of objects of this class; they stringify to just the text content of the section, such as "foo" for C<< LZ<<Stuff/foo>> >>, and "bar" for C<< LZ<<Stuff/bIZ<<ar>> >>.

However, anyone particularly interested in getting the full value of the treelet, can just traverse the content of the treelet
@$treelet_object. To wit:
% perl -MData::Dumper -e
"use base qw(Pod::Simple::Methody);
sub start_L { print Dumper($_[1]{'section'}) }
__PACKAGE__->new->parse_string_document('="head1 L<Foo/bI<ar>baz>>")
"
Output:
$VAR1 = bless([
  
  
  {
  'b',
  bless([
    'T',
    {
    'ar'
  ], 'Pod::Simple::LinkSection'),
  'baz'
  ], 'Pod::Simple::LinkSection');

But stringify it and you get just the text content:

% perl -MData::Dumper -e
"use base qw(Pod::Simple::Methody);
sub start_L { print Dumper(" . $_[1]{'section'}") }
__PACKAGE__->new->parse_string_document('="head1 L<Foo/bI<ar>baz>>")
"
Output:
$VAR1 = 'barbaz';

=head1 SEE ALSO

L<Pod::Simple>

=head1 SUPPORT

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over

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NAME

Pod::Simple::SimpleTree -- parse Pod into a simple parse tree

SYNOPSIS

% cat ptest.pod

PIE

I like B<pie>!
$VAR1 = [ 
  'Document',
  { 'start_line' => 1 },
  [ 
    'head1',
    { 'start_line' => 1 },
    'PIE'
  ],
  [ 
    'Para',
    { 'start_line' => 3 },
    'I like ',
    [ 
      'B',
      {},
      'pie'
    ],
    '!' 
  ],
];

=head1 DESCRIPTION

This class is of interest to people writing a Pod processor/formatter.

This class takes Pod and parses it, returning a parse tree made just of arrayrefs, and hashrefs, and strings.

This is a subclass of L<Pod::Simple> and inherits all its methods.

This class is inspired by XML::Parser's "Tree" parsing-style, although it doesn't use exactly the same LoL format.

=head1 METHODS

At the end of the parse, call C<< $parser->root >> to get the tree's top node.

=head1 Tree Contents

Every element node in the parse tree is represented by an arrayref of the form: C<[ I<elementname>, \%attributes, I<...subnodes...> ]>.
See the example tree dump in the Synopsis, above.

% perl -MPod::Simple::SimpleTree -MData::Dumper -e "print Dumper(Pod::Simple::SimpleTree->new->parse_file(shift)->root)"
ptest.pod
Every text node in the tree is represented by a simple (non-ref) string scalar. So you can test `C<ref($node)>` to see whether you have an element node or just a text node.

The top node in the tree is `C<[ 'Document', \\%attributes, I<...subnodes...> ]>`

=head1 SEE ALSO

L<Pod::Simple>

L<perllol>

L<The "Tree" subsubsection in XML::Parser|XML::Parser/"Tree"/>

=head1 SUPPORT

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=head1 NAME
Pod::Simple::Debug -- put Pod::Simple into trace/debug mode

=head1 SYNOPSIS
use Pod::Simple::Debug (5);  # or some integer

Or:

my $debuglevel;
use Pod::Simple::Debug (!$debuglevel, 0);
...some stuff that uses Pod::Simple to do stuff, but which
you don't want debug output from...

$debug_level = 4;
...some stuff that uses Pod::Simple to do stuff, but which
you DO want debug output from...

$debug_level = 0;

=head1 DESCRIPTION
This is an internal module for controlling the debug level (a.k.a. trace
level) of Pod::Simple. This is of interest only to Pod::Simple
developers.

=head1 CAVEATS
Note that you should load this module I<before> loading Pod::Simple (or
any Pod::Simple-based class). If you try loading Pod::Simple::Debug
after &Pod::Simple::DEBUG is already defined, Pod::Simple::Debug will
throw a fatal error to the effect that
"It's too late to call Pod::Simple::Debug".

Note that the C<use Pod::Simple::Debug ($x, I<somenum>)> mode will make
Pod::Simple (et al) run rather slower, since &Pod::Simple::DEBUG won't
be a constant sub anymore, and so Pod::Simple (et al) won't compile with
constant-folding.

=head1 GUTS

Doing this:

use Pod::Simple::Debug (5);  # or some integer

is basically equivalent to:

BEGIN { sub Pod::Simple::DEBUG () {5} }  # or some integer
use Pod::Simple ();

And this:

use Pod::Simple::Debug ($debug_level,0);  # or some integer

is basically equivalent to this:

my $debug_level;
BEGIN { $debug_level = 0 }
BEGIN { sub Pod::Simple::DEBUG () { $debug_level }
use Pod::Simple ();

=head1 SEE ALSO

L<Pod::Simple>
The article "Constants in Perl", in I<The Perl Journal> issue
21. See L<http://interglacial.com/tpj/21/>

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=head1 NAME

Pod::Simple::TextContent -- get the text content of Pod

=head1 SYNOPSIS

TODO
=head1 DESCRIPTION

This class is that parses Pod and dumps just the text content. It is mainly meant for use by the Pod::Simple test suite, but you may find some other use for it.

This is a subclass of L<Pod::Simple> and inherits all its methods.

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::Text>, L<Pod::Spell>

=head1 SUPPORT

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=head1 NAME
Pod::Simple::RTF -- format Pod as RTF

=head1 SYNOPSIS
perl -MPod::Simple::RTF -e \
"exit Pod::Simple::RTF->filter(shift)->any_errata_seen" \
thingy.pod > thingy.rtf

=head1 DESCRIPTION
This class is a formatter that takes Pod and renders it as RTF, good for viewing/printing in MSWord, WordPad/write.exe, TextEdit, etc.
This is a subclass of L<Pod::Simple> and inherits all its methods.

=head1 FORMAT CONTROL ATTRIBUTES
You can set these attributes on the parser object before you call C<parse_file> (or a similar method) on it:

=over
=item $parser->head1_halfpoint_size( I<halfpoint_integer> );
=item $parser->head2_halfpoint_size( I<halfpoint_integer> );
=item $parser->head3_halfpoint_size( I<halfpoint_integer> );
item $parser->head4_halfpoint_size( I<halfpoint_integer> );

These methods set the size (in half-points, like 52 for 26-point) that these heading levels will appear as.

item $parser->codeblock_halfpoint_size( I<halfpoint_integer> );

This method sets the size (in half-points, like 21 for 10.5-point) that codeblocks ("verbatim sections") will appear as.

item $parser->header_halfpoint_size( I<halfpoint_integer> );

This method sets the size (in half-points, like 15 for 7.5-point) that the header on each page will appear in. The header is usually just "I<modulename> p. I<pagenumber>".

item $parser->normal_halfpoint_size( I<halfpoint_integer> );

This method sets the size (in half-points, like 26 for 13-point) that normal paragraphic text will appear in.

item $parser->no_proofing_exemptions( I<true_or_false> );

Set this value to true if you don't want the formatter to try putting a hidden code on all Perl symbols (as best as it can notice them) that labels them as being not in English, and so not worth spellchecking.

item $parser->doc_lang( I<microsoft_decimal_language_code> )

This sets the language code to tag this document as being in. By default, it is currently the value of the environment variable C<RTFDEFLANG>, or if that's not set, then the value 1033 (for US English).

Setting this appropriately is useful if you want to use the RTF to spellcheck, and/or if you want it to hyphenate right.

Here are some notable values:

  1033  US English  
  2057  UK English  
  3081  Australia English  
  4105  Canada English  
  1034  Spain Spanish  
  2058  Mexico Spanish  
  1031  Germany German  
  1036  France French
If you are particularly interested in customizing this module's output even more, see the source and/or write to me.

=head1 SEE ALSO

L<Pod::Simple>, L<RTF::Writer>, L<RTF::Cookbook>, L<RTF::Document>, L<RTF::Generator>

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=head1 NAME

Pod::Simple::Methody -- turn Pod::Simple events into method calls

=head1 SYNOPSIS

require 5;
use strict;
package SomePodFormatter;
use base qw(Pod::Simple::Methody);

sub handle_text {
  my($self, $text) = @_;
  ...
}

sub start_head1 {
  my($self, $attrs) = @_;
  ...
}

sub end_head1 {
  my($self) = @_;
  ...
}
...and start_/end_ methods for whatever other events you want to catch.

=head1 DESCRIPTION

This class is of interest to people writing Pod formatters based on Pod::Simple.

This class (which is very small -- read the source) overrides Pod::Simple's _handle_element_start, _handle_text, and _handle_element_end methods so that parser events are turned into method calls. (Otherwise, this is a subclass of L<Pod::Simple> and inherits all its methods.)

You can use this class as the base class for a Pod formatter/processor.

=head1 METHOD CALLING

When Pod::Simple sees a "=head1 Hi there", for example, it basically does this:

$parser->_handle_element_start( "head1", \%attributes );
$parser->_handle_text( "Hi there" );
$parser->_handle_element_end( "head1" );

But if you subclass Pod::Simple::Methody, it will instead do this when it sees a "=head1 Hi there":

$parser->start_head1( \%attributes ) if $parser->can('start_head1');
$parser->handle_text( "Hi there" ) if $parser->can('handle_text');
$parser->end_head1() if $parser->can('end_head1');

If Pod::Simple sends an event where the element name has a dash, period, or colon, the corresponding method name will have a underscore in its place. For example, "foo.bar:baz" becomes start_foo_bar_baz and end_foo_bar_baz.

See the source for Pod::Simple::Text for an example of using this class.

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::Subclassing>

=head1 SUPPORT

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Pod::Simple is maintained by:

=over

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=item * Hans Dieter Pearcey <hdp@cpan.org>

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=head1 NAME

Pod::Simple::HTML - convert Pod to HTML

=head1 SYNOPSIS
perl -MPod::Simple::HTML -e Pod::Simple::HTML::go thingy.pod

=head1 DESCRIPTION

This class is for making an HTML rendering of a Pod document.

This is a subclass of L<Pod::Simple::PullParser> and inherits all its
methods (and options).

Note that if you want to do a batch conversion of a lot of Pod
documents to HTML, you should see the module L<Pod::Simple::HTMLBatch>.

=head1 CALLING FROM THE COMMAND LINE

TODO

perl -MPod::Simple::HTML -e Pod::Simple::HTML::go Thing.pod Thing.html

=head1 CALLING FROM PERL

=head2 Minimal code

use Pod::Simple::HTML;
my $p = Pod::Simple::HTML->new;
$p->output_string($my $html);
$p->parse_file('path/to/Module/Name.pm');
open my $out, '>', 'out.html' or die "Cannot open 'out.html': $!

=head2 More detailed example

use Pod::Simple::HTML;

Set the content type:

$Pod::Simple::HTML::Content_decl = q{<meta http-equiv="Content-Type" content="text/html; charset=UTF-8">

my $p = Pod::Simple::HTML->new;

Include a single javascript source:
$p->html_javascript('http://abc.com/a.js');

Or insert multiple javascript source in the header
(or for that matter include anything, thought this is not recommended)

$p->html_javascript('  <script type="text/javascript" src="http://abc.com/b.js"></script>
  <script type="text/javascript" src="http://abc.com/c.js"></script>);

Include a single css source in the header:

$p->html_css('/style.css');

or insert multiple css sources:

$p->html_css('  <link rel="stylesheet" type="text/css" title="pod_stylesheet" href="http://remote.server.com/jquery.css">
  <link rel="stylesheet" type="text/css" title="pod_stylesheet" href="/style.css">);

Tell the parser where should the output go. In this case it will be placed in the $html variable:

my $html;
$p->output_string($html);

Parse and process a file with pod in it:

$p->parse_file('path/to/Module/Name.pm');

=head1 METHODS

TODO
all (most?) accessorized methods

The following variables need to be set B<before> the call to the ->new constructor.

Set the string that is included before the opening <html> tag:

$Pod::Simple::HTML::Doctype_decl = qq{<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
  "http://www.w3.org/TR/html4/loose.dtd">
};

Set the content-type in the HTML head: (defaults to ISO-8859-1)

$Pod::Simple::HTML::Content_decl = q{<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" > };

Set the value that will be embedded in the opening tags of F, C tags and verbatim text.
F maps to <em>, C maps to <code>, Verbatim text maps to <pre> (Computerese defaults to "")
$Pod::Simple::HTML::Computerese = ' class="some_class_name';

=head2 html_css

=head2 html_javascript

=head2 title_prefix

=head2 title_postfix

=head2 html_header_before_title

This includes everything before the <title> opening tag including the Document type and including the opening <title> tag. The following call will set it to be a simple HTML file:

$p->html_header_before_title('<html><head><title>');

=head2 top_anchor

By default Pod::Simple::HTML adds a dummy anchor at the top of the HTML. You can change it by calling

$p->top_anchor('<a name="zz">');

=head2 html_h_level

Normally =head1 will become <h1>, =head2 will become <h2> etc. Using the html_h_level method will change these levels setting the h level of =head1 tags:

$p->html_h_level(3);

Will make sure that =head1 will become <h3> and =head2 will become <h4> etc...

=head2 index

Set it to some true value if you want to have an index (in reality a table of contents) to be added at the top of the generated HTML.

$p->index(1);

=head2 html_header_after_title

Includes the closing tag of </title> and through the rest of the head till the opening of the body
Can use any of the methods described above but for further customization one needs to override some of the methods:

```perl
package My::Pod;
use strict;
use warnings;

use base 'Pod::Simple::HTML';

# needs to return a URL string such
# http://some.other.com/page.html
# #anchor_in_the_same_file
# /internal/ref.html
sub do_pod_link {
    # My::Pod object and Pod::Simple::PullParserStartToken object
    my ($self, $link) = @_; 

    say $link->tagname;          # will be L for links
    say $link->attr('to');       
    say $link->attr('type');     # will be 'pod' always
    say $link->attr('section');

    # Links local to our web site
    if ($link->tagname eq 'L' and $link->attr('type') eq 'pod') {
        my $to = $link->attr('to');
        if ($to =~ /^Padre:/) {
            $to =~ s{::}{/}g;
            return "/docs/Padre/$to.html";
        }
    }

    # all other links are generated by the parent class
    my $ret = $self->SUPER::do_pod_link($link);
    return $ret;
}
1;
```
Meanwhile in script.pl:

```perl
use My::Pod;

my $p = My::Pod->new;

my $html;
$p->output_string($html);
$p->parse_file('path/to/Module/Name.pm');
open my $out, '>', 'out.html' or die;
print $out $html;

TODO

maybe override do_beginning do_end

=head1 SEE ALSO

L<Pod::Simple>, L<Pod::Simple::HTMLBatch>

TODO: a corpus of sample Pod input and HTML output? Or common idioms?

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  archive-dyJZxwBE/Pod-Simple-3.35.tar.gz-cosi-expand-archive-HgAXY2Rt/Pod-Simple-3.35/t/perlfaq.pod
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=head1 Pod::Simple version 3.33

Pod::Simple is a Perl library for parsing text in the Pod ("plain old 
documentation") markup language that is typically used for writing 
documentation for Perl and for Perl modules. The Pod format is explained
L<perlpod>; the most common formatter is called C<perldoc>.

Pod formatters can use Pod::Simple to parse Pod documents and render them into plain text, HTML, or any number of other formats.

=head2 Installation

To install this module, type the following:

perl Makefile.PL
  make
  make test
  make install

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=item
1.4028 plexus-cipher 1.4

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.  
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api  
* javax.annotation:javax.annotation-api  
* javax.transaction:javax.transaction-api  
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.  
http://openjdk.java.net/legal/gplv2+ce.html
OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
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**6.0.53**

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gdal/frmts/pdf/pdfdataset.cpp (method PDFiumRenderPageBitmap())
---------------------------------------------------------------

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gdal/frmts/mrf/* (apply when MRF driver included in build)
---------------------------------------------------------------

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Assignors/Inventors: Maurer, Thomas (Redlands, CA); Gao, Peng (Redlands, CA); Becker, Peter (Redlands, CA).

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3 directories, 24 files

Parts of the code in the Wagyu Library are derived from the version of the Clipper Library by Angus Johnson listed below.

Author : Angus Johnson
Version : 6.4.0
Date : 2 July 2015
Website : http://www.angusj.com

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@end example

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials
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e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Native/Epoll
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.epoll
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-epoll
Implementation-Version: 4.1.62.Final
Built-By: root
Bnd-LastModified: 1617125771772
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)";io.netty.channel.io.netty.channel.socket;version="[4.1,5)";io.netty.channel.unix;version="[4.1,5)";io.netty.util;version="[4.1,5)";io.netty.util.collection;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.internal.logging;version="[4.1,5)";sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Transport/Native/Epoll
Bundle-Version: 4.1.62.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_272
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- Strongtalk assembler, the basis of the files assembler-arm-inl.h, assembler-arm.cc, assembler-arm.h, assembler-ia32-inl.h, assembler-ia32.cc, assembler-ia32.h, assembler-x64-inl.h, assembler-x64.cc, assembler-x64.h, assembler-mips-inl.h, assembler-mips.cc, assembler-mips.h, assembler.cc and assembler.h. This code is copyrighted by Sun Microsystems Inc. and released under a 3-clause BSD license.

- Valgrind client API header, located at src/third_party/valgrind/valgrind.h. This is released under the BSD license.
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Tests included here are based on build output generated by the six-speed benchmark suite.

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The basic library functions are written in C and are freestanding. Also included in the distribution is a set of C++ wrapper functions.

THE BASIC LIBRARY FUNCTIONS
---------------------------

Written by:     Philip Hazel
Email local part: ph10
Email domain:    cam.ac.uk

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.
All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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1.4065 pyjwt 1.7.0

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1.4066 python-pip 9.0.3 18.el8

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(vms/vms.c), Greg Roelofs (zipinfo.c, new version of unshrink.c),
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There are no known patents on any of the code in UnZip. Unisys
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that performs LZW encoding, but the patent appears to exempt a stand-
alone decoder (as in UnZip's unshrink.c). Unisys has publicly claimed
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releases altogether.)

The original unzip source code has been extensively modified and
almost entirely rewritten (changes include random zipfile access
rather than sequential; replacement of unimplode() with explode();
replacement of old unshrink() with new (unrelated) unshrink(); re-
placement of output routines; addition of inflate(), wildcards,
filename-mapping, text translation, ...; etc.). As far as we can
tell, only the core code of the unreduce method remained substantially
similar to Mr. Smith's original source. As of UnZip 5.42, the complete
core code is now covered by the Info-ZIP Licence. Therefore, support
for the reduce method has been removed.
The drop of the reduce method should only affect some test archives,
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For pathologic cases where support for reduced archive entries is
needed, the unreduce code copyrighted by Samuel H. Smith is available
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The following copyright applies to the Mac OS File Manager interface code
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* MoreFiles
* A collection of File Manager and related routines
* by Jim Luther (Apple Macintosh Developer Technical Support Emeritus)
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* 
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* 
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Regarding the first stipulation, Mr. Smith was tracked down in southern California some years back [Samuel H. Smith, The Tool Shop; as of mid-May 1994, (213) 851-9969 (voice), (213) 887-2127 (?) (subscription BBS), 71150.2731@compuserve.com]:

"He says that he thought that whoever contacted him understood that he has no objection to the Info-ZIP group's inclusion of his code. His primary concern is that it remain freely distributable, he said."

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The remaining code was written by many people associated with the Info-ZIP group, with large contributions from (but not limited to): Greg Roelofs (overall program logic, ZipInfo, unshrink, filename mapping/portability, etc.), Mark Adler (inflate, explode, funzip), Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows DLLs), Christian Spieler (overall logic, optimization, VMS, etc.) and others. See the file CONTRIBS in the source distribution for a much more complete list of contributors.
The decompression core code for the deflate method (inflate.[ch], explode.c) was originally written by Mark Adler who submitted it as public domain code.

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* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/JsonIOException.java
* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/JsonObject.java
* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/JsonSerializer.java
* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/internal/Primitives.java

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* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/JsonStreamParser.java
* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/FieldAttributes.java
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* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/JsonStreamParser.java
* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/FieldAttributes.java
* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-jar/com/google/gson/JsonParser.java
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  jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java
* /opt/cola/permits/1000760527_1646171563.11/0/gson-2-8-2-sources-
  jar/com/google/gson/annotations/JsonAdapter.java

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 * $Rev: 293498 $
 * $Date: 2005-10-04 03:59:43 +0100 (Tue, 04 Oct 2005) $
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 * $Id: ValidatorResult.java 289168 2005-09-15 06:40:47Z niallp $ 
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* $Id: GenericTypeValidator.java 293556 2005-10-04 07:07:32Z niallp $
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* $Id: Msg.java 280974 2005-09-15 00:06:59Z niallp $ *
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/*
* $Id: ValidatorException.java 155434 2005-02-26 13:16:41Z dirkv $
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  jar/org/apache/commons/validator/ValidatorException.java
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* $Id: CreditCardValidator.java 280974 2005-09-15 00:06:59Z niallp $
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 * $Id: ValidatorResults.java 280974 2005-09-15 00:06:59Z niallp $
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* /opt/cola/permits/1138553888_1614290842.05/0/commons-validator-1-2-0-sources-1-
  jar/org/apache/commons/validator/FormSetFactory.java
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/*
* $Id: UrlValidator.java 327148 2005-10-21 10:50:20Z niallp $
* $Rev: 327148 $
* $Date: 2005-10-21 11:50:20 +0100 (Fri, 21 Oct 2005) $
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1.4076 ncurses 6.3_p20211120-r0

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-- $Id: COPYING,v 1.10 2021/01/01 09:54:30 tom Exp $
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1.4077 github.com/pbnjhay/memory 0.0.0-20190104145345-974d429e7ae4
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Found in path(s):
  */opt/cola/permits/1191552984_1645778999.42/0/clj-time-0-8-0-jar-clip/clj-time-0-8-0-jar/META-INF/maven/clj-time/clj-time/pom.xml
No license file was found, but licenses were detected in source scan.


A date and time library for Clojure, wrapping the [Joda Time](http://joda-time.sourceforge.net/) library.

## Artifacts
`clj-time` artifacts are [released to Clojars](https://clojars.org/clj-time/clj-time).

If you are using Maven, add the following repository definition to your `pom.xml`:
```xml
<repository>
  <id>clojars.org</id>
  <url>http://clojars.org/repo</url>
</repository>
```

### The Most Recent Release

With Leiningen:

```clj
[clj-time "0.7.0"]
```

With Maven:

```xml
<dependency>
  <groupId>clj-time</groupId>
  <artifactId>clj-time</artifactId>
  <version>0.7.0</version>
</dependency>
```

## Bugs and Enhancements

Please open issues against the [official clj-time repo on Github](https://github.com/clj-time/clj-time/issues).

**Note: version 0.6.0 introduces a number of API changes to improve consistency.**

The API now uses `second`, `seconds` and `millis` where it previously had `sec`, `secs` and `msecs`. The older API is still present but marked as deprecated (and calling deprecated functions will print a message to the console as well returning the result). The older API will be removed in version 0.7.0 so be prepared to update your code.

## Usage

### clj-time.core

The main namespace for date-time operations in the `clj-time` library is `clj-time.core`.

```clj
=> (require '[clj-time.core :as t])
```
Create a DateTime instance with date-time, specifying the year, month, day, hour, minute, second, and millisecond:

``` clojure
(t/date-time 1986 10 14 4 3 27 456)
=> #<DateTime 1986-10-14T04:03:27.456Z>
```

Less-significant fields can be omitted:

``` clojure
(t/date-time 1986 10 14)
=> #<DateTime 1986-10-14T00:00:00.000Z>
```

Get the current time with `now` and the start of the Unix epoch with `epoch`.

Once you have a date-time, use accessors like `hour` and `second` to access the corresponding fields:

``` clojure
(t/hour (date-time 1986 10 14 22))
=> 22
```

The date-time constructor always returns times in the UTC time zone. If you want a time with the specified fields in a different time zone, use `from-time-zone`:

``` clojure
(t/from-time-zone (t/date-time 1986 10 22) (t/time-zone-for-offset -2))
=> #<DateTime 1986-10-22T00:00:00.000-02:00>
```

If on the other hand you want a given absolute instant in time in a different time zone, use `to-time-zone`:

``` clojure
(t/to-time-zone (t/date-time 1986 10 22) (t/time-zone-for-offset -2))
=> #<DateTime 1986-10-21T22:00:00.000-02:00>
```

In addition to `time-zone-for-offset`, you can use the
`time-zone-for-id` and `default-time-zone` functions and the `utc` Var to construct or get `DateTimeZone` instances.

If you only want a date with no time component, consider using the `local-date` and `today` functions. These return `LocalDate` instances that do not have time components (and thus don't suffer from timezone-related shifting).

```clj
(t/local-date 2013 3 20)
=> #<LocalDate 2013-03-20>
```

The functions `after?` and `before?` determine the relative position of two DateTime instances:

```clj
(t/after? (t/date-time 1986 10) (t/date-time 1986 9))
=> true
```

Often you will want to find a date some amount of time from a given date. For example, to find the time 1 month and 3 weeks from a given date-time:

```clj
(t/plus (t/date-time 1986 10 14) (t/months 1) (t/weeks 3))
=> #<DateTime 1986-12-05T00:00:00.000Z>
```

An `Interval` is used to represent the span of time between two `DateTime` instances. Construct one using `interval`, then query them using `within?`, `overlaps?`, and `abuts`:

```clj
(t/within? (t/interval (t/date-time 1986) (t/date-time 1990))
  (t/date-time 1987))
=> true
```

The `in-seconds` and `in-minutes` functions can be used to describe intervals in the corresponding temporal units:

```clj
(t/in-minutes (t/interval (t/date-time 1986 10 2) (t/date-time 1986 10 14)))
```
`today-at` returns a moment in time at the given hour, minute and second on the current date:

```clojure
(t/today-at 12 00)
=> #<DateTime 2013-03-29T12:00:00.000Z>
(t/today-at 12 00 05)
=> #<DateTime 2013-03-29T12:00:05.000Z>
```

### clj-time.format

If you need to parse or print date-times, use `clj-time.format`:

```clojure
(require '[clj-time.format :as f])
```

Parsing and printing are controlled by formatters. You can either use one of the built in ISO8601 formatters or define your own, e.g.:

```clojure
(def built-in-formatter (f/formatters :basic-date-time))
(def custom-formatter (f/formatter "yyyyMMdd"))
```

To see a list of available built-in formatters and an example of a date-time printed in their format:

```clojure
(f/show-formatters)
```

Remember that `mm` is minutes, `MM` is months, `ss` is seconds and `SS` is milliseconds.

Once you have a formatter, parsing and printing are straightforward:

```clojure
(f/parse custom-formatter "20100311")
=> #<DateTime 2010-03-11T00:00:00.000Z>
(f/unparse custom-formatter (t/date-time 2010 10 3))
=> "20101003"
To parse dates in multiple formats and format dates in just one format, you can do this:

```
```
```
### clj-time.local

The namespace `clj-time.local` contains functions for working with local time without having to shift to/from utc, the preferred time zone of clj-time.core.

```clj
(require '[clj-time.local :as l])
```

Get the current local time with

```clj
(l/local-now)
```

Get a local date-time instance retaining the time fields with

```clj
(l/to-local-date-time obj)
```

The following all return 1986-10-14 04:03:27.246 with the local time zone.

```clj
(l/to-local-date-time (clj-time.core/date-time 1986 10 14 4 3 27 246))
(l/to-local-date-time "1986-10-14T04:03:27.246")
(l/to-local-date-time "1986-10-14T04:03:27.246Z")
```

The dynamic var `*local-formatters*` contains a map of local formatters for parsing and printing. It is initialized with all the formatters in clj-time.format localized.

to-local-date-time for strings uses `*local-formatters*` to parse.

Format an obj using a formatter in `*local-formatters*` corresponding to the format-key passed in with

```clj
(l/format-local-time (l/local-now) :basic-date-time)
```

### clj-time.periodic
`clj-time.periodic/periodic-seq` returns an infinite sequence of instants separated by a time period starting with the given point in time:

```clojure
(require '[clj-time.periodic :as p])
(require '[clj-time.core :as t])
;; returns 10 instants starting with current time separated
;; by 12 hours
(take 10 (p/periodic-seq (t/now) (t/hours 12)))
```  

### clj-time.predicates

`clj-time.predicates` comes with a set of handy predicates to check for common conditions. For instance:

```clojure
(require '[clj-time.core :as t])
(require '[clj-time.predicates :as pr])
(pr/monday? (t/date-time 1999 9 9))
=> false
(pr/january? (t/date-time 2011 1 1))
=> true
(pr/weekend? (t/date-time 2014 1 26))
=> true
(pr/weekday? (t/date-time 2014 1 26))
=> false
(pr/last-day-of-month? (t/date-time 2014 1 26))
=> false
(pr/first-day-of-month? (t/date-time 2014 1 26))
=> false
```  

## Development

Running the tests:

$ lein test-all

(assumes Leiningen 2.x)
## Documentation

The complete [API documentation](http://clj-time.github.com/clj-time/doc/index.html) is also available (codox generated).

## License

Released under the MIT License: <https://github.com/clj-time/clj-time/blob/master/MIT-LICENSE.txt>

No license file was found, but licenses were detected in source scan.

(defproject clj-time/clj-time "0.8.0"
  :description "A date and time library for Clojure, wrapping Joda Time."
  :url "https://github.com/clj-time/clj-time"
  :mailing-list [:name "clj-time mailing list"
                 :archive "https://groups.google.com/forum/?fromgroups#!forum/clj-time"
                 :post "clj-time@googlegroups.com"]
  :license [:name "MIT License"
           :url "http://www.opensource.org/licenses/mit-license.php"
           :distribution :repo]
  :dependencies [[joda-time "2.3"] [org.clojure/clojure "1.6.0"]]
  :min-lein-version "2.0.0"
  :profiles {:dev {:plugins [[codox "0.6.1"]
                      [lein-midje "3.0.0"]
                      [midje-readme "1.0.2"]]
     :dependencies [[midje "1.5.0"]]
     :midje-readme {:require "[clj-time.core :as t] [clj-time.predicates :as pr]"}
   :1.2 {:dependencies [[org.clojure/clojure "1.2.1"]]
         :1.3 {:dependencies [[org.clojure/clojure "1.3.0"]]
             :1.4 {:dependencies [[org.clojure/clojure "1.4.0"]]
                 :1.5 {:repositories [["snapshots" "https://oss.sonatype.org/content/repositories/snapshots/"
                                      :dependencies [[org.clojure/clojure "1.5.1"]]
                          :master {:repositories [["snapshots" "https://oss.sonatype.org/content/repositories/snapshots/"
                                                  :dependencies [[org.clojure/clojure "1.7.0-master-SNAPSHOT"]]]}
                     :aliases {"test-all" ["with-profile" "dev.default:dev,1.2,default:dev,1.3,default:dev,1.4,default:dev,1.5,default:dev,master,default" "test"
                                     "test-14plus" ["with-profile" "dev.default:dev,1.4,default:dev,1.5,default:dev,master,default" "test"]]}}}}
Found in path(s):
* /opt/cola/permits/1191552984_1645778999.42/0/clj-time-0-8-0-jar-0-7-0-META-INF/leiningen/clj-time/clj-time/README.md
1.4080 jersey-server 2.25

1.4080.1 Available under license:

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* /opt/cola/permits/1229306344_1646934546.29/0/keycloak-core-7-0-0-sources-jar/org/keycloak/exceptions/TokenNotActiveException.java
* /opt/cola/permits/1229306344_1646934546.29/0/keycloak-core-7-0-0-sources-jar/org/keycloak/exceptions/TokenSignatureInvalidException.java
* /opt/cola/permits/1229306344_1646934546.29/0/keycloak-core-7-0-0-sources-jar/org/keycloak/exceptions/TokenVerificationException.java
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* /opt/cola/permits/1229306344_1646934546.29/0/keycloak-core-7-0-0-sources-jar/org/keycloak/representations/idm/authorization/UmaPermissionRepresentation.java
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Build-Date: ${timestamp}
Bundle-SymbolicName: com.nimbusds.nimbus-jose-jwt
Build-Number: ${buildNumber}
Built-By: vd
Bnd-LastModified: 1632821034478
Specification-Title: Nimbus JOSE+JWT
Implementation-Vendor-Id: com.nimbusds
Bundle-DocURL: https://connect2id.com
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It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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* /opt/cola/permits/1271008219_1644868693.08/0/owner-1-0-9-sources-jar/org/aeonbits/owner/loaders/PropertiesLoader.java
* /opt/cola/permits/1271008219_1644868693.08/0/owner-1-0-9-sources-jar/org/aeonbits/owner/VariablesExpander.java
* /opt/cola/permits/1271008219_1644868693.08/0/owner-1-0-9-sources-jar/org/aeonbits/owner/package-info.java
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2 7680 16383 8704 4.3M 8f8378c0-02
5 7936 12799 4864 2.4M
6 12544 16127 3584 1.8M

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## Independent JPEG Group: JPEG release 6b

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* */

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include/GL/wglxext.h :

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1.4114 jackson-jaxrs-base 2.9.8

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1.4115 juniversalchardet 2.3.0

1.4116 x11proto-input 2.3.2-1

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* /opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-jar/org/apache/commons/digester/RuleSet.java

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* /opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-jar/org/apache/commons/digester/parser/package.html
* /opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-jar/org/apache/commons/digester/plugins/package.html
* /opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-jar/org/apache/commons/digester/xmlrules/package.html
* /opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-jar/org/apache/commons/digester/xmlrules/digester-rules.dtd
* /opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-jar/org/apache/commons/digester/package.html
* /opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-jar/org/apache/commons/digester/plugins/strategies/package.html
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  jar/org/apache/commons/digester/xmlrules/DigesterRuleParser.java
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  jar/org/apache/commons/digester/PluginContext.java
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  jar/org/apache/commons/digester/plugins/strategies/FinderFromDfltResource.java
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jar/org/apache/commons/digester/RuleSetBase.java
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  jar/org/apache/commons/digester/plugins/strategies/FinderFromMethod.java
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  */opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-
jar/org/apache/commons/digester/plugins/strategies/RegexRules.java
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1.4119 perl 5.24.1 3+deb9u5
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Julian Seward, jseward@bzip.org
bzzip2/libbzip2 version 1.0.6 of 6 September 2010

--------------------------------------------------------------------------
---
abstract: 'Build and install Perl modules'
author:
- 'Ken Williams <kwilliams@cpan.org>'
- "Development questions, bug reports, and patches should be sent to the\nModule-Build mailing list at <module-build@perl.org>.,"
buildRequires:
File::Temp: 0.15
Test::Harness: 3.16
Test::More: 0.49
generated_by: 'Module::Build version 0.3608'
license: gpl
meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4
name: Module-Build
resources:
  MailingList: mailto:module-build@perl.org
license: http://dev.perl.org/licenses/
repository: http://github.com/dagolden/module-build/
version: 3

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Ty Coon, President of Vice

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The End

#!perl

=head1 NAME

copyright.t

=head1 DESCRIPTION

Tests that the latest copyright years in the top-level README file and the C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match reality.

Optionally you can pass the C<-now> option to check they are at the current year. This isn't checked by default, so that it doesn't fail for people working on older releases. It should be run before making a new release.
use strict;
use Config;
BEGIN { require './test.pl' }

if ( $Config{usecrosscompile} ) {
  skip_all( "Not all files are available during cross-compilation" );
}

my ($opt) = @ARGV;

my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now') {
  my $current_year = (gmtime)[5] + 1900;
  is $v_year, $current_year, 'perl -v copyright includes current year';
  is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else {
  is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
# returns the latest copyright year from the top-level README file
{
  open my $readme, '<', '../README' or die "Opening README failed: $!";

  # The copyright message is the first paragraph:
  local $/ = " ";
  my $copyright_msg = <$readme>;

  my ($year) = $copyright_msg =~ /.*(\d{4,})/s
    or die "Year not found in README copyright message '$copyright_msg'";

  $year;
}
sub v_year
# returns the latest copyright year shown in perl -v
{
    my $output = runperl switches => ['-v'];
    my ($year) = $output =~ /copyright 1987.*\b\d\d\d\d/;  
    or die "Copyright statement not found in perl -v output '$output'";
    $year;
}

1.4120 debconf 1.5.61

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Format: http://dep.debian.net/deps/dep5/
Source: native package

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1.4121 libassuan 2.4.3-2
1.4121.1 Available under license :
Format: http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: libassuan
Upstream-Contact: Werner Koch <wk@gnupg.org>
Files: *
Makefile.am
src/Makefile.am
src/assuan-buffer.c
src/assuan-error.c
src/assuan-inquire.c
src/assuan-io.c
src/assuan-listen.c
src/assuan-pipe-server.c
src/assuan-socket-connect.c
src/assuan-socket-server.c
src/assuan-socket.c
src/assuan-uds.c
src/client.c
src/context.c
src/funopen.c
src/memrchr.c
src/posix-fd-t.inc.h
src/posix-includes.inc.h
src/posix-sock-nonce.inc.h
src/posix-sys-pth-impl.h
src/posix-types.inc.h
src/putc_unlocked.c
src/server.c
src/setenv.c
src/stpcpy.c
src/system-posix.c
src/system-w32.c
src/system-w32ce.c
src/system.c
src/w32-fd-t.inc.h
src/w32-includes.inc.h
src/w32-sock-nonce.inc.h
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m4/lversion.m4
m4/lt~obsolete.m4
m4/onceonly.m4
m4/socklen.m4
m4/sys_socket_h.m4
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1.4122 pcre 8.39-13

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End

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THE BASIC LIBRARY FUNCTIONS

-----------------------------

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

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1.4124.1 Available under license:
   ISC

1.4125 plexus-interpolation 1.22-9.module_el8.0.0+39+6a9b6e22
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expand-archive-pzqYObjQ/plexus-interpolation-plexus-interpolation-
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<th>Name:</th>
<th>plexus-interpolation</th>
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<td>Version:</td>
<td>1.22</td>
</tr>
<tr>
<td>Release:</td>
<td>9%{?dist}</td>
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<tr>
<td>Summary:</td>
<td>Plexus Interpolation API</td>
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<td>License:</td>
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</tr>
<tr>
<td>BuildRequires:</td>
<td>maven-local</td>
</tr>
<tr>
<td>BuildRequires:</td>
<td>mvn(junit:junit)</td>
</tr>
<tr>
<td>BuildRequires:</td>
<td>mvn(org.codehaus.plexus:plexus-components:pom:)</td>
</tr>
</tbody>
</table>

%description
Plexus interpolator is the outgrowth of multiple iterations of development focused on providing a more modular, flexible interpolation framework for the expression language style commonly seen in Maven, Plexus, and other related projects.

%package javadoc
Summary: Javadoc for %{name}

%description javadoc
API documentation for %{name}.

%prep
%setup -q -n %{name}-%{name}-%{version}
%pom_remove_plugin :maven-release-plugin

%build
%mvn_file : plexus/interpolation
%mvn_build

%install
%mvn_install

%files -f .mfiles

%files javadoc -f .mfiles-javadoc
%changelog
* Fri Feb 09 2018 Fedora Release Engineering <releng@fedoraproject.org> - 1.22-9
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_28_Mass_Rebuild

* Thu Jul 27 2017 Fedora Release Engineering <releng@fedoraproject.org> - 1.22-8
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_27_Mass_Rebuild

* Sat Feb 11 2017 Fedora Release Engineering <releng@fedoraproject.org> - 1.22-7
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_26_Mass_Rebuild

* Fri Jul 15 2016 Mikolaj Izdebski <mizdebsk@redhat.com> - 1.22-6
  - Remove BR on maven-release-plugin

* Thu Feb 04 2016 Fedora Release Engineering <releng@fedoraproject.org> - 1.22-5
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_24_Mass_Rebuild

* Thu Jun 18 2015 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.22-4
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_23_Mass_Rebuild

* Tue Apr 14 2015 Mikolaj Izdebski <mizdebsk@redhat.com> - 1.22-3
  - Cleanup spec file

* Wed Apr 1 2015 Mikolaj Izdebski <mizdebsk@redhat.com> - 1.22-2
  - Update upstream URL

* Fri Nov 21 2014 Mikolaj Izdebski <mizdebsk@redhat.com> - 1.22-1
  - Update to upstream version 1.22

* Thu Oct 23 2014 Mikolaj Izdebski <mizdebsk@redhat.com> - 1.21-1
  - Update to upstream version 1.21

* Sat Jun 07 2014 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.15-9
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_21_Mass_Rebuild

* Tue Mar 04 2014 Stanislav Ochotnicky <sochotnicky@redhat.com> - 1.15-8
  - Use Requires: java-headless rebuild (#1067528)

* Sun Aug 04 2013 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.15-7
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_20_Mass_Rebuild

* Thu Feb 14 2013 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.15-6
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_19_Mass_Rebuild

* Wed Feb 06 2013 Java SIG <java-devel@lists.fedoraproject.org> - 1.15-5
  - Update for https://fedoraproject.org/wiki/Fedora_19_Maven_Rebuild
  - Replace maven BuildRequires with maven-local
* Thu Jan 17 2013 Michal Srb <msrb@redhat.com> - 1.15-4
  - Build with xmvn

* Mon Nov 19 2012 Stanislav Ochotnicky <sochotnicky@redhat.com> - 1.15-3
  - Fix source URL to be stable

* Sat Jul 21 2012 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.15-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_18_Mass_Rebuild

* Wed Apr 18 2012 Alexander Kurtakov <akurtako@redhat.com> 1.15-1
  - Update to latest upstream.

* Sat Jan 14 2012 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.14-3
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_17_Mass_Rebuild

* Wed Jul 27 2011 Stanislav Ochotnicky <sochotnicky@redhat.com> - 1.14-2
  - Use add_maven_depmap macro
  - Use more precise specification of files

* Tue Jul 26 2011 Jaromir Capik <jcapik@redhat.com> - 1.14-2
  - Removal of plexus-maven-plugin dependency (not needed)
  - Minor spec file changes according to the latest guidelines

* Tue May 17 2011 Alexander Kurtakov <akurtako@redhat.com> 1.14-1
  - Update to upstream 1.14 version.
  - Adapt to current guidelines.

* Wed Feb 09 2011 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.13-3
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_15_Mass_Rebuild

* Tue Dec 22 2009 Alexander Kurtakov <akurtako@redhat.com> 1.13-2
  - Fix review comments.

* Tue Dec 22 2009 Alexander Kurtakov <akurtako@redhat.com> 1.13-1
  - Initial package.

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  */opt/cola/permits/1229368316_1641580280.16/0/plexus-interpolation-1.22-9.module_el8.0.0+39+6a9b6e22.src.rpm-cosi-expand-archive-Y15ss5iz/plexus-interpolation.spec
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*/
/**
 * Determines if the current OS matches the given OS
* version.
* 
* @param version the OS version to check for
* @return true if the OS matches
* @since 1.0
* */

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* /opt/cola/permits/1229368316_1641580280.16/0/plexus-interpolation-1.22-
1.4126 kafka-oauth-server 0.9.0

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* /opt/cola/permits/1283600574_1646732506.14/0/kafka-oauth-server-0-9-0-sources-jar/io/strimzi/kafka/oauth/server/OAuthSessionAuthorizer.java
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* /opt/cola/permits/1283600574_1646732506.14/0/kafka-oauth-server-0-9-0-sources-jar/io/strimzi/kafka/oauth/server/OAuthKafkaPrincipal.java
1.4127 wso2-carbon-event-input-adaptor-filetail 5.1.42

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include/GL/glext.h
include/GL/glxext.h
include/GL/wglxext.h

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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

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2000-05-05

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1.4149 golang-glog 0.0.0-20160126235308-23def4e6c14b
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Found in path(s):
* /opt/cola/permits/1274552223_1645214594.12/0/kafka-oauth-common-0-8-1-sources-jar/io/strimzi/kafka/oauth/common/PrincipalExtractor.java
* /opt/cola/permits/1274552223_1645214594.12/0/kafka-oauth-common-0-8-1-sources-jar/io/strimzi/kafka/oauth/common/DeprecationUtil.java
* /opt/cola/permits/1274552223_1645214594.12/0/kafka-oauth-common-0-8-1-sources-jar/io/strimzi/kafka/oauth/validator/BackOffTaskScheduler.java
* /opt/cola/permits/1274552223_1645214594.12/0/kafka-oauth-common-0-8-1-sources-jar/io/strimzi/kafka/oauth/services/Services.java
* /opt/cola/permits/1274552223_1645214594.12/0/kafka-oauth-common-0-8-1-sources-jar/io/strimzi/kafka/oauth/services/Sessions.java
* /opt/cola/permits/1274552223_1645214594.12/0/kafka-oauth-common-0-8-1-sources-jar/io/strimzi/kafka/oauth/services/SessionFuture.java
* /opt/cola/permits/1274552223_1645214594.12/0/kafka-oauth-common-0-8-1-sources-jar/io/strimzi/kafka/oauth/services/Principals.java

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions. http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

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THE BASIC LIBRARY FUNCTIONS
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jar/io/netty/handler/ssl/util/SelfSignedCertificate.java
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jar/io/netty/handler/ssl/SniCompletionEvent.java
* /opt/cola/permits/1258059247_1643027221.7.0/netty-handler-4-1-33-final-sources-
jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/cola/permits/1258059247_1643027221.7.0/netty-handler-4-1-33-final-sources-
jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
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jar/io/netty/handler/ssl/Java9SslUtils.java
* /opt/cola/permits/1258059247_1643027221.7.0/netty-handler-4-1-33-final-sources-
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jar/io/netty/handler/ssl/OptionalSslHandler.java
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jar/io/netty/handler/ssl/AbstractSniHandler.java
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jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
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* /opt/cola/permits/1258059247_1643027221.7/0/netty-handler-4-1-33-final-sources-jar/io/netty/handler/util/InsecureTrustManagerFactory.java
* /opt/cola/permits/1258059247_1643027221.7/0/netty-handler-4-1-33-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java
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